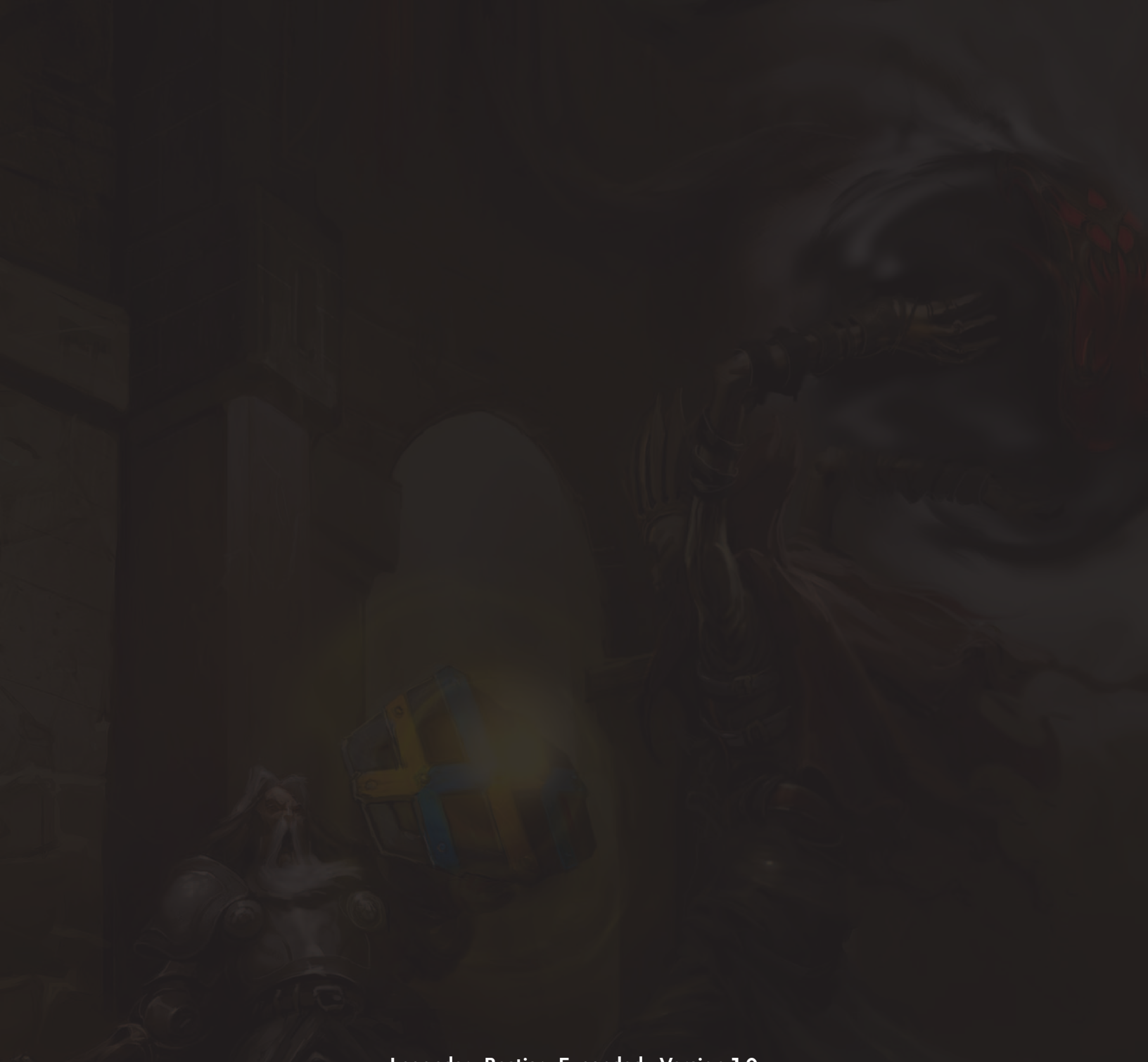

LEGENDARY
BESTIARY
EXPANDED
GUILD



Legendary Bestiary Expanded - Version 1.0

Authors: Christopher Walz, Christian Eichhorn, Alex Clippinger

Editor: Christopher Walz

Layout: Christian Eichhorn

Art: Wizards of the Coast, Rick Hershey, Daniel Comerci, Dean Spencer

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild. All other original material in this work is copyright 2020 by Christian Eichhorn and published under the Community Content Agreement for Dungeon Masters Guild. Publisher's Choice Quality Stock Art © Rick Hershey | Fat Goblin Games; some artwork © 2015 Dean Spencer, used with permission. All rights reserved; some artwork © Daniel Comerci – danielcomerci.com

CONTENTS

INTRODUCTION

How to Use This Book 5

Design and Challenge Ratings 5

EBERRON: RISING FROM THE LAST WAR

Challenge Rating 1 (CR1) 6

- Clawfoot 6
- Iron Defender 6
- Living Burning Hands 6

Challenge Rating 2 (CR2) 7

- Inspired 7
- Tarkanan Assassin 7
- Undying Soldier 7

Challenge Rating 3 (CR3) 8

- Dolgaunt 8
- Karrnathi Undead Soldier 8
- Warforged Soldier 8

GUILDMASTERS' GUIDE TO RAVNICA

Challenge Rating 1 (CR1) 9

- Category 1 Krasis 9
- Galvanice Weird 9
- Horncaller 10
- Hybrid Poisoner 10
- Hybrid Shocker 10
- Indentured Spirit 10
- Rakdos Performer 11
- Thought Spy 11

Challenge Rating 2 (CR2) 11

- Counterflux Blastseeker 11
- Hybrid Brute 12
- Hybrid Flyer 12
- Rakdos Lampooner 12
- Skyjek Roc 12

Challenge Rating 3 (CR3) 13

- Flying Horror 13
- Precognitive Mage 13

MORDENKAINEN'S TOME OF FOES

Challenge Rating 1 (CR1) 14

- Bronze Scout 14
- Choker 14
- Duergar Soulblade 15
- Female Steeder 15
- Meazel 15
- Stone Cursed 15

Challenge Rating 2 (CR2) 16

- Adult Kruthik 16
- Berbalang 16
- Duergar Hammerer 16
- Duergar Kavalrachni 17
- Duergar Mind Master 17
- Duergar Stone Guard 17
- Duergar Xarrorn 18
- Ogre Bolt Launcher 18
- Ogre Howdah 18
- Rutterkin 19
- Tortle Druid 19

Challenge Rating 3 (CR3) 19

- Bulezau 19
- Deathlock Wight 20
- Derro Savant 20
- Duergar Screamer 20
- Giff 20
- Merrenoloth 21
- Ogre Chain Brute 21
- Sword Wraith Warrior 21
- Vampiric Mist 21

VOLO'S GUIDE TO MONSTERS

Challenge Rating 1 (CR1) 22

- Deinonychus 22
- Firenewt Warlock of Imix 22
- Giant Strider 23
- Gnoll Flesh Gnawer 23

Grung Wildling 23
Kobold Dragonshield 24
Kobold Scale Sorcerer 24
Maw Demon 24
Nilbog 24
Quickling 25
Sea Spawn 25
Thorny 25
Vargouille 25
Xvart Warlock of Raxivort 26

Challenge Rating 2 (CR2) 26
Aurochs 26
Bard 26
Darkling Elder 27
Grung Elite Warrior 27
Guard Drake 27
Hobgoblin Iron Shadow 27
Meenlock 28
Orc Claw of Luthic 28
Orc Hand of Yurtrus 28
Quetzalcoatlus 28
Shadow Mastiff 28
Vegepygmy Chief 29
Yuan-ti Broodguard 29

Challenge Rating 3 (CR3) 29
Archer 29
Cave Fisher 30
Choldrith 30
Deep Scion 30
Flail Snail 30
Illusionist 30
Leucrotta 30
Martial Arts Adept 31
Neogi 31
Orc Red Fang of Shargaas 31
Redcap 31
Slithering Tracker 32
Swashbuckler 32
Trapper 32



INTRODUCTION



EGENDARY ACTIONS ARE ONE OF THE COOLEST, most memorable aspects of fifth edition for me. As a DM, they allow you to make dynamic choices throughout a combat round, not just relying on a single action to make a huge impact. This element of unpredictability keeps the more tactics-minded players guessing as well, which is likely a big reason they come to the table.

Fifth edition's legendary actions address one of the biggest problems in previous editions: 'big bads' often needed a lot of minions to survive more than a couple of rounds against cunning players. This never felt quite right for every 'boss' encounter; sometimes a creature is solitary and should be fearsome on their own.

With the success of *Legendary Bestiary: Legendary Actions for Low-Level Monsters*, we wanted to take these ideas and apply them across the fifth edition landscape, travelling where Volo and Mordenkainen have stepped and taking a look toward the worlds of Ravnica and Eberron.

HOW TO USE THIS BOOK

We wanted this book to be as easy to use at the table as possible. You get exactly what is on the tin: legendary action options for CR 1–3 monsters and NPCs from Volo's Guide to Monsters, *Mordenkainen's Tome of Foes* as well as the setting guides *Guildmasters' Guide to Ravnica* and *Eberron: Rising from the Last War*. You can either look up a creature ahead of time and create a 'boss' version of them, or even add to a planned encounter on the fly. The latter option is particularly great if the player characters have blown through what you thought were some really challenging encounters and you still want to test their mettle.

DESIGN AND CHALLENGE RATINGS

As we worked through this project, we wanted to hold ourselves to a few design constraints, which I hope we have successfully delivered:

- When possible, creatures should have a mix of low- and high-impact legendary actions. These range from simply moving to a whole new mechanic for the creature.
- Since these are lower-CR creatures, no legendary action should grant 'free damage.' Damaging actions should require specific set up or other circumstances or have multiple ways to defend against it.
- Deliver on the theme of the existing creature; a legendary berbalang should not become a huge hulking brute.

Adding legendary actions to a lower-CR creature certainly makes for a more difficult encounter. We have not recommended a specific CR increase, but if you use traditional XP for character advancement, you may want to consider offering an additional 50% or so XP for defeating a legendary creature.

You may also decide to introduce one of these legendary creatures to a higher-level party than their CR would typically merit. If you do this, you may want to consider raising the creatures AC, hit points, attack modifier, or spell save DC. There's a great 'cheat sheet' for that on the Blog of Holding, which you can find here: Blog of Holding

We hope you enjoy what's inside, and thank you for your support!

Christopher, Christian & Alex



CHALLENGE RATING 1 (CR1)

The monster can take 1 legendary action, 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 monster regains spent legendary actions at the start of its turn.

CLAWFOOT

Opportune Hunter. The clawfoot moves up to 15 feet towards a hostile creature it can see, or up to 30 feet if the creature is prone.

Snarl. One creature that the clawfoot can see within 15 feet of it must succeed on a DC 10 Wisdom saving throw or become frightened of it until the end of the clawfoot's next turn.

IRON DEFENDER

Defensive Intercept. The iron defender moves up to half its speed towards its creator. Opportunity attacks made against it as a result of this movement have disadvantage.

Overcharge. Creatures that hit the iron defender with a melee attack before the start of its next turn must succeed on a DC 13 Constitution saving throw or lose their reaction.

Threat Assessment. The iron defender makes a Wisdom (Perception) check focused.

LIVING BURNING HANDS

Arcane Interrupt. Creatures within 10 feet of the living spell that are concentrating on a spell must make a DC 10 Constitution saving throw to maintain concentration.

Flash Point. The living spell ignites a flammable object within 10 feet of it that isn't being worn or carried.

Transference. The living spell teleports to an unoccupied space within 30 feet of it that is adjacent to a burning flame.

CHALLENGE RATING 2 (CR2)

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

INSPIRED

Inspired Defense (Cost 2 Actions). The inspired targets a hostile creature it can see within 30 feet. The inspired makes a Wisdom (Insight) check contested by the target's Charisma (Deception) check. If the inspired wins the contest, the target's attacks against the inspired have disadvantage until the end of its next turn.

Psionic Glimpse. Hostile creatures within 10 feet of the inspired glimpse the visage of the quori spirit within. They must succeed on a DC 13 Wisdom saving throw or become frightened of the inspired until the end of their next turn.

Whispered Insight. The inspired whispers telepathic instruction to a friendly creature it can see within 30 feet of it. The target creature has advantage on its next attack roll before the end of its turn.





TARKANAN ASSASSIN

Aberrant Energy (Costs 2 Actions). On the assassin's next turn, its Unstable Mark feature deals force damage as if it rolled 8 on the damage die. The assassin takes half this damage if any creature is harmed by this feature.

Parasitic Dragonmark. The assassin gains temporary hit points equal to its Constitution modifier if any creature within 10 feet of it is concentrating on a spell.

Vanish. The assassin takes the Hide action.

UNDYING SOLDIER

Aereni Vigor. The soldier gains temporary hit points equal to its Constitution modifier if it has another undying within 5 feet of it.

Discipline. The soldier rerolls a saving throw against being turned or frightened.

Rally Up. The soldier moves up to its speed to an unoccupied space within 5 feet of another undying.

CHALLENGE RATING 3 (CR3)

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

DOLGAUNT

Eerie Perception. The dolgaunt pinpoints the location of a creature within 300 feet of it until the end of its next turn, even if the target creature is outside the range of its blindsight. The dolgaunt can't target a creature that is actively hiding with a result greater than its passive Perception.

Khyber's Command (Costs 2 Actions). The dolgaunt commands a dolgrim it can see within 30 feet of it to attack. The dolgrim can make one weapon attack as a reaction against a creature within reach.

Lifethirst. The dolgaunt regains hit points equal to its Constitution modifier if it has at least one creature grappled by a tentacle.

KARRNATHI UNDEAD SOLDIER

Defensive Stance. The soldier gains +1 to its AC until the start of its next turn or until it uses this legendary action again.

Grasp of Mabar. The soldier's next weapon attack deals cold damage instead of its normal damage type.

March of Bones. The soldier moves up to half its speed. It has resistance to nonmagical bludgeoning, piercing, and slashing damage during this movement.

WARFORGED SOLDIER

Ever Forward. The warforged moves up to half its speed in a straight line.

Soldier's Eye. The warforged targets a creature it can see within 30 feet of it; the first attack roll it makes against that creature before the end of its next turn is made with advantage.

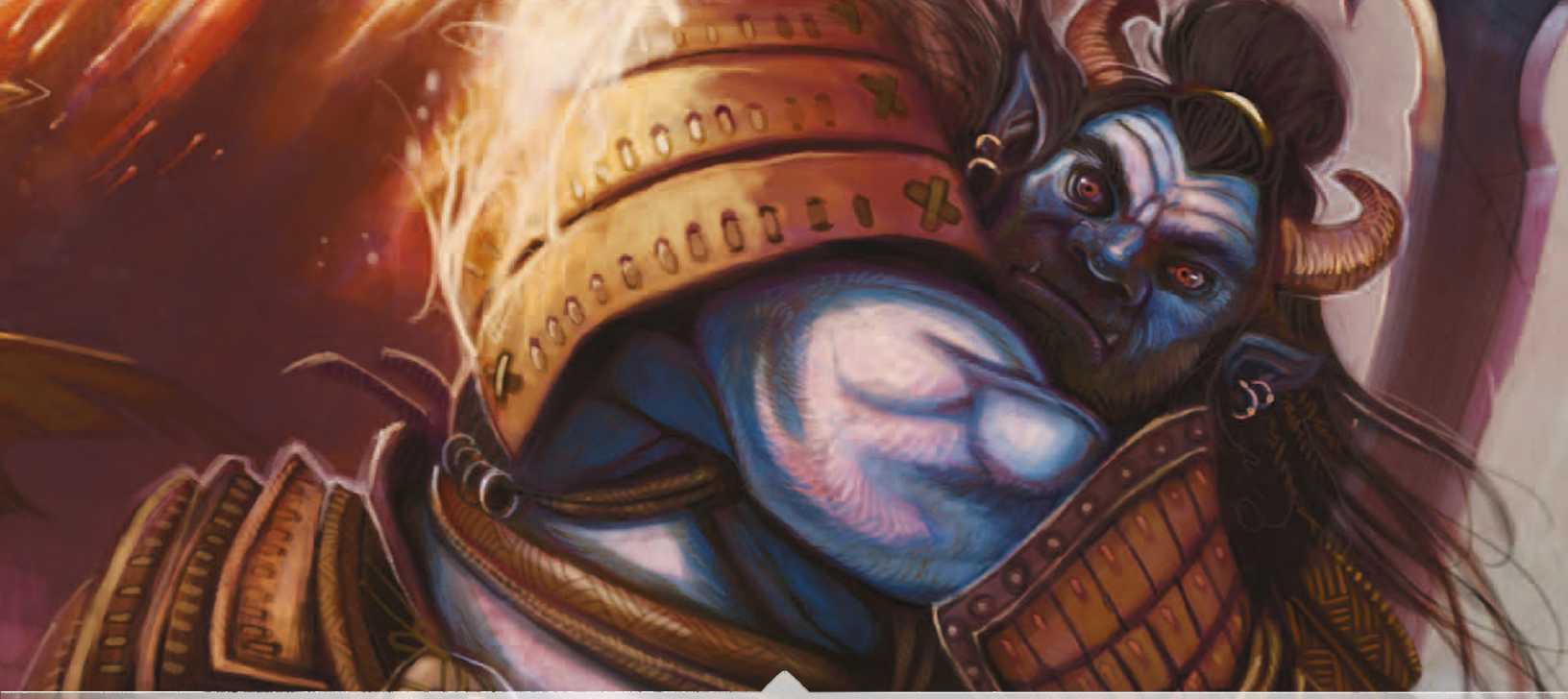
Strength in Numbers (Costs 2 Actions). The warforged gains a bonus to its AC equal to the number of friendly warforged within 5 feet of it, up to +4. This bonus lasts until the end of its next turn.



After the Last War, Derivative joined a paramilitary organization called the Talon Band. The warforged rose through the ranks quickly and completed critical missions.

Breland offers a bounty for the capture of the warforged soldier, who is charged with sabotage and grand larceny.

Derivative is disappointed by the measly sum Breland offers and hopes to accrue more during its next covert operations.



CHALLENGE RATING 1 (CR1)

The monster can take 1 legendary action, 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 monster regains spent legendary actions at the start of its turn.

CATEGORY 1 KRASIS

Major Combat Mutation. The category 1 krasis takes 2 (1d4) necrotic damage and rolls on the Major Adaptations table (see p. 210 of Guildmasters' Guide to Ravnica) to induce a sudden mutation and improve its combat characteristics.

Average Combat Mutation. The category 1 krasis gains a random mutation from the Average Mutation table. The mutation lasts until the end of its next turn.

Average Mutation

d4	Average Mutation
1	It grows another claw, allowing it to make one additional attack.
2	Poison glands in its mouth cause its Bite attack to deal an extra 2 (1d4) poison damage.
3	Bone plates increase its AC by 1.
4	Long barbs cause creatures who touch or make a successful melee attack against the category 1 krasis to take 1 piercing damage.

GALVANICE WEIRD

Ice Aura. Creatures within 5 feet of the galvanice weird must succeed on a DC 13 Constitution saving throw or have their speed reduced by 10 feet until the end of their next turn.

Project Force. The galvanice weird casts the *ray of frost* cantrip (+3 to hit).

Shock Therapy (Recharge 6). The galvanice weird casts the *shocking grasp* cantrip (+3 to hit). On a hit, the target is stunned until the end of its next turn.

HORNCALLER

Advance! Beasts within 30 feet of the horncaller can use their reaction to move up to 15 feet.

Reinforcements (Recharge 6). The horncaller regains the use of its *conjure animal* spell.

Strength in Numbers. The horncaller gains a number of temporary hit points equal to the number of beasts within 5 feet of it, up to a maximum of 5 temporary hit points.

HYBRID POISONER

Poison Glob. The hybrid poisoner casts the *fire bolt* cantrip, which deals poison instead of fire damage.

Poison Mist. A creature within 5 feet of the hybrid poisoner must succeed on a DC 12 Constitution saving throw or become blinded until the end of its next turn.

Reposition. The hybrid poisoner moves up to half of its speed and takes the Hide action.

HYBRID SHOCKER

Discharge (Recharge 6). The hybrid shocker casts the *chromatic orb* spell, dealing lightning damage. As long as Discharge has not recharged, the hybrid shocker's Electrified Body trait is inactive.

Overcharge (Recharge 6). The hybrid shocker overcharges its body, takes 18 (4d8) necrotic damage, and produces a blinding light. Creatures within 15 feet of the hybrid shocker must succeed on a DC 12 Constitution saving throw or are blinded for 1 minute. A target can repeat its saving throw at the end of its turn, ending the effect on a success.

Strangle. A creature grappled by the hybrid shocker's tentacle must succeed on a DC 10 Strength saving throw or take 2 (1d4) bludgeoning damage.

INDENTURED SPIRIT

Collect Debt. If the spirit occupies the space of another creature, the creature must succeed on a DC 12 Constitution saving throw or take 2 (1d4) necrotic damage. The spirit gains temporary hit points equal to the damage dealt.

Lawyered. If the spirit occupies the space of another creature, it whispers stories about Orzhov Syndicate lawyers into the creature's ear. The target must succeed on a DC 12 Intelligence saving throw or take 2 (1d4) psychic damage and be frightened of the spirit until the end of its next turn.

Repossess (Recharge 3-6). If the spirit occupies the space of another creature, it attempts to possess its body. The creature must succeed on a DC 12 Wisdom saving throw or comes under the spirit's control. The spirit can use an action to make an attack or cast a spell during the target's next turn. At the end of the target's next turn, the spirit exits its body in an unoccupied space within 5 feet of it.



"Two things are certain in life: undeath and taxes." — Orzhov saying

RAKDOS PERFORMER

Horrific Performance. The performer makes a DC 16 Charisma (Performance) check. If it succeeds, it deals 3 (1d6) damage to itself and forces creatures other than Cult of Rakdos guild members within 30 feet that can see the performer to make a DC 12 Wisdom saving throw. On a failure, the target is frightened of the performer until the end of the performer's next turn.

In Rakdos' Name. The performer makes a DC 16 Charisma (Performance) check. If they succeed, they summon a **cackler** (GGtR) in an unoccupied space within 5 feet. The cackler disappears in a puff of smoke after 1 minute or when it is reduced to 0 hit points. The cackler acts on the performer's turn but does not follow their commands, although it generally acts in accordance to Rakdos' goals. The performer can have one cackler summoned in this way at a time.

THOUGHT SPY

Combat Analytics. The thought spy attempts a DC 15 Wisdom (Perception) check to discern a creature's weaknesses. On a success, the thought spy gains advantage on its next attack against the target.

False Foresight. The thought spy attempts to cast *detect thoughts* on a creature. As long as the spell is active, the target's attacks against the thought spy have disadvantage.

Observe. The thought spy moves up to 20 feet and takes the Hide action.

The lab lay in ruin, countless delicate instruments blown across the streets; the homes nearest the blast sit askew on their foundations now. But the experiment was a success! Blastseeker Xir was sure to rise in the League.

CHALLENGE RATING 2 (CR2)

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

COUNTERFLUX BLASTSEEKER

Detonate. If the blastseeker controls a sphere created through its Counterflux Overcast, it destroys the sphere. Creatures inside the sphere, including the blastseeker, must make a DC 14 Dexterity saving throw or take 7 (2d6) force damage or half damage on a successful one. Any advantage or disadvantage conferred by the sphere affects this saving throw.

Prepare. Until the end of the blastseeker's next turn, if the blastseeker is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Untap. The blastseeker rolls to recharge its Counterflux Overcast.



HYBRID BRUTE

Hook Claw. The hybrid makes a special attack (+6 to hit) against a target within reach. This attack does not deal damage, but if it hits, the target is knocked prone.

Pursue. The hybrid moves up to 30 feet toward a hostile creature.

Temporary Growth. The hybrid's limbs grow longer until the end of its next turn, increasing their reach to 10 feet.

HYBRID FLYER

Armor Meld. The hybrid pulls its gliding wings into itself, melding the flesh with its body to create a semi-solid carapace. The hybrid loses its flying speed but gains a +3 bonus to its AC. The hybrid can use this legendary action again to regain their flight speed, losing the bonus to AC.

Erode Armor (Costs 2 Actions). The hybrid spits acid on a character wearing nonmagical metal armor or wielding a nonmagical metal shield. If the target fails a DC 13 Dexterity saving throw, the armor or shield takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Flutter. The hybrid flies up to 15 feet away. This movement does not provoke opportunity attacks.

RAKDOS LAMPOONER

Cantrip. The lampooner casts a cantrip.

Charming Performance (Costs 2 Actions). The lampooner makes a DC 16 Charisma (Performance) check. If it succeeds, it deals 3 (1d6) damage to itself and forces creatures other than Cult of Rakdos guild members within 30 feet that can see the lampooner to make a DC 14 Wisdom saving throw. On a failure, the target is charmed by the lampooner until the end of the lampooner's next turn.

Feint. The lampooner makes a DC 16 Charisma (Deception) check against a target within 5 feet. If the lampooner succeeds, it has advantage on its next attack against the target.

SKYJEK ROC

Eagle Eye. The roc makes a Wisdom (Perception) check.

Snatch. The roc attempts to grapple a Medium or smaller creature within 5 feet. If it succeeds, it can fly up to half its speed.

Swoop. The roc flies up to half its speed. If it passes within 5 feet of a hostile creature that can be frightened, that creature must succeed on a DC 12 Wisdom saving throw or fall prone.



Double-Roc

CHALLENGE RATING 3 (CR3)

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

FLYING HORROR

Consume Fear (Costs 2 Actions). The horror psychically feasts on the fear it has sown. Creatures within 10 feet of the horror that are frightened due to its Frightening Screech are no longer frightened and the horror gains 2 temporary hit points per target.

Deep Breaths. The horror rolls to recharge its Frightening Screech.

Weaken. The horror chooses a creature within 30 feet of it that is immune to its Frightening Screech. The target loses its immunity.

PRECOGNITIVE MAGE

Search the Timestream. Roll a d6, on a 5 or 6, the mage regains a use of its Precognitive Insight.

Second Chance. The mage allows an allied creature within 30 feet of it that it can see to repeat a saving throw against an ongoing magical effect.

Temporal Shift (Costs 2 Actions). The mage chooses its initiative for the next round. After that round, it continues to act on its normal initiative





MORDENKAINEN'S TOME OF FOES

CHALLENGE RATING 1 (CR1)

The monster can take 1 legendary action, 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 monster regains spent legendary actions at the start of its turn.

BRONZE SCOUT

Enhance Sensors. The bronze scout gains tremorsense out to a range of 60 feet until the end of its next turn.

Rolling Charge. The bronze scout curls up into a ball and rolls up to 60 feet toward a target. If the bronze scout rolls at least 10 feet, the target must make a DC 13 Strength saving throw or be knocked prone.

Thrash. The bronze scout churns up the ground under it, creating a 5-foot-square area of difficult terrain. The bronze scout is immune to difficult terrain created in this way.

CHOKER

Lurk. The choker moves up to 15 feet and takes the Hide action.

Schloop. The choker slingshots itself up to 20 feet in a straight line toward a creature it has grappled. This movement does not provoke opportunity attacks and can extend beyond the grappled creature; the grappled creature serves as an anchor point.

Smash Prey. If the choker has two targets grappled, it slams them together. Each target takes 5 (1d4 + 3) bludgeoning damage and must make a DC 15 Constitution saving throw or become stunned until the end of the next turn.

DUERGAR SOULBLADE

Break Free. The duergar rerolls a saving throw for any one effect that has charmed or paralyzed it. The duergar's Duergar Resilience trait applies to this saving throw.

Overload Soulblade. The duergar pours their psychic energy into their soulblade, taking 1d8 psychic damage. If the duergar makes a successful attack with the soulblade before the end of their next turn, the attack deals an extra 1d6 psychic damage and knocks the target prone. The soulblade becomes unstable and vanishes at the end of the duergar's turn.

Psychic Shove. The duergar telekinetically shoves a creature it can see within 30 feet of it. If the target fails a DC 12 Strength saving throw, they fall prone or are pushed 5 feet directly away from the duergar.

FEMALE STEEDER

Hang Up. The steeder attaches a creature it has grappled to a surface. The escape DC remains unchanged.

Goo Trap. The steeder secretes goo and covers the 5-foot square it occupies with the sticky substance and moves up to 5 feet. Creatures that move into the space must succeed on a DC 12 Strength saving throw or are stuck, reducing their speed to 0. A target can use its action to attempt a DC 12 Strength (Athletics) check to wrestle itself free. The goo loses its potency after 1 minute.

Shove. The steeder makes an attack (+5 to hit) to shove a creature 5 feet away from it.

During a terrible famine, a halfling once killed his brother over the last wedge of cheese. Ashamed by his deed, he escaped into the shadows. Now, he goes by the name of Garot and hunts for other kinds of food.



MEAZEL

Artificial Night (Recharge 6). The meazel casts *darkness*, through which it can see.

Chill Touch. The meazel casts the *chill touch* cantrip, requiring no somatic components.

Little Helper. While in dim light or darkness, the meazel summons a **crawling claw** that acts after the meazel's turn. The meazel can control three crawling claws at a time.

STONE CURSED

Eldritch Whisper. The stone cursed murmurs maddening words into a creature's ear within 5 feet that can hear it. The target must succeed on a DC 12 Wisdom saving throw or become frightened of the stone cursed until the end of its next turn.

Harden. The stone cursed's AC increases to 19 until the beginning of its next turn. Until then, it can't make opportunity attacks.

Siphon. The stone cursed draws strength from its victims. For each petrified creature within 30 feet of the stone cursed, discounting other stone cursed, it gains 5 temporary hit points.

CHALLENGE RATING 2 (CR2)

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

ADULT KRUTHIK

Burrowing Escape. The kruthik Disengages and burrows up to 20 feet.

Call the Pack. The kruthik chitters and hisses, allowing any other kruthik within 60 feet of it to use their reaction to move up to their movement toward the kruthik.

Reaping Swipe. The kruthik makes an attack (+5 to hit) against a target within reach. If the attack hits, instead of dealing damage, the target falls prone.



The Broker, as it calls itself, is possibly the most well-known berbalang in the multiverse. It offers its wealth of knowledge for sale and hunts down the most obscure lore—for outrageous prices. Most often, it demands the bones of ancient dragons or other, even more ancient, evils.

BERBALANG

Astral Jump. The berbalang teleports to its duplicate's location and dismisses the duplicate.

Spectral Spy (Costs 2 Actions). The berbalang's spectral duplicate becomes invisible until it attacks.

Whispers of Dead Gods (Costs 2 Actions). Choose a cleric spell of 3rd level or lower. The berbalang has a 25% chance of casting the spell using Intelligence as its spellcasting modifier (spell save DC 13).

DUERGAR HAMMERER

Punishing Upgrade. The hammerer takes 5 (1d8) psychic damage as it drains the pilot, fueling its systems for 1 minute. Choose one of the following:

- +10 movement speed.
- Gain a burrow speed of 10 feet.
- Resistance to bludgeoning, piercing, or slashing damage (choose one) from nonmagical attacks.

You can choose each of these options more than once. Each time you use this legendary action after the first, the damage increases by 1d8.

Pained Scream. If the hammerer has 15 or fewer hit points, the hammerer's pilot lets out a psychically charged howl. Creatures within 10 feet of the hammerer must make a DC 12 Wisdom saving throw or take 4 (1d6) psychic damage.

DUERGAR KAVALRACHNI

Cavalry Charge. If the duergar is mounted on a female steeder, it takes the Dash action.

Evasive Actions. Attacks made against the duergar's female steeder mount have disadvantage until the end of the duergar's next turn.

Steeder Slam. If the duergar's female steeder mount has grappled a target, the duergar commands the steeder to slam it into the ground, dealing 4 (1d6) bludgeoning damage.

DUERGAR MIND MASTER

Illusory Decoy. The duergar creates an illusion of itself as if it had cast the *silent image* spell (spell save DC 12). The duergar does not need to concentrate on this effect. The illusion persists until the end of the duergar's next turn when it disappears, as if becoming invisible. This legendary action does not break the duergar's invisibility.

Mind Games. The duergar rolls to recharge its Invisibility action.

Quick Escape. The duergar moves up to 15 feet and takes the Hide action.

Over the decades, Krarox the Mind Master probed many subjects and prisoners. The duergar's skills were legendary. To further enhance his abilities, he broke his own mind and reformed it.

DUERGAR STONE GUARD

Blood Bond. The stone guard psychically binds itself to a duergar it can see within 30 feet of it, sharing in its pain. If the target takes damage before the end of the stone guards's next turn, half of the damage is transferred to the stone guard.

Deathly Sacrifice. The duergar takes 1d8 psychic damage and heals an ally within 30 feet of it that it can see for the same amount.

Liege Guard. The duergar moves up to 25 feet toward an ally. Until the end of the duergar's next turn, the ally has +2 to their AC if they remain within 5 feet of the duergar.



DUERGAR XARRORN

Choking Exhaust. The duergar's fire lance spews thick black smoke in a 10-foot cone. Any creature in the area must make a DC 12 Constitution saving throw or spend their action on their next turn choking and coughing.

Guiding Charge. The duergar loads a special psionically powered charge into its fire lance. The next time the duergar makes a successful attack with its fire lance, the next attack against the target made before the end of the duergar's next turn has advantage.

Load Fuel. The duergar rolls to recharge its Fire Spray action.

OGRE BOLT LAUNCHER

Angry Idiot. The ogre makes a Bolt Launcher or Fist attack against a target that used words the ogre cannot understand (such as casting a spell with verbal components or speaking in an unknown language) this round.

Bolt Sweep. The ogre draws ones of its huge crossbow bolts and sweeps it around them, knocking nearby enemies prone. Any creature within 10 feet of the ogre must make a DC 14 Strength saving throw or fall prone.

Inspiring Size (Costs 2 Actions). The ogre puffs up its chest, flexes, or makes another show of strength. The ogre chooses a number of allies equal to its Strength modifier of CR 2 or less within 30 feet of it. These creatures use their reaction to make an attack or take the Dash action. The ogre cannot use this action if the targets can see a Huge or larger creature, such as a giant.

OGRE HOWDAH

Commanding Roar (Costs 2 Actions). The ogre roars and shakes its howdah, scaring its riders into action. All riders can use their reaction to make an attack at disadvantage.

Reposition. The ogre moves up to 40 feet. At the end of this movement, any riders can use their reaction to dismount the ogre into an unoccupied space within 5 feet of the ogre.

Toss Ally. The ogre reaches into its howdah and throws one of its riders (or their corpse) at an enemy within 60 feet that it can see. The ogre has a +6 to hit with the attack and it deals 13 (2d8 + 4) bludgeoning damage on a hit. If the rider is alive, it takes 13 (2d8 + 4) bludgeoning damage and lands in an unoccupied space within 5 feet of the target, even if the attack misses. If the ogre no longer has riders (living or dead), it cannot use this legendary action.



"Und joph! Smashed it!"
— Rohrbor the Stirge Howdah

RUTTERKIN

Consume Fear. The rutterkin consumes the fear of a crippled creature. The rutterkin removes the frightened condition from a creature within 30 feet that it can see that is affected by Crippling Fear. The creature is immune to Crippling Fear as if it had made a successful saving throw. The rutterkin heals 4 (1d8) hit points and has advantage on its next attack.

Devouring Feast (Costs 2 Actions). The rutterkin forces one other rutterkin or up to three abyssal wretches to use their reaction to move up to 20 feet and make an attack.

Surge Forth. The rutterkin moves up to 20 feet. If the rutterkin spends 2 legendary actions, up to two other rutterkins within 5 feet may also move up to 20 feet.

TORTLE DRUID

Cantrip. The tortle casts a cantrip.

Spinning Shell. While inside of its shell, the tortle spins around, launching itself up to 10 feet in a direction of its choice. If it strikes a creature, the target must make a DC 12 Strength saving throw or be knocked prone.

Urge Companion. The tortle makes a DC 15 Wisdom (Animal Handling) check. If it succeeds, it urges one animal it has charmed with the *animal friendship* spell to move up to 30 feet and make an attack.

CHALLENGE RATING 3 (CR3)

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

BULEZAU

Dextrous Leap. The bulezau uses its Standing Leap without provoking an opportunity attack.

Hallucinations. A creature within 5 feet of the bulezau that suffers from the bulezau's disease must succeed on a DC 12 Wisdom saving throw or is frightened of the bulezau until the end of its next turn.

Horn Charge. The bulezau moves up to its speed, but at least 20 feet straight toward a creature and then hits it with its horns. The target must succeed on a DC 13 Strength saving throw or be knocked prone.



DEATHLOCK WIGHT

Grim Harvest. The wight increases the DC of its Life Drain attack by +1. The bonus is lost after a successful attack.

Necrotic Accumulation. If the wight made a successful Life Drain attack since the beginning of its last turn, it gains 5 (1d10) temporary hit points.

Necrotic Restoration. The wight expends a number of temporary hit points of its choice and restores an undead creature within 5 feet of it. The target is healed for the amount of expended temporary hit points.

DERRO SAVANT

Cantrip. The derro casts a cantrip.

Helping Hand. The derro casts *mage hand* and unbalances an enemy within range. The next attack against the target has advantage.

Hypnotizing Dance (Costs 2 Actions). The derro performs a ritual dance that involves alien murmurs and swaying motions. The next time the derro casts the *sleep* spell, it can roll an additional 5d8 to determine the number of hit points the spell affects.

DUERGAR SCREAMER

Focused Scream. The screamer targets a creature within 10 feet of it and projects a highly focused sonic blast toward the target. The target must succeed on a DC 11 Constitution saving throw or be deafened for 1 hour and take 1 thunder damage.

Punishing Upgrade. The screamer takes 4 (1d8) psychic damage as it drains the pilot, fueling its systems for 1 minute. Choose one of the following:

- +10 movement speed.
- Gain a burrow speed of 10 feet.
- Resistance to bludgeoning, piercing, or slashing damage (choose one) from nonmagical attacks.

You can choose each of these options more than once. Each time you use this legendary action after the first, the damage increases by 1d8.



Captain Petar D. Willoughby

GIFF

Hippopotamuster (Costs 2 Actions). The giff issues a command to its allies within 30 feet that can hear it. Up to three allies can use their reaction to move up to their movement speed toward the giff.

Stiff Upper Lip. The giff reduces the next damage it takes from a single source before the end of its turn by its Constitution modifier.

Tally-ho! (Costs 3 Actions). The giff detonates a batch of gunpowder under itself. The giff and all creatures within 5 feet of it must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. The giff is launched into the air, landing up to 15 feet away in an unoccupied space of its choice.

MERRENOLOTH

Deflect. The merrenoloth takes the Dodge action.

Fury of the Depths. The merrenoloth forms a tendril of water at a point in a body of water it can see within 30 feet of it, striking a target within 30 feet of the point. The target must make a DC 13 Strength saving throw or be knocked prone.

Terrify (Costs 2 Actions). The merrenoloth targets a creature within 20 feet of it that is frightened by its Fear Gaze. The target must make a DC 13 Wisdom saving throw or use their reaction to move up to their movement speed away from the merrenoloth. The target will not enter areas that deal damage, such as fire, but will jump into water and begin to swim away.

OGRE CHAIN BRUTE

Angry Idiot. The ogre makes a Fist attack against a target that used words the ogre cannot understand (such as casting a spell with verbal components or speaking in an unknown language) this round.

Gather Strength. The ogre rolls to recharge its Chain Smash.

Get Over Here! The ogre whips its chain around a target within 10 feet of it. The target must make a DC 14 Strength or Dexterity saving throw or be pulled up to 10 feet toward the ogre.

SWORD WRAITH WARRIOR

Disarm (Costs 2 Actions). A creature within 5 feet of the sword wraith must succeed on a DC 12 Strength (Athletics) or Dexterity (Acrobatics) check or be disarmed. The weapon or object the target was holding lands 5 feet away in a direction of the sword wraith's choice.

Riposte. If the sword wraith was the target of a melee attack since the end of its last turn, and the attack missed, the sword wraith makes a Longsword attack with disadvantage against the attacker.

Shield Bash (Costs 2 Actions). A creature within 5 feet of the sword wraith must succeed on DC 12 Dexterity saving throw or is stunned until the end of its next turn.

VAMPIRIC MIST

Blood Storm (Costs 3 Actions). The mist violently expels blood from its form. Creatures within 10 feet of the mist must make a DC 13 Constitution saving throw (undead and constructs automatically succeed) or become poisoned for 1 minute. Additionally, the area becomes difficult terrain due to being covered in blood.

Bolster Undeath. If the mist occupies the same space as an undead creature, it grants the creature 6 (1d6 + 3) temporary hit points.

Engorge (Costs 2 Actions). If a creature failed its saving throw against the mist's Life Drain since the beginning of the mist's last turn, the mist grows to Large size until the end of its next turn.





VOLO'S GUIDE TO MONSTERS

CHALLENGE RATING 1 (CR1)

The monster can take 1 legendary action, 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 monster regains spent legendary actions at the start of its turn.

DEINONYCHUS

Distracting Leap. The deinonychus uses its feathers to distract enemies and flutter away. It makes a 15-foot-long jump in a direction of its choice. Opportunity attacks made against the deinonychus due to this movement have disadvantage.

Fixate. The deinonychus attempts a DC 14 Wisdom (Perception) check to find weaknesses in a creature's defense. On a success, during its next turn, the deinonychus has advantage on attack rolls against the target.

Nail Down. The deinonychus puts its clawed leg on a prone creature within 5 feet of it. To stand up, the target must succeed on a DC 12 Strength (Athletics) check and takes 2 (1d4) slashing damage for each attempt. The effect ends early if the deinonychus uses its movement.

FIRENEWT WARLOCK OF IMIX

Flame Control. The firenewt moves its flaming sphere up to 10 feet.

Flare Up. The firenewt targets a source of flame within 15 feet of it that it can see. The flames flare brightly, forcing creatures within 5 feet of the flame to make a DC 10 Constitution saving throw or be blinded until the end of their next turn.

Imix's Reward. If the firenewt dealt fire damage since the beginning of its last turn, it gains 5 temporary hit points.

GIANT STRIDER

Draw Breath. The giant strider rolls to recharge its Fire Burst.

Fire Breath. The giant strider casts *fire bolt* from its mouth, requiring no components. The cantrip's range is reduced to 30 feet.

Fire Walk. The giant strider moves up to 10 feet and leaves burning embers in its wake that persist for 1 minute. Creatures that end their turn in the affected area take 1 fire damage.

GNOLL FLESH GNAWER

Belch. The gnoll produces a mix of carrion and bile from its stomach. A creature hit by the gnoll's next bite attack must succeed on a DC 12 Constitution saving throw or become poisoned until the end of its next turn.

Mad Cackle (Recharge 6). Creatures other than gnolls within 30 feet of the gnoll must succeed on a DC 12 Charisma saving throw or become discouraged. Discouraged creatures must subtract a d4 from attack rolls against gnolls for 1 minute. If a target's saving throw is successful or the effect ends for it, the target is immune to the gnoll's Mad Cackle for the next 24 hours.

Violent Gnashing. If the gnoll used its Sudden Rush since the beginning of its last, it makes a bite attack.

GRUNG WILDLING

Jungle Commando. The grung moves up to 15 feet and takes the Hide action.

Vine Lasso. A creature within 30 feet of the grung must succeed on DC 12 Dexterity saving throw or be pulled up to 10 feet toward the grung.

Wild Growth. Plants in the area affected by the grung's *plant growth* spell grow poisonous thorns. Until the beginning of the grung's next turn, creatures moving through the affected area take 2 (1d4) poison damage at the end of their turn.



KOBOLD DRAGONSHIELD

Gather Up! Kobolds within 15 feet of the dragonshield can use their reaction to move up to 15 feet towards the dragonshield.

Rally the 'Bolds. Kobolds within 30 feet of the dragonshield gain 2 (1d4) temporary hit points.

Sentinel. Kobolds within 5 feet of the dragonshield gain a +2 bonus to AC until the beginning of the dragonshield's next turn or until they move further than 5 feet away.

KOBOLD SCALE SORCERER

Arcane Wings. The kobold manifests translucent wings that remain until it uses a different legendary action than Arcane Wings. The wings grant it a flying speed of 30 feet.

Cantrip. The kobold casts a cantrip.

Concentrate. The kobold regains 1d3 sorcery points.

MAW DEMON

Demonic Breath. The maw demon spews forth a cloud of miasma from Yeenoghu's gullet. Creatures within 5 feet of the maw demon must succeed on a DC 12 Constitution saving throw. On a failure, until the end of their next turn, any target who attacks the maw demon has disadvantage on the attack roll.

Gulp. The maw demon attempts to grapple a Small or smaller creature (save DC 16).

Munch. The maw demon makes a bite attack against a creature it has grappled.

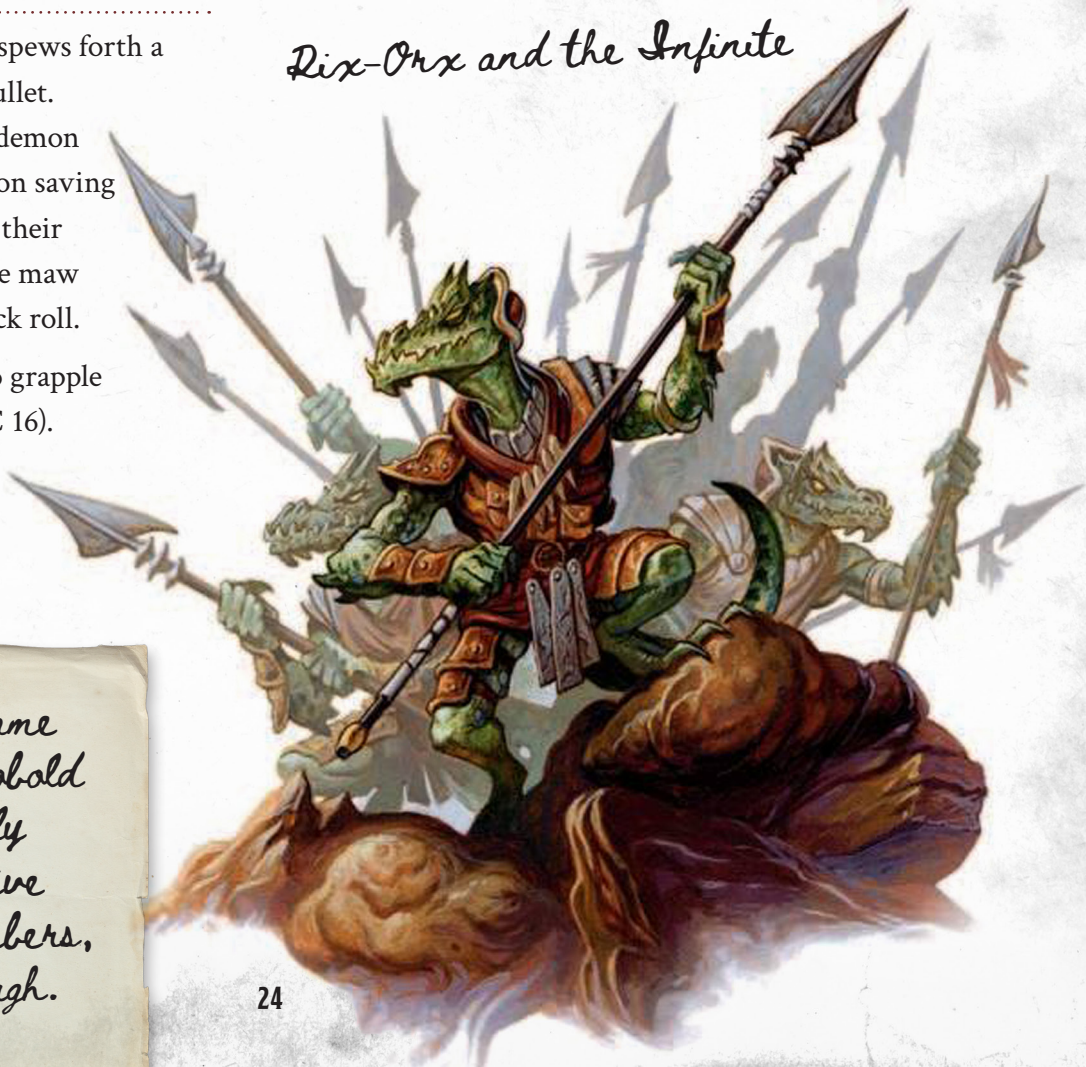
NILBOG

Gather Fortune. Flip a coin (or roll a d2) and call heads or tails. If you succeed, the nilbog regains its reaction, which it can only use for Reversal of Fortune.

Switcheroo. The nilbog chooses a creature within 30 feet of it; the creature must call heads or tails. Flip a coin (or roll a d2). If the nilbog wins, it and the target switch places.

Tricksy Spirit. The nilbog's spirit leaps from the goblin body it currently inhabits and into another goblin within 15 feet of it that it can see. The new host gains all of the nilbog's features, using the nilbog stat block in place of its own. If the new host has taken damage, the nilbog suffers from the same amount of damage. The previous body reverts to a goblin.

Rix-Orx and the Infinite



Despite what their name suggests, Rix-Orx's kobold cohorts weren't truly infinite. With over five hundred thousand members, they were enough though.

QUICKLING

Disappear. The quickling moves up to 60 feet and takes the Hide action.

Hey, Wait! The quickling moves up to 120 feet and makes a Dexterity (Sleight of Hand) check opposed by the target's Wisdom (Perception). If the quickling wins, it steals an object no larger than a coin from the target, who does not notice the item is missing. The quickling can use this movement both before and after making the ability check.

Stunningly Fast. The quickling dashes around in such erratic movements that it dazzles anyone who watches. Any creature within 30 feet of the quickling that can see it must make a DC 10 Wisdom saving throw or become incapacitated until the end of their next turn.

SEA SPAWN

Eel Fingers. The sea spawn casts the *shocking grasp* cantrip.

Ink Cloud (Recharge 6). A 20-foot radius cloud of ink extends all around the sea spawn if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink.

Puff Up. The sea spawn puffs up, becoming a Large-sized creature. Creatures within 5 feet of the sea spawn when it puffs up must succeed on a DC 14 Dexterity saving throw or take 6 (2d6) piercing damage and are pushed back 5 feet. The sea spawn remains puffed up for 1 minute or until it uses its action to deflate. While it is puffed up, its movement is halved and its AC is reduced to 9.

THORNY

Pointy Defenses. The thorny grows longer thorns on its body. Until the beginning of its next turn, creatures that make a melee attack against it suffer 2 (1d4) piercing damage.

Poison Thorns. The thorny shoots dozens of spore-infected thorns at a creature. The target must succeed on a DC 12 Dexterity saving throw or the thorns burrow into its flesh. The target is poisoned until it or another creature use an action to remove the thorns.

Skirmish. If a creature is within 5 feet of the thorny, it can move up to half its speed without provoking opportunity attacks. The thorny can only use this legendary action if it acts as the mount of a vegepygmy.

VARGOUILLE

Fiendish Fortification. Until the beginning of its next turn, the vargouille gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

More Kisses (Recharge 6). The vargouille uses its Kiss against a creature that suffers from the Kiss's curse. If the target fails its saving throw, it immediately loses 1 point of Charisma, as per the Kiss action and the vargouille gains 3 (1d6) temporary hit points.

Weaken. The vargouille chooses a creature within 30 feet of it that is immune to its Stunning Shriek. The target loses its immunity.



XVART WARLOCK OF RAXIVORT

Average Cunning. If the xvart used its Low Cunning during its last turn, it casts the *minor illusion* cantrip to create an illusion of a 5-foot cube stone wall around itself. Ranged attacks against the xvart are made with disadvantage as long as it remains inside the illusory cube.

Call in Reinforcements (Recharge 5-6). The xvart summons an ally that appears in the closest unoccupied space. Roll a d4 to determine which creature answers the call: 1, **rat**; 2, **bat**; 3, **giant rat**; 4, **giant bat**.

High Cunning. The xvart casts *invisibility* using one of its spell slots and moves up to half of its speed.



CHALLENGE RATING 2 (CR2)

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

AUROCHS

Bucking Bronco. The aurochs springs in a circle and trashes about with its hind-legs and horns. Creatures within 5 feet of the aurochs must succeed on a DC 12 Strength saving throw or be knocked prone.

Drag. The aurochs drags a creature it has grappled through the dirt. It moves up to 15 feet and the grappled target takes 1 bludgeoning damage for every 5 feet the aurochs moves.

Horned Grapple. Using its horned head, the aurochs grapples a prone creature within 5 feet of it (escape DC 12). It can only have one target grappled this way.

BARD

Always Prepared. Choose a nonmagical piece of gear or weapon that can fit in a backpack and roll a d6. On a 3–6 the bard has the item on hand. Alternatively, you can choose a common magic item that can fit in a backpack and roll a d6. On a 6, the bard has the item.

Disrupt the Weave. The bard attempts a DC 15 Charisma (Performance) check. If the bard succeeds, they can target an ongoing spell of 3rd level or lower within 60 feet of them and attempt to dispel it as if they had cast *dispel magic*.

Inspirational Performance. The bard attempts a DC 15 Charisma (Performance) check. If the bard succeeds, they play, recite, or sing a line from a favorite performance. Allies within 30 feet that can hear the bard have advantage on their next ability check or attack roll.

DARKLING ELDER

Dubh Catha's Flight. The darkling teleports to an unoccupied space within 60 feet that it can see that is in darkness.

Grasping Shadows. The darkling targets a creature within 30 feet of it that is in darkness. The target must make a DC 11 Strength saving throw or be restrained until the end of their next turn as the shadows turn to clutching claws and thick tendrils.

Umbral Master. The darkling extends an existing area of darkness, including magical darkness, up to 10 feet in any direction. This darkness cancels out any nonmagical light sources that may be affecting the area.

GRUNG ELITE WARRIOR

Bossy Command. The grung orders its underlings to attack recklessly. Up to two grungs (but not other grung elite warriors) within 30 feet that can hear the grung elite warrior move up to 25 feet and use their reaction to make an attack with disadvantage.

Leaping Tackle. The grung leaps up to 25 feet toward a creature it can see and makes a special melee attack (+5 to hit). If the attack hits, the target is knocked prone.

Vine Lasso. A creature within 30 feet of the grung must succeed on DC 12 Dexterity saving throw or be pulled up to 10 feet toward the grung.

Variant: Adaptable Poison

If you are using the variant grung poison rules presented in *Volo's Guide to Monsters*, consider adding the following legendary action:

Adaptable Poison. The grung changes its poisonous skin's effects to any other color.

GUARD DRAKE

Manifest Heritage. The guard drake gains resistance to acid, cold, fire, lightning, and poison damage until the end of its next turn.

Sniff Out. The guard drake makes a Wisdom (Perception) check.

Sweeping Attack. The guard drake makes a Tail attack, dealing no damage and knocking the target prone on a hit.

HOBGOBLIN IRON SHADOW

Cantrip. The hobgoblin casts a cantrip.

Shadow Jaunt. The hobgoblin uses its Shadow Jaunt action.

Stunning Blow (Costs 2 Actions). The hobgoblin makes a special attack (+5 to hit) against a creature within reach. If the attack hits, the target must make a DC 12 Constitution saving throw or become stunned until the end of the hobgoblin's next turn.



MEENLOCK

Bolstered by Fear. The meenlock gains temporary hit points equal to the number of creatures currently frightened due to its Fear Aura.

Lurk. The meenlock takes the Hide action.

Overwhelming Terror. The meenlock targets one creature that is frightened due to the meenlock's Fear Aura. The target must use their reaction to move directly away from the meenlock up to their speed.

ORC CLAW OF LUTHIC

Cantrip. The orc casts a cantrip.

In Luthic's Care (Costs 2 Actions). The orc utters a prayer of protection to Luthic. Any allied orcs within 15 feet of the Claw of Luthic gain 4 (1d4 + 2) temporary hit points.

Mother's Protection. The Claw of Luthic moves up to 30 feet toward an allied orc that doesn't have all its hit points into an unoccupied space within 5 feet of the orc. If there is an enemy within reach, the Claw of Luthic can make a Claw attack.



ORC HAND OF YURTRUS

Fortitude of the Dead (Costs 2 Actions). The orc touches a corpse that died within the last minute and gains 6 (1d8 + 2) temporary hit points.

Grave Chill. The orc casts the *chill touch* cantrip.

Hasten to the Grave. The orc makes an attack against a dying creature within reach.

QUETZALCOATLUS

Feed the Young. The quetzalcoatlus uses the Disengage action and moves up to half its speed.

Swallow (Costs 2 Actions). The quetzalcoatlus makes one Bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the quetzalcoatlus, and it takes 2 (1d4) acid damage at the start of each of its turns. The quetzalcoatlus can have only one target swallowed at a time. If the quetzalcoatlus dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Wing Attack (Costs 2 Actions). The quetzalcoatlus beats its wings. Each creature within 15 feet of the quetzalcoatlus must succeed on a DC 14 Dexterity saving throw or be knocked prone.

SHADOW MASTIFF

Lurk. The shadow mastiff moves up to 10 feet and takes the Hide action.

One with Shadow. The shadow mastiff becomes invisible if it is in dim light or darkness, as if it used its Shadow Blend trait.

Unsettling Howl. The shadow mastiff lets out a soul-shaking howl. Creatures within 20 feet of the shadow mastiff that can hear it must make a DC 12 Wisdom saving throw or become frightened of the shadow mastiff until the end of their next turn.

VEGEPYGMY CHIEF

Moldy Retaliation. The vegepygmy grows patches of thick mold over its body. The next attack that damages the pygmy releases the mold and creatures that are not a plant within 10 feet of the vegepygmy must make a DC 12 Constitution saving throw or suffer 3 (1d6) poison damage. The vegepygmy can only use this legendary action if it has its Spore action available.

Rapid Growth. The vegepygmy targets a section of russet mold (see *Volo's Guide to Monsters*, p. 197) within 30 feet of it that it can see. The mold grows up to 10 feet in a direction of its choice. Alternatively, the vegepygmy can spend two legendary actions to create a 5-foot-square area of russet mold at a point within 30 feet that it can see.

Unrelenting Infection (Costs 2 Actions). The vegepygmy increases the saving throw DC of its Spores for all infected creatures within 15 feet by +1 up to a maximum DC of 15.

YUAN-TI BROODGUARD

Curl Up (Costs 2 Actions). The broodguard curls up, only exposing its scales. It gains a +2 bonus to its AC until the beginning of its next turn.

Poisoned Bite. The broodguard's glands secrete a special poison into its mouth. During the broodguard's next turn, if it hits with its Bite attack, the target must succeed on a DC 12 Constitution saving throw or suffer from vulnerability to poison damage until the beginning of the broodguard's next turn.

Poison Spray (Recharge 6). The broodguard casts the *poison spray* cantrip from its mouth (spell save DC 12).

Mazza'dun licked the fletching, fixed the arrow, drew, and let it fly. The decorated officer stopped laughing about the impossible shot when the projectile penetrated their brain.

CHALLENGE RATING 3 (CR3)

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

ARCHER

Hone In. The archer gains advantage on attack rolls until the end of its next turn against creatures that it hit with a longbow attack on its previous turn.

Reposition. The archer moves up to half of its speed and takes the Hide action.

Skirmish. If an enemy is within 5 feet of the archer, it moves up to its speed. This movement doesn't provoke opportunity attacks.



CAVE FISHER

Adhesive Filament. The cave fisher uses its Adhesive Filament trait.

More Filament! If a creature within 5 feet of the cave fisher is grappled by its filament, the cave fisher extrudes more filament, increasing the escape DC by +2 to a maximum of 19.

Reverse Filament (Costs 2 Actions). If the filament is attached to a surface, the cave fisher reels up its filament and pulls itself along, moving up to 60 feet along the filament's path.

CHOLDRITH

Magic Web (Recharge 5-6). The choldrith casts the *web* spell (spell save DC 12).

Paralyzing Bite (Costs 3 Actions). The choldrith makes a special bite attack that deals 2 (1d4) piercing damage against a restrained creature. The target must succeed on a DC 12 Constitution saving throw or is paralyzed for 1 minute. The target can repeat the saving throw at the end of its turn, ending the effect on itself on a success.

Poisonous Bite (Costs 2 Actions). The choldrith makes a special bite attack that deals 2 (1d4) piercing damage against a restrained creature. The target must succeed on a DC 12 Constitution saving throw or is poisoned for 1 minute. If the choldrith spends 3 legendary actions, the DC increases to 15. The target can repeat the saving throw at the end of its turn, ending the effect on a success.

DEEP SCION

Backhanded Strike. The deep scion uses its forearm fins to smack a creature across the face. It makes a special Claw attack that deals no damage but gives the target disadvantage on its next attack before the end of its next turn.

Distracting Screech (Costs 2 Actions). The deep scion emits a loud screech that unbalances its enemies. Creatures within 30 feet must succeed on a DC 13 Wisdom saving throw or detract a d4 from attack rolls they make during their next turn.

Tentacle Attack. The deep scion's tentacles wrap around a creature's ankles and pull its legs out under them. A creature within 5 feet of the deep scion must succeed on a DC 10 Dexterity saving throw or is knocked prone.

FLAIL SNAIL

Arcane Regeneration. If the flail snail rolled either a 1–2 or 5–6 when using its Antimagic Shell trait since the beginning of its last turn, it regrows one dead flail tentacle.

Scoot. The flail snail moves up to 5 feet.

Tentacle Grapple. The flail snail attempts to grapple one creature within 10 feet of it. If the grapple succeeds, the flail snail cannot use that tentacle to attack.

ILLUSIONIST

Cantrip. The illusionist casts a cantrip.

Frightful Illusion. One target within 30 feet of the illusionist that it can see must make a DC 13 Intelligence saving throw or become frightened of the illusionist until the end of their next turn.

Malleable Illusion. The illusionist changes the nature of one of its illusions (using the spell's normal parameters) that it can see.

LEUCROTTA

Finish the Kill (Costs 2 Actions). The leucrotta moves up to 20 feet toward a dying creature and makes a bite attack.

Overpowering Stench. The leucrotta emits a horrible smell from its pores. Creatures within 5 feet of the leucrotta must make a DC 12 Constitution saving throw or be poisoned until the end of their next turn.

Savage Feast (Costs 2 Actions). The leucrotta rips into and devours a creature that died within the past hour. Any creature within 30 feet that sees the display must make a DC 12 Wisdom saving throw or become frightened of the leucrotta until the end of its next turn. The leucrotta gains 3 (1d6) temporary hit points.

MARTIAL ARTS ADEPT

Circle of Defense. The adept regains its reaction, which it can only use for Deflect Missile.

Heaven and Earth Throw. The adept makes a special attack against a creature within reach (+5 to hit). If the adept hits, the target is thrown prone.

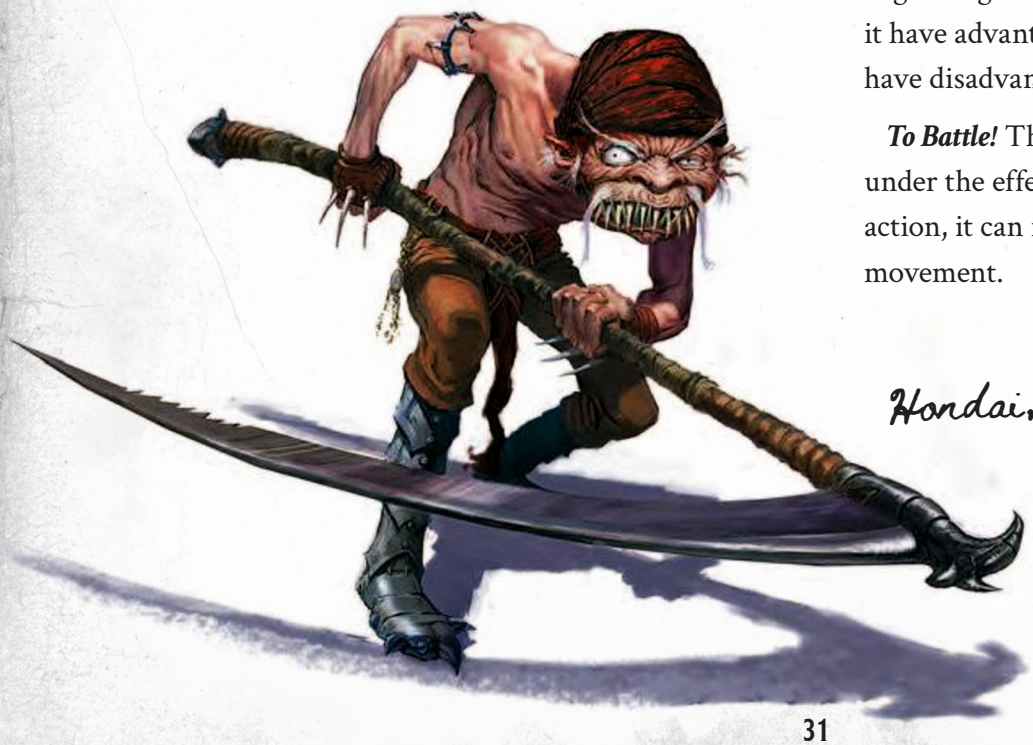
Recenter. The adept rerolls its initiative check, using the new roll if it is higher.

NEOGI

Domino Effect. If a creature charmed by the neogi's Enslave died since the beginning of the neogi's last turn, the neogi can target a creature within 30 feet of the slain creature. The target must make a DC 12 Wisdom saving throw or be charmed as if through the neogi's Enslave action.

Gravetic Control (Costs 2 Actions). The neogi casts *levitate* (spell save DC 12) on a hostile creature.

Wracking Pain. The neogi magically intensifies the pain its poison causes. The neogi targets a creature poisoned by its bite that it can see within 30 feet of it. The target must make a DC 12 Constitution saving throw or fall prone.



ORC RED FANG OF SHARGAAS

Bloodbath (Costs 2 Actions). If the orc scored a critical hit since the beginning of its last turn, it gains 7 (1d10 + 2) temporary hit points and has advantage on the next attack it makes before the end of its next turn.

Cunning Action. The orc uses its Cunning Action trait.

Shadow Decoy. The orc creates an illusionary duplicate of itself within the area of effect of its darkness. The illusion cannot move, but appears in every way like the orc. The illusion lasts until the end of the orc's next turn or until it takes damage. If the orc uses two legendary actions, the duplicate lashes out, dealing 3 (1d6) psychic damage to a creature within 5 feet of it when it appears.

REDCAP

Renewed Bloodlust (Costs 2 Actions). The redcap rubs its hat on a hostile creature within 5 feet of it that doesn't have all of its hit points. The redcap has advantage on attack rolls until the end of its next turn.

Fight Me! The redcap hollers and bangs it's sickle on the ground, challenging anyone nearby. Until the beginning of the redcap's next turn, attacks against it have advantage, but attacks against any of its allies have disadvantage, if the attacker can see the redcap.

To Battle! The redcap uses the Dash action. If it is under the effects of its Renewed Bloodlust legendary action, it can make an attack at the end of this movement.

Hondai, Bloody Hondai

SLITHERING TRACKER

Drag. The slithering tracker moves up to 20 feet, bringing any grappled creature with it.

Lurk. The slithering tracker moves up to 10 feet and takes the Hide action.

Spit Blood. The slithering tracker spits a line of blood at a target within 15 feet of it that it can see. The target must make a DC 13 Dexterity saving throw or be blinded until they or another creature use an action to wipe the blood away.

SWASHBUCKLER

Evasive Footwork. Until the beginning of its next turn, the swashbuckler gains a +1 bonus to its AC, up to a maximum of 2.

Goad. A creature within 5 feet of the swashbuckler must succeed on a DC 12 Charisma saving throw or the swashbuckler goades it into using its reaction to make a melee attack with disadvantage against the swashbuckler. The target can choose to fail the saving throw. The swashbuckler makes a Rapier attack against the target. If the swashbuckler uses 2 legendary actions, it has advantage on the Rapier attack.

Suave Mockery. The swashbuckler casts the *vicious mockery* cantrip (save DC 12).

TRAPPER

Fly. The trapper folds into a bird-like form and flies up to 30 feet. It must land or starts falling at the end of the turn.

Lunge. The trapper folds into a concertina form, propels itself like a spring, and lunges at a creature within 15 feet of it, making a Smother attack with disadvantage against the target.

Tighten. The trapper pulls itself together and increases the escape DC of its Smother for a grappled creature by +1, up to a maximum of 18.

