

The Encounter Compendium

15 original 5e-style homebrew stat blocks

Version 0.2 — 11 September 2026

Before you play

Challenge ratings are estimates. These encounters have not been playtested and are not official D&D material. Treat each named figure as an encounter creature rather than an authoritative depiction of mythology.

The Jade Emperor and Azure Dragon, and each of the five Divas of the Sun, use one combined stat block, one turn, and one hit point pool. Their mounts grant no extra actions.

Action timing

On its turn, a creature has one action and can use one listed bonus action. Multiattack is one action; it does not also grant a recharge action. A creature has one reaction, regained at the start of its turn. For Recharge 5–6, roll a d6 at the start of each of its turns after use; the ability returns on a 5 or 6. A creature cannot use reactions or legendary actions while incapacitated.

Using the collection

Review the creature's actions and terrain advice before play. Track limited-use abilities, reactions and recharge rolls separately. The stated CR is a starting estimate; this booklet does not recommend fielding the entire collection as one encounter.

Version 0.2 changes

Clarified Phenex's ember state and retained resources, the effigy's restraint ending on death, and reaction timing. Stat-block sections and print layout were improved. No challenge ratings were changed.

Bai Suzhen

Large monstrosity

Original 5e-style homebrew v0.2 — estimated CR; not playtested

Armor Class	Hit Points	Estimated CR
17	171	10
	18d10 + 72	Proficiency +4

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	16 (+3)	18 (+4)	20 (+5)

Saving throws DEX +8, WIS +8, CHA +9

Resistances cold

Immunities None

Senses darkvision 60 ft., passive Perception 14

Languages Common, Celestial

Traits

River Veil. While in water, Bai Suzhen has advantage on Dexterity (Stealth) checks. She can breathe air and water.

Actions

Multiattack. Bai Suzhen makes two Serpent Lash attacks.

Serpent Lash. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 17 (3d8 + 4) bludgeoning damage. The target must succeed on a DC 17 Strength saving throw or be pulled up to 10 feet toward her.

Drowning Mist (Recharge 5–6). A 20-foot-radius sphere centered on a point within 90 feet fills with spectral water until the start of her next turn. Creatures of her choice in the sphere make a DC 17 Constitution saving throw, taking 36 (8d8) cold damage on a failure or half on a success. The sphere is heavily obscured.

Bonus actions

Slipstream. Bai Suzhen moves up to 20 feet without provoking opportunity attacks. She must begin or end this movement in water.

Reactions

Shed the Current. When a creature hits her with an attack, she reduces its damage by 10 and moves up to 10 feet. This movement can provoke opportunity attacks.

Run it at the table

Use water and mist to break sightlines. Pull one front-line opponent away from allies; leave a dry route so the party can reposition.

Adventure hook

A river shrine asks the party to recover a stolen pearl; Bai Suzhen mistakes their boat for the thieves.

Black Tortoise

Huge celestial
Original 5e-style homebrew v0.2 — estimated CR; not playtested

Armor Class		Hit Points	Estimated CR		
20		250	12		
		20d12 + 120	Proficiency +4		
Speed 20 ft., swim 40 ft.					
STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	22 (+6)	12 (+1)	18 (+4)	14 (+2)

Saving throws CON +10, WIS +8
Resistances cold; bludgeoning from nonmagical attacks
Immunities None
Senses darkvision 60 ft., passive Perception 14
Languages Celestial, understands Common

Traits

Immovable Shell. The tortoise has advantage on checks and saving throws made to resist being knocked prone or moved against its will.
Amphibious. The tortoise can breathe air and water.

Actions

Multiattack. The tortoise makes one Bite and one Tail Sweep.
Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 23 (3d10 + 7) piercing damage.
Tail Sweep. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage. The target must succeed on a DC 19 Strength saving throw or fall prone.
Winter Tide (Recharge 5–6). Each other creature in a 30-foot cone makes a DC 18 Constitution saving throw, taking 45 (10d8) cold damage on a failure or half on a success. On a failure, its speed is reduced by 10 feet until the end of its next turn.

Reactions

Sheltering Shell. When a creature within 10 feet takes damage, the tortoise can reduce that damage by 15.

Run it at the table

Guard a narrow passage. Use Winter Tide on clustered attackers, but let fast characters outmaneuver its low land speed.

Adventure hook

The living bridge refuses to move until the buried shrine beneath its shell has been cleansed.

Chīyóu

Huge fiend

Original 5e-style homebrew v0.2 — estimated CR; not playtested

Armor Class	Hit Points	Estimated CR
19	324	16
	24d12 + 168	Proficiency +5

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	14 (+2)	18 (+4)	20 (+5)

- Saving throws** STR +13, CON +12, WIS +9
- Resistances** fire; bludgeoning, piercing and slashing from nonmagical attacks
- Immunities** None
- Senses** darkvision 60 ft., passive Perception 14
- Languages** Common, Infernal

Traits

- War-Mist.** Chīyóu ignores lightly obscured conditions caused by smoke or mist.
- Legendary Resistance (2/Day).** If Chīyóu fails a saving throw, he can choose to succeed instead.

Actions

- Multiattack.** Chīyóu makes three War Cleaver attacks.
- War Cleaver.** Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 24 (3d10 + 8) slashing damage.
- Iron Tempest (Recharge 5–6).** Each other creature within 20 feet makes a DC 21 Dexterity saving throw, taking 49 (14d6) slashing damage on a failure or half on a success. On a failure, a creature also falls prone.

Bonus actions

- Bloodward Advance.** Chīyóu moves up to half his speed toward a creature he can see that is below its hit point maximum. This movement can provoke opportunity attacks.

Legendary actions

- 3 legendary actions, regained at the start of its turn. Use one option at the end of another creature's turn, only while not incapacitated.
- March (1 action).** Chīyóu moves up to half his speed without provoking opportunity attacks.
- Cleave (2 actions).** Chīyóu makes one War Cleaver attack.

Run it at the table

Telegraph Iron Tempest by having the cleaver scrape a bright circle in the ground. Use March to threaten ranged characters rather than finishing a fallen opponent.

Adventure hook

A battlefield relic has awakened its ancient champion; destroying three war banners ends his claim over the valley.

Daolaogui

Large undead

Original 5e-style homebrew v0.2 — estimated CR; not playtested

Armor Class	Hit Points	Estimated CR
16	136	8
	16d10 + 48	Proficiency +3

Speed 40 ft., climb 30 ft.

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

Saving throws DEX +8, WIS +6

Resistances necrotic

Immunities poison; poisoned condition

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but cannot speak

Traits

Grave Climber. Daolaogui climbs difficult surfaces, including ceilings, without making an ability check.

Actions

Multiattack. Daolaogui makes two Grave Talon attacks.

Grave Talon. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) slashing damage plus 7 (2d6) necrotic damage.

Corpse Arrow (Recharge 5–6). One creature Daolaogui can see within 90 feet makes a DC 16 Constitution saving throw. It takes 35 (10d6) poison damage on a failure, or half on a success. On a failure, it is poisoned until the end of its next turn.

Bonus actions

Skitter into Shadow. Daolaogui takes the Hide action while in dim light or darkness.

Reactions

Grave Recoil. After a creature misses Daolaogui with a melee attack, Daolaogui moves up to 15 feet without provoking opportunity attacks from that creature.

Run it at the table

Attack from columns and ceilings. Use light sources and open floor space as counterplay to the ambush.

Adventure hook

Gravekeepers hear claws above the tomb doors; Daolaogui carries the key to a sealed ancestor chamber.

Gonggong

Huge elemental

Original 5e-style homebrew v0.2 — estimated CR; not playtested

Armor Class	Hit Points	Estimated CR
18	275	14
	22d12 + 132	Proficiency +5

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	22 (+6)	14 (+2)	20 (+5)	18 (+4)

Saving throws STR +12, CON +11, WIS +10
Resistances acid
Immunities cold
Senses darkvision 60 ft., passive Perception 15
Languages Common, Primordial

Traits

Amphibious. Gonggong can breathe air and water.
Floodwalker. Nonmagical difficult terrain made of mud or water costs Gonggong no extra movement.

Actions

Multiattack. Gonggong makes two Flood Staff attacks.
Flood Staff. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 23 (3d10 + 7) bludgeoning damage. The target must succeed on a DC 20 Strength saving throw or be pushed 15 feet.
Broken River (Recharge 5–6). A wave fills a line 60 feet long and 15 feet wide. Each creature in it makes a DC 19 Strength saving throw, taking 45 (10d8) bludgeoning damage on a failure or half on a success. On a failure, it is also pushed 20 feet and knocked prone.

Bonus actions

Rising Water. A 15-foot square of ground within 60 feet becomes difficult terrain until the start of Gonggong's next turn.

Reactions

Undertow. When a creature within 15 feet moves away from Gonggong, it must succeed on a DC 19 Strength saving throw or its speed becomes 0 for the rest of that turn.

Run it at the table

Fight around raised platforms and channels. Broken River should change positions, not automatically sweep characters into lethal drops.

Adventure hook

The flood has a voice; Gonggong will withdraw if the party opens the ancient spillway before the city drowns.

Jade Emperor and Azure Dragon

Gargantuan celestial (rider and mount)
Original 5e-style homebrew v0.2 — estimated CR; not playtested

Armor Class		Hit Points		Estimated CR	
20		420		18	
		24d20 + 168		Proficiency +6	
Speed 40 ft., fly 80 ft., swim 40 ft.					
STR		DEX		CON	
26 (+8)		16 (+3)		24 (+7)	
INT		WIS		CHA	
20 (+5)		22 (+6)		24 (+7)	

Saving throws CON +13, WIS +12, CHA +13
Resistances lightning, radiant
Immunities None
Senses darkvision 60 ft., passive Perception 16
Languages Common, Celestial, Draconic

Traits

United Sovereign. The emperor and dragon use one initiative, space, hit point pool and set of actions. They cannot be separately targeted or dismounted in this encounter.
Legendary Resistance (3/Day). If the sovereign fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The sovereign makes two Imperial Glaive attacks and one Dragon Bite.
Imperial Glaive. Melee Weapon Attack: +14 to hit, reach 20 ft., one target. Hit: 24 (3d10 + 8) slashing damage.
Dragon Bite. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 21 (2d12 + 8) piercing damage plus 7 (2d6) lightning damage.
Decree of Thunder (Recharge 5–6). Each creature of the sovereign's choice in a 60-foot cone makes a DC 21 Dexterity saving throw, taking 63 (14d8) lightning damage on a failure or half on a success.

Reactions

Heavenly Intercession. When a creature within 30 feet takes damage, the sovereign can reduce that damage by 20.

Legendary actions

3 legendary actions, regained at the start of its turn. Use one option at the end of another creature's turn, only while not incapacitated.
Royal Ascent (1 action). The sovereign moves up to half its flying speed without provoking opportunity attacks.
Imperial Stroke (2 actions). The sovereign makes one Imperial Glaive attack.

Run it at the table

A trial of resolve, not necessarily a death match. Land between flights so melee characters can act; use a surrender condition such as breaking the three imperial seals.

Adventure hook

The court offers passage through heaven only to those who survive three rounds beneath the Azure Dragon.

Moonfire Bow

Large celestial (rider and mount)
Original 5e-style homebrew v0.2 — estimated CR; not playtested

Armor Class	Hit Points	Estimated CR
17	119	6
	14d10 + 42	Proficiency +3

Speed 50 ft., climb 20 ft.

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

Saving throws DEX +8, WIS +6
Resistances radiant
Immunities None
Senses darkvision 60 ft., passive Perception 13
Languages Common, Celestial

Traits

Rider and Mount. The rider and celestial cat are one creature with one initiative, space, hit point pool and set of actions. The mount grants no additional turn; they cannot be separately targeted or dismounted in this encounter.

Actions

Multiattack. The rider makes two Moonfire Bow attacks, or one Moonfire Bow attack and one Mount Claw.

Moonfire Bow. Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. Hit: 14 (2d8 + 5) piercing damage plus 3 (1d6) radiant damage.

Mount Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage.

Bonus actions

Lunar Mark. Choose one creature the rider can see within 120 feet. Until the end of this turn, the rider ignores half cover when attacking that creature.

Reactions

Receding Moon. After an enemy ends its turn within 10 feet, the rider moves up to 15 feet without provoking opportunity attacks.

Run it at the table

Skirmish at range, but use cover and objectives to keep the archer within reach. The mount shares her actions.

Adventure hook

A moonlit hunt has mistaken the party’s guide for a fugitive.

Nian Beast

Huge monstrosity

Original 5e-style homebrew v0.2 — estimated CR; not playtested

Armor Class	Hit Points	Estimated CR
16	207	9
	18d12 + 90	Proficiency +4

Speed 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

Saving throws STR +10, CON +9

Resistances fire

Immunities None

Senses darkvision 60 ft., passive Perception 12

Languages understands Sylvan

Traits

Thunder Startle. After taking thunder damage, Nian cannot take reactions until the start of its next turn.

Actions

Multiattack. Nian makes one Bite and two Claw attacks.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 19 (2d12 + 6) piercing damage.

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

Festival Roar (Recharge 5–6). Each creature of Nian's choice within 30 feet that can hear it makes a DC 16 Wisdom saving throw or is frightened until the end of its next turn. A creature that succeeds is immune to this roar for 24 hours.

Bonus actions

Bounding Pounce. Nian jumps up to 20 feet without using movement. If it lands within 5 feet of a creature, that creature must succeed on a DC 17 Strength saving throw or fall prone. This jump can provoke opportunity attacks.

Run it at the table

Give players bells, drums, or thunder magic as obvious ways to suppress reactions. Have Nian hunt food or flee loud celebrations rather than fight to the death.

Adventure hook

The village lantern procession must cross the beast's rooftop hunting ground.

Phenex

Huge elemental

Original 5e-style homebrew v0.2 — estimated CR; not playtested

Armor Class	Hit Points	Estimated CR
18	275	15
	22d12 + 132	Proficiency +5

Speed 20 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	22 (+6)	18 (+4)	20 (+5)	22 (+6)

Saving throws DEX +10, WIS +10, CHA +11
Resistances radiant
Immunities fire
Senses darkvision 60 ft., passive Perception 15
Languages Common, Celestial, Ignan

Traits

Ashen Rebirth (1/Day). When reduced to 0 hit points, Phenex becomes an ember in its space with AC 15 and 30 hit points, immune to fire and poison damage. It retains its initiative and saving throws, but cannot move or take actions, bonus actions, reactions or legendary actions. At the end of its next turn, if the ember has more than 0 hit points, Phenex reforms there with 80 hit points. If the ember reaches 0 hit points, Phenex dies and does not reform. Rebirth does not restore spent Legendary Resistance uses or automatically recharge its breath.

Legendary Resistance (2/Day). If Phenex fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. Phenex makes two Solar Talon attacks.

Solar Talon. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) slashing damage plus 10 (3d6) fire damage.

Dawnfire Breath (Recharge 5–6). Each creature in a 45-foot cone makes a DC 19 Dexterity saving throw, taking 54 (12d8) fire damage on a failure or half on a success. Unattended flammable objects in the cone ignite.

Legendary actions

3 legendary actions, regained at the start of its turn. Use one option at the end of another creature’s turn, only while not incapacitated.

Wingbeat (1 action). Phenex flies up to 30 feet without provoking opportunity attacks.

Ember Dart (2 actions). One creature Phenex can see within 60 feet makes a DC 19 Dexterity saving throw, taking 14 (4d6) fire damage on a failure or half on a success.

Run it at the table

Announce the ember form and its fragility when rebirth occurs. Provide stone cover against breath and reasons to choose mercy over destroying the ember.

Adventure hook

A stolen ember fuels a city’s furnace; Phenex arrives to reclaim its missing heart.

Solar Halberd

Large celestial (rider and mount)
Original 5e-style homebrew v0.2 — estimated CR; not playtested

Armor Class	Hit Points	Estimated CR
18	133	6
	14d10 + 56	Proficiency +3

Speed 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	16 (+3)	14 (+2)

Saving throws DEX +6, WIS +6
Resistances radiant
Immunities None
Senses darkvision 60 ft., passive Perception 13
Languages Common, Celestial

Traits

Rider and Mount. The rider and celestial cat are one creature with one initiative, space, hit point pool and set of actions. The mount grants no additional turn; they cannot be separately targeted or dismounted in this encounter.

Actions

Multiattack. The rider makes two Solar Halberd attacks.
Solar Halberd. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) slashing damage plus 3 (1d6) radiant damage.
Sunwheel (Recharge 5–6). Each other creature within 10 feet makes a DC 16 Dexterity saving throw, taking 22 (4d10) slashing damage on a failure or half on a success.

Reactions

Hold the Line. When a creature enters the rider’s 10-foot reach, she makes one Solar Halberd attack against it. On a hit, its speed is reduced by 10 feet until the end of that turn.

Run it at the table

Defend a chokepoint. After using Hold the Line, the rider cannot react again until the start of her next turn, giving a group a way to overwhelm the line.

Adventure hook

The halberd bearer bars a shrine road until a stolen standard is returned.

Sun Lance

Large celestial (rider and mount)
Original 5e-style homebrew v0.2 — estimated CR; not playtested

Armor Class		Hit Points		Estimated CR	
18		142		7	
		15d10 + 60		Proficiency +3	
Speed 50 ft., climb 20 ft.					
STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	12 (+1)	16 (+3)	16 (+3)

Saving throws DEX +6, WIS +6
Resistances radiant
Immunities None
Senses darkvision 60 ft., passive Perception 13
Languages Common, Celestial

Traits

Rider and Mount. The rider and celestial cat are one creature with one initiative, space, hit point pool and set of actions. The mount grants no additional turn; they cannot be separately targeted or dismounted in this encounter.

Actions

Multiattack. The rider makes two Sun Lance attacks.
Sun Lance. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 19 (2d12 + 6) piercing damage.
Comet Charge (Recharge 5–6). Move up to 30 feet in a straight line, then make one Sun Lance attack. On a hit, it deals an extra 18 (4d8) radiant damage, and the target must succeed on a DC 17 Strength saving throw or be knocked prone. This movement can provoke opportunity attacks.

Bonus actions

Wheel Around. The rider takes the Disengage action.

Run it at the table

Use clear lanes for charges. Pillars, difficult terrain and readied actions should meaningfully interrupt the approach.

Adventure hook

The champion challenges anyone crossing the tournament bridge without a banner.

Sunbreak Hammer

Large celestial (rider and mount)
Original 5e-style homebrew v0.2 — estimated CR; not playtested

Armor Class	Hit Points	Estimated CR
17	157	7
	15d10 + 75	Proficiency +3

Speed 50 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	10 (+0)	16 (+3)	14 (+2)

Saving throws DEX +4, WIS +6
Resistances radiant
Immunities None
Senses darkvision 60 ft., passive Perception 13
Languages Common, Celestial

Traits

Rider and Mount. The rider and celestial cat are one creature with one initiative, space, hit point pool and set of actions. The mount grants no additional turn; they cannot be separately targeted or dismounted in this encounter.

Siege Hammer. The hammer deals double damage to objects and structures.

Actions

Multiattack. The rider makes two Sunbreak Hammer attacks.

Sunbreak Hammer. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 20 (4d6 + 6) bludgeoning damage.

Dawnquake (Recharge 5–6). Each other creature on the ground within 15 feet makes a DC 17 Strength saving throw, taking 27 (6d8) bludgeoning damage on a failure or half on a success. A creature that fails is also knocked prone.

Reactions

Brace for Impact. When the rider takes bludgeoning, piercing or slashing damage, she reduces that damage by 10.

Run it at the table

Break obstacles rather than repeatedly knocking down one hero. Elevated terrain lets the party avoid Dawnquake.

Adventure hook

The hammer bearer is demolishing a cursed gate while spirits pour through its cracks.

Sword and Shield

Large celestial (rider and mount)
Original 5e-style homebrew v0.2 — estimated CR; not playtested

Armor Class		Hit Points		Estimated CR	
20		123		5	
		13d10 + 52		Proficiency +3	
Speed 50 ft., climb 20 ft.					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	12 (+1)	18 (+4)	16 (+3)

Saving throws DEX +5, WIS +7
Resistances radiant
Immunities None
Senses darkvision 60 ft., passive Perception 14
Languages Common, Celestial

Traits

Rider and Mount. The rider and celestial cat are one creature with one initiative, space, hit point pool and set of actions. The mount grants no additional turn; they cannot be separately targeted or dismounted in this encounter.

Actions

Multiattack. The rider makes two Dawnblade attacks.
Dawnblade. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.
Shield Flash (Recharge 5–6). Each enemy within 10 feet that can see the rider makes a DC 15 Constitution saving throw. On a failure it takes 14 (4d6) radiant damage and is blinded until the end of its next turn. On a success it takes half damage and is not blinded.

Bonus actions

Rallying Light (2/Day). One ally within 30 feet that can see the rider gains 10 temporary hit points.

Reactions

Sunward Guard. When a creature the rider can see attacks an ally within 5 feet of her, she imposes disadvantage on that attack roll. Use this reaction before the roll.

Run it at the table

Protect one ally or objective. Draw the shield bearer away to break her protective formation.

Adventure hook

The last defender of a burned sanctuary escorts survivors through an occupied pass.

White Tiger

Huge celestial
Original 5e-style homebrew v0.2 — estimated CR; not playtested

Armor Class	Hit Points	Estimated CR
18	230	11
	20d12 + 100	Proficiency +4

Speed 60 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	20 (+5)	12 (+1)	18 (+4)	14 (+2)

Saving throws DEX +9, WIS +8
Resistances radiant
Immunities None
Senses darkvision 60 ft., passive Perception 14
Languages Celestial, understands Common

Traits

Sure-Footed. The tiger has advantage on saving throws to avoid falling prone.

Actions

Multiattack. The tiger makes one Bite and two Claw attacks.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 20 (2d12 + 7) piercing damage.

Claw. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 16 (2d8 + 7) slashing damage.

West Wind Leap (Recharge 5–6). The tiger leaps to an unoccupied space it can see within 40 feet without provoking opportunity attacks. Each creature within 10 feet of its destination makes a DC 18 Dexterity saving throw, taking 27 (6d8) slashing damage on a failure or half on a success.

Reactions

White Flash. When an attack from a creature the tiger can see misses it, the tiger moves up to 20 feet without provoking opportunity attacks.

Run it at the table

Threaten flanks and retreat to pillars. Mark leap destinations with wind before it acts, making spacing and cover meaningful.

Adventure hook

A celestial guardian stalks the caravan carrying a counterfeit royal seal.

Wàn Shō^ˇu Míng Guānyīn

Huge undead

Original 5e-style homebrew v0.2 — estimated CR; not playtested

Armor Class	Hit Points	Estimated CR
18	275	13
	22d12 + 132	Proficiency +5

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	22 (+6)	18 (+4)	22 (+6)	20 (+5)

- Saving throws** CON +11, WIS +11, CHA +10
- Resistances** necrotic
- Immunities** poison; poisoned condition
- Senses** darkvision 60 ft., passive Perception 16
- Languages** Common, Celestial

Traits

Many-Handed Vigil. This creature cannot be surprised while conscious.

Actions

- Multiattack.** The effigy makes three Mourning Palm attacks.
- Mourning Palm.** Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 15 (3d6 + 5) necrotic damage.
- Thousand-Handed Lament (Recharge 5–6).** Up to three creatures within 60 feet make a DC 19 Wisdom saving throw. On a failure, a creature takes 27 (6d8) psychic damage and is restrained by spectral hands for up to 1 minute. On a success, it takes half damage and is not restrained. A restrained creature repeats the save at the end of each of its turns, ending the effect on a success. The restraint also ends if the effigy dies.

Bonus actions

Release the Grieving. The effigy ends the restraint on one creature affected by its Lament and regains 15 hit points.

Reactions

Interposing Hands. When hit by an attack it can see, before damage is applied, the effigy adds 3 to its AC against that attack, potentially causing it to miss.

Run it at the table

Use Lament to split attention, then release captives to sustain the effigy. Breaking the three memorial tablets can provide a noncombat resolution.

Adventure hook

Unspoken names gather into a haunted effigy; restoring the memorial register lets the restless spirits depart.