Monstrous Compendium Vol. Four: Eldraine Creatures

About Eldraine

Eldraine is a storybook world of quests and castles, knights and wizards, wicked warlocks and fantastical creatures. Once, valiant knights would venture from five royal courts to fulfill noble quests—but the invasion of the horrific Phyrexians from another world changed all that and left the kingdom in ruins.

The realm and the wilds of Eldraine were introduced to players of Magic: The Gathering with 2019's *Throne of Eldraine* set. The new *Wilds of Eldraine* set presents the world in the wake of the Phyrexian invasion, leaving behind the knights and castles and delving deep into the strange and mysterious wilds. Here, giants lumber through the clouds, faeries make mischief, and witches cackle over bubbling cauldrons.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block, which appears in the *Monster Manual* unless noted otherwise.

The Wilds

Past the courts, across the stream, into the woods—there lie the wilds, the most magical, strange, and dangerous lands in all Eldraine. In contrast to the order and structure of the realm, the wilds are unpredictable and not united under any one system of government.

The lands of the wilds are just as untamed and diverse as the creatures that live there. Magic runs rampant, manifesting in strange and often beautiful ways. It can be alluring, empowering, and restorative. It can also be repellent, enervating, and destructive.

Countless species of sapient creatures dwell in the wilds, including humans. In addition to those described in this collection, many creatures from the *Monster Manual* and other sources live in the wilds of Eldraine:

Humans. Whether driven by desperation or a desire to live outside the courts, humans have always existed in the wilds. These humans include resilient and resourceful hunters, foresters, and artisans, and they often pick up some of the eccentricities of their more fantastical neighbors. In addition to the nonplayer character stat blocks found in the *Monster Manual* and other sources, see the **Knight of Eldraine** in this collection.

Elves. Scions of a once-mighty empire, the elves of Eldraine have found new purpose in their role as guardians of nature. Most elves move through the woods in small bands of hunters, gatherers, and druids, though some still reside within crumbling forts and overgrown castles that dot the wilds. In addition to the nonplayer character stat blocks found in the *Monster Manual* and other sources, see the **Redtooth werefox** in this collection.

Dwarves. The dwarves of Eldraine include miners, blacksmiths, and other artisans who value hard work and independence. These artisans take pride in creating intricate jewelry and sturdy weapons from the minerals they mine, and they value the dignity of work.

Merfolk. In the wilds, **merfolk** are known as covetous keepers of arcane magic, knowledge, and artifacts. They are said to hoard precious magic items, tomes, and other secrets in lochs, ponds, and wishing wells across Eldraine.

Fauns. Prior to the Phyrexian invasion, fauns (use the **satyr** stat block) were reclusive creatures living in tight family units deep in the forest. Seeing their homeland under attack inspired them to leave the woods and join the rest of Eldraine in its defense. Since the end of the invasion, the fauns have taken charge of the Tanglespan, a great chasm between the realm and the wilds. They map out the crisscrossing pathways spanning the chasm, fight off the **trolls** who lurk beneath the bridges in hope of feasting on travelers, and guide travelers across the chasm in exchange for a modest toll.

Giants. Giants are the rare creatures equally at home in the realm or the wilds. In Garenbrig and Embereth, **fire giants** and **stone giants** served as mighty knights and strong laborers. In the wilds, **hill giants** have always been hostile to the rulers of the realm, even when elves governed the land. **Cloud** and **storm giants** live far above the wilds on islands made of magical cloud. (See the **tempest hart** entry in this collection for more on Stormkeld and its giant inhabitants.) *Bigby Presents: Glory of the Giants* includes many additional giant stat blocks as well as descriptions of other creatures that might be found in Stormkeld, such as **giant geese** and **giant oxen**.

Redcaps. Redcaps (use the **redcap** stat block in *Mordenkainen Presents: Monsters of the Multiverse* or the **goblin** stat block) are mischievous agents of chaos. They fight without any sense of honor or fair play; they specialize in sneak attacks and ambushes and often raid villages across the Boundary

Lands before retreating deeper into the wilds.

Ogres. Ogres are smaller and meaner than other giants, with vicious tempers and a propensity for violence. In addition to the ogre stat blocks in the *Monster Manual* and *Monsters of the Multiverse*, see the **ogre chitterlord** in this collection.

In This Collection

Monstrous Compendium: Eldraine Creatures contains details of twenty-five denizens of Eldraine, presented in alphabetical order. The following table shows all these creatures and allows you to sort them by creature type and challenge rating.

Eldraine Creatures

CR	Creature	Creature Type
1/2	Faerie Borrower	Fey
1/2	Gingerbrute	Construct
1	Faerie Pest	Fey
2	Faerie Pathlighter	Fey
2	Sewer King	Fiend
3	Knight of Eldraine	Humanoid
3	Ogre Chitterlord	Giant
3	Redtooth Werefox	Monstrosity
4	Sweettooth Horror	Fiend
5	Deathless Rider	Undead
5	Dunbarrow Witch	Humanoid
5	Nightmare Haunt	Aberration
6	Witchstalker	Monstrosity
7	Goose Mother	Fey
11	High Fae Impostor	Fey
11	Snapping Hydra	Monstrosity
11	Tempest Hart	Elemental
11	Treefolk	Plant
12	High Fae Kindguard	Fey
12	High Fae Mage	Fey
12	Specter of Night	Undead
13	High Fae Noble	Fey
15	Archon of Boundaries	Celestial
15	Witchkite	Dragon
18	Beanstalk Wurm	Monstrosity

Creatures A-Z

Archon of Boundaries

"A winged dawn dispels the terror of night."

—Chulane, Teller of Tales

ARTIST: CHRIS RAHN



The archons of Eldraine are enigmatic beings who fly over the perimeter where the realm meets the wilds, marking the boundary between safety (for the people of the realm) and danger. The sight of an archon overhead is a clear signal that one is entering the wilds.

An archon appears as a hooded, spectral rider mounted on a winged elk with glowing antlers and gleaming eyes. Despite this appearance, rider and mount are a single creature that can't be separated. Tales say that archons are ascended spirits of paladins fused with the celestial spirits of their steeds, returned from the celestial realms to watch over the boundary of the wilds and protect those who dare to cross it.

Sometimes knights of the realm get the idea that they can expand the borders of their land and keep the wilds at bay simply by driving archons deeper into the wilds. Such efforts are futile; not only are archons difficult to kill, but they don't create the boundaries, merely mark them.

ARCHON OF BOUNDARIES

Huge Celestial, Typically Lawful Good

Armor Class 17 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 60 ft., fly 90 ft.

STR	DEX	CON
23 (+6)	17 (+3)	20 (+5)
INT	**WIS**	**CHA**
14 (+2)	18 (+4)	18 (+4)

Saving Throws Con +10, Wis +9

Skills Insight +9, Perception +9

Damage Resistances radiant

Condition Immunities exhaustion

Senses darkvision 120 ft., passive Perception 19

Languages understands Common and Celestial but can't speak

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

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

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

Actions

Multiattack. The archon makes one Hooves attack and one Radiant Lance attack.

Hooves. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage plus 10 (3d6) radiant damage. If the target is a Medium or smaller creature, it must succeed on a DC 19 Strength saving throw or have the prone condition.

Radiant Lance. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 12 (1d12 + 6) piercing damage plus 28 (8d6) radiant damage, and the target is marked until the start of the archon's next turn. While it is marked, the target has disadvantage on attack rolls against creatures other than the archon.

Spellcasting. The archon casts one of the following spells, using Charisma as the spellcasting ability:

1/day each: ***daylight***, ***lesser restoration***

Reactions

The archon can take up to three reactions per round but only one per turn.

Archon's Pursuit. When a creature marked by the archon's Radiant Lance ends its turn within 120 feet of the archon, the archon teleports to an unoccupied space it can see within 5 feet of the creature.

Haunting Radiance. Immediately after a creature within 120 feet of the archon forces it to make a saving throw, the archon responds with a burst of light. The creature must succeed on a DC 17 Constitution saving throw or have the **blinded** condition until the end of the creature's next turn.

Parry. The archon adds 5 to its AC against one melee attack that would hit it, provided it can see the attacker.

Beanstalk Wurm

When giants' prized pets escape Stormkeld, villages fall and new Everstalks rise.

Wurms are enormous creatures that resemble limbless, wingless dragons, though they lack a dragon's breath weapons and keen intelligence. On the world of Eldraine, many wurms have adapted to life among the world's skyscraping beanstalks. These beanstalk wurms sport leafy growths, sustaining themselves on a mixture of natural photosynthesis and a carnivorous diet.

ARTIST: ALDO DOMÍNGUEZ



Cloud-dwelling giants often use beanstalk wurms as a first line of defense against those who would ascend massive beanstalks—also known as Everstalks—to intrude on their lofty palaces. Beanstalk wurms lie coiled along the length of an Everstalk with their eyes closed and their stomach flattened against the stalk, appearing to be just another enormous vine until a tasty intruder attempts to climb them.

BEANSTALK WURM

Gargantuan Monstrosity, Unaligned

Armor Class 16 (natural armor)

Hit Points 231 (14d20 + 84)

Speed 50 ft., climb 50 ft.

STR	DEX	CON
27 (+8)	18 (+4)	22 (+6)
INT	**WIS**	**CHA**
4 (−3)	14 (+2)	10 (+0)

Saving Throws Str +14, Con +12

Senses passive Perception 12

Languages —

Challenge 18 (20,000 XP) **Proficiency Bonus** +6

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

Leafy Handholds. Creatures have advantage on ability checks made to climb the wurm.

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

Regeneration. The wurm regains 20 hit points at the start of its turn if it has at least 1 hit point. If the wurm takes fire or lightning damage, this trait doesn't function at the start of the wurm's next turn.

Actions

Multiattack. The wurm makes two Bite attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 30 (5d8 + 8) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 22 Dexterity saving throw or be swallowed by the wurm. A swallowed creature has the **restrained** condition, has **total cover** against attacks and other effects outside the wurm, and takes 28 (8d6) piercing damage at the start of each of the wurm's turns from thorns in the wurm's gullet.

The wurm's stomach can hold up to two creatures at a time. If the wurm takes 30 damage or more on a single turn from a creature inside it, the wurm must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 10 feet of the wurm and has the **prone** condition. If the wurm dies, a swallowed creature no longer has the **restrained** condition and can escape from the corpse by using 10 feet of movement, exiting with the **prone** condition.

Deathless Rider

ARTIST: IGOR KRSTIC



"Headed to the wilds? Beware the dead riders who serve the Shadow Queen."

—Scalan, Edgewall innkeeper

Legends told in the courts of Eldraine suggest that the deathless riders serve a warlock-queen, known simply as the Shadow Queen, who rules from a castle called Dynnistan. It isn't known whether these legends are based on any true experience or are simply the result of imagination trying to account for a terrifying and unexplained phenomenon.

In either case, deathless riders are undeniably real. They are undead knights, once human, who ride undead steeds through the remotest parts of the wilds. They are sometimes called lich-knights or fell horsemen.

In stark contrast to the knights of Eldraine, the deathless riders are without virtue of any kind. They are few in number—unless many more lurk in the dark heart of the forest than anyone is aware. But when mortal knights meet them in the wilds, the encounter rarely ends well for the living. The deathless riders fight with superhuman strength, heedless of wounds and relentless in their assault.

A typical deathless rider's mount is a **warhorse skeleton**, though some lich-knights ride equine spirits like **nightmares**.

DEATHLESS RIDER

Medium Undead, Typically Lawful Evil

Armor Class 18 (chain mail, shield)

Hit Points 84 (13d8 + 26)

Speed 20 ft.

STR	DEX	CON
18 (+4)	10 (+0)	14 (+2)
INT	**WIS**	**CHA**
6 (−2)	6 (−2)	5 (−3)

Saving Throws Str +7, Con +5

Skills Athletics +7, Perception +1

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands the languages it knew in life but can't speak

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Mounted Adept. While mounted and without the incapacitated condition, the rider has advantage on melee attack rolls against any unmounted creature smaller than its mount, the rider and its mount have advantage on Dexterity saving throws, and the rider can force an attack targeted at its mount to target the rider instead.

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

Actions

Multiattack. The rider makes two Axe attacks. It can replace one of these attacks with Fell Glare.

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

Fell Glare. The rider gazes at a creature within 30 feet of itself. The creature must succeed on a DC 13 Wisdom saving throw or have the frightened condition for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the rider, ending the condition on itself on a success.

Dunbarrow Witch

ARTIST: ANNA PAVLEEVA



> "Taste the sweetness, breath for breath. Keep the balance, death for death."
>
> *—Dunbarrow witch incantation*

In the misty marsh of Dunbarrow, the witches of the Eldraine wilds scheme. They crave power by any means, and they aren't above cheating, sacrificing, or allying with whatever they believe will get them closer to that power.

Much of a Dunbarrow witch's magic is performed at cauldrons and delivered as a poison or potion. The most aggressive witch spells take the form of shattering mirrors.

COMPANION CREATURES

Various creatures serve the witches of Dunbarrow. It's not uncommon to see ravens and bats flitting through the canopy, or cats or otters scurrying through the undergrowth, to deliver messages to allies or rivals across the marsh. Some witches animate bundles of sticks and roots to do their errands about the marsh for them, while others animate furniture, weapons, or other objects.

Feel free to build encounters with witches that include additional creatures such as **animated armor**, a **flying sword**, a **rug of smothering**, or a Tiny Beast acting as a spy.

DUNBARROW WITCH

Medium Humanoid (Human), Typically Neutral Evil

Armor Class 12 (15 with ***mage armor***)

Hit Points 72 (16d8)

Speed 30 ft.

STR	DEX	CON
12 (+1)	14 (+2)	11 (+0)
INT	**WIS**	**CHA**
16 (+3)	15 (+2)	20 (+5)

Saving Throws Wis +5, Cha +8

Skills Arcana +6, Nature +6

Senses passive Perception 12

Languages Common, Sylvan, and any one language

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Multiattack. The witch makes two Poison Dagger attacks. It can replace one of these attacks with Spellcasting.

Poison Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 21 (6d6) poison damage.

Polymorph Concoction (1/Day). The witch hurls a bottle of liquid at a point up to 20 feet away from itself, which shatters into a cloud of magical smoke that fills a 10-foot-radius sphere. Each creature in that area must succeed on a DC 16 Wisdom saving throw or transform into a creature, as if under the effects of a ***polymorph*** spell, transforming into one of the following forms (roll a d4): 1, **bat**; 2, **frog**; 3, **lizard**; or 4, **rat**. This transformation lasts for 1 hour or until the creature drops to 0 hit points in its new form.

Shattered Shards. The witch targets a point it can see within 30 feet of itself. The air there magically solidifies into a mirrorlike pane, then shatters in a 15-foot cone originating from that point. Each creature in that area must make a DC 16 Dexterity saving throw, taking 25 (10d4) force damage on a failed save, or half as much damage on a successful one.

Spellcasting. The witch casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 16):

At will: ***mage armor*** (self only), ***prestidigitation***

2/day each: ***animal messenger***, ***charm person***, ***Tasha's hideous laughter***

1/day each: ***bestow curse***, ***dispel magic***

Faeries

The faeries of Eldraine are winged, elfin creatures similar to sprites or pixies. Unpredictable, unreliable, and amoral, they lurk in the wilds and harass travelers they perceive as intruders.

OUPHES

Ouphes are curious creatures found throughout the wilds of Eldraine. While often seen as foolish, ouphes are magically connected to the natural world and know more about the secret lives of trees, mushrooms, and moss than most mortals. While ouphes are related to Eldraine's faeries, the faeries treat them like distant (and somewhat embarrassing) cousins. Ouphes can be represented with the stat blocks for **pixies** or **sprites**.

Faerie Borrower

> The throng of faeries flitted from castle to castle, leaving a trail of star-crossed love, damaging rumors, and missing heirlooms in their wake.
>
> —*Tales of the Fae*

Faerie borrowers are tiny thieves who steal whatever they can lay their hands on to cause confusion and consternation. A faerie borrower stands less than six inches tall, with blue or blue-gray skin and wings resembling shards of broken glass.

ARTIST: ERIC DESCHAMPS



Faerie borrowers often adorn themselves with purloined trophies: stolen keys and needles filed into swords, and buttons and scraps of paper fashioned into clothing. Though they are often boastful and love to mock their victims, faerie borrowers are quick to dart away from losing battles on their nimble wings.

FAERIE BORROWER

Tiny Fey, Typically Chaotic Neutral

Armor Class 15

Hit Points 12 (5d4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON
2 (−4)	20 (+5)	10 (+0)
INT	**WIS**	**CHA**
13 (+1)	12 (+1)	16 (+3)

Skills Sleight of Hand +7, Stealth +7

Senses passive Perception 11

Languages Common, Sylvan

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

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

Actions

Needle Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Magic Mockery. The faerie hurls magical taunts at one creature it can see within 60 feet of itself. The creature must succeed on a DC 13 Wisdom saving throw or take 3 (1d6) psychic damage and have disadvantage on attack rolls and ability checks until the start of the faerie's next turn.

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

At will: ***prestidigitation***

1/day: ***silent image***

Reactions

Tricksy Parry. Immediately after taking damage, the faerie reduces the damage taken by 2 (1d4).

Faerie Pathlighter

ARTIST: ANASTASIA OVCHINNIKOVA



For good or ill, most fae can't resist meddling in the adventures of any knight they meet.

Faerie pathlighters pry into human lives, sometimes to help (like a classic fairy godparent) and sometimes to harm. In the wilds of Eldraine, faerie pathlighters often serve as protectors for the lost, the glow of their guiding lanterns leading weary travelers to respite.

A faerie pathlighter is about the size of a human and has an almost angelic appearance. Their large, white wings become more translucent toward the edges. Motes of magical light drift around their heads, and a faint white aura surrounds their bodies.

FAERIE PATHLIGHTER

Medium Fey, Typically Chaotic Good

Armor Class 12

Hit Points 38 (7d8 + 7)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON
10 (+0)	14 (+2)	12 (+1)
INT	**WIS**	**CHA**
13 (+1)	17 (+3)	18 (+4)

Skills Insight +5, Perception +5, Survival +5

Senses passive Perception 15

Languages Common, Sylvan

Challenge 2 (450 XP) **Proficiency Bonus** +2

Faerie Illumination. The faerie sheds dim light in a 15-foot radius.

Actions

Multiattack. The faerie makes two Shining Strike attacks.

Shining Strike. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 7 (2d6) radiant damage, and if the target is a creature, it must succeed on a DC 14 Dexterity saving throw or be wreathed in light until the end of the faerie's next turn. While a creature is wreathed in light, attack rolls against the creature have advantage, and the creature can't benefit from the invisible condition.

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

At will: ***dancing lights***, ***detect magic***, ***prestidigitation***

1/day: ***locate creature***

Bonus Actions

Guiding Light (2/Day). The faerie summons a 30-foot-radius sphere of magical light centered on itself, which lasts for 1 minute or until the faerie has the **incapacitated** condition. Each creature of the faerie's choice (other than the faerie) that starts its turn in that area gains 5 **temporary hit points** and has advantage on Wisdom saving throws and Wisdom checks until the start of its next turn.

The sphere is bright light, sheds dim light for an additional 30 feet, and moves with the faerie. If any of the sphere's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

Faerie Pest

Tarry not in Tuinvale,
Ignore the flowers' heady scents.
Take no thing, stay to the trail,
Lest the fae seek recompense.

—To Walk the Wilds

Faerie pests love to cause annoyance, fear, and pain. They are perhaps the most mercurial of the faeries and are happy to follow anyone who promises the opportunity to menace someone new.

ARTIST: JODIE MUIR



A faerie pest could be mistaken for a human toddler except for the black-feathered wings sprouting from the faerie's shoulders. When engaged in combat, faerie pests wield thought-manipulating magic alongside sharp blades coated in stinging poison.

FAERIE PEST

Small Fey, Typically Chaotic Evil

Armor Class 14 (leather armor)

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON
8 (−1)	16 (+3)	12 (+1)
INT	**WIS**	**CHA**
10 (+0)	12 (+1)	14 (+2)

Skills Perception +3, Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 1 (200 XP) **Proficiency Bonus** +2

Actions

Stingblade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 5 (2d4) poison damage. If the faerie had advantage on the attack roll, the target takes an additional 3 (1d6) slashing damage.

Spellcasting. The faerie casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12):

2/day each: ***bane***, ***grease***

1/day: ***blindness/deafness***

Theft of Nerves (1/Day). The faerie unleashes a burst of mind-muddling magic in a 15-foot cone. Each creature in that area must succeed on a DC 12 Intelligence saving throw or have the frightened condition for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Mischievous Stealth. The faerie takes the Hide action.

Gingerbrute

> "The unlabeled vial was not vanilla extract after all."
>
> —*Todwin Mallow, now-destitute baker*

Gingerbread cookies baked in the wilds of Eldraine—or made from ingredients grown there—have a habit of developing a life of their own. Known as gingerbrutes, these cookie Constructs are notoriously difficult to pin down.

ARTIST: VINCENT PROCE



When an unfortunate baker accidentally creates a gingerbrute, the cookie causes mayhem throughout the kitchen before running to the wilds where its ingredients originated. Many witches of Dunbarrow craft gingerbrutes intentionally, whipping them into shape (sometimes with actual whipped cream) as soldiers to defend their wicked cauldrons.

The same magic that animates a gingerbrute also makes it extra scrumptious. Those who have eaten a gingerbrute report feeling a burst of energy like a long-lasting sugar rush.

GINGERBRUTE

Tiny Construct, Typically Chaotic Neutral

Armor Class 14

Hit Points 18 (4d4 + 8)

Speed 60 ft.

STR	DEX	CON
13 (+1)	18 (+4)	14 (+2)
INT	**WIS**	**CHA**
7 (−2)	10 (+0)	12 (+1)

Skills Acrobatics +6, Athletics +3

Damage Vulnerabilities bludgeoning

Condition Immunities exhaustion

Senses passive Perception 10

Languages one language of its creator

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Can't Catch Me. The gingerbrute has advantage on any ability checks or saving throws it makes to avoid or end the grappled or the restrained condition on itself.

Sweet Victory. Once the gingerbrute is destroyed, a creature can use its action to eat all the remains and gain 5 temporary hit points. The remains crumble away after 24 hours if not eaten.

Actions

Multiattack. The gingerbrute makes two Fork attacks, two Gumdrop Slingshot attacks, or one of each.

Fork. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Gumdrop Slingshot. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Goose Mother

Astonishingly aggressive geese populate the marshes of Eldraine. Legends tell that these geese descend from a monstrous many-headed bird that dwells deep within the wilds. Though the knights of Eldraine consider its existence a myth, the folk of the wilds know that the Goose Mother is real.

ARTIST: JESPER EJSING



Centuries ago, an enterprising witch created a frothy stew composed of hydra's blood and goose feathers. It is from this noxious slurry that the Goose Mother was born. Within days, the Goose Mother grew to prodigious size, and the witch grew fearful. One night, while the Goose Mother slept, the witch took to its neck with a cleaver, but to her horror, two more heads sprouted in place of the first. Enraged, the Goose Mother devoured the witch and rampaged deep into the wilds where it lives to this day.

The Goose Mother lays one golden egg every hour, precisely on the hour. Sometimes these eggs hatch into clutches of young geese that grow up to terrorize the marshes of Eldraine. Other times, the eggs contain trinkets or valuables. The fae folk of Eldraine's wilds have developed a symbiotic relationship with the Goose Mother, often bringing it fresh meat in exchange for the treasures inside its golden eggs.

If you have *Bigby Presents: Glory of the Giants*, you can use the Goose Egg Trinket table to determine the contents of one of the Goose Mother's eggs that isn't destined to hatch into a goose or a **giant goose** (also described in that book).

GOOSE MOTHER

Huge Fey, Unaligned

Armor Class 12

Hit Points 114 (12d12 + 36)

Speed 40 ft., fly 40 ft.

STR	DEX	CON
17 (+3)	15 (+2)	17 (+3)
INT	**WIS**	**CHA**

12 (+1)	18 (+4)	15 (+2)

Saving Throws Str +6, Int +4

Skills **Insight** +7, **Investigation** +4, **Perception** +10

Condition Immunities (Requires at Least Two Heads) **blinded**, **charmed**, **deafened**, **frightened**, **stunned**, **unconscious**

Senses **darkvision** 60 ft., passive Perception 20

Languages —

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

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

Multiple Heads. The Goose Mother has five heads. Whenever the Goose Mother takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the Goose Mother dies.

At the end of its turn, the Goose Mother grows two heads for each of its heads that died since its last turn, unless it has taken poison damage since its last turn. The Goose Mother regains 10 hit points for each head when it regrows.

Reactive Heads. For each head the Goose Mother has beyond one, it gets an extra reaction that can be used only for **opportunity attacks**.

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

Actions

Multiattack. The Goose Mother makes as many Beak attacks as it has heads and one Wing attack.

Beak. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Wing. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or have the **prone** condition.

Lullaby of Honks (Recharge 5–6; Requires at Least Two Heads). The Goose Mother's heads honk a discordant lullaby. Each creature of the Goose Mother's choice within 10 feet of it must make a DC 15 Constitution saving throw. On a failed save, a creature takes 7 (2d6) thunder damage and falls into a magical slumber. On a successful save, the target takes half as much damage only. The honks can be heard up to 300 feet away.

A creature under magical slumber has the **unconscious** condition for 8 hours. This effect ends early for a creature if it takes damage or another creature uses an action to shake it awake.

High Fae

Though unable to tell outright lies, the high fae of Eldraine have many other means of deception at their disposal.

Ageless and inhuman, high fae are the oldest creatures in Eldraine, embodying the natural splendor and danger of the wilderness. High fae have no regard for mortal values of honor and law, but they nonetheless operate under inviolable rules of their own: gifts must always be repaid, promises must be honored, and outright lies must never be spoken (though misdirection and riddles are always welcome). To amuse themselves over the long centuries of their lives, high fae frequently engage in deceptions and other complex games of wits against one another.

ARTIST: JOHN STANKO



Most high fae remain secluded deep within the wilds of Eldraine. They draw power from motes of light found throughout the wilds, and they use their innate illusory magic to power and embellish their various weapons.

The high fae are ruled by Talion, the Kindly Lord. Talion is as strange, ancient, and fickle as the wilds of Eldraine, and the Kindly Lord demands fealty and respect from followers. Despite having an austere demeanor, the Kindly Lord is also known for following mysterious whims, journeying to the farthest reaches of Eldraine out of an insatiable curiosity.

High Fae Impostor

High fae impostors are sly and mischievous manipulators who delight in disguising themselves with magic to vex other creatures. Their reasons for deception vary, ranging from harmless pranks to malicious infiltration. When a high fae impostor takes on the identity of another creature, the impostor magically gains access to a small portion of that creature's mind—any information that the creature might share with a casual acquaintance. Though not comprehensive, this information helps high fae impostors impersonate their targets effectively.

HIGH FAE IMPOSTOR

Medium Fey, Any Alignment

Armor Class 15

Hit Points 149 (23d8 + 46)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON
13 (+1)	21 (+5)	15 (+2)
INT	**WIS**	**CHA**
18 (+4)	16 (+3)	23 (+6)

Saving Throws Dex +9, Wis +7

Skills Deception +14, Performance +10, Stealth +13

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

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

Actions

Multiattack. The high fae makes two Fae Blade attacks and uses Vexing Prank once.

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

Vexing Prank. The high fae targets one creature it can see within 60 feet of itself with a magical trick. The target must make a DC 18 Wisdom saving throw. On a failed save, the target takes 21 (6d6) psychic damage and has the **frightened** condition until the start of the high fae's next turn. On a successful save, the target takes half as much damage only.

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

At will: ***friends***, ***minor illusion***

1/day each: ***enthrall***, ***Nystul's magic aura***

Bonus Actions

Loot Likeness. The high fae magically transforms into a duplicate of a Small or Medium creature it can see. While transformed, the high fae retains its game statistics (other than its size) but gains access to enough general information about the imitated creature, such as background and personality, to reasonably pass itself off as the creature. This transformation ends if the high fae is reduced to 0 hit points, uses this bonus action again, or uses a bonus action to revert to its true form.

High Fae Kindguard

ARTIST: MARTA NAEL



"The Kindly Lord does not issue invitations to their court lightly. I suggest you accept."

—Gwyddion, messenger of Talion

High fae kindguards have spent centuries perfecting their martial prowess, moving with a speed and grace others can only imagine. Their tall stature, large wings, elaborate horns, and massive weapons give them a truly intimidating silhouette.

The most trusted high fae kindguards are in direct service to Talion, the Kindly Lord. Nine times nine have these high fae sworn a binding oath to protect the Kindly Lord, each time pricking their hand on a hawthorn branch to seal the promise.

HIGH FAE KINDGUARD

Medium Fey, Any Alignment

Armor Class 17 (natural armor)

Hit Points 156 (24d8 + 48)

Speed 40 ft., fly 60 ft. (hover)

STR	DEX	CON
22 (+6)	23 (+6)	15 (+2)

INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)

Saving Throws Str +10, Dex +10

Skills Acrobatics +10, Athletics +10, Perception +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 17

Languages Common, Sylvan

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Evasion. If the high fae 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, provided it doesn't have the incapacitated condition.

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

Actions

Multiattack. The high fae makes two Fae Claymore attacks and uses Tripping Feint.

Fae Claymore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) force damage, and the target's speed is reduced by 10 feet, to a minimum speed of 5 feet. The reduction lasts until the start of the high fae's next turn.

Tripping Feint. The high fae targets one Large or smaller creature it can see within 10 feet of itself. The target must succeed on a DC 18 Dexterity saving throw or have the prone condition.

Bonus Actions

Darting Flight. The high fae moves up to its speed. This movement doesn't provoke opportunity attacks.

Reactions

Parry and Riposte. The high fae adds 4 to its AC against one melee attack roll that would hit it, provided it can see the attacker. After the attack hits or misses, the high fae then makes one Fae Claymore attack against the attacker.

High Fae Mage

ARTIST: JOHN STANKO



"High fae are capable of magic that would make even the great Gadwick himself seem little more than a clumsy apprentice."

—Chulane, Teller of Tales

High fae mages are some of the mightiest magic users among the faeries of Eldraine. These skilled spellcasters have mastered the arcane art of dealmaking among the fae, magically negotiating themselves advantages in battle.

Like many high fae, these mages draw power from the latent energy found throughout the wilds of Eldraine. However, high fae mages also form strong bonds with the elemental powers of Eldraine, allowing the mages to call on forces like the eastern wind or the fiery hearth.

HIGH FAE MAGE

Medium Fey (Sorcerer), Any Alignment

Armor Class 14 (17 with *mage armor*)

Hit Points 148 (27d8 + 27)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON
11 (+0)	18 (+4)	12 (+1)
INT	**WIS**	**CHA**
17 (+3)	15 (+2)	24 (+7)

Saving Throws Int +7, Wis +6, Cha +11

Skills Arcana +11, Investigation +7, Nature +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

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

Actions

Multiattack. The high fae makes two Elemental Strike attacks.

Elemental Strike. *Melee or Ranged Spell Attack:* +11 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 18 (2d10 + 7) acid, cold, fire, force, lightning, or thunder damage (the high fae's choice).

Negotiate Life (Recharge 5–6). The high fae enacts a magical bargain, siphoning energy from its opponents to heal its wounds. The high fae targets up to three creatures it can see within 60 feet of itself. Each target must make a DC 19 Constitution saving throw, taking 26 (4d12) necrotic damage on a failed save, or half as much damage on a successful one. The high fae then regains 30 hit points.

Spellcasting. The high fae casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: ***dancing lights***, ***detect magic***, ***druidcraft***, ***mage armor*** (self only)

2/day each: ***faerie fire***, ***gust of wind***, ***mirror image***

Reactions

Fae Counterspell. The high fae interrupts a creature it can see that is casting a spell with verbal, somatic, or material components. The caster takes 10 (3d6) psychic damage and must make a DC 19 Charisma saving throw. On a failed save, the spell fails and has no effect, but the spell slot used to cast it is not expended.

High Fae Noble

High fae nobles regard themselves as the natural and obvious superiors of all in Eldraine. Many have been given dominion over a small aspect of the natural world; there are dukes and duchesses for each of the seasons, and noble archivists track every promise made and broken within the borders of Eldraine.

ARTIST: JOSHUA RAPHAEL



High fae nobles use their illusions and innate magic to impress their peers and express their capricious natures. Many adorn themselves with auras of magic that dazzle others, while uttering mocking phrases that magically stun and ridicule their opponents. High fae nobles will spend countless years in mind-bendingly complicated games of political calculus, their alliances ever-shifting as they jockey for favors and status in the Kindly Lord's court.

HIGH FAE NOBLE

Medium Fey, Any Alignment

Armor Class 17

Hit Points 175 (27d8 + 54)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON
13 (+1)	25 (+7)	15 (+2)
INT	**WIS**	**CHA**
19 (+4)	18 (+4)	22 (+6)

Saving Throws Dex +12, Int +9, Wis +9, Cha +11

Skills History +9, Insight +14, Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 19

Languages Common, Sylvan, telepathy 120 ft.

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Aura of Overwhelming Splendor. The high fae radiates dazzling and mollifying magic. Each creature of the high fae's choice that starts its turn within 5 feet of the high fae must succeed on a DC 19 Wisdom saving throw or have the charmed condition until the start of its next turn. While charmed, the creature also has the incapacitated condition.

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

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

Action

Multiattack. The high fae makes two Fae Blade attacks. It can replace one of these attacks with Stunning Soliloquy if available.

Fae Blade. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) force damage.

Stunning Soliloquy (Recharge 5–6). The high fae unleashes a string of magical words. Each creature of the high fae's choice within 30 feet of itself must succeed on a DC 19 Wisdom saving throw or have the **stunned** condition for 1 minute. A **stunned** creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. The high fae casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: ***detect magic***, ***prestidigitation***, ***suggestion***

1/day each: ***major image***, ***zone of truth***

Reactions

The high fae can take up to three reactions per round but only one per turn.

Capricious Step. Immediately after taking damage, the high fae magically has the **invisible** condition and teleports, along with any equipment it is wearing or carrying, to an unoccupied space it can see within 30 feet of itself. The invisibility lasts until the end of the high fae's next turn.

Ridicule. When a creature misses the high fae with an attack roll, the high fae magically mocks the creature, dealing 5 (2d4) psychic damage to the attacker.

Knight of Eldraine

The realm of Eldraine once consisted of five knightly courts: Ardenvale, Embereth, Garenbrig, Locthwain, and Vantress. In ancient times, the courts were established around five relics of tremendous magical power and unknown origin. Each relic is a magical embodiment of one of the five virtues the knights of the realm hold as standards of excellence.

ARTIST: JASON RAINVILLE



The recent invasion of nightmarish creatures called Phyrexians devastated the courts, with much of the surviving populace fleeing into the wilds. A young prince, Will Kenrith, does his best to reunite the shattered realm, but a return to its former glory seems far off.

Even in the shattered remnants of the realm, knighthood is among the highest honors one can receive. Knights of the realm, who are all addressed with the honorific "Syr," are revered as champions, heroes, and paragons of virtue. They have many responsibilities, from protecting townsfolk to embarking on adventures in the wilds. Knights are often equipped with fine armor and weapons, and they ride noble steeds of various species—including **griffons** in Ardenvale, **giant owls** in Vantress, and giant ravens (use the **giant vulture** stat block) in Locthwain. Some knights also wield powerful magic drawn f
the relics of their respective courts.

In the wake of the Phyrexian invasion, whole orders of knights have journeyed deep into the wilds, searching for a magical remedy to restore the kingdom to its former glory, or seeking to help travelers and remote communities beset by troubles.

Achieving knighthood in one of the courts requires a quest that proves one's excellence in that court's virtue. In some courts, the final step to becoming a knight involves being judged by that court's relic. Each court believes the virtue associated with its own relic is paramount, though not in lieu of the others. A knight of Embereth admires courage above all else but still looks down on the disloyal or ignorant, even though loyalty and knowledge are virtues championed by other courts.

Knights of Eldraine channel their devotion to the virtues of the realm into magical power that infuses their attacks. Most knights deal extra radiant damage with these attacks, but some knights might deal damage of a different type, such as fire (for knights of Embereth) or necrotic (for knights of Locthwain).

THE VERDANT ORDER

In the wake of the Phyrexian invasion, knights from all five courts of Eldraine have joined to form a new organization, the Verdant Order. These knights renounced their oaths in favor of a new one, swearing to protect the last part of their world untouched by war: the wildest parts of Eldraine. To that end, they patrol the forests along the Boundary Lands, turning back loggers and hunters—by force if necessary.

Though they've renounced their former oaths, the knights of the Verdant Order retain their focus on the five virtues of the courts, so their Knightly Virtue trait remains unchanged.

KNIGHT OF ELDRAINE

Medium Humanoid (Human), Any Alignment

Armor Class 20 (plate, shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON
16 (+3)	12 (+1)	14 (+2)
INT	**WIS**	**CHA**
13 (+1)	11 (+0)	13 (+1)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP) **Proficiency Bonus** +2

Knightly Virtue. The knight has one of the following traits, depending on the court it serves:

Courage (Embereth). The knight has advantage on Wisdom checks and Wisdom saving throws.

Knowledge (Vantress). The knight has advantage on Intelligence checks and Intelligence saving throws.

Loyalty (Ardenvale). The knight has advantage on Charisma checks and Charisma saving throws.

Persistence (Locthwain). The knight has advantage on Constitution saving throws.

Strength (Garenbrig). The knight has advantage on Strength checks and Strength saving throws.

Actions

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage plus 9 (2d8) radiant damage.

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 used with two hands, plus 9 (2d8) radiant damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage plus 9 (2d8) radiant damage.

Nightmare Haunt

ARTIST: NICHOLAS GREGORY



Nightmare haunts are terrors from the minds of Eldraine's sleeping citizens, made tangible by the planeswalker Ashiok. These creatures can hurt the body and also attack the minds of dreamers afflicted by the Wicked Slumber.

Nightmare haunts appear as horrifying shadow creatures with forms evocative of their victims' deepest fears. Due to the collective trauma experienced by the people of Eldraine during the Phyrexian invasion, many nightmare haunts take the shape of those terrifying invaders, having multiple limbs and inhuman visages. Smoky purplish energy wafts from their forms, suggesting their connection to the Wicked Slumber.

THE WICKED SLUMBER

During the Phyrexian invasion of Eldraine, the high fae monarch Talion, the Kindly Lord, and a trio of witch sisters performed a grand ritual to create a sleeping curse. Even with the Phyrexians defeated, the curse remains and spreads unchecked through Eldraine due to interference from the planeswalker Ashiok and Eriette, one of the witches who helped create the curse. The Wicked Slumber affects rich and poor alike, causing them to fall into an endless sleep or roam as sleepwalkers. Animals are also affected, and even tree boughs droop as if exhausted in areas where the Wicked Slumber is prominent. Purple tendrils of wispy nightmares spread like vines across those areas and surround the bodies of those who sleep.

Heroes throughout Eldraine have ventured out to find a cure for the Wicked Slumber, but no one has yet discovered how to break the enchantment. It has even affected one of the Kindly Lord's daughters, the famed duelist Obyra. Meanwhile, Eriette and Ashiok conspire to build a nightmare realm in the ruins of Castle Ardenvale at the heart of the Wicked Slumber, replacing the virtuous court with one composed of sleepwalkers and dreamers guarded by nightmare haunts.

NIGHTMARE HAUNT

Medium Aberration, Typically Neutral Evil

Armor Class 13

Hit Points 44 (8d8 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON
14 (+2)	17 (+3)	13 (+1)
INT	**WIS**	**CHA**
9 (−1)	12 (+1)	17 (+3)

Damage Immunities psychic

Condition Immunities **blinded**, **charmed**, **exhaustion**, **frightened**

Senses **blindsight** 120 ft. (can't see beyond this radius), passive Perception 11

Languages Deep Speech, telepathy 120 ft.

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

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

Somnophage. At the start of its turn, the nightmare haunt gains a number of **temporary hit points** equal to 5 times the number of **unconscious** creatures within 30 feet of itself.

Actions

Multiattack. The nightmare haunt makes two Claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 9 (2d8) psychic damage.

Tendrils of Slumber (Recharge 5–6). The nightmare haunt creates spectral tendrils that cover the ground in a 20-foot square that it can see within 30 feet of itself for 1 minute or until it uses this action again. When a creature other than the nightmare haunt enters the affected area for the first time or starts its turn there, the creature must succeed on a DC 14 Strength saving throw or take 11 (2d10) necrotic damage and have the **restrained** condition. The affected ground is also considered **difficult terrain** for creatures other than the nightmare haunt for the duration of its effect.

A creature that starts its turn in the area and is already **restrained** by the tendrils must repeat the saving throw. On a failed save, it has the **unconscious** condition instead of the **restrained** condition caused by the tendrils. On a successful save, the effect ends on the creature. An **unconscious** creature remains asleep until it is no longer in the area with tendrils, takes any damage, or is targeted by a ***remove curse*** spell or similar magic.

Bonus Actions

Shadow Stealth. While in dim light or darkness, the nightmare haunt takes the **Hide** action.

Ogre Chitterlord

When ogres first moved into the wilds of Eldraine, they encountered all manner of unfamiliar creatures: spellcasting witches, tricksy faeries, and talking beasts. Over generations, these ogres adapted to their new environs, passing down a spellcasting tradition of their own to help their kin wreak havoc in the wilds and beyond.

ARTIST: NEREIDA



An ogre chitterlord exercises control over the rats that infest Dunbarrow and countless other regions in the wilds of Eldraine. When ogres venture from the wilds to raid nearby settlements, an ogre chitterlord often leads the way, calling rats from the alleys and sewers to harry townsfolk from within the city while the ogres lay siege to the outer walls. Should their rodent allies fail them, chitterlords can also turn the tide of any battle with their prodigious strength and druidic magic.

OGRE CHITTERLORD

Large Giant (Druid), Any Alignment

Armor Class 12 (hide armor)

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON

19 (+4)	10 (+0)	15 (+2)
INT	**WIS**	**CHA**
5 (−3)	12 (+1)	9 (−1)

Saving Throws Wis +3

Skills **Animal Handling** +3, **Nature** +1

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

Languages Common, Giant

Challenge 3 (700 XP) **Proficiency Bonus** +2

Speak with Rats. The ogre can verbally communicate simple concepts to ordinary rats and giant rats.

Actions

Multiattack. The ogre makes two Club attacks, two Rat-Tail Whip attacks, or one of each.

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

Rat-Tail Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, and if the target is Large or smaller, it is pulled 5 feet toward the ogre.

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

At will: ***beast sense*** (rats only), ***druidcraft***, ***entangle***

1/day each: ***animal messenger*** (rats only), ***stinking cloud***

Bonus Actions

Call Rats (1/Day). The ogre magically calls 1d4 **giant rats**. Each rat appears in an unoccupied space within 30 feet of the ogre that the ogre can see. The rats act as the ogre's allies, obey its spoken commands, and take their turns immediately after the ogre's turn on the same initiative count. The rats remain for 1 hour, until the ogre dies, or until the ogre dismisses them as a bonus action.

Redtooth Werefox

> "My people are both bloom and thorn. Our ferocious impulses are as much a part of us as our skills, our beauty, and our history."
>
> —*Yenna, Redtooth regent*

By day, the elves of Redtooth Keep are agile and adept rangers, expertly patrolling the lands around one of the last elven citadels in Eldraine. But at night, terrifying howls echo from the keep's halls as its inhabitants transform into ruthless werefoxes.

ARTIST: NESTOR OSSANDON LEAL



Unlike other forms of lycanthropy, the werefox curse isn't contagious and is limited to the elves of Redtooth Keep. Legends say that long ago, the garrison at Redtooth Keep turned away a group of travelers seeking shelter. Before departing, one of the travelers was revealed to be a powerful witch and cursed the elves, declaring that their bodies would forever transform to match their hearts' selfish and bestial natures.

REDTOOTH WEREFOX

Medium Monstrosity (Elf), Any Alignment

Armor Class 13

Hit Points 60 (11d8 + 11)

Speed 30 ft. in elf form; 40 ft. in fox and hybrid form

STR	DEX	CON
16 (+3)	17 (+3)	12 (+1)
INT	**WIS**	**CHA**
11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +5, Perception +5, Survival +3

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish (can't speak in fox form)

Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The werefox makes two Bite attacks, two Lance attacks, or one Bite attack and one Lance attack.

Bite (Fox or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the werefox moved at least 20 feet straight toward the target immediately before the hit and the target is a Medium or smaller creature, the target must succeed on a DC 13 Strength saving throw or have the prone condition.

Lance (Elf or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Entangling Arrow (Elf or Hybrid Form Only). *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target must succeed on a DC 11 Dexterity saving throw or have the restrained condition until the start of the werefox's next turn.

Bonus Actions

Change Shape. The werefox polymorphs into a fox-elf hybrid, into a fox, or back into its elf form. Its game statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its elf form if it dies.

Vulpine Nimbleness (Fox or Hybrid Form Only). The werefox takes the **Dash** or **Disengage** action.

Sewer King

ARTIST: JESPER EJSING



"'The human world will fall,' whispered the monstrous rat. 'You have but one choice to make: Will you fall with it?'"

—*Song of the Vermin*

Sewer kings are hulking, monstrous rats empowered by fiendish blood. This unholy influence gives sewer kings their enormous size, supernatural strength, wicked cunning, and ability to speak.

Deep in the bowels of towns and cities, sewer kings reign over underground vermin, dreaming of the day when rats will overthrow surface dwellers. Rancid saliva drips from a sewer king's maw, and swarms of vermin skitter at the monstrous rat's beck and call.

LORD SKITTER OF EDGEWALL

Lord Skitter is a sewer king who lives deep in the ancient dwarven ruins beneath the town of Edgewall, situated in the lands between the realm and the wilds of Eldraine. Deep within these ruins, a human minstrel named Totentanz encountered Lord Skitter and struck a vile bargain. Lord Skitter promised the piper wicked and wondrous powers in exchange for Totentanz luring the townsfolk of Edgewall into the sewer king's subterranean domain to become food for his rat minions.

SEWER KING

Medium Fiend, Typically Lawful Evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 40 ft.

STR	DEX	CON
18 (+4)	13 (+1)	14 (+2)
INT	**WIS**	**CHA**
8 (−1)	12 (+1)	11 (+0)

Skills Perception +5, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Infernal, telepathy 30 ft.

Challenge 2 (450 XP) **Proficiency Bonus** +2

Beast Speech. The sewer king can comprehend and verbally communicate with any Beast.

Actions

Rancid Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) acid damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or have the poisoned condition until the start of the sewer king's next turn.

Summon Swarm (1/Day). The sewer king chitters and summons a swarm of rats to its aid. The swarm appears in an unoccupied space within 30 feet of the sewer king that the sewer king can see. It acts as the sewer king's ally, obeys the sewer king's commands, and takes its turn immediately after the sewer king's. The swarm remains until it dies, the sewer king dies, or until the sewer king dismisses it as an action.

Bonus Actions

Skitter. The sewer king moves up to its speed without provoking opportunity attacks.

Snapping Hydra

A rare variety of hydra native to the wilds of Eldraine, snapping hydras resemble giant, many-headed turtles. Snapping hydras dwell at the bottom of the wild's largest lakes or along shorelines where the wilds meet the ocean. These creatures are aptly named; their bites are known to snap giants' arms cleanly in half.

ARTIST: NICHOLAS GREGORY



Snapping hydras have naturally long life spans and strong instincts of self-preservation. When a snapping hydra feels a battle's odds tipping out of its favor, the hydra lets out a raspy screech and retracts into its shell. In the wilds of Eldraine, it's never long before a hungry or curious creature arrives to investigate, leaping into battle with the hydra's foes while the hydra makes an opportune exit.

SNAPPING HYDRA

Huge Monstrosity, Unaligned

Armor Class 20 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 30 ft., swim 40 ft.

STR	DEX	CON
21 (+5)	5 (−3)	21 (+5)
INT	**WIS**	**CHA**
2 (−4)	16 (+3)	7 (−2)

Skills Perception +11

Condition Immunities (Requires at Least Two Heads) blinded, charmed, deafened, frightened, stunned, unconscious

Senses darkvision 60 ft., passive Perception 21

Languages —

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Amphibious. The hydra can breathe air and water.

Multiple Heads. The hydra has five heads. Whenever the hydra takes 30 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, the hydra grows two heads for each of its heads that died since its last turn, unless it has taken cold damage since its last turn. The hydra regains 10 hit points for each head regrown this way.

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

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

Actions

Multiattack. The hydra makes as many Bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Shell Defense. The hydra withdraws its limbs and heads into its shell. Until it emerges as a bonus action, it gains a +4 bonus to AC and has advantage on Strength and Constitution saving throws. While in its shell, the hydra has the prone condition, its speed is 0 and can't increase, its heads can't die, it has disadvantage on Dexterity saving throws, and it can't take any other actions or reactions.

Specter of Night

ARTIST: JEFF SIMPSON



Like dark mirrors of Eldraine's archons (see "Archon of Boundaries"), specters appear as shrouded figures mounted on horrific flying beasts. It is easy to look at a specter and imagine the rider in command of the mount, but the truth is the opposite; the flying horror is an Undead monster that scours the wilds for a knightly corpse. On finding one, the horror binds its essence to the dead body, giving the corpse the semblance of life as a rider. The two function as a single creature, more powerful for their unnatural union.

Humans of Eldraine view specters as heralds of death. Specters are said to utter a keening wail, mournful beyond all other sounds and audible only to those who are about to die.

SPECTER OF NIGHT

Huge Undead, Typically Neutral Evil

Armor Class 15 (natural armor)

Hit Points 142 (15d12 + 45)

Speed 60 ft., fly 60 ft.

STR	DEX	CON
22 (+6)	18 (+4)	17 (+3)
INT	**WIS**	**CHA**
12 (+1)	13 (+1)	12 (+1)

Saving Throws Dex +8, Wis +5

Skills **Perception** +5

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities **exhaustion**, **poisoned**

Senses **darkvision** 120 ft., passive Perception 15

Languages understands Common but can't speak

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

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

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

Actions

Multiattack. The specter uses Mournful Keening if available, then makes one Hooves attack and one Reaping Scythe attack.

Hooves. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 28 (8d6) necrotic damage. If the target is a Medium or smaller creature, it must succeed on a DC 18 Strength saving throw or have the **prone** condition.

Mournful Keening (Recharge 6). The specter utters a keening wail, calling to those close to death. Each non-Undead creature within 120 feet of the specter must make a DC 15 Constitution saving throw. On a failure, the creature hears the wail and is marked for death.

A creature marked for death can't regain hit points and has disadvantage on death saving throws, and all attack rolls against it are made with advantage. This effect lasts for 1 minute or until the creature is targeted by a ***remove curse*** spell or similar magic.

Reaping Scythe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (1d12 + 6) slashing damage plus 28 (8d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or gain a level of **exhaustion**.

Sweettooth Horror

"I smell frosting. Ready your weapons!"

—Greta, scourge of Sweettooth

ARTIST: SLAWOMIR MANIAK



No one is certain of the true origin of Sweettooth Village. This eerie, abandoned town constructed of gingerbread and frosting lies deep in the wilds of Eldraine. Some say the fiendish candy monsters that prowl its butterscotch-lined streets were once servants of a powerful witch, and the entire place was a trap created to lure hungry travelers. But if the sugary horrors of Sweettooth Village were ever under someone's control, that time has long since passed.

HORRORS OF SWEETTOOTH VILLAGE

In addition to the Sweettooth horror described here, creatures found in and around Sweettooth Village might include **gingerbrutes** (detailed in this collection) as well as variations of oozes from the *Monster Manual*. For example, a **black pudding** might have a delicious chocolatey flavor, a **gelatinous cube** might have a more decorative shape and taste fruity, and an **ochre jelly** could smell like butterscotch.

SWEETTOOTH HORROR

Large Fiend, Typically Neutral Evil

Armor Class 14

Hit Points 58 (9d10 + 9)

Speed 40 ft.

STR	DEX	CON
15 (+2)	18 (+4)	12 (+1)
INT	**WIS**	**CHA**
6 (−2)	8 (−1)	12 (+1)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities **charmed**, **exhaustion**, **poisoned**

Senses **darkvision** 60 ft., passive Perception 9

Languages —

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Caramelization. If the horror takes fire damage, it releases a sweet, mesmerizing scent. Each creature within 30 feet of the horror must succeed on a DC 11 Wisdom saving throw or have the **charmed** condition. A **charmed** creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Actions

Multiattack. The horror makes one Bite attack and two Candy Cane attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 10 (3d6) acid damage.

Candy Cane. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a Large or smaller creature, the horror can choose to deal no damage; instead, the target has the **prone** condition, and the horror can pull the target up to 5 feet toward itself.

Tempest Hart

Storm giants live high above Eldraine in a cloudy landscape known as Stormkeld. Massive cottages, keeps, and towers dot this magical realm, scattered between expanses of cloudy wilderness marked by tangles of giant beanstalks and raging storms. Various enormous creatures dwell in these wilds, with the tempest hart being among the most majestic.

ARTIST: ALDO DOMÍNGUEZ



A colossal elk with antlers made of living lightning, a tempest hart has a long mane of fine hair that waves as if tossed by a strong wind. Its patterned hide resembles the twisting beanstalks that also coil around its legs, shoulders, and haunches.

Storm giant hunters consider tempest harts to be the worthiest prey, desirable for their meat and the raw lightning of their antlers. However, these creatures wield mighty elemental power to defend themselves.

TEMPEST HART

Huge Elemental, Unaligned

Armor Class 13

Hit Points 147 (14d12 + 56)

Speed 50 ft., fly 50 ft.

STR	DEX	CON
21 (+5)	17 (+3)	18 (+4)

INT	WIS	CHA
3 (−4)	18 (+4)	14 (+2)

Saving Throws Dex +7, Wis +8

Skills Perception +12

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities lightning, thunder

Condition Immunities exhaustion

Senses passive Perception 22

Languages —

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

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

Actions

Multiattack. The hart makes a Lightning Antlers attack and a Thunder Hooves attack.

Lightning Antlers. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) lightning damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or have the **stunned** condition until the start of the hart's next turn.

Thunder Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) thunder damage.

Reactions

The hart can take up to two reactions per round but only one per turn.

Entangling Growth. Immediately after a creature the hart can see within 120 feet of itself hits it with an attack roll, the hart reduces the damage to itself by half. The attacker must immediately make a DC 16 Strength saving throw as beanstalks coil around it in its space. On a failed save, the creature has the **grappled** condition (escape DC 16) and has the **restrained** condition as long as it is **grappled**. The beanstalks vanish after 1 minute, if the hart has the **incapacitated** condition, or when the hart dies.

Lightning Call. In response to making a saving throw, the hart calls down a bolt of lightning that targets a creature it can see within 120 feet of itself. The target must make a DC 16 Dexterity saving throw, taking 19 (3d12) lightning damage on a failed save, or half as much damage on a successful one.

Treefolk

"Right now, you are a feeble stick, but I will help you grow some rings."

—Borogrove, Tuinvale treefolk

ARTIST: RAOUL VITALE



The wise and ancient treefolk thrive in the depths of Eldraine's forested wilds. Though many treefolk rival members of the high fae in age, they rarely interfere with the goings-on of the faerie court. Instead, treefolk serve as guardians and shepherds of their wild groves, dispensing wisdom and blessings to travelers who wander under their branches.

TREEFOLK

Large Plant (Druid), Any Alignment

Armor Class 17 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 30 ft.

STR	DEX	CON
23 (+6)	12 (+1)	18 (+4)
INT	**WIS**	**CHA**
10 (+0)	20 (+5)	11 (+0)

Saving Throws Con +8, Int +4, Wis +9

Skills Insight +9, Nature +8, Perception +9

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses blindsight 30 ft., passive Perception 19

Languages Common, Druidic, Sylvan

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Plant Camouflage. The treefolk has advantage on Dexterity (Stealth) checks it makes in forest terrain.

Tree Stride. Once on each of its turns, the treefolk can use 10 feet of its movement to step magically into one living tree within 5 feet of itself and emerge from a second living tree within 60 feet of itself that it can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be at least as large as the treefolk.

Actions

Multiattack. The treefolk makes two Crushing Vine attacks, two Nightshade Bolt attacks, or one of each.

Crushing Vine. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage. If the target is a creature, it has the **grappled** condition (escape DC 18). While **grappled**, the creature also has the **restrained** condition. The treefolk can grapple up to six creatures this way.

Nightshade Bolt. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 33 (6d10) poison damage.

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

At will: ***detect poison and disease***, ***druidcraft***

2/day each: ***enlarge/reduce***, ***speak with plants***

1/day: ***commune with nature*** (as an action)

Bonus Actions

Oaken Boon. The treefolk blesses one creature other than itself that it can see within 60 feet of itself with the might and wisdom of the forest. While blessed in this way, a creature can use the treefolk's Tree Stride trait and gains 5 (2d4) **temporary hit points** at the start of each of its turns. This blessing lasts for 1 minute, until the treefolk has the **incapacitated** condition, or until the treefolk uses this bonus action again.

Witchkite

"I heard there's an especially fearsome witch around here. Or was it a particularly cruel dragon? The tales were very confu—"

—Last words of the mostly forgotten adventurer Osval

While many dragons of Eldraine hoard wealth and material goods, witchkites prefer hoarding forbidden and dangerous magical secrets. The arcane nature of a witchkite's hoard seeps into the dragon's core, granting it spellcasting abilities and twisting its fiery breath into malevolent motes of magical flame.

ARTIST: DONATO GIANCOLA



DRAGONS OF ELDRAINE

The dragons of Eldraine, are much like those of other D&D worlds. You can use any dragon stat block for a dragon of Eldraine. On Magic cards, there are red dragons (Opportunistic Dragon, Decadent Dragon, and Realm-Scorcher Hellkite), bronze dragons (Loch Dragon), and moonstone dragons (Shimmer Dragon and Archive Dragon). Moonstone dragons are described in *Fizban's Treasury of Dragons*.

WITCHKITE

Huge Dragon (Warlock), Typically Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 220 (21d12 + 84)

Speed 40 ft., fly 80 ft.

STR	DEX	CON
23 (+6)	10 (+0)	18 (+4)
INT	**WIS**	**CHA**
15 (+2)	17 (+3)	19 (+4)

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

Skills Arcana +7, Perception +8, Stealth +5

Damage Resistances fire, psychic

Senses darkvision 120 ft., passive Perception 18

Languages Draconic

Challenge 15 (13,000 XP) **Proficiency Bonus** +5

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

Actions

Multiattack. The witchkite makes two Rend attacks and uses Malevolent Flare once.

Rend. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Malevolent Flare. The witchkite spits magical, green-tinged flame at one creature it can see within 60 feet of itself. The target must make a DC 17 Dexterity saving throw. On a failed save, the target takes 22 (5d8) fire damage and suffers one of the following effects of the witchkite's choice:

- The target must use its reaction to make a melee attack against another creature of the witchkite's choice that is within the target's reach.
- The target takes 13 (2d12) psychic damage.

On a successful save, the target takes half as much damage only.

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

At will: ***detect magic***, ***minor illusion***, ***speak with dead***

1/day each: ***detect thoughts***, ***dimension door***, ***hold monster***

Reactions

The witchkite can take up to two reactions per round but only one per turn.

Enchanting Gaze. When a creature the witchkite can see moves within 10 feet of it, the witchkite emits an enchanting gaze at the creature. The creature must succeed on a DC 17 Wisdom saving throw or take 10 (3d6) psychic damage and have the **charmed** condition until the end of its next turn.

Retribution. Immediately after taking damage from a melee attack, the witchkite makes one Rend attack against the attacker.

Witchstalker

Twice the size of their ordinary kin, witchstalkers are giant wolves drawn to sources of magic by their supernatural sense of smell. As a result, the moors and forests of Dunbarrow make for good hunting grounds. The greater the source of magic, the more witchstalkers are drawn to the area. To their dismay, witches have drawn as many as a dozen witchstalkers.

Witchstalkers resemble monstrous wolves with enormous jaws and ridged spines. By feeding on spellcasters and other sources of magic, witchstalkers developed their own magical abilities, including a supernatural howl and the ability to teleport next to unsuspecting prey.

WITCHSTALKER

Large Monstrosity, Unaligned

Armor Class 13

Hit Points 82 (11d10 + 22)

Speed 60 ft.

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

Saving Throws Str +7, Wis +4

Skills Perception +7, Stealth +6

Senses truesight 60 ft., passive Perception 17

Languages understands Common but can't speak

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

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

Smell Magic. The witchstalker can sense the presence and location of magic within 120 feet of itself. It also has advantage on attack rolls against creatures that have cast a spell since the end of the witchstalker's last turn.

Actions

Multiattack. The witchstalker makes two Bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or have the prone condition.

Mind-Wracking Howl (Recharge 5–6). The witchstalker unleashes a terrible howl, and each creature within 30 feet of it that isn't a Monstrosity must make a DC 13 Wisdom saving throw. On a failed save, a creature takes 24 (7d6) psychic damage and has disadvantage on Constitution saving throws to maintain concentration on spells until the end of its next turn. On a successful save, a creature takes half as much damage only.

Reactions

Spell Stalk. Immediately after a creature within 120 feet of the witchstalker casts a spell, the witchstalker magically teleports to an unoccupied space it can see within 5 feet of the creature and can make one Bite attack against the creature.

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