

## ANIMATED ARMOR

*Medium construct, unaligned*

**Armor Class** 18 (Natural Armor)

**Hit Points** 33 (6d8+6)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

**Damage Immunities** Poison, Psychic

**Condition Immunities** Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

**Senses** Blindsight 60 Ft. (Blind Beyond This Radius), passive Perception 6

**Challenge** 1 (200 XP)

**Antimagic Susceptibility.** The armor is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance.** While the armor remains motionless, it is indistinguishable from a normal suit of armor.

### ACTIONS

**Multiattack.** The armor makes two melee attacks.

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (1d6 + 2) bludgeoning damage.

## SPECTER

*Medium undead, chaotic evil*

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

**Damage Resistance** Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

**Damage Immunities** Necrotic, Poison

**Condition Immunities** Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

**Senses** Darkvision 60 Ft., passive Perception 10

**Languages** Understands All Languages It Knew In Life But Can't Speak

**Challenge** 1 (200 XP)

**Incorporeal Movement.** The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Sunlight Sensitivity.** While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Life Drain.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0

## GHOST

*Small undead, Lawful Good*

**Armor Class** 11

**Hit Points** 35 (10d6)

**Speed** 0 ft., fly 40 ft. It can hover.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

**Damage Resistance** Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

**Damage Immunities** Cold, Necrotic, Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

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

**Languages** Common

**Challenge** 3 (700 XP)

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

**Incorporeal Movement.** The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

### ACTIONS

**Withering Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (4d6 + 3) necrotic damage.

**Etherealness.** The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

**Possession (Recharge 6).** One humanoid that the ghost can see within 5 ft. of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 ft. of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

## SWARM OF INSECTS

*Medium swarm of tiny beasts, unaligned*

**Armor Class** 12 (Natural Armor)

**Hit Points** 22 (5d8)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

**Damage Resistance** Bludgeoning, Piercing, Slashing

**Condition Immunities** Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

**Senses** Blindsight 10 Ft., passive Perception 8

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

**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 insect. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Bites (swarm has more than half HP).** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* (4d4) piercing damage.

**Bites (swarm has half HP or less).** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* (2d4) piercing damage.

## GRICK

*Medium monstrosity, neutral*

**Armor Class** 14 (Natural Armor)

**Hit Points** 27 (6d8)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	3 (-4)	14 (+2)	5 (-3)

**Damage Resistance** Bludgeoning, Piercing, and Slashing From Nonmagical Attacks

**Senses** Darkvision 60 Ft., passive Perception 12

**Challenge** 2 (450 XP)

**Stone Camouflage.** The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

### ACTIONS

**Multiattack.** The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

**Tentacles.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (2d6 + 2) slashing damage.

**Beak.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (1d6 + 2) piercing damage.

## BROOM OF ANIMATED ATTACK

*Small construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 17 (5d6)

**Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	1 (-5)	5 (-3)	1 (-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 7

**Languages** —

**Challenge** 1/4 (50 XP)

**Antimagic Susceptibility.** The broom is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the broom must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance.** While the broom remains motionless and isn't flying, it is indistinguishable from a normal broom.

### ACTIONS

**Multiattack.** The broom makes two melee attacks.

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

### REACTIONS

**Animated Attack.** If the broom is motionless and a creature grabs hold of it, the broom makes a Dexterity check contested by the creature's Strength check. If the broom wins the contest, it flies out of the creature's grasp and makes a melee attack against it with advantage on the attack roll.

## SWARM OF RATS

Medium swarm of tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8-7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

**Damage Resistance** Bludgeoning, Piercing, Slashing

**Condition Immunities** Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

**Senses** Darkvision 30 Ft., passive Perception 10

**Challenge** 1/4 (50 XP)

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

**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 rat. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Bites (swarm has more than half HP).** Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: (2d6) piercing damage.

**Bites (swarm has half HP or less).** Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: (1d6) piercing damage.

## GHAST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

**Damage Resistance** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** Darkvision 60 Ft., passive Perception 10

**Languages** Common

**Challenge** 2 (450 XP)

**Stench.** Any creature that starts its turn within 5 ft. of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

**Turn Defiance.** The ghast and any ghouls within 30 ft. of it have advantage on saving throws against effects that turn undead.

### ACTIONS

**Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: (2d8 + 3) piercing damage.

**Claws.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

## SHAMBLING MOUND

Large plant, unaligned

Armor Class 15 (Natural Armor)

Hit Points 136 (16d10+48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

**Skills** Stealth +2

**Damage Resistance** Cold, Fire

**Damage Immunities** Lightning

**Condition Immunities** Blinded, Deafened, Exhaustion

**Senses** Blindsight 60 Ft. (Blind Beyond This Radius), passive Perception 10

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

**Lightning Absorption.** Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

### ACTIONS

**Multiaction.** The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

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

**Engulf.** The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

## GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

**Damage Immunities** Poison

**Condition Immunities** Charmed, Exhaustion, Poisoned

**Senses** Darkvision 60 Ft., passive Perception 10

**Languages** Common

**Challenge** 1 (200 XP)

### ACTIONS

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

**Claws.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success