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A FIFTH EDITION CAMPAIGN SUPPLEMENT

# ETHEREAL PLANE

MONSTERS SUPPLEMENT



# ETHEREAL PLANE MONSTERS SUPPLEMENT

The Ethereal Plane is a misty, fog-bound dimension that is sometimes described as a great ocean. Its shores, called the Border Ethereal, overlap the Material Plane and the Inner Planes, so that every location on those planes has a corresponding location on the Ethereal Plane. Certain creatures can see into the Border Ethereal, and the *see invisibility* and *true seeing* spells grant that ability. Some magical effects also extend from the Material Plane into the Border Ethereal, particularly effects that use force energy such as *forcecage* and *wall of force*. The depths of the plane, the Deep Ethereal, are a region of swirling mists and colorful fogs.

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## ADJUSTED CREATURES

The following creatures from the Fifth Edition SRD have been edited to allow for their abilities and attacks to function on ethereal creatures.

### BASILISK

A basilisk's gaze can affect creatures in the Border Ethereal as well as the Prime Material Plane. Change the basilisk's gaze attack to read as follows:

**Petrifying Gaze.** If a creature starts its turn within 30 feet of the basilisk and can see the basilisk's eyes, the creature must make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save. If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

### COCKATRICE

A cockatrice can sense and attack creatures in the Border Ethereal. It gains the following trait:

**Ethereal Influence.** The cockatrice can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa, and its bite attack affects ethereal creatures that it can see.

### MEDUSA

A medusa's gaze can affect creatures in the Border Ethereal as well as the Prime Material Plane. Change the medusa's gaze attack to read as follows:

**Petrifying Gaze.** When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, it must make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.



## NEW CREATURES

The following monsters are brand-new creatures that live in the Ethereal Plane.

### AERIAL SERVANT

Originally from the Elemental Plane of Air, aerial servants are nearly mindless creatures that lurk in the Deep Ethereal. They are frequently summoned by spellcasters to serve as assassins, hence their name.

**Elemental Nature.** The servant does not require air, food, drink, or sleep.

### APPARITION

Apparitions are undead creatures borne of creatures that died violent deaths. They resemble skeletons draped in funerary bandages, and, as such, are frequently mistaken for mummies. Apparitions can phase between the Ethereal and Prime Material, making surprise attacks as they do.

**Undead Nature.** The apparition does not require air, food, drink, or sleep.

### AERIAL SERVANT

*Large elemental, neutral*

**Armor Class** 16

**Hit Points** 114 (12d10 + 48)

**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	22 (+6)	18 (+4)	4 (-3)	14 (+2)	5 (-3)

**Skills** Perception +8, Stealth +12

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

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

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

**Languages** Auran, understands Common but doesn't speak it

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

**Proficiency Bonus** +3

**Invisibility.** While on any plane of existence other than the Ethereal plane, the servant is invisible.

### Actions

**Grab.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6 + 6) bludgeoning damage. The target is grappled (escape DC 17). Until the grapple ends, the target takes 13 (2d6 + 6) bludgeoning damage at the start of each of its turns and the servant can't grapple another target.

**Etherealness.** The servant enters the Ethereal Plane from the Material Plane, or vice versa.

### APPARITION

*Medium undead, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 65 (10d8 + 20)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	10 (+0)	12 (+1)	17 (+3)

**Damage Resistances** acid, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Damage Immunities** cold, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

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

**Languages** any languages it knew in life

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Detect Life.** The apparition telepathically senses any creature of Intelligence 5 or better within a 100-foot radius of its location, both in the Ethereal Plane and Material Plane.

**Ethereal Sight.** The apparition can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Rejuvenation.** If the apparition is destroyed outside of the Ethereal Plane, it reforms on the Border Ethereal in 1d4 + 4 days, regaining all of its hit points and becoming active again. The apparition can only be permanently destroyed on the Ethereal Plane.

### Actions

**Multiattack.** The apparition uses its Etherealness. It then makes one Strangle attack. It can replace its Strangle attack with a Death Suggestion.

**Strangle.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage. The target is grappled (escape DC 13). Until this grapple ends, the target is suffocating, the apparition has advantage on attack rolls made against the target, and the apparition can't use this attack on another creature.

**Etherealness.** The apparition enters the Ethereal Plane from the Material Plane, or vice versa.

**Death Suggestion (1/Day).** The apparition makes a Strangle attack. If the attack hits, in addition to the damage normal for the attack, the target must make a DC 13 Constitution saving throw. On a failed saving throw, the target's hit points are reduced to 0. On a successful saving throw, the target is frightened until the end of its next turn.



## DHABRURM

Dhabrurms appear as a tangle of black, eyeless eels with vicious, sharp, teeth. The eels are actually tentacles attached to a massive, gaping maw. These tentacles allow the dhabrurm to seize creatures on the Prime Material Plane and pull them into the Border Ethereal.

## DHABRURM

*Huge aberration, chaotic neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 175 (14d12 + 84)

**Speed** 0 ft., fly 60 ft. (on the Ethereal Plane only)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	22 (+6)	11 (+0)	14 (+2)	10 (+0)

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Deep Speech

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

**Proficiency Bonus** +3

**Ethereal Nature.** The dhabrurm is made from protomatter. If it starts its turn outside of an area affected by zero gravity (such as the Astral or Ethereal Planes), it is incapacitated and it takes 20 necrotic damage at the start of each of its turns.

**Ethereal Sight.** The dhabrurm can see 60 feet into the Material Plane when it is in the Ethereal Plane.

**Tentacles.** The dhabrurm can have up to six tentacles at a time. Each tentacle can be attacked (AC 16; 10 hit points; immunity to poison and psychic damage). Destroying a tentacle deals no damage to the dhabrurm. A tentacle can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

The dhabrurm regrows all destroyed tentacles at the end of a long rest.

## Actions

**Multiattack.** The dhabrurm makes four attacks with its tentacles and use its bite. It can replace one of its tentacle attacks with its Ethereal Wrest.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target on the Ethereal Plane. *Hit:* 22 (4d8 + 4) piercing damage.

**Tentacle.** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target on the Ethereal or Material Plane. *Hit:* 7 (1d6 + 4) bludgeoning damage. The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and the dhabrurm can't use the same tentacle on another target.

**Ethereal Wrest.** While it is on the Ethereal Plane, the dhabrurm attempts to pull one creature on the Material Plane it is grappling into the Ethereal Plane. The target must succeed on a DC 15 Strength saving throw, or be pulled into the Border Ethereal. The creature pulled into the Ethereal Plane this way can pull itself back into the Material Plane with a successful DC 15 Strength check so long as it is within 5 feet of the dhabrurm and it is still alive.

## EBON TIGER

An ebon tiger looks like a great cat wreathed in shadowy flames. These cats exist simultaneously in the Prime Material and Border Ethereal, which makes them difficult to kill on either plane. If necessary, they can shift to one plane or the other to defend themselves.

### EBON TIGER

*Large monstrosity, unaligned*

**Armor Class** 13  
**Hit Points** 85 (10d10 + 30)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	3 (-4)	20 (+5)	8 (-1)

**Skills** Perception +7, Stealth +5  
**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons  
**Condition Immunities** grappled, paralyzed, petrified, prone, restrained  
**Senses** darkvision 60 ft., passive Perception 17  
**Languages** —  
**Challenge** 4 (1,100 XP)      **Proficiency Bonus** +2

**Amorphous.** As long as its Dual Existence trait is active, the tiger can move through a space as narrow as 1 inch wide without squeezing.

**Dual Existence.** The ebon tiger exists on both the Prime Material Plane and Border Ethereal Plane simultaneously which allows it to sense and affect creatures and objects on both planes of existence, and vice versa.

As an action, the ebon tiger can suppress the ability, and magically shift itself fully into the Material Plane or Border Ethereal for 8 hours. Once it shifts itself into one or the other plane, it loses its damage and condition immunities, its Amorphous and Shadow Stealth traits, and it can't shift again for 24 hours.

**Shadow Stealth.** While in dim light or darkness, the tiger can take the Hide action as a bonus action. Its Stealth bonus is also improved to +7.

### Actions

**Multiattack.** The tiger makes two attacks with its claws and one attack with its bite.

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

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





## ETHEREAL JELLY

Ethereal jellies are deceptively intelligent, iridescent oozes native to the Deep Ethereal. These creatures scour the Ethereal for intelligent lifeforms from which they absorb nutrients.

### ETHEREAL JELLY

Large ooze, neutral evil

**Armor Class** 9

**Hit Points** 170 (20d10 + 60)

**Speed** 0 ft., fly 20 ft. (zero-gravity environments only)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	16 (+3)	14 (+2)	16 (+3)	12 (+1)

**Saving Throws** Int +5, Wis +6

**Damage Resistances** slashing

**Damage Immunities** bludgeoning

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

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 13

**Languages** Deep Speech, telepathy 60 ft.

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

**Amorphous.** The jelly can move through a space as narrow as 1 inch wide without squeezing.

**Ethereal Nature.** The ethereal jelly is made from protomatter. If it starts its turn outside of an area affected by zero gravity (such as the Astral or Ethereal Planes), it is incapacitated and it takes 20 necrotic damage at the start of each of its turns.

**Innate Spellcasting (Psionics).** The jelly's innate spellcasting ability is Wisdom (spell save DC 15). It can cast the following spells, requiring no components:

At will: *detect thoughts*, *invisibility*

1/day: *astral projection*

### Actions

**Multiattack.** The jelly makes two pseudopod attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 16), and the jelly uses its Absorb on it.

**Pseudopod. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. *Hit:* 10 (4d4) acid damage.

**Absorb.** The jelly engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it takes 10 (4d4) points of acid damage at the start of each of its turns. If the jelly moves, the engulfed target moves with it. The jelly can have only one creature absorbed at a time. Another creature can use its action to pull the target out of the jelly by succeeding on a DC 16 Strength check. The creature making the attempt takes 5 (2d4) acid damage.

**Psychic Crush (Recharge 5-6).** The ooze targets one creature that it can sense within 60 feet of it. The target must make a DC 13 Intelligence saving throw, taking 28 (8d6) psychic damage on a failed save, or half as much damage on a successful one.

**Teleport.** The jelly and anything it is wearing or carrying is teleported to an unoccupied space it can see within 30 feet of it.



## NARGAM

Nargams look like huge angler fish. Their lure emits light visible for 200 feet, which it uses to hypnotize creatures in the Deep Ethereal.

### NARGAM

*Huge aberration, unaligned*

**Armor Class** 16 (natural armor)  
**Hit Points** 126 (12d12 + 48)  
**Speed** 0 ft., fly 60 ft. (Ethereal Plane only)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	5 (-3)	10 (+0)	7 (-2)

**Skills** Stealth +6  
**Senses** darkvision 120 ft., passive Perception 10  
**Languages** —  
**Challenge** 10 (5,900 XP) **Proficiency Bonus** +4

**Ethereal Nature.** The nargam is made from protomatter. If it starts its turn outside of an area affected by zero gravity (such as the Astral or Ethereal Planes), it is incapacitated and it takes 20 necrotic damage at the start of each of its turns.

**Glowing Lure.** The nargam's lure emits bright light in a 100-foot radius and dim light for an additional 100 feet. The light from its lure penetrates ethereal fogs. A creature that starts its turn within 200 feet of the nargam that can see the lure must succeed on a DC 16 Wisdom saving throw or become charmed by the lure. While charmed in this way, the target is incapacitated and its movement speed becomes 0. The target can

repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. If the target can no longer see the lure, if it takes damage, or another creature uses its action to shake or slap the creature out of its stupor, the effect ends for it. A target that succeeds on its saving throw or the effect ends for it is immune to the nargam's lure for 24 hours.

### Actions

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 16 Dexterity saving throw or be swallowed by the nargam. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the nargam, and it takes 21 (6d6) acid damage at the start of each of the nargam's turns. A nargam can only have one creature swallowed at a time.

If the nargam takes 30 damage or more on a single turn from the swallowed creature, the nargam must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the nargam. If the nargam dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

**Invisibility.** The nargam magically turns invisible until it attacks, casts a spell, or until its concentration is broken (as if concentrating on a spell). It can choose to keep its lure visible while the rest of its body is invisible.





## SWARM OF CEREBRAL PARASITES

Cerebral parasites are diminutive worms that feed on psychic powers. Those affected by them are often not aware that they have the creatures inside them until it's too late.

## WORM OF THE DEEP

The worm of the deep is a 100-foot-long, eyeless worm covered in black, chitinous plates. These creatures' mouths emit a tunnel of powerful force capable of drawing creatures into its gullet.

## XILL

Xill are a fiendish race of four-armed reptiles native to a demiplane within the Deep Ethereal. Consummate raiders and tyrants, they are feared in the Material, Ethereal, and Inner Planes for their ruthlessness. All xill are female and reproduce asexually by infesting captured creatures with their eggs.



## SWARM OF CEREBRAL PARASITES

Medium swarm of Tiny monstrosities, unaligned

Armor Class 8

Hit Points 22 (5d8)

Speed 5 ft., climb 5 ft.

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

**Damage Resistances** piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 10 ft., passive Perception 10

**Languages** —

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

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

### Actions

**Multiattack.** The swarm makes two bite attacks. If the swarm has half its hit points or fewer remaining, it can't use this action.

**Bites.** *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* The target contracts a disease—it is infested with 1d4 cerebral parasites. Until the parasites exit the host, any time the target casts any spell from the school of divination, any spell that would sense, read, or affect another creature's thoughts, or any spell that deals psychic damage, the target's Intelligence score is reduced by 1 per cerebral parasite it is carrying. If this reduction reduces the target's Intelligence score to 1, the creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them.

Once the parasites reduce the target's Intelligence score to 1, the parasites exit the body as a new swarm of cerebral parasites, which appears in an unoccupied space within 5 feet of the target.

If the disease is cured before the parasites emerge, the parasites are disintegrated.

## WORM OF THE DEEP

*Gargantuan monstrosity, chaotic evil*

**Armor Class** 21 (natural armor)  
**Hit Points** 297 (17d20 + 119)  
**Speed** 0 ft., fly 50 ft. (Ethereal Plane only)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	25 (+7)	5 (-3)	12 (+1)	7 (-2)

**Saving Throws** Con +13, Wis +7  
**Damage Immunities** fire, cold  
**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 11  
**Languages** —  
**Challenge** 17 (18,000 XP)      **Proficiency Bonus** +6

**Attract Victims.** While on the Ethereal Plane, the worm's maw constantly radiates an invisible cylinder of force that's 100 feet long and 25 feet wide. A creature that starts its turn in the area or enters it for the first time on its turn must make a DC 22 Strength saving throw. On a failed saving throw, a target is paralyzed until the start of the worm's next turn, and it moves 30 feet towards the worm's mouth. On a successful saving throw, a target moves 15 feet towards the worm's mouth but isn't paralyzed.

The worm can suppress this trait by closing its mouth (no action required).

**Ethereal Nature.** The worm is made from protomatter. If it starts its turn outside of an area affected by zero gravity (such as the Astral or Ethereal Planes), it is incapacitated and it takes 20 necrotic damage at the start of each of its turns.

**Regeneration.** The worm regenerates 20 hit points at the start of its turn if it has at least 1 hit point.

### Actions

**Bite.** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) 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 worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 24 Constitution saving throw at the end of that turn, or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone. If the worm casts *plane shift*, living, swallowed creatures do not plane shift with it, and instead appear in the same space where the worm was before it plane shifted.

## XILL

*Medium fiend, lawful evil*

**Armor Class** 19 (natural armor, shield)  
**Hit Points** 58 (9d8 + 18)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	14 (+2)	15 (+2)	12 (+1)	11 (+0)

**Skills** Athletics +7, Deception +2, Perception +3, Stealth +6  
**Senses** passive Perception 13  
**Languages** Common, Infernal  
**Challenge** 4 (1,100 XP)      **Proficiency Bonus** +2

**Pack Tactics.** The xill has advantage on attack rolls against a creature if at least one of the xill's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

**Multiattack.** The xill makes two attacks with its shortswords and two attacks with its claws. It can replace one of its claw attacks with a bite attack.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. The target must succeed on a DC 12 Constitution saving throw, or become poisoned for 1 hour. The target is paralyzed while poisoned in this way.

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

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Planeswalk.** The xill and anything it is wearing or carrying enters the Border Ethereal from an adjacent plane, or vice versa. It can carry one creature that is willing or it is grappling with it. If the target is unwilling, it must succeed on a DC 11 Charisma saving throw to avoid going with the xill.

**Implant Eggs (1/Day).** The xill targets an incapacitated creature within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or contract a disease—xill eggs. The eggs hatch within 24 hours of being implanted and then start to eat their way through the host. The host's hit point maximum is reduced by 1d8 every hour after the eggs hatch. If this damage reduces the target's hit point maximum to 0, the target dies and the xill young chew their way out of the host's chest, killing the host in the process. The xill young then planeswalk to the Ethereal Plane.

If the disease is cured before the young emerge, the xill are disintegrated.



## XILL COMMANDER

*Medium fiend (xill), lawful evil*

**Armor Class** 19 (natural armor, shield)

**Hit Points** 112 (15d8 + 45)

**Speed** 40 ft.

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

**Saving Throws** Dex +7, Wis +5, Cha +4

**Skills** Athletics +10, Deception +3, Perception +5, Stealth +7

**Senses** passive Perception 15

**Languages** Common, Infernal

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

**Proficiency Bonus** +3

**Pack Tactics.** The xill has advantage on attack rolls against a creature if at least one of the xill's allies is within 5 feet of the creature and the ally isn't incapacitated.

## Actions

**Multiattack.** The xill makes two attacks with its shortswords and two attacks with its claws. It can replace one of its claw attacks with a bite attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. The target must succeed on a DC 14 Constitution saving throw, or become poisoned for 1 hour. The target is paralyzed while poisoned in this way.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

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

**Planeswalk.** The xill and anything it is wearing or carrying enters the Border Ethereal from an adjacent plane, or vice versa. It can carry one creature that is willing or it is grappling with it. If the target is unwilling, it must succeed on a DC 13 Charisma saving throw to avoid going with the xill.

**Implant Eggs (1/Day).** The xill targets an incapacitated creature within 5 feet of it. The target must succeed on a DC 14 Constitution saving throw or contract a disease—xill eggs. The eggs hatch within 24 hours of being implanted and then start to eat their way through the host. The host's hit point maximum is reduced by 1d8 every hour after the eggs hatch. If this damage reduces the target's hit point maximum to 0, the target dies and the xill young chew their way out of the host's chest, killing the host in the process. The xill young then planeswalk to the Ethereal Plane.

If the disease is cured before the young emerge, the xill are disintegrated.

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, the xill can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the xill. A creature can benefit from only one Leadership die at a time. This effect ends if the xill is incapacitated.

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