

AARAKOCRA



Medium Humanoid (Aarakocra), Neutral Good

Armor class 12

Hit points 13 (3d8)

Speed 20ft, Fly 50ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	12 (+1)	11 (+0)

Skills Perception +5

Senses Passive Perception 15

Language Auran

Challenge 1/4 (50 XP)

Dive Attack. If the Aarakocra is flying and dives at least 30ft straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

ACTIONS

Talon. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

ABOLETH CONTINUED: ACTIONS



ACTIONS

Multiaction. The Aboleth makes **three tentacle** attacks.

Tentacle. Melee: +9 to hit, reach 10ft, one target. Hit: 12(2d6+) Bludgeoning. If the target is a creature, it must succeed on a DC 14 Constitution saving throw can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. Melee: +9 to hit, reach 10ft. one target. Hit: 15(3d6+5) bludgeoning damage.

Enslave (3/Day). The Aboleth targets one creature it can see within 30 feet of it. the target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the Aboleth until the Aboleth dies or until it is on a different plane of existence from the target.

The charmed target is under the Aboleth's control and can't take reactions, and the Aboleth and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the Aboleth.

ABOLETH



Large Aberration, Lawful Evil

Armor class 17

Hit points 135 (18d10 + 36)

Speed 10ft, Swim - 40ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Con +4, Int +8, Wis +6

Skills History +12, Perception +10

Senses Darkvision 120, Passive Perception 20

Language Deep Speech, Telepathy 120ft

Challenge 10 (5900 XP)

Amphibious. The Aboleth can breathe air and water.

Mucous Cloud. While underwater, the Aboleth is surrounded by transformative mucus. A creature that touches the Aboleth that hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the Aboleth, the Aboleth learns the creature's greatest desires if the Aboleth can see the creature.

ABOLETH CONTINUED: LEGENDARY ACTION



LEGENDARY ACTIONS

The Aboleth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Aboleth regains spent legendary actions at the start of its turn.

Detect. The Aboleth makes a Wisdom (Perception) check.

Tail Swipe. The Aboleth makes one tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the Aboleth takes 10 (3d6) psychic damage, and the Aboleth regains hit points equal to the damage the creature takes.



DEVA



Medium Celestial, Lawful Good

Armor class 17(natural armor)

Hit points 136 (16d8 + 64)

Speed 30ft, Fly - 90ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Con +4, Int +8, Wis +6

Skills Insight +7, Perception +9

Resistances Radiant; Physical from non-magical weapons

Condition Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 120ft, Passive Perception 15

Language All, Telepathy 120ft

Challenge 10 (5900 XP)

Angelic Weapons. The Deva's weapon attacks are magical. When the Deva hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Innate Spellcasting. The Deva's spellcasting ability is Charisma (spell save DC 17). The Deva can innately cast the following spells, requiring only verbal components:

- **At will:** *detect evil and good*
- **1/day each:** *commune, raise dead*

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

PLANETAR



Large Celestial, Lawful Good

Armor class 19(natural armor)

Hit points 200 (16d10 + 112)

Speed 40ft, Fly - 120ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	22 (+6)	25 (+7)

Saving Throws Con +12, Wis +11, Cha +12

Skills Perception +11

Resistances Radiant; All physical from non-magical weapons

Condition Immunities Charmed, Exhaustion, Frightened

Senses Truesight 120ft, Passive Perception 21

Language All, Telepathy 120ft

Challenge 16 (15000 XP)

Angelic Weapons. Weapons magical, extra 5d8 radiant.

Divine Awareness. The Planetar knows if it hears a lie.

Innate Spellcasting. The Planetar's spellcasting ability is Charisma (spell save DC 20). The Planetar can innately cast the following spells, requiring no material components:

- **At will:** *detect evil and good, invisibility* (self only)
- **3/day each:** *blade barrier, dispel evil and good, flame strike, raise dead*
- **1/day each:** *commune, control weather, insect plague*

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

DEVA CONTINUED: ACTIONS



ACTIONS

Multiaction. The Deva makes **two melee** attacks.

Mace. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) radiant damage.

Healing Touch (3/Day). The Deva touches another creature. The target magically regains **20(4d8 + 2)** hit points and is freed from any curse, disease, poison, blindness, or deafness

Change Shape. The Deva magically polymorphs into a humanoid or beast that has a challenge rating **equal** to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the Deva's choice). In a new form, the Deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

PLANETAR CONTINUED: ACTIONS



ACTIONS

Multiaction. The Planetar makes **two melee** attacks.

Greatsword. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 21 (4d6 + 7) slashing damage plus 22 (5d8) radiant damage.

Healing Touch (4/Day). The Planetar touches another creature. The target magically regains **30(6d8 + 3)** hit points and is freed from any curse, disease, poison, blindness, or deafness



SOLAR



Large Celestial, Lawful Good

Armor class 21(natural armor)

Hit points 243 (18d10 + 144)

Speed 50ft, Fly - 150ft

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	30 (+10)

Saving Throws Int +14, Wis +14, Cha +17

Skills Perception +14

Resistances Radiant; All physical from non-magical weapons

Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Truesight 120ft, Passive Perception 21

Language All, Telepathy 120ft

Challenge 21 (33000 XP)

Angelic Weapons. Weapons magical, extra 6d8 radiant.

Divine Awareness. The Solar knows if it hears a lie.

Innate Spellcasting. The Solar's spellcasting ability is Charisma (spell save DC 20). The Solar can innately cast the following spells, requiring no material components:

- **At will:** *detect evil and good, invisibility* (self only)
- **3/day each:** *blade barrier, dispel evil & good, resurrection*
- **1/day each:** *commune, control weather*

Magic Resistance. Adv. against spells and magical effects.

SOLAR CONTINUED: ACTIONS



ACTIONS

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

Mace. Melee: +15, 5ft, Hit: 22(4d6+8) SLSH, plus 6d8 Radiant

Slaying Longbow. Ranged: +13, 150/600ft, Hit: 15(2d8+8)

PRCN, plus 6d8 Radiant. If target has 100HP or fewer, must pass DC 15 Constitution saving throw or die.

Flying Sword. Greatsword hovers magically in open space within 5ft. If the Solar can see the sword, can use bonus action to fly up to 50ft and either make one attack against a target or return to Solar. If targeted by any effect, the Solar is considered to be holding it. Falls on Solar's death.

Healing Touch (4/Day). The Solar touches another creature.

The target magically regains **30(6d8 + 3)** hit points and is freed from any curse, disease, poison, blindness, or deafness

LEGENDARY ACTIONS

Has **3** legendary actions. Can only use one at a time, at the end of another creature's turn. The Solar regains spent legendary actions at the start of its turn.

Teleport. Magically teleports, along with gear, up to 120ft into open space it can see.

Searing Burst (Costs 2 Actions).. Choose targets 10ft around Solar, DC 23 DEX save, 14(4d6) Fire and 14(4d6) Radiant on failure, or half on success

Blinding Gaze (Costs 3 Actions).. Target within 30ft. If target can see Solar, make DC15 CON save or be blinded until magic such as the *lesser restoration* removes blindness.

ANIMATED ARMOR



Medium Construct, Unaligned Unaligned

Armor class 18(natural armor)

Hit points 33 (6d8 + 6)

Speed 25ft

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

Saving Int +14, Wis +14, Cha +17

Immunities Poison, Psychic

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

Senses Blindsight 60ft. (blind beyond), Passive Perception 6

Language -

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 Solar makes **two melee** attacks.

Mace. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 2) bludgeoning damage.

FLYING SWORD



Small Construct, Unaligned Unaligned

Armor class 17(natural armor)

Hit points 17 (5d6)

Speed 0ft Fly - 150ft (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +14

Immunities Poison, Psychic

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

Senses Blindsight 60ft. (blind beyond), Passive Perception 7

Language -

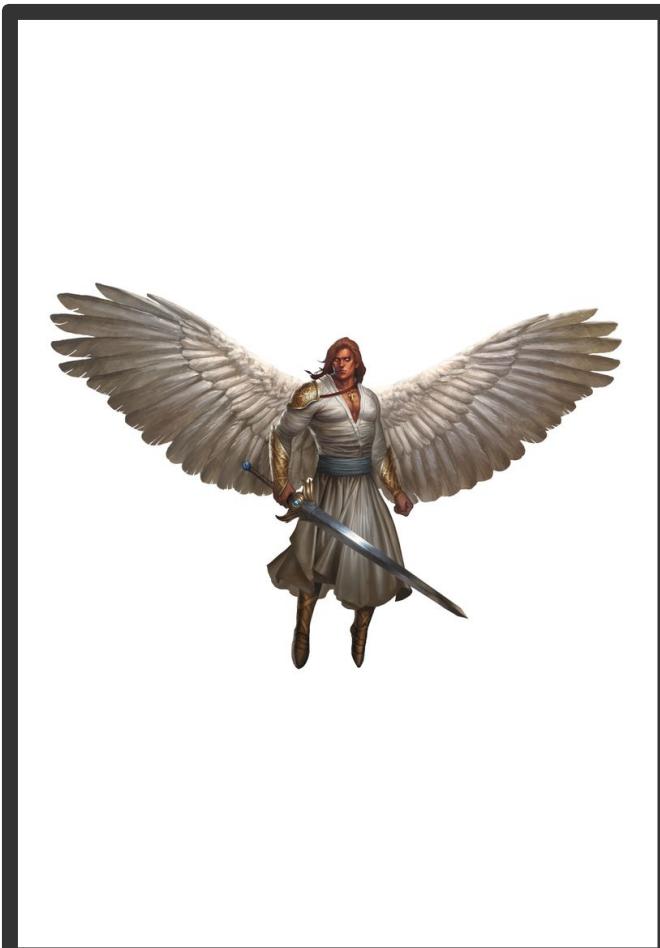
Challenge 1/4 (50 XP)

Antimagic Susceptibility. The Sword 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 Sword remains motionless and isn't flying, it is indistinguishable from a normal Sword.

ACTIONS

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



RUG OF SMOTHERING



Large Construct, Unaligned Unaligned

Armor class 12

Hit points 33 (6d10)

Speed 10ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Saving Throws Dex +14

Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened,

Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60ft. (blind beyond), Passive Perception 6

Language -

Challenge 2 (450 XP)

Antimagic Susceptibility. Incapacitated inside a *antimagic field*. If targeted by *dispel magic*, makes Constitution save against the caster's spell save DC or unconscious for 1min.

Damage Transfer. While grappling, Rug takes half damage dealt to it, and grappled target takes the other half.

False Appearance. Whilst motionless appears as normal rug

ACTIONS

Smother. Melee : +5, 5ft, one Medium-- creature. Hit: Grappled (DC 13). Until end, the target is restrained, blinded, and suffocating. Can't smother another target. Start of each target's turns, the target takes 10 (2d6 + 3) BLDG

AZER



Medium Elemental, Lawful Neutral

Armor class 17 (natural armor, shield)

Hit points 39 (6d8 + 12)

Speed 30ft

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

Saving Throws Con +4

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Passive Perception 11

Language Ignan

Challenge 2 (450 XP)

Heated Body. A creature that touches the Azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage

Heated Weapons. Deals an extra 3 (1d6) fire damage (included in the attack) from heated metal weapon.

Illumination. The Azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Warhammer. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

ANKHEG



Large Monstrosity, Unaligned Unaligned

Armor class 14 (natural armor), 11 while prone

Hit points 39 (6d10 + 6)

Speed 30ft, **Burrow** 10ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	1 (-5)	13 (+1)	6 (-2)

Senses Darkvision 60ft, Tremorsense 60ft, Passive Perception 11

Language -

Challenge 2 (450 XP)

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the Ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The Ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

BANSHEE



Medium Undead, Chaotic Evil

Armor class 12

Hit points 58 (13d8)

Speed 0ft, **Fly** - 40ft

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Wis +4, Cha +5

Damage Resistances Acid, Fire, Lightning, Thunder, All physical from non-magical weapons

Damage Immunities Cold, Necrotic, Poison

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

Senses Darkvision 60ft, Passive Perception 10

Language Common, Elvish

Challenge 4 (1100 XP)

Detect Life. The Banshee can magically sense the presence of living creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The Banshee can magically sense the presence of living creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.



BANSHEE CONTINUED: ACTIONS



ACTIONS

Warhammer. Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 12 (3d6 + 2) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the Banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the Banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Banshee's Horrifying Visage for the next 24 hours.

Wail (1/Day). The Banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

BEHIR



Huge Monstrosity, Neutral Evil

Armor class 17 (natural armor)

Hit points 168 (16d12 + 64)

Speed 50ft, **Climb** 40ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +7

Damage Immunities Lightning

Senses Darkvision 90ft, Passive Perception 16

Language Draconic

Challenge 11 (450 XP)

ACTIONS

Multiaction Two attacks: one bite and one to constrict.

Bite Melee: +10, 10 ft, Hit: 22(3d10 + 6) piercing damage.

Constrict Melee: +10, reach 5 ft., one Large or smaller. Hit: 17(2d10 + 6) BLDG plus 17(2d10 + 6) SLSH. Grappled (escape DC 16) if the Behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5-6)

Swallow. Medium or smaller. Successful bite on grappled target, swallowed. Target blinded and restrained, complete cover and can't be targetable. Takes 21(6d6) Acid on start of each Behir turn. Only one swallowed target, Taking 30 damage in a turn causes Behir to make DC 14 CON save or release target, prone 10ft open space. Can escape Behir corpse using 15ft of movement, prone

BASILISK



Medium Monstrosity, Unaligned Unaligned

Armor class 15 (natural armor)

Hit points 52 (8d8 + 16)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Senses Darkvision 60ft, Passive Perception 9

Language -

Challenge 3 (700 XP)

Petrifying Gaze. Targets with 30ft and both can see each other, the Basilisk can force the creature to make a DC 12 Constitution save if the Basilisk isn't incapacitated. Failure: the creature magically begins to turn to stone and is restrained. Repeats save at the end of its next turn. Success: effect ends. Failure: petrified until freed by the *greater restoration* spell or other magic. Can avert gaze if not surprised. 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 Basilisk sees its reflection within 30ft of it in bright light, it mistakes itself for a rival and targets itself

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage plus 7 (2d6) poison.

BEHOLDER



Large Aberration, Lawful Evil

Armor class 18 (natural armor)

Hit points 180 (19d10 + 76)

Speed 0ft, **Fly** - 20ft (Hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Int +8, Wis +7, Cha +8

Skills Perception +12

Condition Immunities Prone

Senses Darkvision 120ft, Passive Perception 22

Language Deep Speech, Undercommon

Challenge 13 (10000 XP)

Anitmagic Cone. The Beholder's central eye creates an area of *antimagic*, as in the anti magic field spell, in a 150-foot cone. At the start of each of its turns, the Beholder decides which way the cone faces and whether the cone is active. The area works against the Beholder's own eye rays.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 14 (4d6) piercing damage

Eye Rays. The Beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:



BEHOLDER CONTINUED: ACTIONS



1. Charm Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the Beholder for 1 hour, or until the Beholder harms the creature.

2. Paralyzing Ray. The targeted creature must succeed on a DC 16 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.

3. Fear Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened 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.

4. Slowing Ray. The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. Enervation Ray. The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

BEHOLDER CONTINUED: ACTIONS



9. Disintegration Ray. If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller non magical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. Death Ray. The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

LEGENDARY ACTIONS

The Beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The Beholder regains spent legendary actions at the start of its turn.

Eye Ray. The Beholder uses one random eye ray.

BEHOLDER CONTINUED: ACTIONS



6. Telekinetic Ray. If the target is a creature, it must succeed on a DC 16 Strength saving throw or the Beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the Beholder's next turn or until the Beholder is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The Beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. Sleep Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8. Petrification Ray. The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature 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.

DEATH TYRANT



Large Undead, Lawful Evil

Armor class 19 (natural armor)

Hit points 187 (25d10 + 50)

Speed 0 ft, Fly - 20 ft (Hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	19 (+4)	15 (+2)	19 (+4)

Saving Throws Str +5, Con +7, Int +9, Wis +7, Cha +9

Skills Perception +12

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Paralyzed, Petrified, Poisoned, Prone

Senses Darkvision 120 ft, Passive Perception 22

Language Deep Speech, Undercommon

Challenge 14 (11500 XP)

Negative Energy Cone. The Death Tyrant's central eye emits an invisible, magical 150-foot cone of negative energy. At the start of each of its turns, the Tyrant decides which way the cone faces and whether the cone is active. Any creature in that area can't regain hit points. Any humanoid that dies there becomes a zombie under the Tyrant's command. The dead humanoid retains its place in the initiative order and animates at the start of its next turn, provided that its body hasn't been completely destroyed.



DEATH TYRANT CONTINUED: ACTIONS



ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 14 (4d6) piercing damage.

Eye Rays. The Death Tyrant shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. Charm Ray. The targeted creature must succeed on a DC 17 Wisdom saving throw or be charmed by the Tyrant for 1 hour, or until the Tyrant harms the creature.

2. Paralyzing Ray. The targeted creature must succeed on a DC 17 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.

3. Fear Ray. The targeted creature must succeed on a DC 17 Wisdom saving throw or be frightened 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.

4. Slowing Ray. The targeted creature must succeed on a DC 17 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DEATH TYRANT CONTINUED: ACTIONS



5. Elevation Ray. The targeted creature must make a DC 17 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

6. Telekinetic Ray. If the target is a creature, it must succeed on a DC 17 Strength saving throw or the Tyrant moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the Tyrant's next turn or until the Tyrant is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The Tyrant can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. Sleep Ray. The targeted creature must succeed on a DC 17 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8. Petrification Ray. The targeted creature must make a DC 17 Dexterity saving throw. On a failed save, the creature 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.

DEATH TYRANT CONTINUED: ACTIONS



9. Disintegration Ray. If the target is a creature, it must succeed on a DC 17 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller non magical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. Death Ray. The targeted creature must succeed on a DC 17 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

LEGENDARY ACTIONS

The Tyrant can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The Tyrant regains spent legendary actions at the start of its turn.

Eye Ray. The Tyrant uses one random eye ray.

SPECTATOR



Medium Aberration, Lawful Neutral

Armor class 14 (natural armor)

Hit points 39 (6d8 + 12)

Speed 0 ft, **Fly** - 30 ft (Hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

Skills Perception +6

Condition Immunities Prone

Senses Darkvision 120ft, Passive Perception 16

Language Deep Speech, Undercommon, Telepathy 120ft

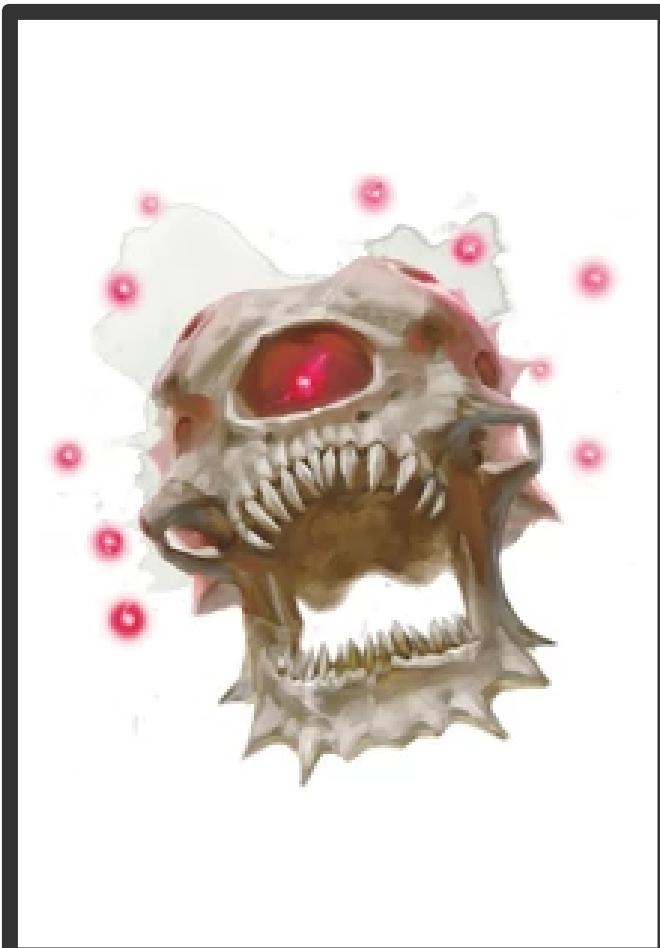
Challenge 3 (700 XP)

ACTIONS

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

Eye Rays. The Spectator shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

1- Confusion Ray. The target must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.



SPECTATOR CONTINUED: ACTIONS



2- Paralyzing Ray. The target must succeed on a DC 13 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.

3- Fear Ray. The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the Spectator is visible to the target, ending the effect on itself on a success.

4- Wounding Ray. The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Create Food and Water. The Spectator magically creates enough food and water to sustain itself for 24 hours.

REACTIONS

Spell Reflection. If the Spectator makes a successful saving throw against a spell, or a spell attack misses it, the Spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the Spectator. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

TWIG BLIGHT



Small Plant, Neutral Evil

Armor class 13 (natural armor)

Hit points 4 (1d6 + 1)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	4 (-3)	8 (-1)	3 (-4)

Damage Vulnerabilities Fire

Condition Immunities Blinded, Deafened

Senses Blindsight 60ft. (blind beyond), Passive Perception 9

Language understands Common but can't speak

Challenge 1/8 (25 XP)

False Appearance. While the Blight remains motionless, it is indistinguishable from a dead shrub.

ACTIONS

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

NEEDLE BLIGHT



Medium Plant, Neutral Evil

Armor class 12 (natural armor)

Hit points 11 (2d8 + 2)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	4 (-3)	8 (-1)	3 (-4)

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Blinded, Deafened

Senses Blindsight 60ft. (blind beyond), Passive Perception 9

Language Understands Common but can't speak

Challenge 1/4 (50 XP)

ACTIONS

Claws. Melee Weapon Attack: +3 to hit, reach 5ft, one target. Hit: 6 (2d4 + 1) piercing damage.

Needles. Ranged Weapon Attack: +3 to hit, range 30/60ft, one target. Hit: 8 (2d6 + 1) piercing damage.

VINE BLIGHT



Medium Plant, Neutral Evil

Armor class 12 (natural armor)

Hit points 26 (4d8 + 8)

Speed 10ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	5 (-3)	10 (+0)	3 (-4)

Condition Immunities Blinded, Deafened

Senses Blindsight 60ft. (blind beyond), Passive Perception 10

Language Common

Challenge 1/2 (100 XP)

False Appearance. While the Blight remains motionless, it is indistinguishable from a dead shrub.

ACTIONS

Constrict. Melee Weapon Attack: +4 to hit, reach 10ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, target restrained, and can't constrict another target.

Entangling Plants (Recharge 5-6). Grasping roots and vines sprout in a 15-foot radius centered on the Blight, withering away after 1 minute. For the duration, that area is difficult terrain for non plant creatures. Each creature of the Blight's choice in area when the plants appear makes DC 12 STR Save or become restrained. Creature can use its action to make a DC 12 STR check, freeing itself or another creature in reach



BUGBEAR



Medium Humanoid (Goblinoid), Chaotic Evil

Armor class 16 (hide armor, shield)

Hit points 27 (5d8 + 5)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Senses Darkvision 60ft, Passive Perception 10

Language Common, Goblin

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the Bugbear hits with it (included in the attack).

Surprise Attack. If the Bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

BULETTE



Large Monstrosity, Unaligned

Armor class 17 (natural armor)

Hit points 94 (9d10 + 45)

Speed 40ft, **Burrow** 40ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +6

Senses Darkvision 60ft, Tremorsense 60ft, Pass. Perc. 16

Language -

Challenge 5 (1800 XP)

Standing Leap. The Bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft, one target. Hit: 30 (4d12 + 4) piercing damage.

Deadly Leap. If the Bulette jumps 15ft or more, it can land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Str or Dex save (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning plus 14 (3d6 + 4) slashing. Success: creature takes only half damage, isn't knocked prone, and pushed 5 feet out of the Bulette's space into an unoccupied space of the creature's choice. If no open space in range, the creature falls prone in the Bulette's space.

BUGBEAR CHIEF



Medium Humanoid (Goblinoid), Chaotic Evil

Armor class 17 (chain shirt, shield)

Hit points 65 (10d8 + 20)

Speed 30ft

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

Skills Intimidation +2, Stealth +6, Survival +3

Senses Darkvision 60ft, Passive Perception 11

Language Common, Goblin

Challenge 3 (700 XP)

Brute. A melee weapon deals one extra die of its damage when the Bugbear hits with it (included in the attack).

Brute. A melee weapon deals one extra die of its damage when the Bugbear hits with it (included in the attack).

Heart of Hruggek. The Bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

ACTIONS

Multiaction. The Bugbear makes two melee attacks

Morningstar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage.

Javelin. Melee/Ranged: +5. 5ft melee or range 30/120ft. Single. Hit: 10 (2d6 + 3) PRC or 6 (1d6 + 3) PRC at range.



BULLYWUG

Medium Humanoid (Bullywug), Neutral Evil

Armor class 15 (hide armor, shield)

Hit points 11 (2d8 + 2)

Speed 20ft, **Swim** 40ft

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

Skills Stealth +3

Senses Passive Perception 10

Language Bullywug

Challenge 1/4 (50 XP)

Amphibious. The Bullywug can breathe air and water.

Speak with Frogs and Toads. Can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The Bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

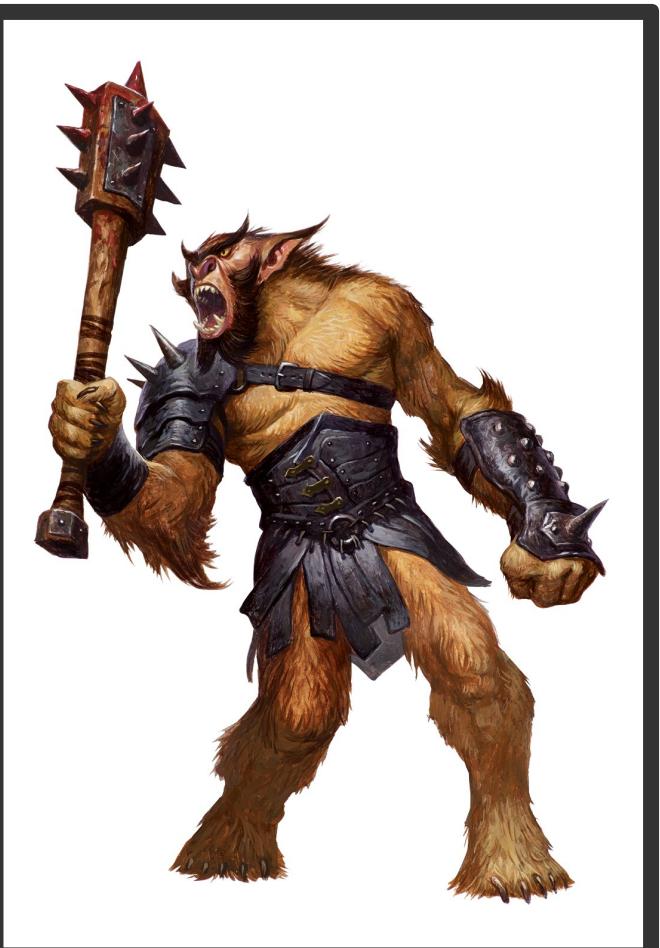
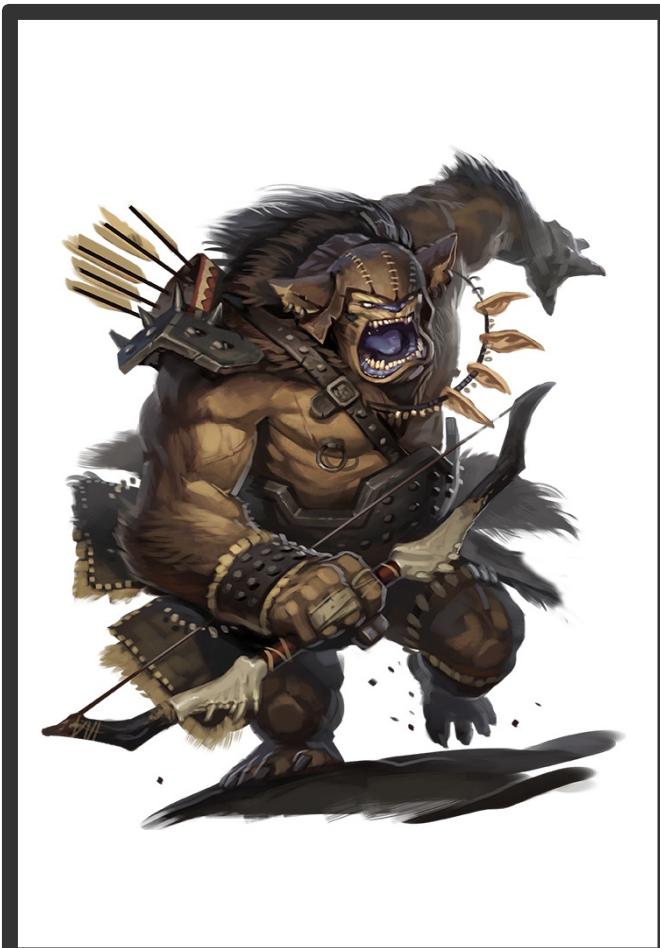
Standing Leap. long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Multiaction. Two melee attacks: one Bite and one Spear.

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

Spear. Melee/Ranged: +3, 5ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) PRCN, or 5 (1d8 + 1) PRCN with two hands



CAMBION



Medium Fiend, Any Evil alignment

Armor class 19 (scale mail)

Hit points 82 (11d8 + 33)

Speed 30ft, Fly 60ft

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

Saving Throws Str +7, Con +6, Int +5, Cha +6

Skills Deception +6, Intimidation +6, Perc. +4, Stealth +7

Damage Resistances Cold, Fire, Lightning, Poison, All physical from non-magical weapons

Senses Darkvision 60ft, Passive Perception 10

Language Abyssal, Common, Infernal

Challenge 5 (1800 XP)

Fiendish Blessing. The AC of the Cambion includes its Charisma bonus.

Innate Spellcasting. The Cambion's spellcasting ability is Charisma (spell save DC 14). The Cambion can innately cast the following spells, requiring no material components:

- **3/day each:** *alter self, command, detect magic*
- **1/day:** *plane shift* (self only)

CAMBION CONTINUED: ACTIONS



ACTIONS

Multiaction. The Cambion makes two melee attacks or uses its Fire Ray twice.

Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1 d6) fire damage.

Fire Ray. Ranged Spell Attack: +7 to hit, range 120ft., one target. Hit: 10 (3d6) fire damage.

Fiendish Charm. One humanoid the Cambion can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the Cambion's spoken commands. If the target suffers any harm from the Cambion or another creature or receives a suicidal command from the Cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the Cambion's Fiendish Charm for the next 24 hours.

CARRION CRAWLER



Large Monstrosity, Unaligned

Armor class 13 (natural armor)

Hit points 51 (6d10 + 18)

Speed 30ft, Climb 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3

Senses Darkvision 60ft, Passive Perception 13

Language -

Challenge 2 (450 XP)

Keen Smell. The Carrion Crawler has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The Carrion Crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiaction. Two attacks: one tentacles and one bite.

Tentacles. Melee Weapon Attack: +8 to hit, reach 10ft., one creature. Hit: 4 (1d4 + 2) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Bite. Melee: +4, 5ft. Hit: 7(2d4 + 2) piercing damage.

CENTAUR



Large Monstrosity, Neutral Good

Armor class 12

Hit points 45 (6d10 + 12)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	13 (+1)	11 (+0)

Skills Athletics +6, Perception +3, Survival +3

Senses Passive Perception 13

Language Elvish, Sylvan

Challenge 2 (450 XP)

Charge. If the Centaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

ACTIONS

Multiaction. The Centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

Pike. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.



CHIMERA



Large Monstrosity, Chaotic Evil

Armor class 14 (natural armor)

Hit points 114 (12d10 + 48)

Speed 30ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +8

Senses Darkvision 60ft, Passive Perception 13

Language understands Draconic but can't speak

Challenge 6 (2300 XP)

ACTIONS

Multiattack. Three attacks: one bite, one horns, and one claws. If available, use fire breath in place of bite or horns.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Horns. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Fire Breath (Recharge 5-6). The Chimera head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

CLOAKER



Large Aberration, Chaotic Neutral

Armor class 14 (natural armor)

Hit points 78 (12d10 + 12)

Speed 10ft, Fly 40ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills Stealth +4

Senses Darkvision 60ft, Passive Perception 11

Language Deep Speech, Undercommon

Challenge 8 (3900 XP)

Damage Transfer. While attached to a creature, the Cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half

False Appearance. While the Cloaker remains motionless without its underside exposed, it is indistinguishable from a dark leather cloak

Light Sensitivity. While in bright light, the Cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The Cloaker makes two attacks: one with its bite and one with its tail

Tail. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 7 (1d8 + 3) slashing damage.

CHUUL



Large Aberration, Chaotic Evil

Armor class 16 (natural armor)

Hit points 93 (11d10 + 33)

Speed 30ft, Swim 30ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 14

Language understands Deep Speech but can't speak

Challenge 4 (1100 XP)

Amphibious. The Chuul can breathe air and water.

Sense Magic. Senses magic within 120ft at will. Works like the *detect magic* spell but isn't itself magical

ACTIONS

Multiattack. Two pincer attacks. If the Chuul is grappling a creature, the Chuul can also use its tentacles once.

Pincer. Melee: +6, 10ft. Hit: 11 (2d6 + 4) BLDG. Grappled (DC 14) if Large or smaller creature (only two grapples)

Tentacles. One creature grappled by Chuul makes DC 13 Con save or be poisoned for 1 minute. Until poison ends, target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CLOAKER CONTINUED: ACTIONS



Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) piercing damage, and if the target is Large or smaller, the Cloaker attaches to it. If the Cloaker has advantage against the target, the Cloaker attaches to the target's head, and the target is blinded and unable to breathe while the Cloaker attached. While attached, can make this attack only against the target and has advantage on the attack roll. Can detach itself by spending 5ft. A creature, including the target, can take its action to detach the Cloaker on a DC 16 Strength check

Moan. Each creature in 60ft of Cloaker that can hear its moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the Cloaker's next turn. On success, the creature is immune to the Cloaker's moan for the next 24 hours

Phantasms (Recharges after a Short or Long Rest). Magically creates three illusory duplicates of itself if not in bright light. Duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which is real one. If in bright light, the duplicates disappear. Whenever targeting Cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to hit Cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight. Duplicates have Cloaker's AC and uses its saving throws. When hit or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.



COCKATRICE



Small Monstrosity, Unaligned

Armor class 11

Hit points 27 (6d6 + 6)

Speed 20ft, **Fly** 40ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

Senses Darkvision 60ft, Passive Perception 11

Language -

Challenge 1/2 (100 XP)

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature 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 for 24 hours

COUATL CONTINUED: ACTIONS



ACTIONS

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Constrict. Melee Weapon Attack: +6 to hit, reach 10 ft., one Medium or smaller creature. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the Couatl can't constrict another target.

Change Shape. The Couatl magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the Couatl's choice). In a new form, the Couatl retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a bite attack, the Couatl can use its bite in that form.

COUATL



Medium Celestial, Lawful Good

Armor class 19 (natural armor)

Hit points 97 (13d8 + 39)

Speed 30ft, **Fly** 90ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	18 (+4)	20 (+5)	18 (+4)

Saving Throws Con +5, Wis +7, Cha +6

Damage Resistances Radiant

Damage Immunities Psychic, All physical from non-magical weapons

Senses Truesight 120ft, Passive Perception 15

Language All, **Telepathy** 120ft.

Challenge 4 (1100 XP)

Innate Spellcasting. The Couatl's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring only verbal components:

- **At will:** *detect evil and good, detect magic, detect thoughts*
- **3/day each:** *bless, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield*
- **1/day each:** *dream, greater restoration, scrying*

Magic Weapons. The Couatl's weapon attacks are magical.

Shielded Mind. The Couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

CRAWLING CLAW



Tiny Undead, Neutral Evil

Armor class 12

Hit points 2 (1d4)

Speed 20ft, **Climb** 20ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned
Senses Blindsight 30 ft. (blind beyond), Passive Perception 10

Language understands Common but can't speak
Challenge 0 (10 XP)

Turn Immunity. The Claw is immune to effects that turn undead.

ACTIONS

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning or slashing damage (Claw's choice).



CYCLOPS



Huge Giant, Chaotic Neutral

Armor class 14 (natural armor)

Hit points 138 (12d12 + 60)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	8 (-1)	6 (-2)	10 (+0)

Senses Passive Perception 8

Language Giant

Challenge 6 (2300 XP)

Poor Depth Perception. The Cyclops has disadvantage on any attack roll against a target more than 30 feet away.

ACTIONS

Multiattack. The Cyclops makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 30/120 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

DEATH KNIGHT



Medium Undead, Chaotic Evil

Armor class 20 (plate, shield)

Hit points 180 (19d8 + 95)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dexterity +6, Wisdom +9, Charisma +10

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Frightened, Poisoned

Senses Darkvision 120ft, Passive Perception 13

Language Abyssal, Common

Challenge 1/2 (100 XP)

Magic Resistance. Adv. against spells and magical effects.

Marshal Undead. Unless Death Knight incapacitated, it and undead creatures of its choice within 60ft of it have advantage on saving throws against turn undead.

Spellcasting. The Death Knight is a 19th-level spell caster. Its spellcasting ability is Charisma (DC 18, +10 to hit with spell attacks). It has the following paladin spells prepared:

- **1st level (4 slots):** *command, compelled duel, searing smite*
- **2nd level (3 slots):** *hold person, magic weapon*
- **3rd level (3 slots):** *dispel magic, elemental weapon*
- **4th level (3 slots):** *banishment, staggering smite*
- **5th level (2 slots):** *destructive wave (necrotic)*

DARKMANTLE



Small Monstrosity, Unaligned

Armor class 11

Hit points 22 (5d6 + 5)

Speed 10ft, Fly 30ft

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

Skills Stealth +3

Senses Blindsight 60ft, Passive Perception 10

Language -

Challenge 1/2 (100 XP)

Echolocation. Can't use its blindsight while deafened.

False Appearance. While motionless, indistinguishable from a cave formation such as a stalactite or stalagmite.

ACTIONS

Crush. Melee: +5, 5ft. Hit: 6(1d6 + 3) BLDG, and attaches. Medium-- and Darkmantle has advantage on attack, target blinded and can't breathe during. While attached must attack this target and has advantage. Speed is 0 no matter what & moves with target. Anyone who uses action makes DC 13 Str check. Can detach on its turn, using 5ft of speed

Darkness Aura (1/Day). 15ft radius of magical darkness from Darkmantle, moves with it, and around corners. Concentration: max 10mins. Darkvision and light can't penetrate. Dispells any 2nd lvl or lower *light* spell it hits

DEATH KNIGHT CONTINUED: ACTIONS



ACTIONS

Multiattack. The Death Knight makes three longsword attacks.

Longsword. Melee Weapon Attack: +11 to hit, reach 5 ft. , one target. Hit: 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 18 (4d8) necrotic damage.

Hellfire Orb (1/Day). The Death Knight hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Parry. The Death Knight adds 6 to its AC against one melee attack that would hit it. To do so, the Death Knight must see the attacker and be wielding a melee weapon



DEMILICH



Tiny Undead, Neutral Evil

Armor class 20 (natural armor)

Hit points 80 (20d4)

Speed 0ft, **Fly** 30ft (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	20 (+5)	17 (+3)	20 (+5)

Saving Throws Con +6, Int +11, Wis +9, Cha +11

Damage Resistances All physical from Magical weapons

Damage Immunities Necrotic, Poison, Psychic

Condition Immunities Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Prone, Stunned

Senses Truesight 120ft, Passive Perception 13

Language -

Challenge 18 (20000 XP)

Avoidance. If the Demilich is subjected to an effect that allows it to make a 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.

Legendary Resistance (3/day). Can succeed failed saves

Turn Immunity. The Demilich is immune to effects that turn undead.

DEMILICH CONTINUED: ACTIONS



ACTIONS

Howl (Recharge 5-6). Each creature in 30ft that can hear Howl make DC 15 Con save. Failure: drop to 0HP. Success: frightened until the end of its next turn

Life Drain. Three creatures visible in 10ft. Make DC 19 Con save or take 21 (6d6) necrotic damage, and Demilich regains HP equal to the total damage dealt to all targets.

LEGENDARY ACTIONS

Has 3 legendary actions. Use one at a time on end of another creatures turn. Reset count at the start of its turn

Flight. The Demilich flies up to half its flying speed.

Cloud of Dust. Each creature within 10ft, including around a corner, must succeed on a DC 15 Constitution saving throw or be blinded until the end of the Demilich's next turn. A creature that succeeds on the saving throw is immune to this effect until the end of the demilich's next turn.

Energy Drain (Costs 2). Everyone in 30ft makes DC 15 Constitution save. Failure: creature's HP maximum is magically reduced by 10 (3d6). If HP maximum is reduced to 0 by this effect, the creature dies. HP maximum can be restored with the *greater restoration* spell or similar magic.

Vile Curse (Costs 3). One creature visible in 30ft. Target makes DC 15 Wisdom save or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success

BALOR



Huge Fiend (Demon), Chaotic Evil

Armor class 19 (natural armor)

Hit points 262 (21d12 + 126)

Speed 40ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

Saving Throws Str +14, Con +12, Wis +9, Cha +12

Damage Resistances Cold, Lightning, All physical from non-magical weapons

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Truesight 120ft, Passive Perception 13

Language Abyssal, Telepathy 120ft

Challenge 19 (22000 XP)

Death Throes. Explodes on death, creatures in 30ft make DC 20 Dex save. Failure: 70 (20d6) fire. Success: half damage. Ignites flammable objects that aren't being worn or carried, and destroys Balor's weapons.

Fire Aura. Start of Balor's turns, creatures within 5ft take 10 (3d6) fire, and flammable objects not being worn or carried ignite. Creatures touching Balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Magic Resistance. Adv. against spells and magical effects.

Magic Weapons. The Balor's weapon attacks are magical.

BALOR CONTINUED: ACTIONS



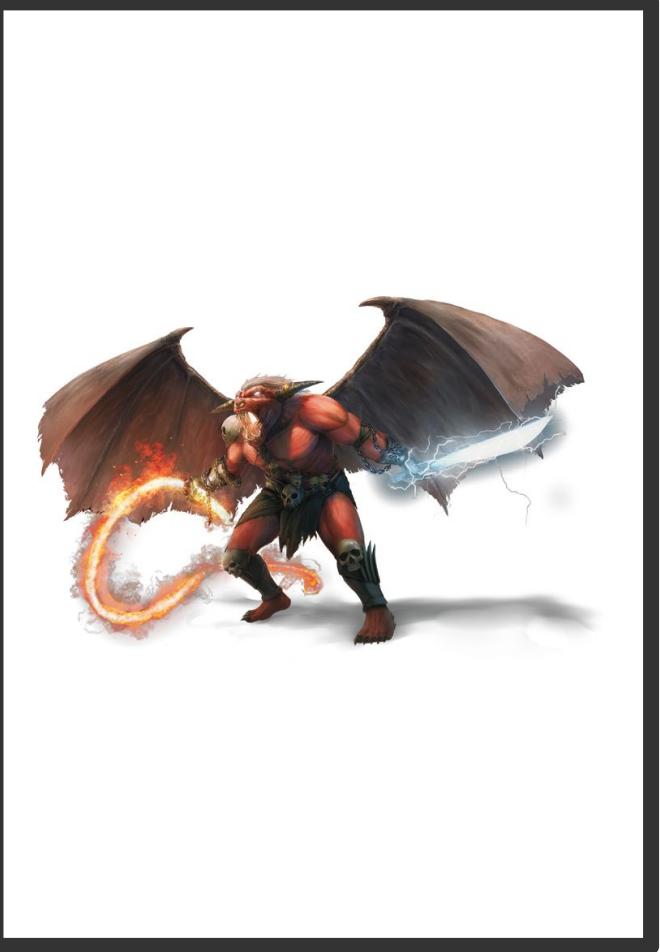
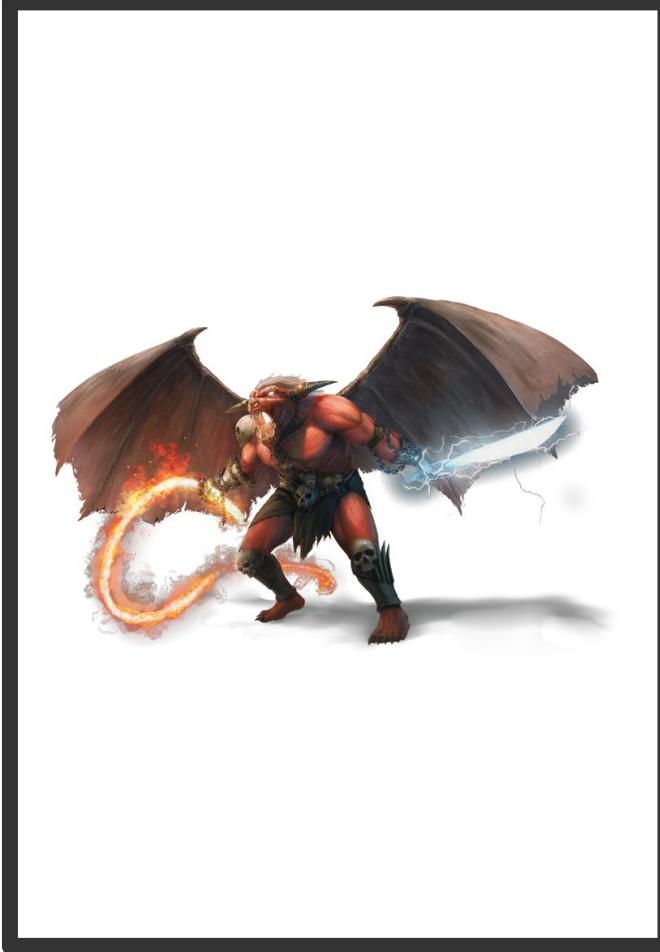
ACTIONS

Multiattack. The Balor makes two attacks: one with its longsword and one with its whip.

Longsword. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 21 (3d8 + 8) slashing damage plus 13 (3d8) lightning damage. If the Balor scores a critical hit, it rolls damage dice three times, instead of twice.

Whip. Melee Weapon Attack: +14 to hit, reach 30 ft., one target. Hit: 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward the Balor.

Teleport. The Balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.s



BARLGURA



Large Fiend (Demon), Chaotic Evil

Armor class 15 (natural armor)

Hit points 68 (8d10 + 24)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Blindsight 30ft, Passive Perc. 15

Language Abyssal, Telepathy 120ft

Challenge 5 (1800 XP)

Innate Spellcasting. The Barlgura's spellcasting ability is Wisdom (spell save DC 13). The Barlgura can innately cast the following spells, requiring no material components:

- **1/day each:** *entangle, phantasmal force*
- **2/day each:** *disguise self, invisibility (self only)*

Reckless. At the start of its turn, the Barlgura can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Running Leap. The Barlgura's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

CHASME



Large Fiend (Demon), Chaotic Evil

Armor class 15 (natural armor)

Hit points 84 (13d10 + 13)

Speed 20ft, **Fly** 60ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +5, Wis +5

Skills Perception +5

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Blindsight 10ft, Passive Perc. 15

Language Abyssal, Telepathy 120ft

Challenge 6 (2300 XP)

Drone. Drones, demons immune. creatures in 30ft make DC 12 Constitution save or fall unconscious for 10 minutes. A creature that can't hear the drone automatically succeeds on the save. The effect on the creature ends if it takes damage or if another creature takes an action to splash it with holy water. If a creature's saving throw is successful or the effect ends for it, it is immune to the drone for the next 24 hours.

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

Spider Climb. Climbs difficult surfaces, without ability check.

BARLGURA CONTINUED: ACTIONS



ACTIONS

Multiaction. The Barlgura makes three attacks: one with its bite and two with its fists.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) bludgeoning damage.

CHASME CONTINUED: ACTIONS



ACTIONS

Proboscis. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 16 (4d6 + 2) piercing damage plus 24 (7d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like *greater restoration*.



DRETCHE



Small Fiend (Demon), Chaotic Evil

Armor class 11 (natural armor)

Hit points 18 (4d6 + 4)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	5 (-3)	8 (-1)	3 (-4)

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perc. 9

Language Abyssal, Telepathy 60ft (only Abyssal)

Challenge 1/4 (50 XP)

ACTIONS

Multiaattack. Two attacks: one Bite and one Claws.

Bite. Melee: +2. 5ft. Single. Hit: 3 (1d6) piercing

Claws. Melee: +2. 5ft. Single. Hit: 5 (2d4) slashing.

Fetid Cloud (1/Day). 10ft-radius gas around Dretch. Spreads around corners, and area is lightly obscured. Lasts for 1 minute or until a strong wind disperses it. Creatures that starts in area make DC 11 Constitution save. Failure: poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

GLABREZU CONTINUED: ACTIONS



ACTIONS

Multiaattack. The Glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

Pincer. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The Glabrezu has two pincers, each of which can grapple only one target.

Fist. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage.

GLABREZU



Large Fiend (Demon), Chaotic Evil

Armor class 17 (natural armor)

Hit points 157 (15d10 + 75)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

Damage Resistances Cold, Fire, Lightning, All physical from non-magical weapons

Damage Immunities Poison

Condition Immunities Poisoned

Senses Truesight 60ft, Passive Perc. 13

Language Abyssal, Telepathy 120ft

Challenge 9 (5000 XP)

Innate Spellcasting. The Glabrezu's spellcasting ability is Intelligence (spell save DC 16). The Glabrezu can innately cast the following spells, requiring no material components:

- **At will:** darkness, detect magic, dispel magic
- **1/day each:** confusion, fly, power word stun

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

GORISTRO



Huge Fiend (Demon), Chaotic Evil

Armor class 19 (natural armor)

Hit points 310 (23d12 + 161)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	25 (+7)	6 (-2)	13 (+1)	14 (+2)

Saving Throws Str +13, Dex +6, Con +13, Wis +7

Skills Perception +7

Damage Resistances Cold, Fire, Lightning, All physical from non-magical weapons

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perc. 17

Language Abyssal

Challenge 17 (1800 XP)

Charge. If it moves at least 15 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 38 (7d10) Piercing damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be pushed up to 20 feet away and knocked prone.

Labyrinthine Recall. Perfectly recalls any path it has traveled.

Magic Resistance. Adv. against spells and magical effects.

Siege Monster. Double damage to objects and structures.



GORISTRO CONTINUED: ACTIONS



ACTIONS

Multiaction. The Goristro makes three attacks: two with its fists and one with its hoof.

Fist. Melee Weapon Attack: +13 to hit, reach 10ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

Hoof. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 23 (3d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Gore. Melee Weapon Attack: +13 to hit, reach 10ft., one target. Hit: 45 (7d10 + 7) piercing damage.

MANES



Small Fiend (Demon), Chaotic Evil

Armor class 9

Hit points 9 (2d6 + 2)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	13 (+1)	3 (-4)	8 (-1)	4 (-3)

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 60ft, Passive Perception 9

Language understands Abyssal but can't speak

Challenge 1/8 (25 XP)

ACTIONS

Claw. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 5 (2d4) slashing damage.

HEZROU



Large Fiend (Demon), Chaotic Evil

Armor class 16 (natural armor)

Hit points 136 (13d10 + 65)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

Saving Throws Str +7, Con +8, Wis +4

Damage Resistances Cold, Fire, Lting, non-magical physical

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perc. 11

Language Abyssal, Telepathy 120ft

Challenge 8 (3900 XP)

Magic Resistance. Adv. against spells and magical effects.

Stench. Any creature that starts its turn within 10 feet of the Hezrou must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the Hezrou's stench for 24 hours.

ACTIONS

Multiaction. Three attacks: one Bite and two Claws.

Bite. Melee: +7, 5ft. Hit: 15 (2d10 + 4) piercing damage.

Claw. Melee: +7, 5ft. Hit: 11 (2d6 + 4) slashing damage.

MARILITH



Large Fiend (Demon), Chaotic Evil

Armor class 18 (natural armor)

Hit points 189 (18d10 + 90)

Speed 40ft

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

Damage Resistances Cold, Fire, Lightning, All physical from non-magical weapons

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 13

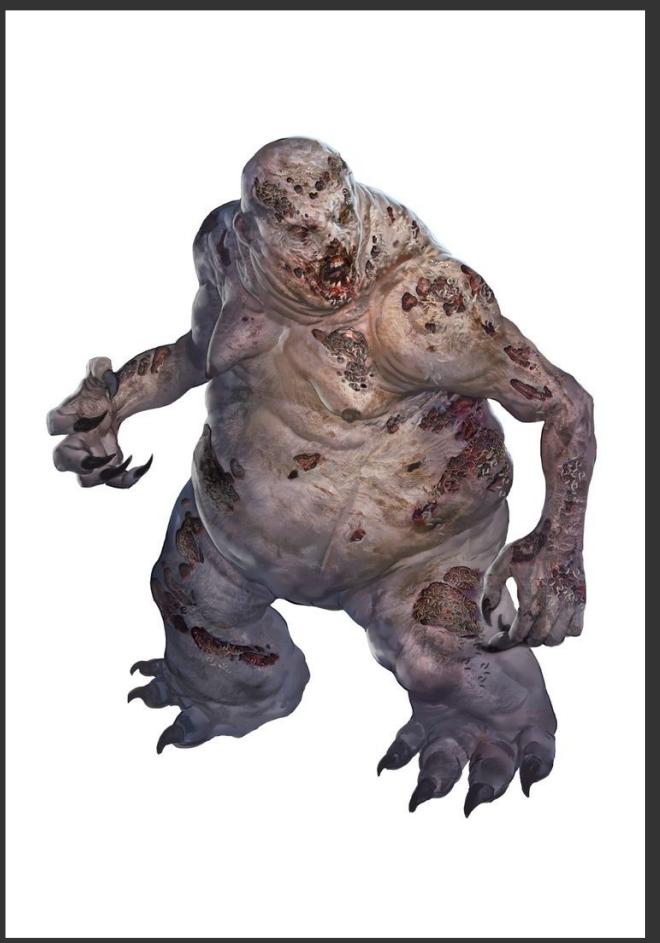
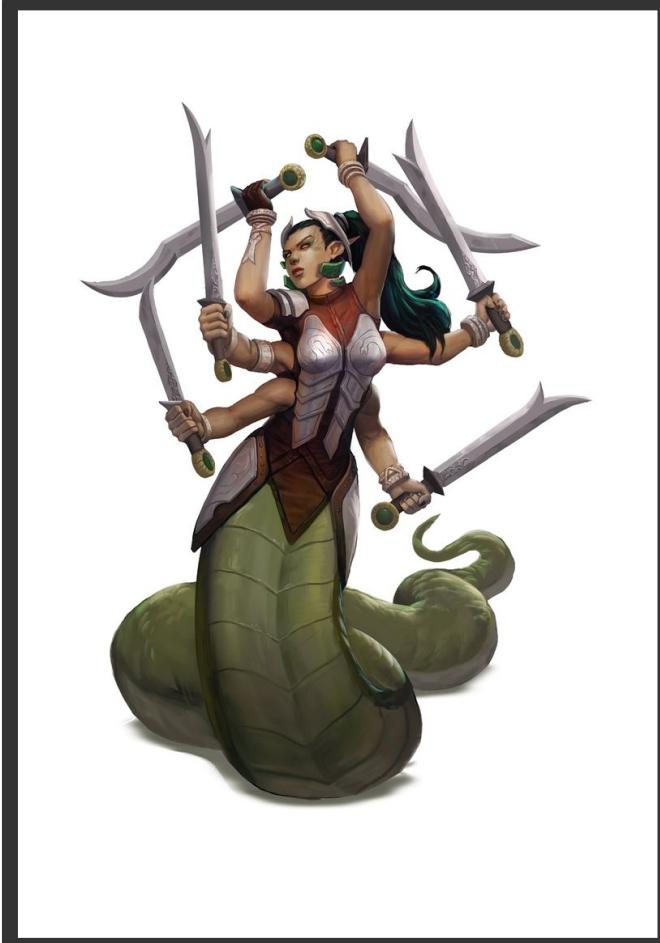
Language Abyssal

Challenge 16 (15000 XP)

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

Magic Weapons. The Marilith's weapon attacks are magical.

Reactive. The Marilith can take one reaction on every turn in a combat.



MARILITH CONTINUED: ACTIONS



ACTIONS

Multiattack. The Marilith makes seven attacks: six with its longswords and one with its tail.

Longsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the Marilith can automatically hit the target with its tail, and the Marilith can't make tail attacks against other targets.

Teleport. The Marilith magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

REACTIONS

Teleport. The Marilith magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

QUASIT



Tiny Fiend (Demon), Chaotic Evil

Armor class 13

Hit points 7 (3d4)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth + 5

Damage Resistances Cold, Fire, Ltng; non-magical physical

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 10

Language Abyssal, Common

Challenge 1 (200 XP)

Shapechanger. The Quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

NALFESHNEE



Large Fiend (Demon), Chaotic Evil

Armor class 18 (natural armor)

Hit points 184 (16d10 + 96)

Speed 40ft, Fly 30ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	19 (+4)	12 (+1)	15 (+2)

Saving Throws Con +11, Int +9, Wis +6, Cha +7

Damage Resistances Cold, Fire, Ltng; non-magical physical

Damage Immunities Poison

Condition Immunities Poisoned

Senses Truesight 120ft, Passive Perception 11

Language Abyssal, Telepathy 120ft

Challenge 13 (10000 XP)

Magic Resistance. Adv. against spells and magical effects.

ACTIONS

Multiattack. Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee: +10, 5ft, Hit: 32 (5d10 + 5) piercing damage.

Claw. Melee: +10, 10ft, Hit: 15 (3d6 + 5) slashing damage.

Horror Nimbus (Recharge 5-6). Everything in 15ft in vision makes DC15 Wisdom save. Failure: Frightened for 1min. Repeat at end of its turns, ends on success. Immune to Horror Nimbus for 24hrs on save.

Teleport. 120ft into unoccupied space with gear

QUASIT CONTINUED: ACTIONS



ACTIONS

Claws (Bite in Beast Form). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned 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.

Scare (1/Day). One creature of the Quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the Quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The Quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the Quasit wears or carries is invisible with it



SHADOW DEMON



Medium Fiend (Demon), Chaotic Evil

Armor class 13

Hit points 66 (12d8 + 12)

Speed 30ft, Fly 30ft

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Resistances Acid, Fire, Ncrt, Thdr; non-mgcl phys.

Damage Immunities Cold, Fire, Lightning

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 120ft, Passive Perception 11

Language Abyssal

Challenge 4 (1100 XP)

Incorporeal Movement. Goes through creatures/objects as diff terrain. 5(1d10) force if ends turn inside something

Light Sensitivity. In bright light, disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the Demon can take the Hide action as a bonus action.

ACTIONS

Claws. Melee: +5, reach 5 ft., one creature. Hit: 10 (2d6 + 3) psychic damage or, if the Demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

VROCK CONTINUED: ACTIONS



ACTIONS

Multiattack. The Vrock makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Talons. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the Vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/Day). The Vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the Vrock's next turn.

VROCK



Large Fiend (Demon), Chaotic Evil

Armor class 15 (natural armor)

Hit points 104 (11d10 + 44)

Speed 40ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha +2

Damage Resistances Cold, Fire, Lightning; All physical from non-magical weapons

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 11

Language Abyssal, Telepathy 120ft

Challenge 6 (2300 XP)

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

YOCHLOL



Medium Fiend (Demon), Chaotic Evil

Armor class 15 (natural armor)

Hit points 136 (16d8 + 64)

Speed 40ft, Climb 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	13 (+1)	15 (+2)	15 (+2)

Saving Throws Dex +6, Int +5, Wis +6, Cha +6

Skills Deception +10, insight +6

Damage Resistances Cold, Fire, Lightning; All physical from non-magical weapons

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 12

Language Abyssal, Elvish, Undercommon

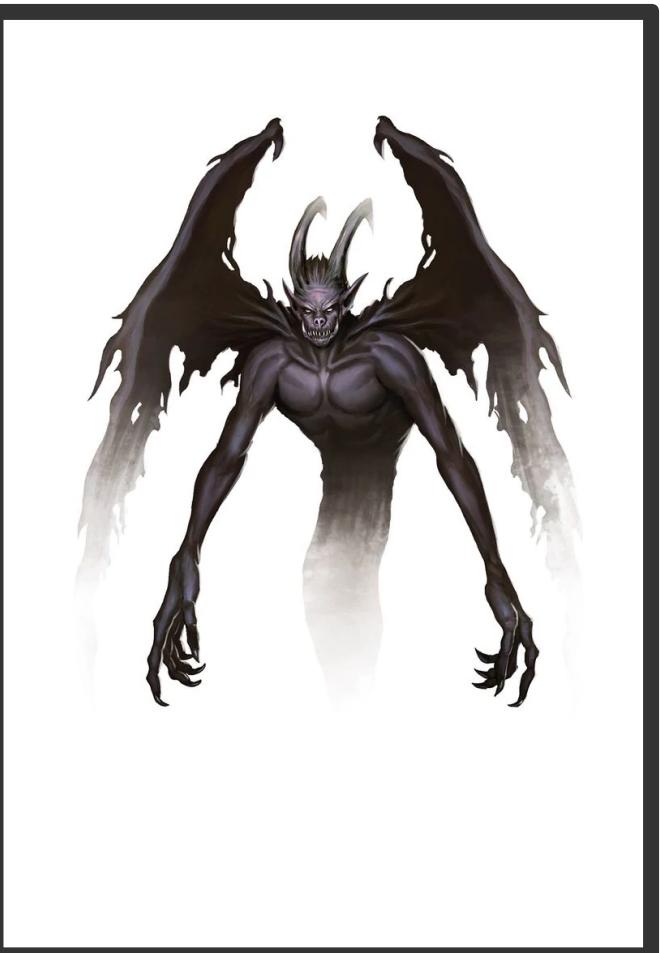
Challenge 10 (5900 XP)

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

Spider Climb. Can climb difficult surfaces, even upside down on ceilings, without need for ability check.

Innate Spellcasting. The Yochlol's spellcasting ability is Charisma (spell save DC 14). The Yochlol can innately cast the following spells, requiring no material components:

- **At will:** *detect thoughts, web*
- **1/day:** *dominate person*



YOCHLOL CONTINUED: ACTIONS



Web Walker. Ignores movement restrictions by webbing.

ACTIONS

Multiaction. The Yochlol makes two melee attacks.

Slam (Bite in Spider Form). Melee Weapon Attack: +6 to hit, reach 5 ft. (10ft. in demon form), one target. Hit: 5 (1d6 + 2) bludgeoning (piercing in spider form) damage plus 21 (6d6) poison damage.

Mist Form. The Yochlol transforms into toxic mist or reverts to its true form. Any equipment it is wearing or carrying is also transformed. It reverts to its true form if it dies. While in mist form, the Yochlol is incapacitated and can't speak. It has a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to nonmagical damage. While in mist form, the Yochlol can enter a creature's space and stop there. Each time that creature starts its turn with the Yochlol in its space, the creature must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.

BARBED DEVIL CONTINUED: ACTIONS



ACTIONS

Multiaction. The Devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Tail. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Hurl Flame. Ranged Spell Attack: +5 to hit, range 150 ft., one target. Hit: 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

BARBED DEVIL



Medium Fiend (Demon), Lawful Evil

Armor class 15 (natural armor)

Hit points 136 (16d8 + 64)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances Cold; All physical from non-silvered weapons

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 18

Language Infernal, Telepathy 120ft

Challenge 5 (1800 XP)

Barbed Hide. At the start of each of its turns, the Barbed Devil deals 5 (1d10) piercing damage to any creature grappling it.

Devil's Sight. Magical darkness doesn't impede the Devil's darkvision.

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

BEARDED DEVIL



Medium Fiend (Devil), Lawful Evil

Armor class 13 (natural armor)

Hit points 52 (8d8 + 16)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +5, Con +4, Wis +2

Damage Resistances Cold; All physical from non-silvered weapons

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 10

Language Infernal, Telepathy 120ft

Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the Devil's darkvision.

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

Steadfast. The Devil can't be frightened while it can see an allied creature within 30 feet of it.



BEARDED DEVIL CONTINUED: ACTIONS



ACTIONS

Multiattack. The Devil makes two attacks: one with its beard and one with its glaive.

Beard. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the Devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

CHAIN DEVIL



Large Fiend (Devil), Lawful Evil

Armor class 16 (natural armor)

Hit points 85 (10d8 + 40)

Speed 30ft

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

Saving Throws Con +7, Wis +4, Cha +5

Damage Resistances Cold; All physical from non-silvered weapons

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 11

Language Infernal, Telepathy 120ft

Challenge 8 (3900 XP)

Devil's Sight. Magical darkness doesn't impede darkvision.

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

BONE DEVIL



Large Fiend (Devil), Lawful Evil

Armor class 19 (natural armor)

Hit points 142 (15d10 + 60)

Speed 40ft, Fly 40ft

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

Saving Throws Int +5, Wis +6, Cha +7

Skills Deception +7, Insight +6

Damage Resistances Cold; All physical from non-silvered weapons

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 12

Language Infernal, Telepathy 120ft

Challenge 9 (5000 XP)

Devil's Sight. Magical darkness doesn't impede darkvision.

Magic Resistance. Adv. on spells saves & magical effects.

ACTIONS

Multiattack. Three attacks: Two Claws and one Sting.

Claw. Melee: +8, 10ft. Hit: 8(1d8 + 4) Slashing damage.

Sting. Melee: +8, 10ft. Hit: 13(2d8 + 4) Piercing plus 17 (5d6) Poison, & target makes DC 14 Constitution save or Poisoned for 1 minute. Target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

CHAIN DEVIL CONTINUED: ACTIONS



ACTIONS

Multiattack. The Devil makes two attacks with its chains.

Chain. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the Devil isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest). Up to four chains the Devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the Devil's control, provided that the chains aren't being worn or carried. Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the Devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the Devil is incapacitated or dies.

REACTIONS

Unnerving Mask. When a creature the Devil can see starts its turn within 30 feet of the Devil, the Devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the Devil, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.



ERINYES



Medium Fiend (Devil), Lawful Evil

Armor class 18 (Plate)

Hit points 153 (18d8 + 72)

Speed 30ft, Fly 60ft

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

Saving Throws Dex +7, Con +8, Wis +6, Cha +8

Damage Resistances Cold; All physical from non-silvered weapons

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Truesight 120ft, Passive Perception 12

Language Infernal, Telepathy 120ft

Challenge 12 (8400 XP)

Hellish Weapons. The Erinyes's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

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

HORNED DEVIL



Large Fiend (Devil), Lawful Evil

Armor class 18 (natural armor)

Hit points 178 (17d10 + 85)

Speed 20ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

Saving Throws Str +10, Dex +7, Wis +7, Cha +7

Damage Resistances Cold; All physical from non-silvered weapons

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 13

Language Infernal, Telepathy 120ft

Challenge 11 (7200 XP)

Devil's Sight. Magical darkness doesn't impede the Devil's darkvision.

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

ERINYES CONTINUED: ACTIONS



ACTIONS

Multiattack. The erinyes makes three attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 13 (3d8) poison damage.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts until it is removed by the *lesser restoration* spell or similar magic.

REACTIONS

Parry. The erinyes adds 4 to its AC against one melee attack that would hit it. To do so, the erinyes must see the attacker and be wielding a melee weapon.

HORNED DEVIL CONTINUED: ACTIONS



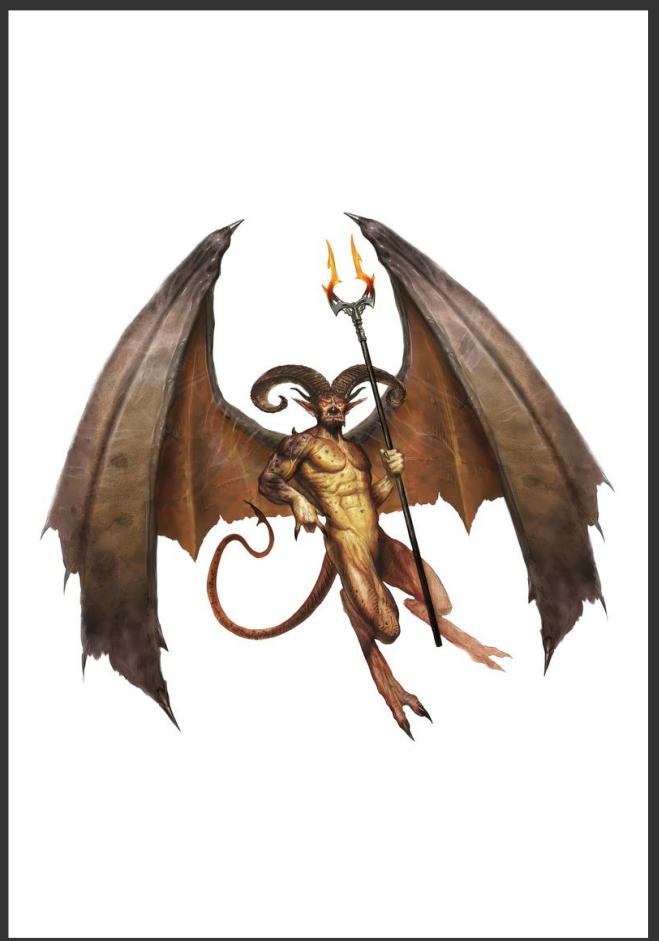
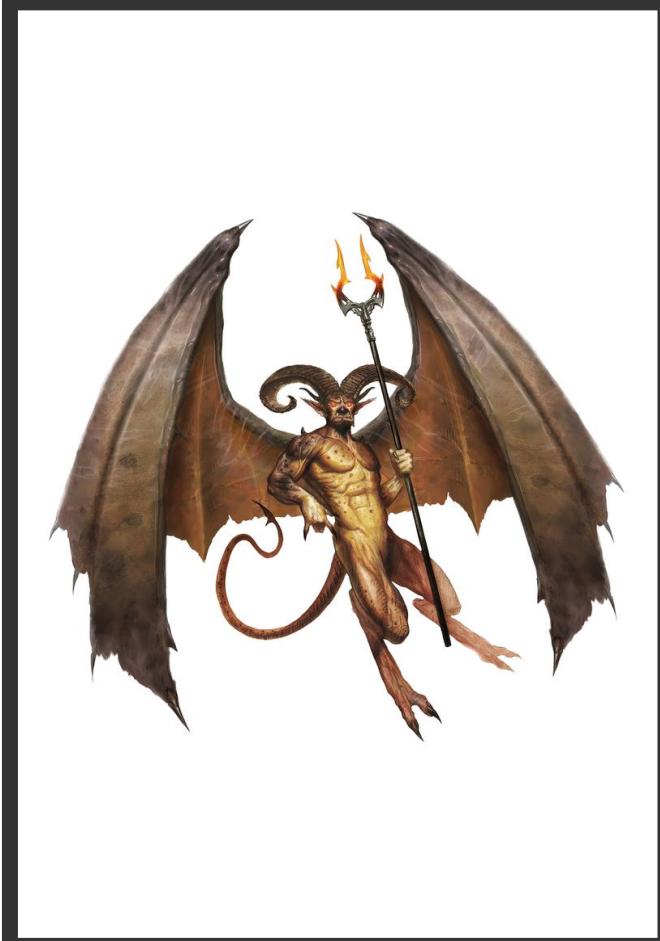
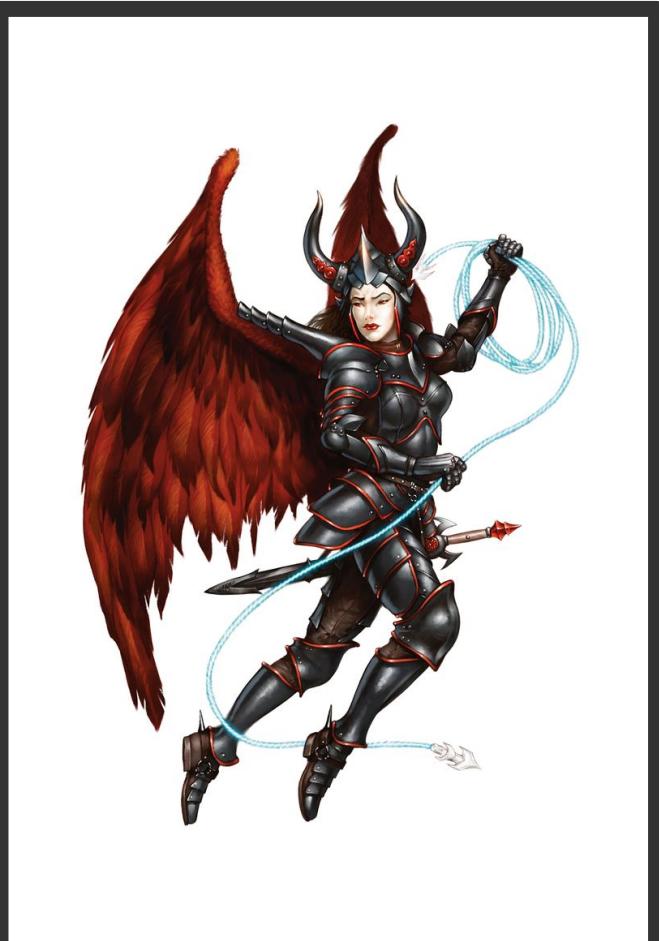
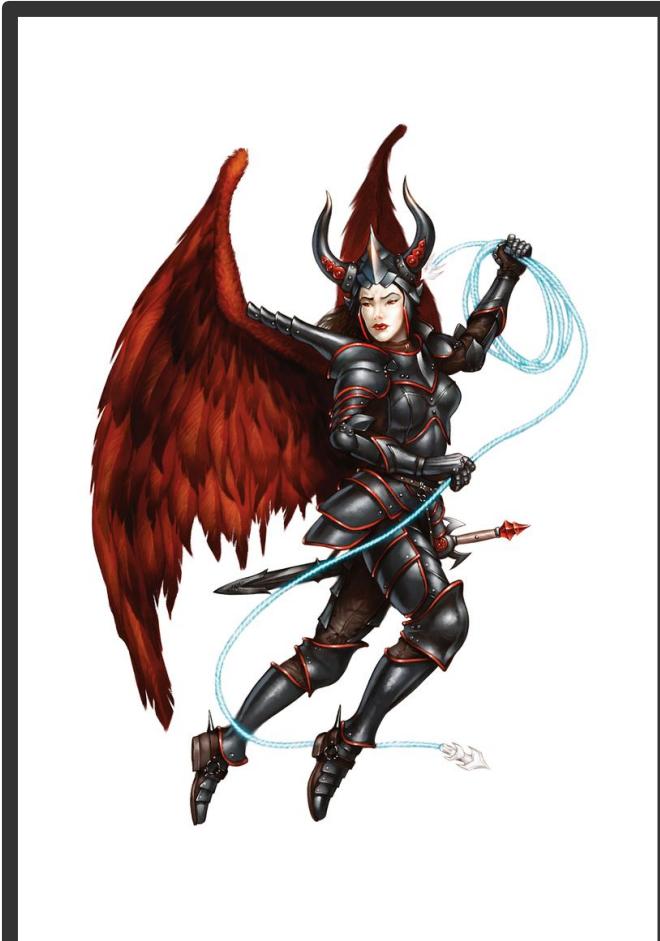
ACTIONS

Multiattack. The Devil makes three melee attacks: two with its fork and one with its tail. It can use Hurl Flame in place of any melee attack.

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

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the Devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Hurl Flame. Ranged Spell Attack: +7 to hit, range 150 ft., one target. Hit: 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.



ICE DEVIL



Large Fiend (Devil), Lawful Evil

Armor class 18 (natural armor)

Hit points 180 (19d10 + 76)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Dex +7, Con +9, Wis +7, Cha +9

Damage Resistances All physical from non-silvered weapons

Damage Immunities Cold, Fire, Poison

Condition Immunities Poisoned

Senses Blindsight 60ft, Darkvision 120ft, Passive Perception 12

Language Infernal, Telepathy 120ft

Challenge 14 (11500 XP)

Devil's Sight. Magical darkness doesn't stop darkvision.

Magic Resistance. Adv. against spells and magical effects.

ACTIONS

Multiattack. The Devil makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. Melee: +10 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage.

IMP



Tiny Fiend (Devil, Shapechanger), Lawful Evil

Armor class 13

Hit points 10 (3d4 + 3)

Speed 20ft, Fly 40ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances Cold; All physical from non-silvered weapons

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 11

Language Infernal, Common

Challenge 1 (200 XP)

Shapechanger. The Imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the Imp's darkvision.

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

ICE DEVIL CONTINUED: ACTIONS



Claws. Melee: +10 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 5) slashing damage plus 10 (3d6) cold damage.

Tail. Melee: +10 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) cold damage.

Wall of Ice (Recharge 6). Forms magical opaque wall of ice on a solid surface in 60ft. 1 foot thick and up to 30ft long and 10ft high, or it's a hemispherical dome up to 20 feet in diameter. When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. Creature makes DC 17 Dexterity save, 35(10d6) cold or half on save. The wall lasts for 1 minute or until the Devil is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

IMP CONTINUED: ACTIONS



ACTIONS

Sting (Bite in Beast Form). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The Imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the Imp wears or carries is invisible with it.



LEMURE



Medium Fiend (Devil), Lawful Evil

Armor class 7

Hit points 13 (3d8)

Speed 15ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	5 (-3)	11 (+0)	1 (-5)	11 (+0)	3 (-4)

Damage Resistances Cold

Damage Immunities Fire, Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 120ft, Passive Perception 10

Language understands Infernal but can't speak

Challenge 0 (10 XP)

Devil's Sight. Magical darkness doesn't impede the Lemure's darkvision.

Hellish Rejuvenation. A Lemure that dies in the Nine Hells comes back to life with all its hit points in 1d10 days unless it is killed by a good-aligned creature with a *bless* spell cast on that creature or its remains are sprinkled with holy water.

ACTIONS

Fist. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

PIT FIEND CONTINUED: ACTIONS



Innate Spellcasting. The Pit Fiend's spellcasting ability is Charisma (spell save DC 21). The Pit Fiend can innately cast the following spells, requiring no material components:

- **At will:** *detect magic, fireball*
- **3/day each:** *hold monster, wall of fire*

ACTIONS

Multiattack. The Pit Fiend makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail.

Bite. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 17 (2d8 + 8) slashing damage.

Mace. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) bludgeoning damage plus 21 (6d6) fire damage.

Tail. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 24 (3d10 + 8) bludgeoning damage.

PIT FIEND



Large Fiend (Devil), Lawful Evil

Armor class 19 (natural armor)

Hit points 300 (24d10 + 168)

Speed 30ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

Saving Throws Dex +8, Con +13, Wis +10

Damage Resistances Cold; All physical from non-silvered weapons

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Truesight 120ft, Passive Perception 14

Language Infernal, Telepathy 120ft

Challenge 20 (25000 XP)

Fear Aura. Any creature hostile to the Pit Fiend that starts its turn within 20 feet of the Pit Fiend must make a DC 21 Wisdom saving throw, unless the Pit Fiend is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the Pit Fiend's Fear Aura for the next 24 hours.

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

Magic Weapons. The Pit Fiend's weapon attacks are magical.

SPINED DEVIL



Small Fiend (Devil), Lawful Evil

Armor class 13 (natural armor)

Hit points 22 (5d6 + 5)

Speed 20ft, Fly 40ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

Damage Resistances Cold; Physical: non-silvered weapons

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 12

Language Infernal, Telepathy 120ft

Challenge 2 (450 XP)

Devil's Sight. Magical darkness doesn't impede darkvision.

Flyby. Doesn't provoke opportunity attack flying out of range

Limited Spines. Has twelve spines. Regrow on long rest

Magic Resistance. Adv. on spell saves and magical effects.

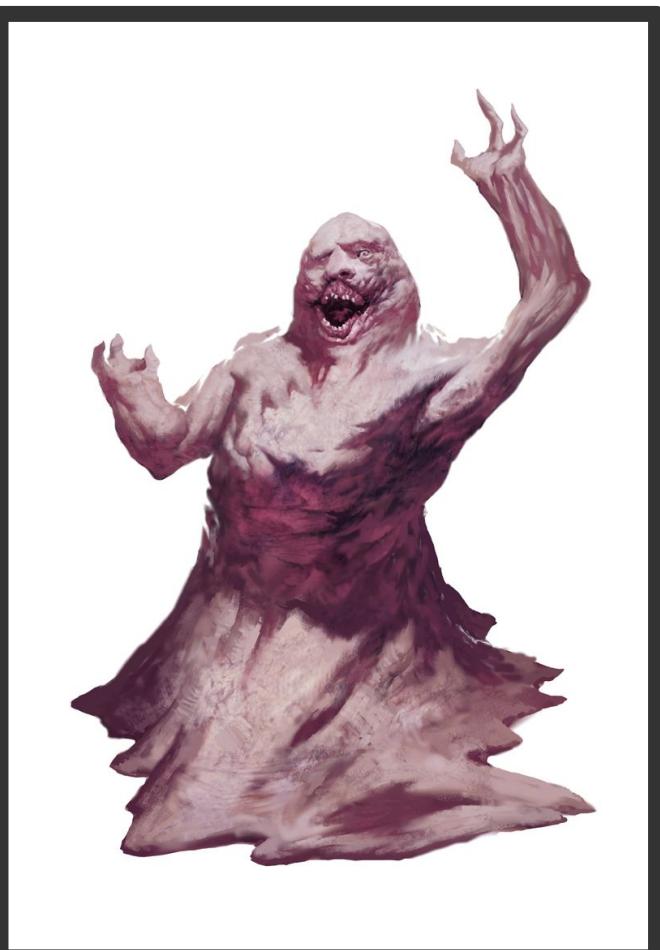
ACTIONS

Multiattack. The Devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

Bite. Melee: +2, 5ft, one target. Hit: 5 (2d4) slashing.

Fork. Melee: +2, 5ft, one target. Hit: 3 (1d6) piercing.

Tail Spine. Ranged Weapon Attack: +4 to hit, range 20/80ft., one target. Hit: 4 (1d4 + 2) piercing damage plus 3 (1d6) fire.



ALLOSAURUS



Large Beast, Unaligned

Armor class 13 (natural armor)

Hit points 51 (6d10 + 18)

Speed 60ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5

Senses Passive Perception 15

Language -

Challenge 2 (450 XP)

Pounce. If the Allosaurus moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the Allosaurus can make one bite attack against it as a bonus action.

ACTIONS

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

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) slashing damage.

PLESIOSAURUS



Large Beast, Unaligned

Armor class 13 (natural armor)

Hit points 68 (8d10 + 24)

Speed 20ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Language -

Challenge 2 (450 XP)

Hold Breath. The Plesiosaurus can hold its breath for 1 hour.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target.
Hit: 14 (3d6 + 4) piercing damage.

ANKYLOSAURUS



Large Beast, Unaligned

Armor class 15 (natural armor)

Hit points 68(8d12 + 16)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses Passive Perception 11

Language -

Challenge 3 (700 XP)

ACTIONS

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target.
Hit: 18 (4d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

PTERANODON



Medium Beast, Unaligned

Armor class 13 (natural armor)

Hit points 13 (3d8)

Speed 10ft, **Fly** 60ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	2 (-4)	9 (-1)	5 (-3)

Skills Perception +1

Senses Passive Perception 11

Language -

Challenge 1/4 (50 XP)

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

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 6 (2d4 + 1) piercing damage.



TRICERATOPS



Huge Beast, Unaligned

Armor class 13 (natural armor)

Hit points 95 (10d12 + 30)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Senses Passive Perception 10

Language -

Challenge 5 (1800 XP)

Trampling Charge. If the Triceratops moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the Triceratops can make one stomp attack against it as a bonus action.

ACTIONS

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 24 (4d8 + 6) piercing damage.

Stomp. Melee Weapon Attack: +9 to hit, reach 5 ft., one prone creature. Hit: 22 (3d10 + 6) bludgeoning damage

DISPLACER BEAST



Large Monstrosity, Lawful Evil

Armor class 13 (natural armor)

Hit points 85 (10d10 + 50)

Speed 40ft

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

Senses Passive Perception 11

Language -

Challenge 3 (700 XP)

Avoidance. If the Displacer Beast is subjected to an effect that allows it to make a 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.

Displacement. The Displacer Beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the Displacer Beast is incapacitated or has a speed 0.

ACTIONS

Multiattack. Makes two attacks with its tentacles.

Tentacle. Melee Weapon Attack: +6 to hit, reach 10ft., one target. Hit: 7 (1d6 + 4) bludgeoning plus 3 (1d6) piercing

TYRANNOSAURUS REX



Huge Beast, Unaligned

Armor class 13 (natural armor)

Hit points 136 (13d12 + 52)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses Passive Perception 14

Language -

Challenge 8 (3900 XP)

ACTIONS

Multiattack. The Tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the Tyrannosaurus can't bite another target.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage



DOPPELGÄNGER

Medium Monstrosity, Neutral Neutral

Armor class 14

Hit points 52 (8d8 + 16)

Speed 30ft

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

Skills Deception +6, Insight +3

Condition Immunities Charmed

Senses Darkvision 60ft, Passive Perception 11

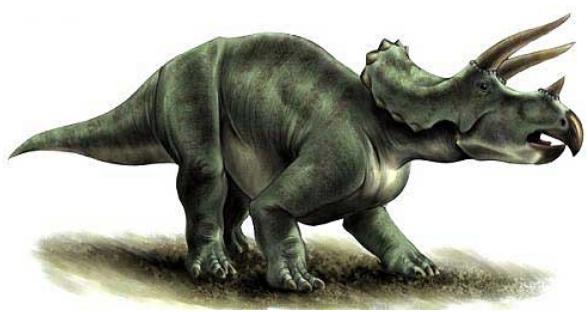
Language Common

Challenge 3 (700 XP)

Shapechanger. The Doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. In the first round of a combat, the Doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the Doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.



DOPPELGÄNGER CONTINUED: ACTIONS



ACTIONS

Multiaction. The Doppelgänger makes two melee attacks.

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

Read Thoughts. The Doppelgänger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the Doppelgänger can continue reading its thoughts, as long as the Doppelgänger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the Doppelgänger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

ADULT BLUE DRACOLICH CONTINUED: ACT



Claw. Melee: +12, 5ft. Hit: 14 (2d6 + 7) slashing damage.

Tail. Melee: +12, 15ft. Hit: 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the Dracolich's choice that is within 120 feet of the Dracolich and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dracolich's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The Dracolich exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

3 Legendary actions. One legendary action option can be used at a time and only at the end of another creature's turn. Regains legendary actions at the start of its turn.

Detect. The Dracolich makes a Wisdom (Perception) check.

Tail Attack. The Dracolich makes a tail attack.

Wing Attack (Costs 2 Actions). Each creature within 10 feet of the Dracolich must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. After beating its wings this way, the Dracolich can fly up to half its flying speed.

ADULT BLUE DRACOLICH



Huge Undead, Lawful Evil

Armor class 19 (natural armor)

Hit points 225 (18d12 + 108)

Speed 40ft, **Burrow** 30ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9

Skills Perception +12, Stealth +5

Damage Resistances Necrotic

Damage Immunities Lightning, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 22

Language Common, Draconic

Challenge 17 (18000 XP)

Legendary Resistance (3/day). Can succeed failed saves

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

ACTIONS

Multiaction. The Dracolich can use its Frightful Presence. It then makes three attacks: one with its bite and two with

Bite. Melee Weapon Attack: +12 to hit, reach 10ft., one target. Hit: 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage

YOUNG RED SHADOW DRAGON



Large Dragon, Chaotic Evil

Armor class 18 (natural armor)

Hit points 178 (17d10 + 85)

Speed 40ft, **Climb** 40ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +8

Damage Resistances Necrotic

Damage Immunities Fire

Senses Darkvision 120ft, Blindsight 30ft, Passive Perc. 18

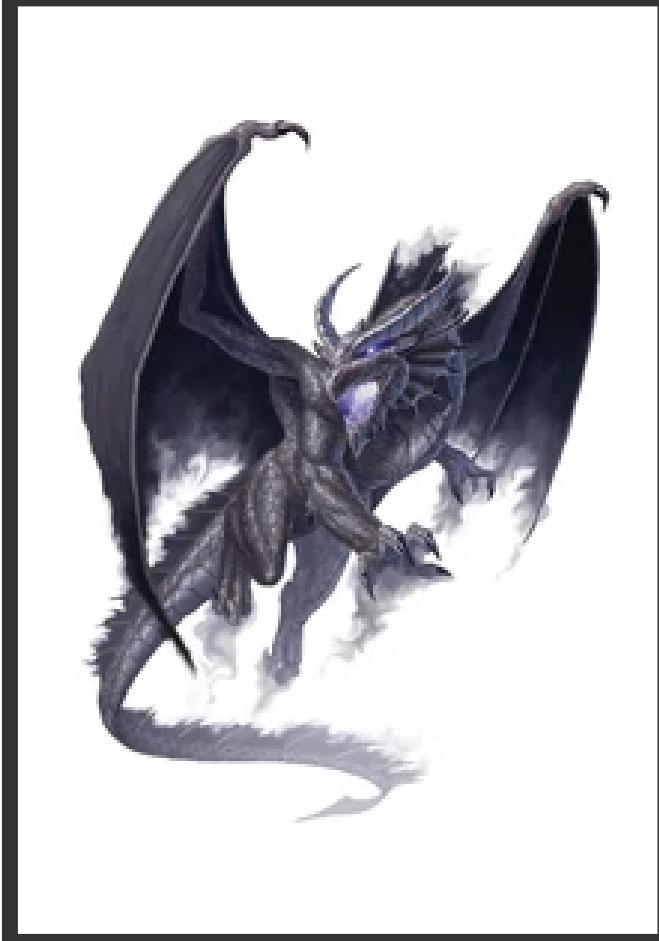
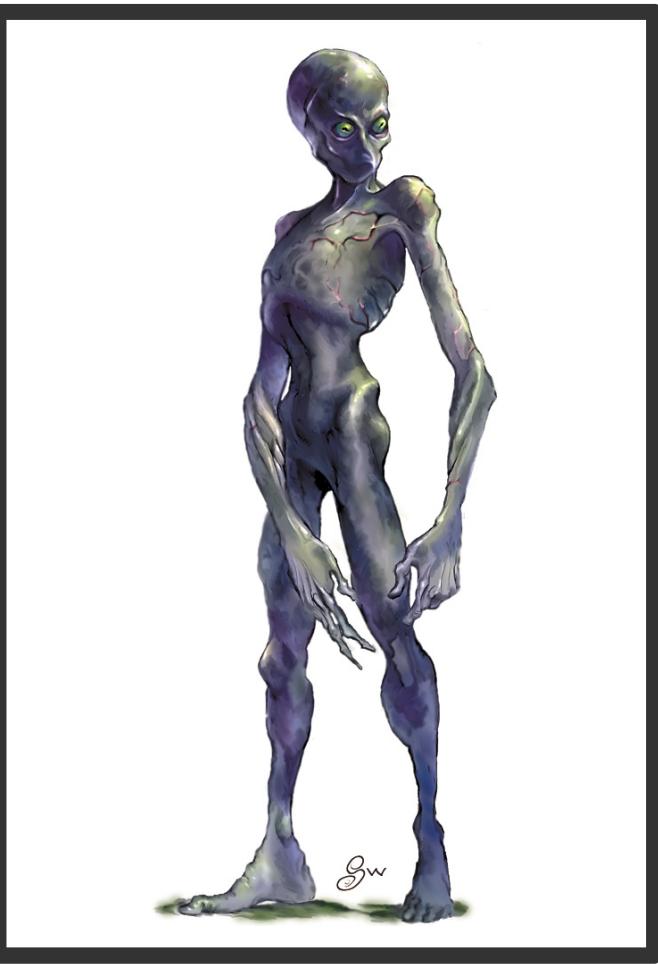
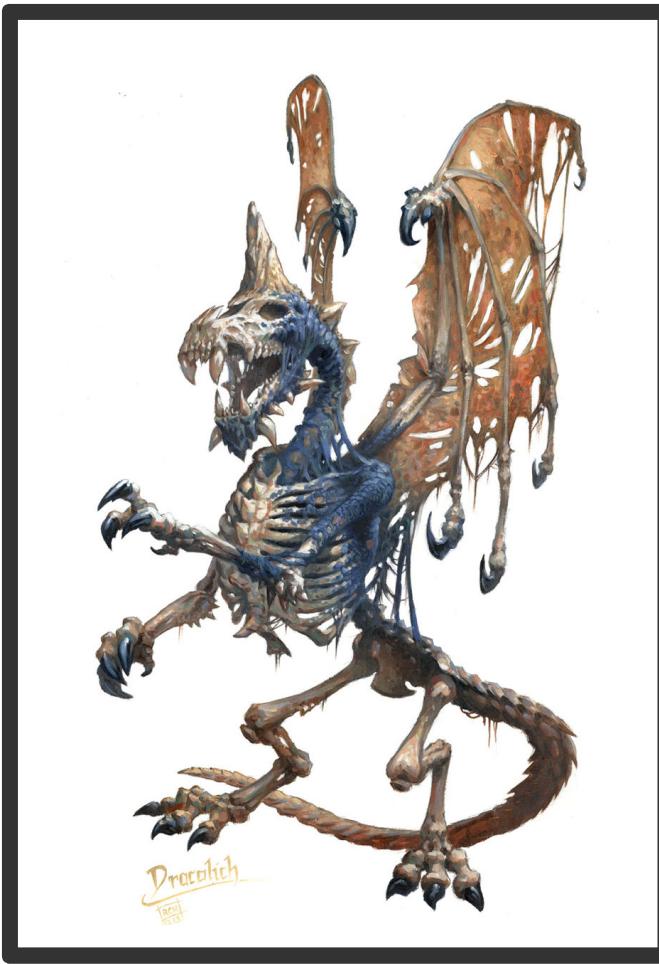
Language Common, Draconic

Challenge 13 (10000 XP)

Living Shadow. While in dim light or darkness, the Dragon has resistance to damage that isn't force, psychic, or radiant.

Shadow Stealth. While in dim light or darkness, the Dragon can take the Hide action as a bonus action.

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



YOUNG RED SHADOW DRAGON CONTINUEI



ACTIONS

Multiattack. The Dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +10 to hit, reach 10ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 3 (1d6) necrotic damage.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Shadow Breath (Recharge 5-6). The Dragon exhales shadowy fire in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after the Dragon in the initiative count. The shadow is under the Dragon's control.

ANCIENT BLACK DRAGON CONTINUED:



Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The Dragon exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 15 feet of the Dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

ANCIENT BLACK DRAGON



Gargantuan Dragon, Chaotic Evil

Armor class 22 (natural armor)

Hit points 367 (21d20 + 147)

Speed 40ft, **Fly** 80ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +9, Con +14, Wis +9, Cha +11

Skills Perception +16, Stealth +9

Damage Immunities Acid

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 26

Language Common, Draconic

Challenge 21 (33000 XP)

Amphibious. The Dragon can breathe air and water.

Legendary Resistance (3/day). Can succeed failed saves

ACTIONS

Multiattack. Can use Frightful Presence and three attacks: one with its bite and two with its claws.

Bite. Melee: +15 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 9 (2d8) acid damage.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

ADULT BLACK DRAGON



Huge Dragon, Chaotic Evil

Armor class 19 (natural armor)

Hit points 195 (17d12 + 85)

Speed 40ft, **Fly** 80ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +7, Con +10, Wis +6, Cha +8

Skills Perception +11, Stealth +7

Damage Immunities Acid

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 21

Language Common, Draconic

Challenge 14 (11500 XP)

Amphibious. The Dragon can breathe air and water.

Legendary Resistance (3/day). Can succeed failed saves

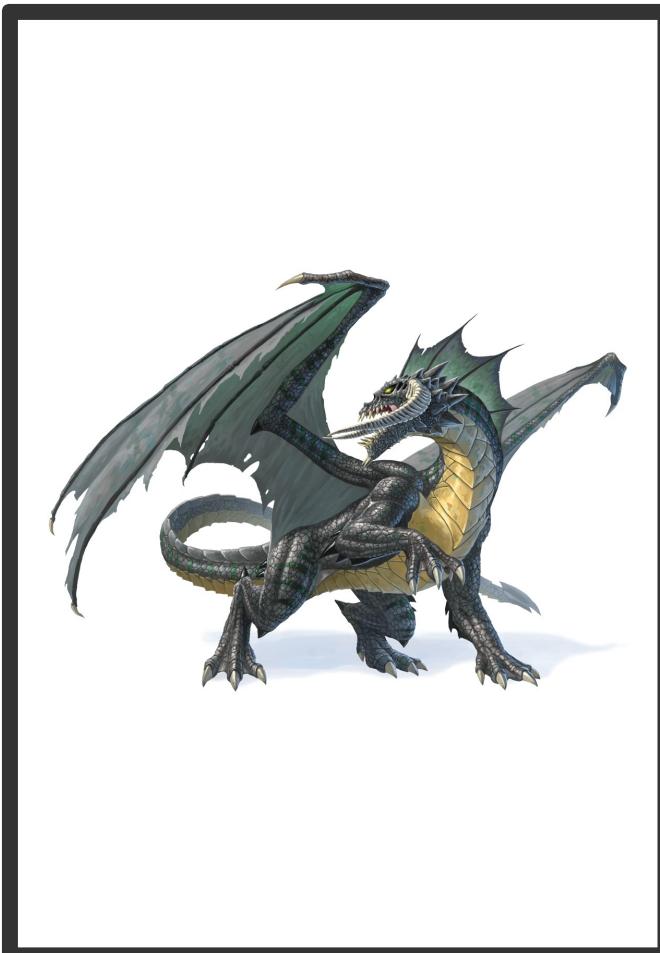
ACTIONS

Multiattack. Can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.



ADULT BLACK DRAGON CONTINUED: ACTIC



Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The Dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 10 feet of the Dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying speed.

YOUNG BLACK DRAGON



Large Dragon, Chaotic Evil

Armor class 18 (natural armor)

Hit points 127 (15d10 + 45)

Speed 40ft, **Fly** 80ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +5

Damage Immunities Acid

Senses Darkvision 120ft, Blindsight 30ft, Passive Perc. 16

Language Common, Draconic

Challenge 7 (2900 XP)

Amphibious. The Dragon can breathe air and water.

ACTIONS

Multiattack. The Dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Acid Breath (Recharge 5-6). Exhales acid in 30ft line that is 5ft wide. Each creature makes a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

BLACK DRAGON WYRMING



Medium Dragon, Chaotic Evil

Armor class 17 (natural armor)

Hit points 33 (6d8 + 6)

Speed 30ft, **Fly** 60ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +4, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +4

Damage Immunities Acid

Senses Darkvision 60ft, Blindsight 10ft, Passive Perc. 14

Language Draconic

Challenge 2 (450 XP)

Amphibious. The Dragon can breathe air and water.

ACTIONS

Multiattack. The Dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 2 (1d4) acid damage.

Acid Breath (Recharge 5-6). The Dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

ANCIENT BLUE DRAGON



Gargantuan Dragon, Lawful Evil

Armor class 22 (natural armor)

Hit points 481 (26d20 + 208)

Speed 40ft, **Burrow** 40ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12

Skills Perception +17, Stealth +7

Damage Immunities Lightning

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 27

Language Common, Draconic

Challenge 23 (50000 XP)

Legendary Resistance (3/day). Can succeed failed saves

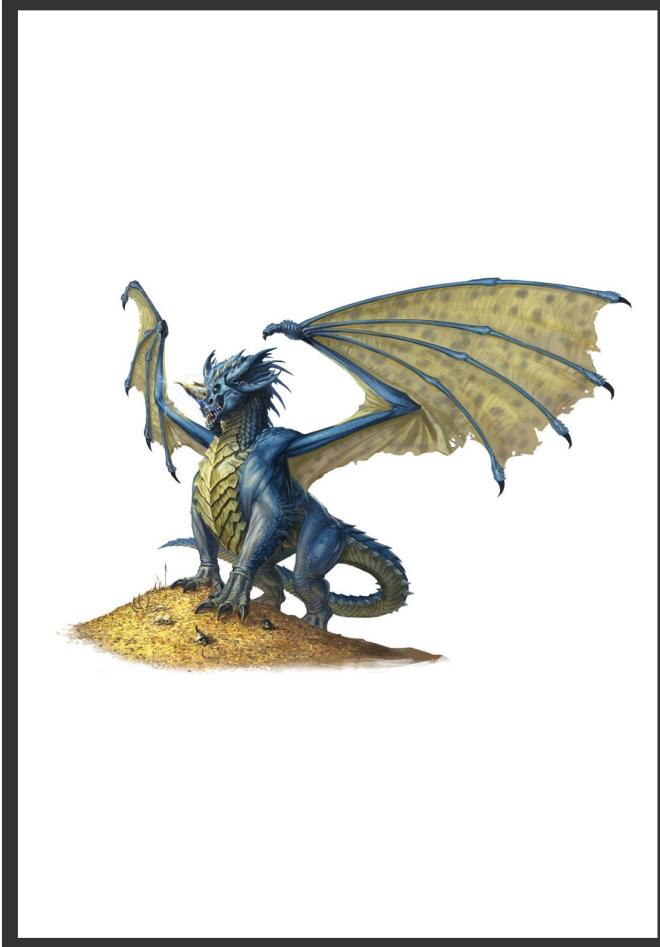
ACTIONS

Multiattack. Dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 20 (2d10 + 9) piercing damage plus 11 (2d10) lightning damage.

Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 16 (2d6 + 9) slashing damage.

Tail. Melee Weapon Attack: +16 to hit, reach 20 ft., one target. Hit: 18 (2d8 + 9) bludgeoning damage.



ANCIENT BLUE DRAGON CONTINUED: ACTI



Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The Dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 15 feet of the Dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

ADULT BLUE DRAGON CONTINUED: ACTION



Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The Dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 10 feet of the Dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying speed.

ADULT BLUE DRAGON



Huge Dragon, Lawful Evil

Armor class 19 (natural armor)

Hit points 225 (18d12 + 108)

Speed 40ft, **Burrow** 30ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9

Skills Perception +12, Stealth +5

Damage Immunities Lightning

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 22

Language Common, Draconic

Challenge 16 (15000 XP)

Legendary Resistance (3/day). Can succeed failed saves

ACTIONS

Multiaction. The Dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage.

YOUNG BLUE DRAGON



Large Dragon, Lawful Evil

Armor class 18 (natural armor)

Hit points 152 (16d10 + 64)

Speed 40ft, **Burrow** 20ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7

Skills Perception +9, Stealth +4

Damage Immunities Lightning

Senses Darkvision 120ft, Blindsight 30ft, Passive Perc. 19

Language Common, Draconic

Challenge 9 (5000 XP)

ACTIONS

Multiaction. The Dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing plus 5 (1d10) lightning.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Lightning Breath (Recharge 5-6). The Dragon exhales lightning in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.



BLUE DRAGON WYRMLING



Medium Dragon, Lawful Evil

Armor class 17 (natural armor)

Hit points 52 (8d8 + 16)

Speed 30ft, **Burrow** 15ft, **Fly** 60ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities Lightning

Senses Darkvision 60ft, Blindsight 10ft, Passive Perc. 14

Language Draconic

Challenge 3 (700 XP)

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage plus 3(1 d6) lightning damage.

Lightning Breath (Recharge 5-6). The Dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

ANCIENT GREEN DRAGON CONTINUED:



Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The Dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 15 feet of the Dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

ANCIENT GREEN DRAGON



Gargantuan Dragon, Lawful Evil

Armor class 21 (natural armor)

Hit points 385 (22d20 + 154)

Speed 40ft, **Fly** 80ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Decp. +11, Insight +10, Perc. +17, Pers. +11, Stealth +8

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 27

Language Common, Draconic

Challenge 22 (41000 XP)

Amphibious. Dragon can breathe air and water.

Legendary Resistance (3/day). Can succeed failed saves

ACTIONS

Multiaction. Uses Frightful Presence & three attacks: one with its bite and two with its claws.

Bite. Melee: +15 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 10 (3d6) poison damage.

Claw. Melee: +15, 10ft. Hit: 22(4d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

ADULT GREEN DRAGON



Huge Dragon, Lawful Evil

Armor class 19 (natural armor)

Hit points 385 (22d20 + 154)

Speed 40ft, **Fly** 80ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8

Skills Decp +8, Insight +7, Perc. +12, Pers. +8, Stealth +6

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 22

Language Common, Draconic

Challenge 15 (13000 XP)

Amphibious. Dragon can breathe air and water.

Legendary Resistance (3/day). Can succeed failed saves

ACTIONS

Multiaction. Can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

Claw. Melee: +11, 5ft. Hit: 13 (2d6 + 6) slashing damage.

Tail. Melee: +11, 15ft. Hit: 15 (2d8 + 6) bludgeoning damage.



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ADULT GREEN DRAGON CONTINUED: Actions



Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The Dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 10 feet of the Dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying speed.

GREEN DRAGON WYRMLING



Medium Dragon, Lawful Evil

Armor class 17 (natural armor)

Hit points 38 (7d8 + 7)

Speed 30ft, **Fly** 60ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +3

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Blindsight 10ft, Passive Perc. 14

Language Draconic

Challenge 2 (450 XP)

Amphibious. Dragon can breathe air and water.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 3 (1d6) poison damage.

Poison Breath (Recharge 5-6). The Dragon exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

YOUNG GREEN DRAGON



Large Dragon, Lawful Evil

Armor class 18 (natural armor)

Hit points 136 (16d10 + 48)

Speed 40ft, **Fly** 80ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Blindsight 30ft, Passive Perc. 17

Language Common, Draconic

Challenge 8 (3900 XP)

Amphibious. Dragon can breathe air and water.

ACTIONS

Multiattack. Three attacks: one with bite and two with claws.

Bite. Melee: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

Claw. Melee: +7, 5. Hit: 11 (2d6 + 4) slashing damage.

Poison Breath (Recharge 5-6). The Dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

ANCIENT RED DRAGON



Gargantuan Dragon, Chaotic Evil

Armor class 22 (natural armor)

Hit points 546 (28d20 + 252)

Speed 40ft, **Climb** 40ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Perception +16, Stealth +7

Damage Immunities Fire

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 26

Language Common, Draconic

Challenge 24 (62000 XP)

Legendary Resistance (3/day). Can succeed failed saves

ACTIONS

Multiattack. Use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.



ANCIENT RED DRAGON CONTINUED: ACTIO



Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The Dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 actions). The Dragon beats its wings. Each creature within 15 feet of the Dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying speed.

ADULT RED DRAGON CONTINUED: ACTIONS



Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The Dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 10 feet of the Dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying speed.

ADULT RED DRAGON



Huge Dragon, Chaotic Evil

Armor class 19 (natural armor)

Hit points 256 (19d12 + 133)

Speed 40ft, **Cimb** 40ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Perception +13, Stealth +6

Damage Immunities Fire

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 23

Language Common, Draconic

Challenge 17 (18000 XP)

Legendary Resistance (3/day). Can succeed failed saves

ACTIONS

Multiattack. Can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

YOUNG RED DRAGON



Large Dragon, Chaotic Evil

Armor class 18 (natural armor)

Hit points 178 (17d10 + 85)

Speed 40ft, **Cimb** 40ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +4

Damage Immunities Fire

Senses Darkvision 120ft, Blindsight 30ft, Passive Perc. 18

Language Common, Draconic

Challenge 10 (5900 XP)

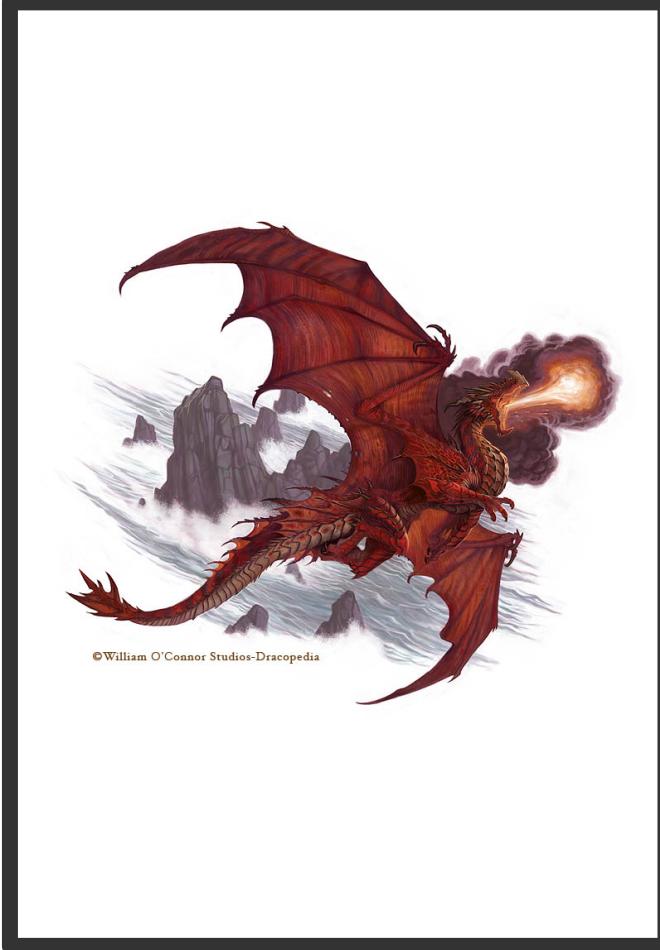
ACTIONS

Multiattack. Three attacks: one bite and two claws.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing plus 3 (1d6) fire.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5-6). The Dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.



RED DRAGON WYRMLING



Medium Dragon, Chaotic Evil

Armor class 17 (natural armor)

Hit points 75 (10d8 + 30)

Speed 30ft, **Climb** 30ft, **Fly** 60ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities Fire

Senses Darkvision 60ft, Blindsight 10ft, Passive Perc. 14

Language Draconic

Challenge 4 (1100 XP)

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5-6). The Dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

ADULT WHITE DRAGON CONTINUED: ACTIONS



Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). The Dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 15 feet of the Dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed

ANCIENT WHITE DRAGON



Gargantuan Dragon, Chaotic Evil

Armor class 20 (natural armor)

Hit points 333 (18d20 + 144)

Speed 40ft, **Burrow** 40ft, **Fly** 80ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +6, Con +14, Wis +7, Cha +8

Skills Perception +13, Stealth +6

Damage Immunities Cold

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 23

Language Common, Draconic

Challenge 20 (25000 XP)

Ice Walk. Moves across and climb icy surfaces without ability check. Difficult terrain of ice/snow doesn't cost extra

Legendary Resistance (3/day). Can succeed failed saves

ACTIONS

Multiaction. Can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee: +14 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage.

Claw. Melee: +14, 10ft. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee: +14, 20ft. Hit: 17 (2d8 + 8) bludgeoning damage.



ADULT WHITE DRAGON

Huge Dragon, Chaotic Evil

Armor class 18 (natural armor)

Hit points 200 (16d12 + 96)

Speed 40ft, **Burrow** 40ft, **Fly** 80ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +11, Wis +6, Cha +6

Skills Perception +11, Stealth +5

Damage Immunities Cold

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 21

Language Common, Draconic

Challenge 13 (10000 XP)

Ice Walk. Moves across and climb icy surfaces without ability check. Difficult terrain of ice/snow doesn't cost extra

Legendary Resistance (3/day). Can succeed failed saves

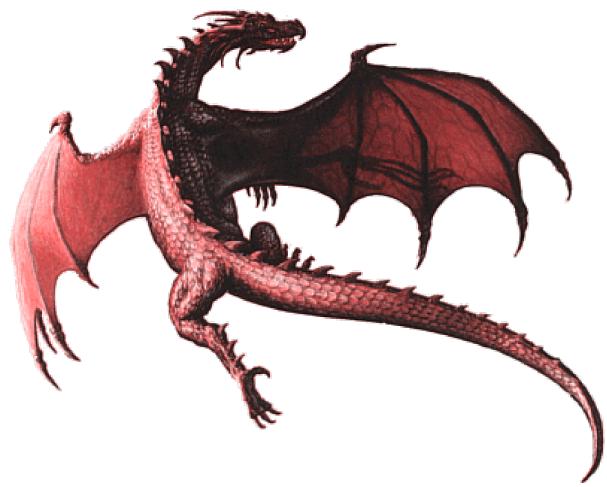
ACTIONS

Multiaction. Can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 9 (2d8) cold damage.

Claw. Melee: +11, 5ft. Hit: 13 (2d6 + 6) slashing damage.

Tail. Melee: +11, 15ft. Hit: 15 (2d8 + 6) bludgeoning damage.



ADULT WHITE DRAGON CONTINUED: ACTION



Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). The Dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 10 feet of the Dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying speed.

YOUNG WHITE DRAGON



Large Dragon, Chaotic Evil

Armor class 17 (natural armor)

Hit points 133 (14d10 + 56)

Speed 40ft, **Burrow** 20ft, **Fly** 80ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +3, Cha +4

Skills Perception +6, Stealth +3

Damage Immunities Cold

Senses Darkvision 120ft, Blindsight 30ft, Passive Perc. 16

Language Common, Draconic

Challenge 6 (2300 XP)

Ice Walk. Moves across and climb icy surfaces without ability check. Difficult terrain of ice/snow doesn't cost extra

ACTIONS

Multiattack. Three attacks: one bite and two with its claws.

Bite. Melee: +7, 10ft. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

Claw. Melee: +7, 5ft. Hit: 11 (2d6 + 4) slashing damage.

Cold Breath (Recharge 5-6). Dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

WHITE DRAGON WYRMLING



Medium Dragon, Chaotic Evil

Armor class 16 (natural armor)

Hit points 32 (5d8 + 10)

Speed 30ft, **Burrow** 15ft, **Fly** 60ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	5 (-3)	10 (+0)	11 (+0)

Saving Throws Dex +2, Con +4, Wis +2, Cha +2

Skills Perception +4, Stealth +2

Damage Immunities Cold

Senses Darkvision 60ft, Blindsight 10ft, Passive Perc. 14

Language Draconic

Challenge 2 (450 XP)

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage.

Cold Breath (Recharge 5-6). The Dragon exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

ANCIENT BRASS DRAGON



Gargantuan Dragon, Chaotic Good

Armor class 20 (natural armor)

Hit points 297 (17d20 + 119)

Speed 40ft, **Burrow** 40ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +6, Con +13, Wis +8, Cha +10

Skills History +9, Perception +14, Persuasion +10, Stealth +6

Damage Immunities Fire

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 24

Language Common, Draconic

Challenge 20 (25000 XP)

Legendary Resistance (3/day). Can succeed failed saves

ACTIONS

Multiattack. Can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws

Bite. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.



ANCIENT BRASS DRAGON CONTINUED:



Frightful Presence. Dragon's chooses targets within 120ft and aware of it must succeed on a DC 18 Wisdom save or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6): The Dragon uses one of the following breath weapons:

- **Fire Breath:** Exhales fire in an 90-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.
- **Sleep Breath:** The Dragon exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

ANCIENT BRASS DRAGON CONTINUED:



- **Change Shape:** Polymorphs into humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the Dragon's choice). In a new form, the Dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 15 feet of the Dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

ADULT BRASS DRAGON



Huge Dragon, Chaotic Good

Armor class 18 (natural armor)

Hit points 172 (15d12 + 75)

Speed 40ft, **Burrow** 30ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +5, Con +10, Wis +6, Cha +8

Skills History +7, Perception +11, Persuasion +8, Stealth +5

Damage Immunities Fire

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 21

Language Common, Draconic

Challenge 13 (10000 XP)

Legendary Resistance (3/day). Can succeed failed saves

ACTIONS

Multiattack. Can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

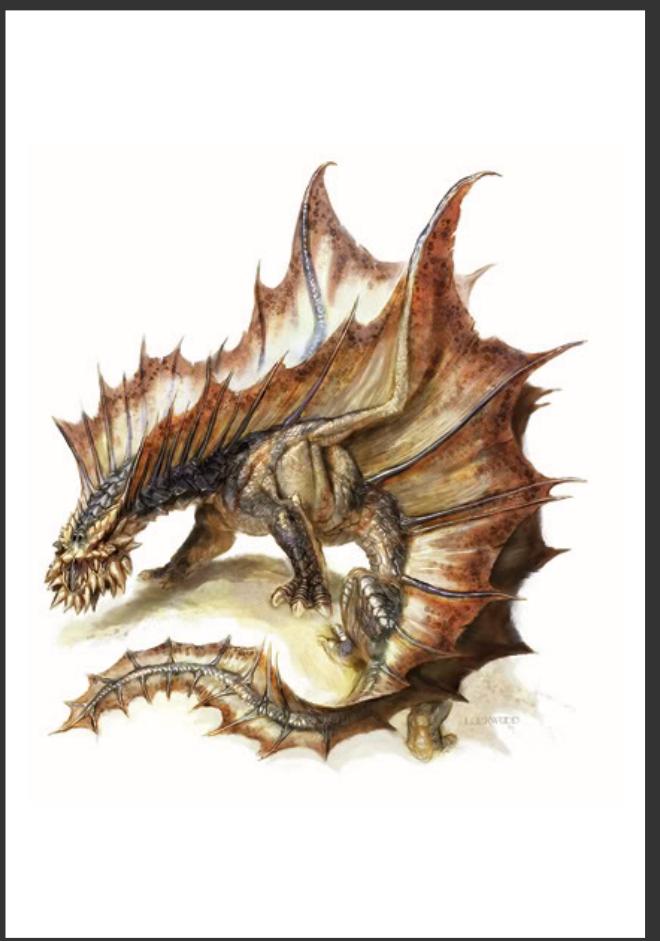
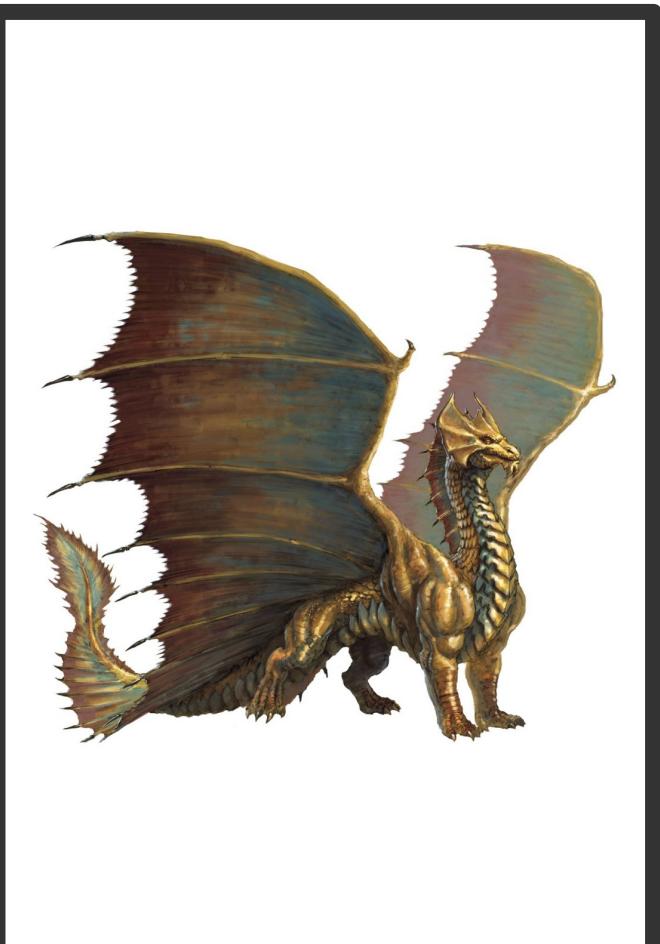
ADULT BRASS DRAGON CONTINUED: ACTION



Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The Dragon uses one of the following breath weapons:

- **Fire Breath:** The Dragon exhales fire in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.
- **Sleep Breath:** The Dragon exhales sleep gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.



ADULT BRASS DRAGON CONTINUED:



LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 10 feet of the Dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

BRASS DRAGON WYRMLING



Medium Dragon, Chaotic Good

Armor class 16 (natural armor)

Hit points 16 (3d8 + 3)

Speed 30ft, **Burrow** 15ft, **Fly** 60ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +2, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +2

Damage Immunities Fire

Senses Darkvision 60ft, Blindsight 10ft, Passive Perc. 14

Language Draconic

Challenge 1 (200 XP)

ACTIONS

Bite. Melee: +4, 5ft. Hit: 7 (1d10 + 2) piercing damage.

Breath Weapons (Recharge 5-6). The Dragon uses one of the following breath weapons.

Fire Breath. The Dragon exhales fire in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. Sleep gas in a 15-foot cone. Everyone makes DC 11 Constitution save or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

YOUNG BRASS DRAGON



Large Dragon, Chaotic Good

Armor class 17 (natural armor)

Hit points 110 (13d10 + 39)

Speed 40ft, **Burrow** 20ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +3, Cha +5

Skills Perception +6, Persuasion +5, Stealth +3

Damage Immunities Fire

Senses Darkvision 120ft, Blindsight 30ft, Passive Perc. 20

Language Common, Draconic

Challenge 6 (2300 XP)

ACTIONS

Multiattack. Three attacks: one Bite and two with its Claws.

Bite. Melee: +7, 10ft. Hit: 15 (2d10 + 4) piercing damage.

Claw. Melee: +7, 5ft. Hit: 11 (2d6 + 4) slashing damage.

Breath Weapons (Recharge 5-6). Use one breath weapon.

Fire Breath. Exhales fire in 40ft line 5ft wide. Each creature in area makes DC 14 Dexterity save, taking 42 (12d6) fire damage on failure, or half damage on a successful.

Sleep Breath. Sleep gas in 30ft cone. Each creature in area must succeed on a DC 14 Constitution saving throw or fall unconscious for 5 minutes. Ends for a creature if the creature takes damage or someone uses action to wake it.

ANCIENT BRONZE DRAGON



Gargantuan Dragon, Chaotic Good

Armor class 22 (natural armor)

Hit points 444 (24d20 + 192)

Speed 40ft, **Fly** 80ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12

Skills Insight +10, Perception +17, Stealth +7

Damage Immunities Lightning

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 27

Language Common, Draconic

Challenge 22 (41000 XP)

Amphibious. The Dragon can breathe air and water.

Legendary Resistance (3/day). Can succeed failed saves

ACTIONS

Multiattack. Can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. Hit: 20 (2d10 + 9) piercing damage.



ANCIENT BRONZE DRAGON CONTINUED:



Claw. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. Hit: 16 (2d6 + 9) slashing damage.

Tail. Melee Weapon Attack: +16 to hit, reach 20 ft., one target. Hit: 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature Dragon chooses in 120ft and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). One breath weapons.

Lightning Breath. The Dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The Dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 23 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the Dragon.

ANCIENT BRONZE DRAGON CONTINUED:



Change Shape. The Dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the Dragon's choice). In a new form, the Dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 15 feet of the Dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

ADULT BRONZE DRAGON



Huge Dragon, Lawful Good

Armor class 19 (natural armor)

Hit points 212 (17d12 + 102)

Speed 40ft, **Fly** 80ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9

Skills Insight +7, Perception +12, Stealth +5

Damage Immunities Lightning

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 22

Language Common, Draconic

Challenge 15 (13000 XP)

Amphibious. The Dragon can breathe air and water.

Legendary Resistance (3/day). Can succeed failed saves

ACTIONS

Multiattack. Can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) piercing damage.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage.

ADULT BRONZE DRAGON CONTINUED: ACT

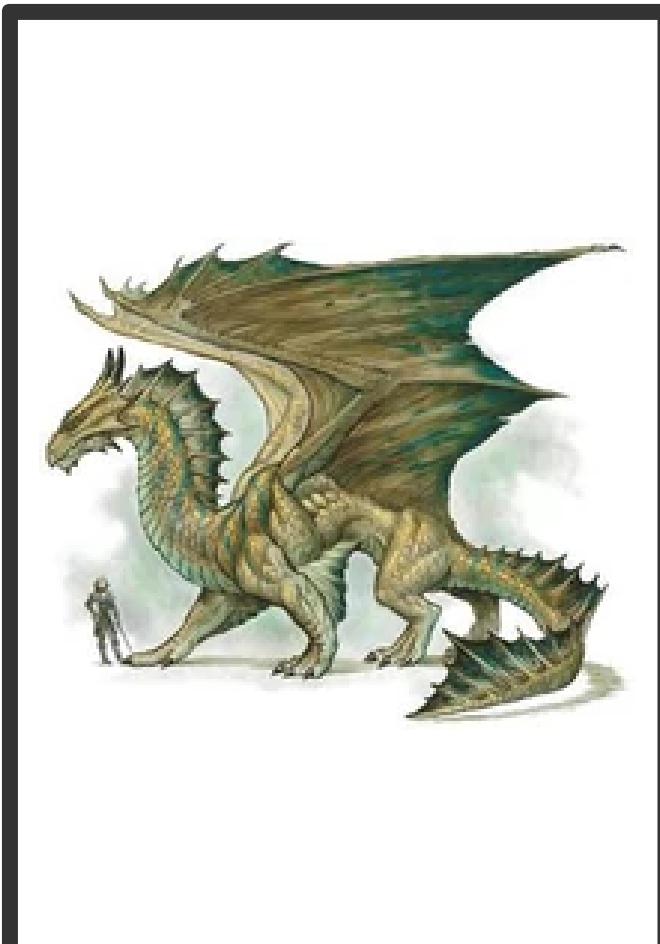


Frightful Presence. Each creature of the Dragon's choice in 120ft and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If saving throw is successful or effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The Dragon uses one of the following breath weapons.

Lightning Breath. Exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half damage on a successful one.

Repulsion Breath. The Dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 19 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the Dragon.



ADULT BRONZE DRAGON CONTINUED:



Change Shape. The Dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the Dragon's choice). In a new form, the Dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 15 feet of the Dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

BRONZE DRAGON WYRMLING



Medium Dragon, Lawful Good

Armor class 17 (natural armor)

Hit points 32 (5d8 + 10)

Speed 30ft, **Fly** 60ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities Lightning

Senses Darkvision 60ft, Blindsight 10ft, Passive Perc. 14

Language Draconic

Challenge 2 (450 XP)

Amphibious. The Dragon can breathe air and water.

ACTIONS

Bite. Melee: +5, 5ft. Hit: 8 (1d10 + 3) piercing damage.

Breath Weapons (Recharge 5-6). Uses one breath weapons.

Lightning Breath. Exhales lightning in a 40ft line that is 5ft wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The Dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 12 Strength saving throw. On a failed save, the creature is pushed 30 feet away from the Dragon.

YOUNG BRONZE DRAGON



Large Dragon, Lawful Good

Armor class 18 (natural armor)

Hit points 142 (15d10 + 60)

Speed 40ft, **Fly** 80ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6

Skills Insight +4, Perception +7, Stealth +3

Damage Immunities Lightning

Senses Darkvision 120ft, Blindsight 30ft, Passive Perc. 17

Language Common, Draconic

Challenge 8 (3900 XP)

Amphibious. The Dragon can breathe air and water.

ACTIONS

Multiaction. Three attacks: one Bite and two with its Claws.

Bite. Melee: +8, 10ft. Hit: 16 (2d10 + 5) piercing damage.

Claw. Melee: +8, 5ft. Hit: 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5-6). Pick one breath weapons.

Lightning Breath. Lightning in 60ft line, 5ft wide. Each creature in that line must make a DC 15 Dexterity save, taking 55 (10d10) lightning, or half damage on success

Repulsion Breath. Exhales energy in 30ft cone. Each creature in area must succeed on a DC 15 Strength save. Failure: the creature is pushed 40 feet away from the Dragon.

ANCIENT COPPER DRAGON



Gargantuan Dragon, Chaotic Good

Armor class 21 (natural armor)

Hit points 350 (20d20 + 140)

Speed 40ft, **Climb** 40ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Deception +11, Perception +17, Stealth +8

Damage Immunities Acid

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 27

Language Common, Draconic

Challenge 21 (33000 XP)

Legendary Resistance (3/day). Can succeed failed saves

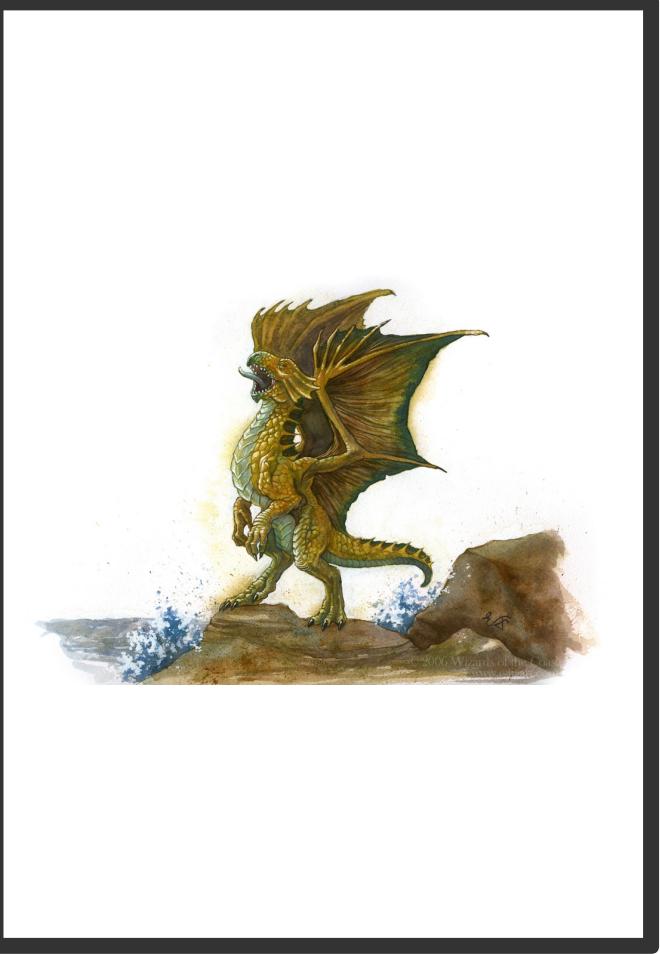
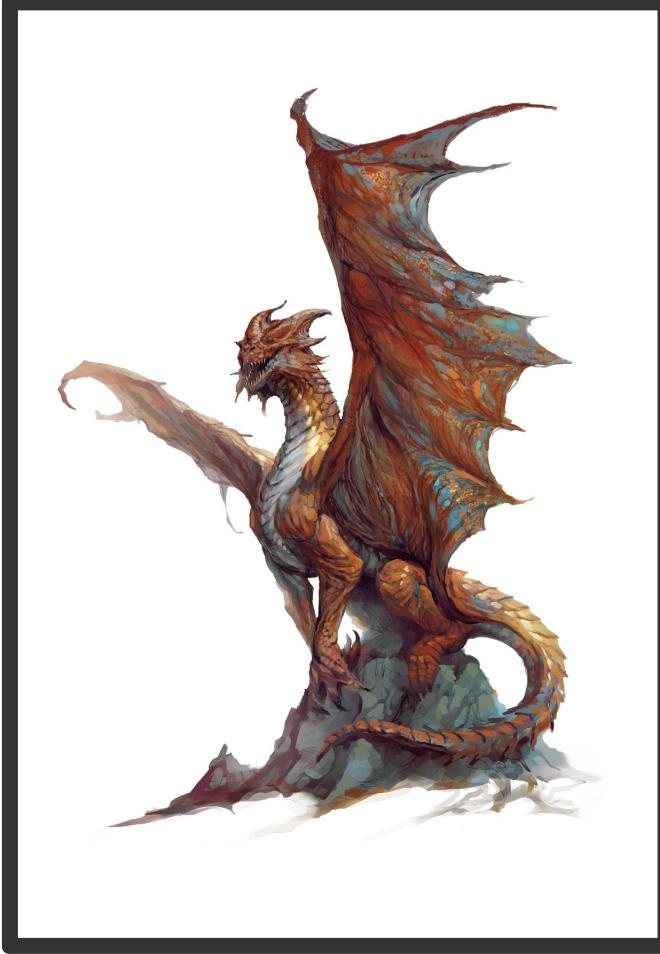
ACTIONS

Multiaction. Can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.



ANCIENT COPPER DRAGON CONTINUED:



Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The Dragon uses one of the following breath weapons.

Acid Breath. The Dragon exhales acid in an 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The Dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

ANCIENT COPPER DRAGON CONTINUED:



Change Shape. The Dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the Dragon's choice). In a new form, the Dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 15 feet of the Dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

ADULT COPPER DRAGON



Huge Dragon, Chaotic Good

Armor class 18 (natural armor)

Hit points 184 (16d12 + 80)

Speed 40ft, **Climb** 40ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8

Skills Deception +8, Perception +12, Stealth +6

Damage Immunities Acid

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 22

Language Common, Draconic

Challenge 14 (11500 XP)

Legendary Resistance (3/day). Can succeed failed saves

ACTIONS

Multiattack. Can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

ADULT COPPER DRAGON CONTINUED: ACTI

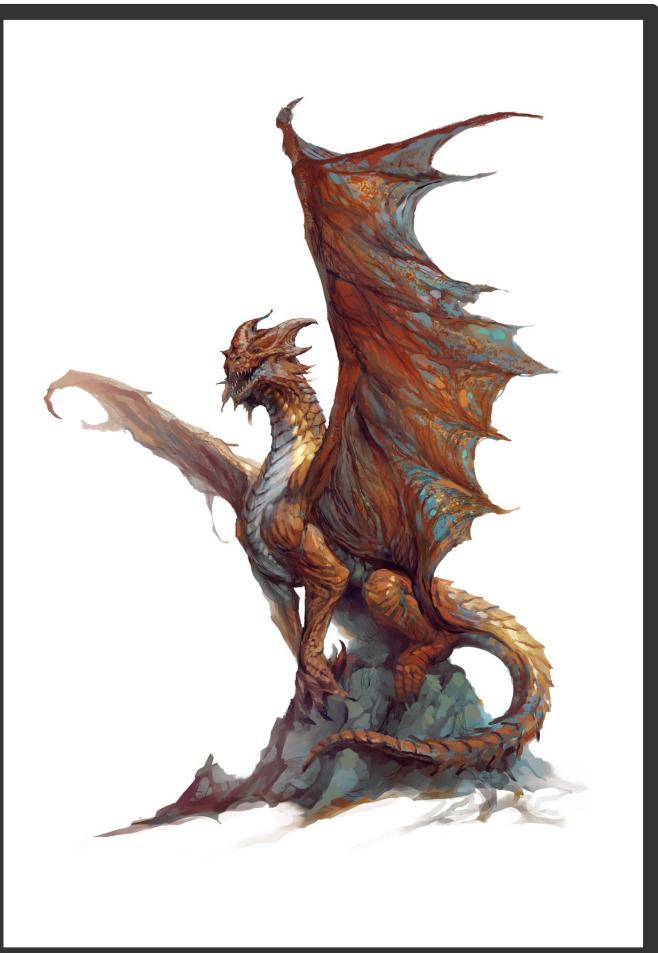


Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The Dragon uses one of the following breath weapons.

Acid Breath. The Dragon exhales acid in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The Dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.



ADULT COPPER DRAGON CONTINUED:



LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 10 feet of the Dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

COPPER DRAGON WYRMLING



Medium Dragon, Chaotic Good

Armor class 16 (natural armor)

Hit points 22 (4d8 + 4)

Speed 30ft, **Climb** 30ft, **Fly** 60ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +3

Damage Immunities Acid

Senses Darkvision 60ft, Blindsight 10ft, Passive Perc. 14

Language Draconic

Challenge 1 (200 XP)

ACTIONS

Bite. Melee: +4, 5ft. Hit: 7 (1d10 + 2) piercing damage.

Breath Weapons (Recharge 5-6). Pick one breath weapons.

Acid Breath. Exhales Acid in 20ft line 5ft wide. Everything in line makes DC11 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half damage on success

Slowing Breath. Exhales gas in a 15ft cone. Everything in area makes DC11 Constitution save. Failure: can't use reactions, speed is halved, and can't make more than one attack. Also, can use either an action or a bonus action on its turn, but not both. Lasts for 1min. Target makes save at end of each of its turns, ends on success

YOUNG COPPER DRAGON



Large Dragon, Chaotic Good

Armor class 17 (natural armor)

Hit points 119 (14d10 + 42)

Speed 40ft, **Climb** 40ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities Acid

Senses Darkvision 120ft, Blindsight 30ft, Passive Perc. 17

Language Common, Draconic

Challenge 7 (2900 XP)

ACTIONS

Multiattack. Three attacks: one Bite and two Claws.

Bite. Melee: +7, 10ft. Hit: 15 (2d10 + 4) piercing damage.

Claw. Melee: +7, 5ft. Hit: 11 (2d6 + 4) slashing damage.

Breath Weapons (Recharge 5-6). Pick one breath weapons.

Acid Breath. Exhales Acid in 40ft line 5ft wide. Each target makes DC14 Dex save, taking 40 (9d8) Acid, or half on save

Slowing Breath. Exhales gas in 30ft cone. Each creature make DC14 Con save. Failure: can't use reactions, speed is halved and can only attack once. Chooses action or bonus action, but not both. Lasts for 1 minute. Repeats save at end of its turn, ending the effect on itself with a successful save.

ANCIENT GOLD DRAGON



Gargantuan Dragon, Lawful Good

Armor class 22 (natural armor)

Hit points 546 (28d20 + 252)

Speed 40ft, **Fly** 80ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	29 (+9)	18 (+4)	17 (+3)	28 (+9)

Saving Throws Dex +9, Con +16, Wis +10, Cha +16

Skills Insight +10, Perception +17, Persuasion +16, Stealth +9

Damage Immunities Fire

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 27

Language Common, Draconic

Challenge 24 (62000 XP)

Amphibious. The Dragon can breathe air and water.

Legendary Resistance (3/day). Can succeed failed saves

ACTIONS

Multiattack. Can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.



ANCIENT GOLD DRAGON CONTINUED: ACT



Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The Dragon uses one of the following breath weapons.

Fire Breath. The Dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The Dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ANCIENT GOLD DRAGON CONTINUED:



Change Shape. The Dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the Dragon's choice). In a new form, the Dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 15 feet of the Dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

ADULT GOLD DRAGON



Huge Dragon, Lawful Good

Armor class 19 (natural armor)

Hit points 256 (19d12 + 133)

Speed 40ft, **Fly** 80ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	24 (+7)

Saving Throws Dex +8, Con +13, Wis +8, Cha +13
Skills Insight +8, Perception +14, Persuasion +13, Stealth +8

Damage Immunities Fire

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 24

Language Common, Draconic

Challenge 17 (18000 XP)

Amphibious. The Dragon can breathe air and water.

Legendary Resistance (3/day). Can succeed failed saves

ACTIONS

Multiattack. Can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

ADULT GOLD DRAGON CONTINUED: ACT

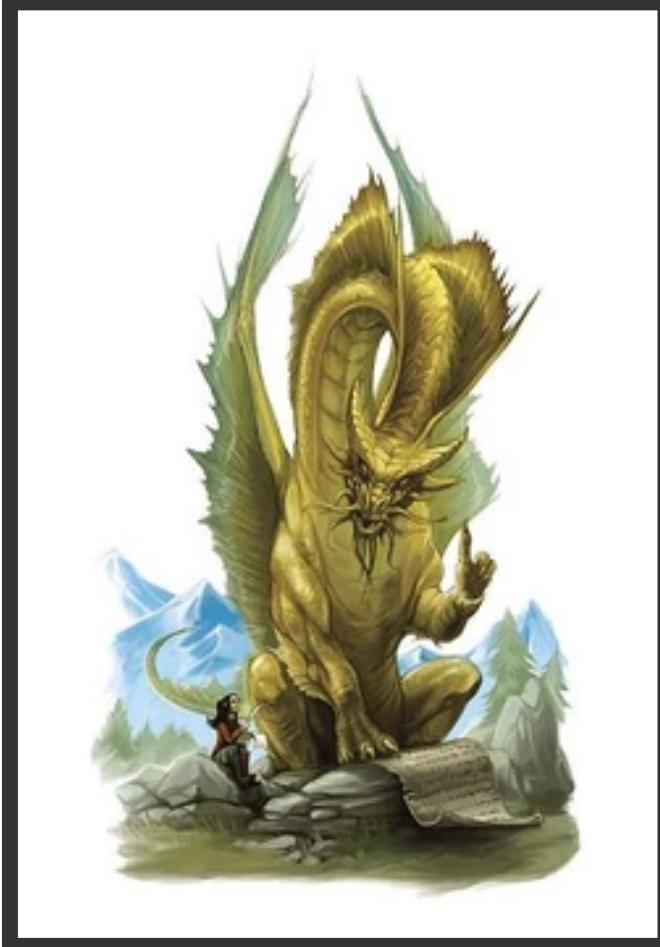


Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The Dragon uses one of the following breath weapons.

Fire Breath. The Dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The Dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 21 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



ADULT GOLD DRAGON CONTINUED:



Change Shape. The Dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the Dragon's choice). In a new form, the Dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 10 feet of the Dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

GOLD DRAGON WYRMNLING



Medium Dragon, Lawful Good

Armor class 17 (natural armor)

Hit points 60 (8d8 + 24)

Speed 30ft, **Fly** 60ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +4, Con +6, Wis +2, Cha +5

Skills Perception +4, Stealth +4

Damage Immunities Fire

Senses Darkvision 60ft, Blindsight 10ft, Passive Perc. 14

Language Draconic

Challenge 3 (700 XP)

Amphibious. The Dragon can breathe air and water.

ACTIONS

Bite. Melee: +6, 5ft. Hit: 9 (1d10 + 4) piercing damage.

Breath Weapons (Recharge 5-6). Uses one breath weapons.

Fire Breath. Exhales fire in 15ft cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on failure, or half on success.

Weakening Breath. The Dragon exhales gas in a 15-foot cone. Each creature in that area must succeed DC 13 Str save or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. Repeats save at end of each of its turns, ending on success

YOUNG GOLD DRAGON



Large Dragon, Lawful Good

Armor class 18 (natural armor)

Hit points 178 (17d10 + 85)

Speed 40ft, **Fly** 80ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	16 (+3)	13 (+1)	20 (+5)

Saving Throws Dex +6, Con +9, Wis +5, Cha +9

Skills Insight +5, Perception +9, Persuasion +9, Stealth +6

Damage Immunities Fire

Senses Darkvision 120ft, Blindsight 30ft, Passive Perc. 19

Language Common, Draconic

Challenge 10 (5900 XP)

Amphibious. The Dragon can breathe air and water.

ACTIONS

Multiattack. Three attacks: one Bite and two Claws.

Bite. Melee: +10, 10ft. Hit: 17 (2d10 + 6) piercing damage.

Claw. Melee: +10, 5ft. Hit: 13 (2d6 + 6) slashing damage.

Breath Weapons (Recharge 5-6). Uses one breath weapon.

Fire Breath. Fire in 30ft cone. Each creature makes DC17 Dex save, taking 55 (10d10) Fire on failure, or half on save.

Weakening Breath. Gas in 30ft cone. Each creature must succeed DC17 Str save or have disadvantage on Str-based attack rolls, Str checks, and Str saves for 1 minute. Can repeat save at end of each of its turns, ending on success.

ANCIENT SILVER DRAGON



Gargantuan Dragon, Lawful Good

Armor class 22 (natural armor)

Hit points 487 (25d20 + 225)

Speed 40ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Arcana +11, History +11, Perception +16, Stealth +7

Damage Immunities Cold

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 26

Language Common, Draconic

Challenge 23 (50000 XP)

Legendary Resistance (3/day). Can succeed failed saves

ACTIONS

Multiattack. The Dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.



ANCIENT SILVER DRAGON CONTINUED:



Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The Dragon uses one of the following breath weapons.

Cold Breath. The Dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The Dragon exhales paralyzing gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ANCIENT SILVER DRAGON CONTINUED:



Change Shape. The Dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the Dragon's choice). In a new form, the Dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 15 feet of the Dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

ADULT SILVER DRAGON



Huge Dragon, Lawful Good

Armor class 19 (natural armor)

Hit points 243 (18d12 + 126)

Speed 40ft, Fly 80ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +5, Con +12, Wis +6, Cha +10

Skills Arcana +8, History +8, Perception +11, Stealth +5

Damage Immunities Cold

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 21

Language Common, Draconic

Challenge 16 (15000 XP)

Legendary Resistance (3/day). Can succeed failed saves

ACTIONS

Multiattack. The Dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

ADULT SILVER DRAGON CONTINUED: Actions

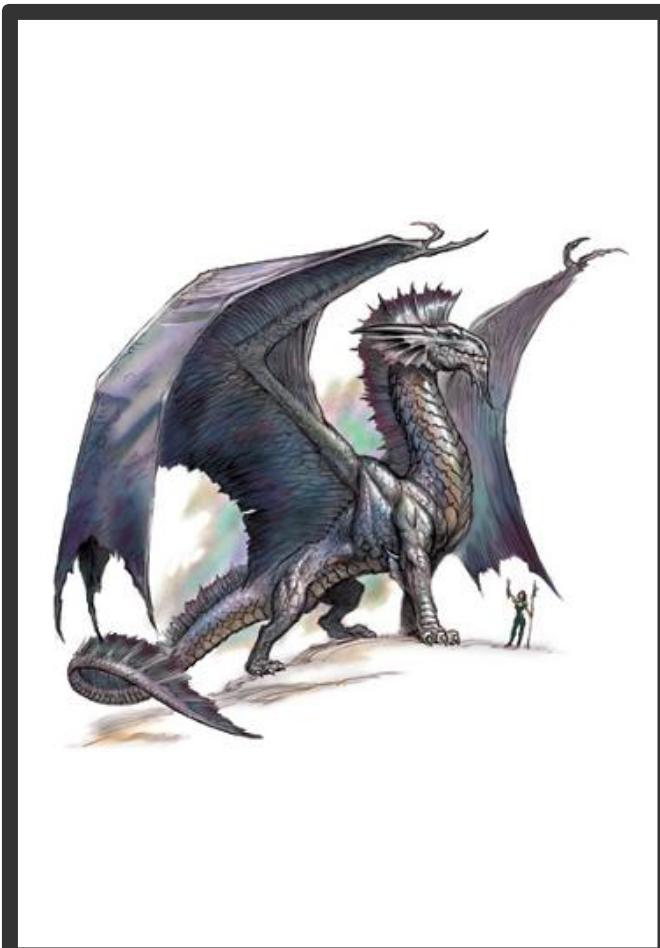


Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The Dragon uses one of the following breath weapons.

Cold Breath. The Dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The Dragon exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



ADULT SILVER DRAGON CONTINUED:



Change Shape. The Dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the Dragon's choice). In a new form, the Dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 10 feet of the Dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

SILVER DRAGON WYRMING



Medium Dragon, Lawful Good

Armor class 17 (natural armor)

Hit points 45 (6d8 + 18)

Speed 30ft, **Fly** 60ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities Cold

Senses Darkvision 60ft, Blindsight 10ft, Passive Perc. 14

Language Draconic

Challenge 2 (450 XP)

ACTIONS

Bite. Melee: +6, 5ft. Hit: 9 (1d10 + 4) piercing damage.

Breath Weapons (Recharge 5-6). Use one breath weapons.

Cold Breath. The Dragon exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The Dragon exhales paralyzing gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

YOUNG SILVER DRAGON



Large Dragon, Lawful Good

Armor class 18 (natural armor)

Hit points 168 (16d10 + 80)

Speed 40ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Arcana +6, History +6, Perception +8, Stealth +4

Damage Immunities Cold

Senses Darkvision 120ft, Blindsight 30ft, Passive Perc. 18

Language Common, Draconic

Challenge 9 (5000 XP)

ACTIONS

Multiattack. Three attacks: one Bite and two Claws.

Bite. Melee: +10, 10ft. Hit: 17 (2d10 + 6) piercing damage.

Claw. Melee: +10, 5ft. Hit: 13 (2d6 + 6) slashing damage.

Breath Weapons (Recharge 5-6). Uses one breath weapon.

Cold Breath. Icy blast in 30ft cone. Each creature in area makes DC17 Con save, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. Gas in 30ft cone. Each creature makes DC17 Con save or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DRAGON TURTLE



Gargantuan Dragon, Neutral

Armor class 20 (natural armor)

Hit points 341 (22d20 + 110)

Speed 20ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +6, Con +11, Wis +7

Damage Immunities Fire

Senses Darkvision 120ft, Passive Perc. 11

Language Aquan, Draconic

Challenge 17 (18000 XP)

Amphibious. The Dragon turtle can breathe air and water.

ACTIONS

Multiattack. Three attacks: one Bite and two Claws. Or one tail attack instead of two claw attacks.

Bite. Melee: +13, 15ft. Hit: 26 (3d12 + 7) piercing damage.

Claw. Melee: +13, 10ft. Hit: 16 (2d8 + 7) slashing damage.

Tail. Melee: +13, 15ft. Hit: 26 (3d12 + 7) bludgeoning. Target is a creature, makes DC 20 Strength save or be pushed up to 10 feet away from the Dragon turtle and knocked prone.

Steam Breath (Recharge 5-6). Exhales steam 60ft cone. Each creature makes DC18 Con save, takes 52 (15d6) Fire on failure, or half on successful save. Being underwater doesn't grant resistance against this damage.



DRIDER



Large Monstrosity, Chaotic Evil

Armor class 19 (natural armor)

Hit points 123 (13d10 + 52)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	12 (+1)

Skills Perception +5, Stealth +9

Senses Darkvision 120ft, Passive Perc. 15

Language Elvish, Undercommon

Challenge 6 (2300 XP)

Fey Ancestry. Has advantage on saving throws against being charmed, and magic can't put the drider to sleep.

Innate Spellcasting. The drider's innate spellcasting ability is Wisdom (spell save DC 13). The drider can innately cast the following spells, requiring no material components:

- **At will:** *dancing lights*
- **1/day each:** *darkness, faerie fire*

Spider Climb. The drider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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

Web Walker. Ignores movement restrictions by webbing.

DRYAD



Medium Fey, Neutral

Armor class 11 (16 with *barkskin*)

Hit points 22 (5d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses Darkvision 60ft, Passive Perception 14

Language Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

- **At will:** *druidcraft*
- **3/day each:** *entangle, goodberry*
- **1/day each:** *barkskin, pass without trace, shillelagh*

Magic Resistance. Adv. against spells and magical effects.

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once a turn, can use 10ft of movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

DRIDER CONTINUED: ACTIONS



ACTIONS

Multiaction. The drider makes three attacks, either with its longsword or its longbow. It can replace one of those attacks with a bite attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

DRYAD



Medium Fey, Neutral

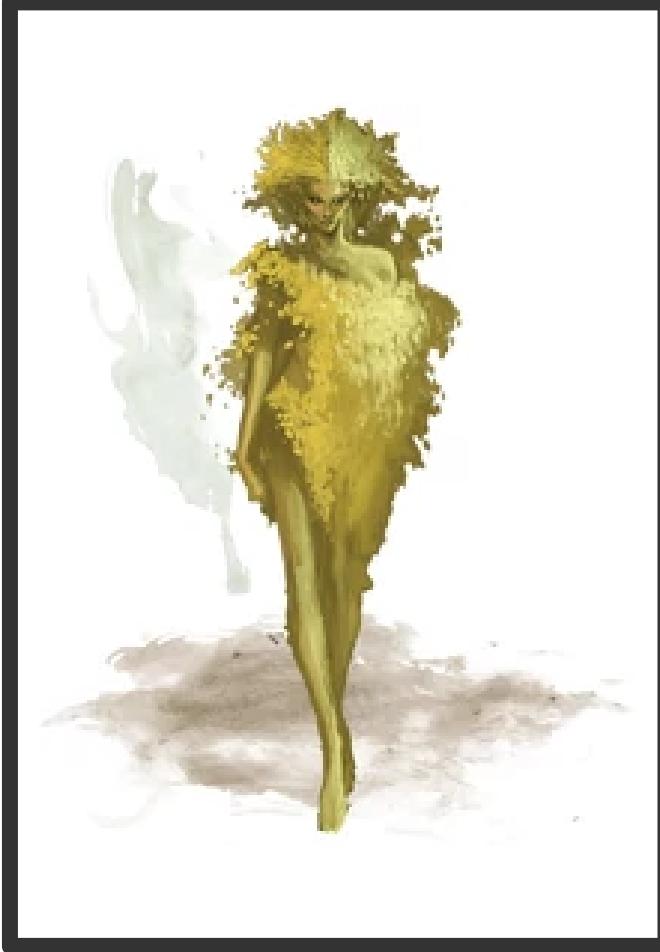
DRYAD CONTINUED: ACTIONS



ACTIONS

Club. Melee Weapon Attack: +2 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can. Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours. The dryad can have no more than one humanoid and up to three beasts charmed at a time.



DUERGAR



Medium Humanoid (dwarf), Lawful Evil

Armor class 16 (scale mail, shield)

Hit points 26 (4d8 + 8)

Speed 25ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

Damage Resistance Poison

Senses Darkvision 120ft, Passive Perception 10

Language Dwarvish, Undercommon

Challenge 1 (200 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

DUERGAR CONTINUED: ACTIONS



ACTIONS

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

AIR ELEMENTAL



Large Elemental, Neutral

Armor class 15

Hit points 90 (12d10 + 24)

Speed 0 ft, **Fly** 90 ft. (hover)

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

Damage Resistance Light, Thnd; Physical, non-magical wbps

Damage Immunities Poison

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

Senses Darkvision 60ft, Passive Perception 10

Language Auran

Challenge 5 (1800 XP)

Air Form. Can enter a hostile creature's space and stop there. Can fit thru space 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee: +8, 5ft. Hit: 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4-6). Creatures in same space DC13 Str save. Success: half damage and not moved/prone. Failure: 15 (3d8 + 2) BLDG and flung 20ft away from Elemental, in random direction and prone. Hitting a solid object causes 3(1d6) BLDG, per 10ft thrown. Collision with creature, causes a DC13 Dex save or both damaged and prone.

EARTH ELEMENTAL



Large Elemental, Neutral

Armor class 17 (natural armor)

Hit points 126 (12d10 + 60)

Speed 30 ft, **Burrow** 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities Thunder

Damage Resistances All physical: non-magical weapons

Damage Immunities Poison

Condition Immunities Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious

Senses Darkvision 60ft, Tremorsense 60ft, Passive Perc. 10

Language Terran

Challenge 5 (1800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.



FIRE ELEMENTAL



Large Elemental, Neutral

Armor class 13

Hit points 102 (12d10 + 36)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances All physical: non-magical weapons

Damage Immunities Fire, Poison

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

Senses Darkvision 60ft, Passive Perception 10

Language Ignan

Challenge 5 (1800 XP)

Fire Form. Moves through 1in. width. Touching/hitting within 5ft causes 5(1d10) Fire. Can occupy same space, entering space causes 5(1d10) Fire & ignites target; someone spends an action to douse or take 5(1d10) Fire at start of each turn

Illumination. Bright light 30ft and dim light 30ft more

Water Susceptibility. Every 5ft the elemental moves in water, or for every gallon of water splashed on it, 1 Cold damage.

ACTIONS

Multiaction. The elemental makes two touch attacks.

Touch. Melee: +6, 5ft. Hit: 10 (2d6 + 3) Fire. Ignites flammable targets. Causes 5(1d10) Fire on its turn, until extinguished

DROW



Medium Humanoid (Elf), Neutral Evil

Armor class 15 (chain shirt)

Hit points 13 (3d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +4

Senses Darkvision 120ft, Passive Perception 12

Language Elvish, Undercommon

Challenge 1/4 (50 XP)

Fey Ancestry. Advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. Spellcasting ability Charisma (DC 11 save). Can cast the following spells, with no components:

- **At will:** *dancing lights*
- **1/day each:** *darkness, faerie fire*

Sunlight Sensitivity. In sunlight, disadvantage on attack rolls and on Perception checks that rely on sight.

ACTIONS

Shortsword. Melee: +4, 5ft. Hit: 5 (1d6 + 2) piercing damage.

Hand Crossbow. Ranged: +4, range 30/120 ft. Hit: 5 (1d6 + 2) piercing, and target makes DC13 Con save or poisoned for 1 hour. Failing by 5 or more, falls to sleep. Wakes up if it early if it takes damage or someone spends action to wake

WATER ELEMENTAL



Large Elemental, Neutral

Armor class 14 (natural armor)

Hit points 114 (12d10 + 48)

Speed 30ft, **Swim** 90ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances Acid; All physical: non-magical wpns

Damage Immunities Poison

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

Senses Darkvision 60ft, Passive Perception 10

Language Aquan

Challenge 5 (1800 XP)

Water Form. Occupy creatures space & move thru 1in space

Freeze. Taking cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiaction. The elemental makes two slam attacks.

Slam. Melee: +7, 5ft. Hit: 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4-6). Creature in same space make DC15 Str save. Failure: 13(2d8+4) BLUD. Large or smaller, grappled (DC14). Target is restrained and unable to breathe unless it can breathe water. Success: target pushed out of space. One Large or two medium targets. Each target 13(2d8+4) BLDG. Creatures in 5ft can pull target out on DC14 Strength check

DROW ELITE WARRIOR



Medium Humanoid (Elf), Neutral Evil

Armor class 18 (studded leather, shield)

Hit points 71 (11d8 + 22)

Speed 30ft

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

Saving Throws Dex +7, Con +5, Wis +4

Skills Perception +4, Stealth +10

Senses Darkvision 120ft, Passive Perception 14

Language Elvish, Undercommon

Challenge 5 (1800 XP)

Fey Ancestry. Advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. Spellcasting ability Charisma (DC 12 save). Can cast the following spells, with no components:

- **At will:** *dancing lights*
- **1/day each:** *darkness, faerie fire, levitate* (self only)

Sunlight Sensitivity. In sunlight, disadvantage on attack rolls and on Perception checks that rely on sight.



DROW ELITE WARRIOR CONTINUED: ACTIC



ACTIONS

Multiaction. The drow makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +7 to hit, reach 10ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. Ranged Weapon Attack: +7 to hit, range 30/120ft., one target. Hit: 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

REACTIONS

Parry. The drow adds 3 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

DROW MAGE CONTINUED: ACTIONS



Spellcasting. The drow is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared:

- **Cantrips (at will):** *mage hand, minor illusion, poison spray, ray of frost*
- **1st level (4):** *mage armor, magic missile, shield, witch bolt*
- **2nd level (3):** *alter self, misty step, web*
- **3rd level (3):** *fly, lightning bolt*
- **4th level (3):** *Evard's black tentacles, greater invisibility*
- **5th level (2):** *cloudkill*

ACTIONS

Staff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands, plus 3 (1d 6) poison damage.

Summon Demon (1/Day). The drow magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

DROW MAGE



Medium Humanoid (Elf), Neutral Evil

Armor class 12 (15 with *mage armor*)

Hit points 45 (10d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

Skills Arcana +6, Deception +5, Perception +4, Stealth +5

Senses Darkvision 120ft, Passive Perception 14

Language Elvish, Undercommon

Challenge 7 (2900 XP)

Fey Ancestry. Advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. Spellcasting ability Charisma (DC 12 save). Can cast the following spells, with no components:

- **At will:** *dancing lights*
- **1/day each:** *darkness, faerie fire, levitate* (self only)

Sunlight Sensitivity. In sunlight, disadvantage on attack rolls and on Perception checks that rely on sight.

DROW PRIESTESS OF LOTH



Medium Humanoid (Elf), Neutral Evil

Armor class 16 (scale mail)

Hit points 71 (13d8 + 13)

Speed 30ft

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

Saving Throws Con +4, Wis +6, Cha +7

Skills Insight +6, Perception +6, Religion +4, Stealth +5

Senses Darkvision 120ft, Passive Perception 16

Language Elvish, Undercommon

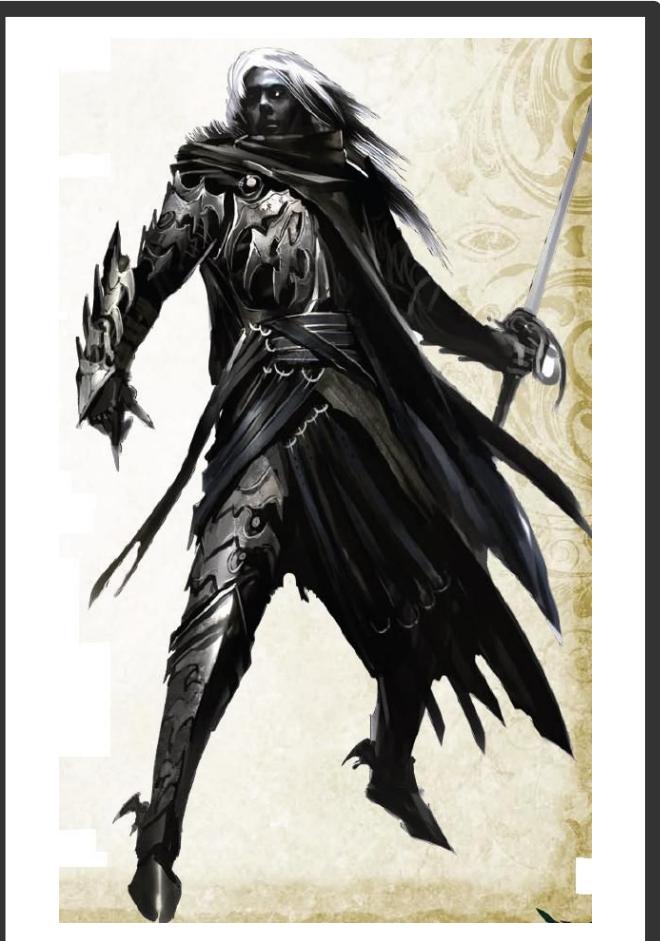
Challenge 8 (3900 XP)

Fey Ancestry. Advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. Spellcasting ability Charisma (DC 15 save). Can cast the following spells, with no components:

- **At will:** *dancing lights*
- **1/day each:** *darkness, faerie fire, levitate* (self only)

Sunlight Sensitivity. In sunlight, disadvantage on attack rolls and on Perception checks that rely on sight.



DROW PRIESTESS OF LOLTH CONTINUED:



Spellcasting. 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared:

- **Cantrips (at will):** guidance, poison spray, resistance, spare the dying, thaumaturgy
- **1st lvl (4):** animal/friendship, cure wounds, detect poison and disease, ray of sickness
- **2nd lvl (3):** *lesser restoration, protection from poison, web*
- **3rd lvl (3):** *conjure animals (2 giant spiders), dispel magic*
- **4th lvl (3):** *divination, freedom of movement*
- **5th lvl (2):** *insect plague, mass cure wounds*

ACTIONS

Multiaction. The drow makes two scourge attacks.

Scourge. Melee: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 17 (5d6) poison damage.

Summon Demon (1/Day). The drow attempts to magically summon a yoch lol with a 30 percent chance of success. If the attempt fails, the drow takes 5 (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner

EMPYREAN CONTINUED: ACTIONS



ACTIONS

Multiaction. The drow makes two scourge attacks.

Scourge. Melee: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 17 (5d6) poison damage.

Maul. Melee: +17 to hit, reach 10ft., one target. Hit: 31 (6d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of the empyrean's next turn.

Bolt. Ranged Spell Attack: +15 to hit, range 600ft., one target. Hit: 24 (7d6) damage of one of the following types (empyrean's choice): acid, cold, fire, force, lightning, radiant, or thunder.

LEGENDARY ACTIONS

Attack. The empyrean makes one attack.

Bolster. The empyrean bolsters all non hostile creatures within 120 feet of it until the end of its next turn. Bolstered creatures can't be charmed or frightened, and they gain advantage on ability checks and saving throws until the end of the empyrean's next turn.

Trembling Strike (Costs 2 Actions). The empyrean strikes the ground with its maul, triggering an earth tremor. All other creatures on the ground within 60 feet of the empyrean must succeed on a DC 25 Strength saving throw or be knocked prone.

EMPYREAN



Huge Celestial, Chaotic Good (75%) or Neutral Evil (25%)

Armor class 22 (natural armor)

Hit points 313 (19d12 + 190)

Speed 50ft, **Fly** 50ft, **Swim** 50ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	21 (+5)	30 (+10)	21 (+5)	22 (+6)	27 (+8)

Saving Throws Str +17, Int +12, Wis +13, Cha + 15

Skills Insight +13, Persuasion +15

Damage Immunities All physical: non-magical weapons

Senses Truesight 120ft, Passive Perception 16

Language All

Challenge 23 (32500 XP)

Innate Spellcasting. The empyrean's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- **At will:** *greater restoration, pass without trace, water breathing, water walk*
- **1/day each:** *commune, dispel evil and good, earthquake, fire storm, plane shift* (self only)

Legendary Resistance (3/day). Can succeed failed saves

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

Magic Weapons. Weapon attacks are magical.

ETTERCAP



Medium Monstrosity, Neutral Evil

Armor class 13 (natural armor)

Hit points 44 (8d8 + 8)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4, Survival +3

Senses Darkvision 60ft, Passive Perception 13

Language -

Challenge 2 (450 XP)

Spider Climb. Climbs difficult surfaces, ignore ability check.

Web Sense. Knows spot of targets while in contact with web

Web Walker. Ignores movement restrictions by webbing.

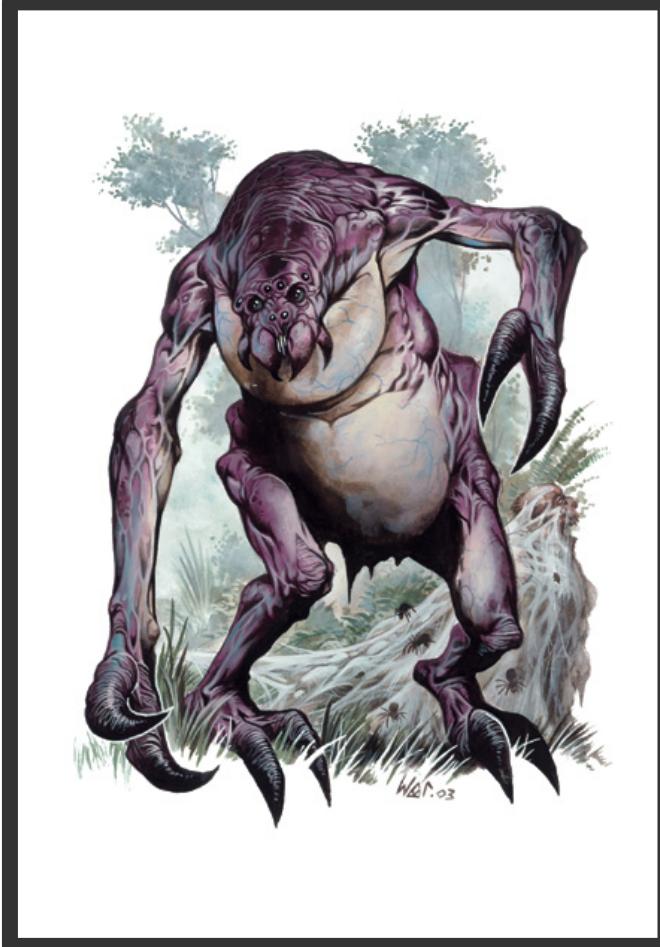
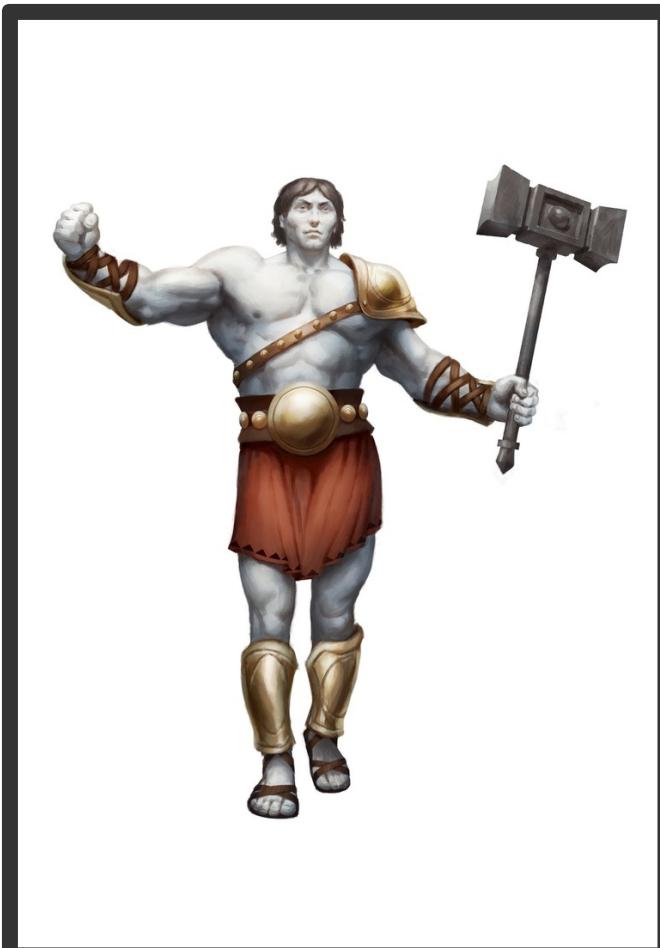
ACTIONS

Multiaction. Two attacks: one Bite and one with its claws.

Bite. Melee: +4, 5ft. Hit: 6 (1d8 + 2) Piercing plus 4(1d8) Poison. Makes DC11 Con save or poisoned for 1 minute. Can repeat save at end of its turns, ends on success.

Claws. Melee: +4, 5ft. Hit: 7 (2d4 + 2) slashing damage.

Web (Recharge 5-6). Ranged: +4, range 30/60ft, one Large--target restrained by web. Action (target): DC11 Str check, escapes on success. Ends if webbing destroyed. Web has AC10, 5HP, vulnerable fire, & ignores Bldg, Poison, & Psychic.



ETTIN



Large Giant, Chaotic Evil

Armor class 12 (natural armor)

Hit points 85 (10d10 + 30)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4

Senses Darkvision 60ft, Passive Perception 14

Language Giant, Orc

Challenge 4 (1100 XP)

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

ACTIONS

Multiaction. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Morningstar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

FAERIE DRAGON CONTINUED: ACTIONS



Innate Spellcasting. The Dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast a number of spells, requiring no material components. As the Dragon ages and changes color, it gains additional spells as shown below.

- **Red** 1/day each: *dancing lights, mage hand, minor illusion*
- **Orange** 1/day: *color spray*
- **Yellow** 1/day: *mirror image*
- **Green**, 1/day: *suggestion*
- **Blue** 1/day: *major image*
- **Indigo** 1/day: *hallucinatory terrain*
- **Violet** 1/day: *polymorph*

ACTIONS

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.

Euphoria Breath (Recharge 5-6). Exhales a puff of euphoria gas at one creature within 5 feet of it. The target must succeed on a DC 11 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:

- **1-4** The target takes no action or bonus action and uses all of its movement to move in a random direction.
- **5-6** The target doesn't move, and the only thing it can do on its turn is make a DC 11 Wisdom saving throw, ending the effect on itself on a success.

FAERIE DRAGON



Tiny Dragon, Chaotic Good

Armor class 15

Hit points 14 (4d4 + 4)

Speed 10ft, Fly 60

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills Arcana +4, Perception +3, Stealth +7

Senses Darkvision 60ft, Passive Perception 13

Language Draconic, Sylvan

Challenge 1 (200 XP) Red/Orange/Yellow or 2 (450 XP) for a green, blue, indigo, or violet faerie Dragon

Superior Invisibility. As a bonus action, the Dragon can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the Dragon wears or carries is invisible with it.

Limited Telepathy. Using telepathy, the Dragon can magically communicate with any other faerie Dragon within 60 feet of it.

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



FLAMESKULL

Tiny Undead, Neutral Evil

Armor class 13

Hit points 40 (9d4 + 18)

Speed 0ft, Fly 40 (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2

Damage Resistances Lightning, Necrotic; Piercing

Damage Resistances Cold, Fire, Poison

Damage Immunities Charmed, Frightened, Paralyzed, Poisoned

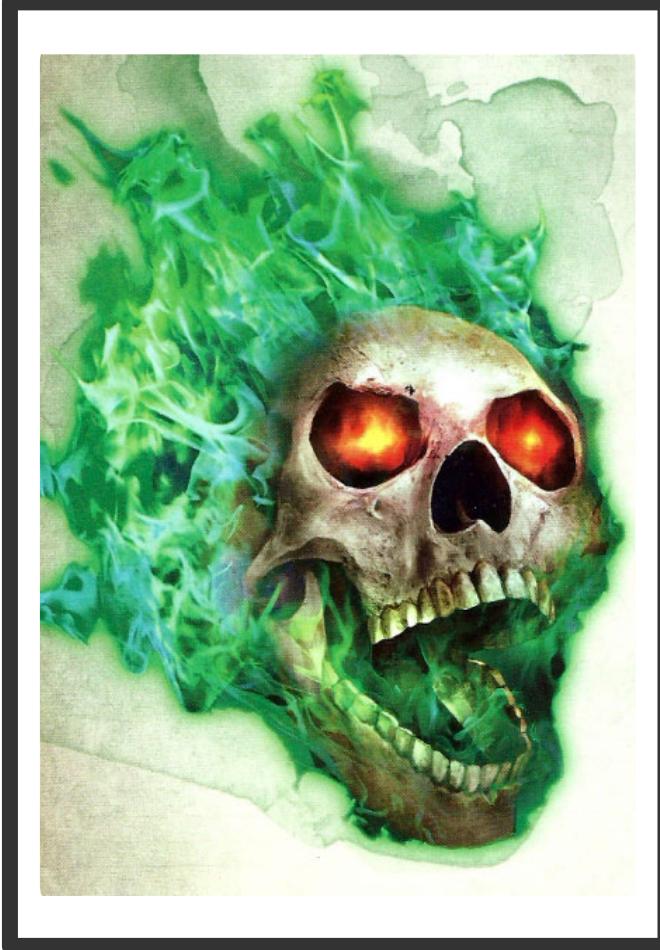
Senses Darkvision 60ft, Passive Perception 12

Language Common

Challenge 4 (1100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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



FLAMESKULL CONTINUED: ACTIONS



Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

- **Cantrip (at will):** *mage hand*
- **1st level (3 slots):** *magic missile, shield*
- **2nd level (2 slots):** *blur, flaming sphere*
- **3rd level (1 slot):** *fireball*

ACTIONS

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. Ranged Spell Attack: +5 to hit, range 30 ft., one target. Hit: 10 (3d6) fire damage.

FLUMPH CONTINUED: ACTIONS



ACTIONS

Tendrils. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage. At the end of each of its turns, the target must make a DC 10 Constitution saving throw, taking 2 (1d4) acid damage on a failure or ending the recurring acid damage on a success. A lesser restoration spell cast on the target also ends the recurring acid damage.

Stench Spray (1/Day). Each creature in a 15-foot cone originating from the flumph must succeed on a DC 10 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.

FLUMPH



Small Aberration, Lawful Good

Armor class 12

Hit points 7 (2d6)

Speed 5ft, Fly 30

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	11 (+0)

Skills Arcana +4, History +4, Religion +4

Damage Vulnerabilities Psychic

Senses Darkvision 60ft, Passive Perception 12

Language understands Undercommon but can't speak; Telepathy 60ft

Challenge 1/8 (25 XP)

Advanced Telepathy. The flumph can perceive the content of any telepathic communication used within 60 feet of it, and it can't be surprised by creatures with any form of telepathy.

Prone Deficiency. If the flumph is knocked prone, roll a die. On an odd result, the flumph lands upside-down and is incapacitated. At the end of each of its turns, the flumph can make a DC 10 Dexterity saving throw, righting itself and ending the incapacitated condition if it succeeds.

Telepathic Shroud. The flumph is immune to any effect that would sense its emotions or read its thoughts, as well as all divination spells.

FOMORIAN



Huge Giant, Chaotic Evil

Armor class 14 (natural armor)

Hit points 149 (13d12 + 65)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	9 (-1)	14 (+2)	6 (-2)

Skills Perception +8, Stealth +3

Senses Darkvision 120ft, Passive Perception 18

Language Giant, Undercommon

Challenge 8 (3900 XP)

ACTIONS

Multiattack. The fomorian attacks twice with its greatclub or makes one greatclub attack and uses Evil Eye once.

Greatclub. Melee: +9, 15ft. Hit: 19 (3d8 + 6) bludgeoning.

Evil Eye. Magically forces creature it can see in 60ft make DC 14 Charisma save. Creature takes 27 (6d8) psychic damage on a failed save, or half damage on success.

Curse of the Evil Eye (Recharges after a Short or Long Rest).

Uses Evil Eye, but on a failed save, target also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity. The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.



GAS SPORE



Large Plant, Unaligned

Armor class 5

Hit points 1 (1d10 - 4)

Speed 0ft, Fly 10ft (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	1 (-5)	3 (-4)	1 (-5)	1 (-5)	1 (-5)

Damage Immunities Poison

Condition Immunities Blinded, Deafened, Frightened, Paralyzed, Poisoned, Prone

Senses Blindsight 30ft (blind beyond), Passive Perception 5

Language -

Challenge 1/2 (100 XP)

Death Burst. Explodes at 0HP. Everything in 20ft makes DC15 Con save. Failure: 10(3d6) poison and infected with a disease. Creatures immune to poisons are unaffected. Spores will kill a creature in number of hours equal to 1d12 + target Con score, unless disease is removed. Halfway thru, creature becomes poisoned for duration. On death, sprouts 2d4 Tiny gas spores that grow to full size in 7 days.

Eerie Resemblance. Resembles a beholder. Creatures must make DC15 Nature check to tell the difference.

ACTIONS

Touch. Melee: +0, 5ft. Hit: 1 poison, and the creature must succeed on a DC 10 Constitution saving throw or become infected with the disease described in the Death Burst trait.

VIOLET FUNGUS



Medium Plant, Unaligned

Armor class 5

Hit points 18 (4d8)

Speed 5ft

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

Condition Immunities Blinded, Deafened, Frightened

Senses Blindsight 30ft (blind beyond), Passive Perception 6

Language -

Challenge 1/4 (50 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. Melee Weapon Attack: +2 to hit, reach 10 ft., one creature. Hit: 4 (1d8) necrotic damage.

SHRIEKER



Medium Plant, Unaligned

Armor class 5

Hit points 13 (3d8)

Speed 0ft

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

Condition Immunities Blinded, Deafened, Frightened

Senses Blindsight 30ft (blind beyond), Passive Perception 6

Language -

Challenge 0 (10 XP)

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

GALEB DUHR



Medium Elemental, Neutral

Armor class 16 (natural armor)

Hit points 85 (9d8 + 45)

Speed 15 ft (30ft when rolling, 60ft rolling downhill)

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

Damage Resistances Physical from non-magical weapons

Damage Immunities Poison

Condition Immunities Exhaustion, Paralyzed, Petrified, Poisoned

Senses Darkvision 60ft, Tremorsense 60ft, Passive Perc. 11

Language Terran

Challenge 6 (2300 XP)

False Appearance. While motionless, appears as boulder.

Rolling Charge. Must roll at least 20ft straight toward target and hit with Slam attack on same turn, target takes extra 7 (2d6) Bldg. Creatures, make DC16 Strength save or proned.

ACTIONS

Slam. Melee: +8, 5ft. Hit: 12 (2d6 + 5) bludgeoning damage.

Animate Boulders (1/Day). Magically animates two boulders visible in 60ft. Has stats like those of a Galeb Duhr, except Int 1 and Cha 1, can't be charmed/frightened, and it lacks this action option. Remains animated while concentration maintained, up to 1 minute (as if concentrating on a spell).



GARGOYLE



Medium Elemental, Chaotic Evil

Armor class 15 (natural armor)

Hit points 52 (7d8 + 21)

Speed 15 ft, **Fly** 60ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances Physical from non-adamantine weapons

Damage Immunities Poison

Condition Immunities Exhaustion, Petrified, Poisoned

Senses Darkvision 60ft, Passive Perc. 10

Language Terran

Challenge 2 (450 XP)

False Appearance. While motionless, appears as statue.

ACTIONS

Multattack. The Gargoyle makes two attacks: one with its bite and one with its claws.

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

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

DAO CONTINUED: ACTIONS



Innate Spellcasting. The Dao's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- **At will:** *detect evil and good, detect magic, stone shape*
- **3/day each:** *passwall, move earth, tongues*
- **1/day each:** *conjure elemental (earth elemental only), gaseous form, invisibility, phantasmal killer, plane shift, wall of stone*

Sure-Footed. The Dao has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multattack. The Dao makes two fist attacks or two maul attacks.

Fist. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Maul. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 20 (4d6 + 6) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 18 Strength check or be knocked prone.

DAO



Large Elemental, Neutral Evil

Armor class 18 (natural armor)

Hit points 187 (15d10 + 105)

Speed 30ft, **Burrow** 30, **Fly** 30ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	24 (+7)	12 (+1)	13 (+1)	14 (+2)

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

Condition Immunities Petrified

Senses Darkvision 120ft, Passive Perc. 11

Language Terran

Challenge 11 (7200 XP)

Earth Glide. The Dao can burrow through nonmagical, unworked earth and stone. While doing so, the Dao doesn't disturb the material it moves through.

Elemental Demise. If the Dao dies, its body disintegrates into crystalline powder, leaving behind only equipment the Dao was wearing or carrying.

DJINNI



Large Elemental, Chaotic Good

Armor class 17 (natural armor)

Hit points 161 (14d10 + 84)

Speed 30ft, **Fly** 90ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Dex +6, Wis +7, Cha +9

Damage Immunities Lightning, Thunder

Senses Darkvision 120ft, Passive Perc. 13

Language Auran

Challenge 11 (7200 XP)

Elemental Demise. If the Djinni dies, its body disintegrates into a warm breeze, leaving behind only equipment the Djinni was wearing or carrying.

Innate Spellcasting. The Djinni's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- **At will:** *detect evil and good, detect magic, thunderwave*
- **3/day each:** *create food and water (can create wine instead of water), tongues, wind walk*
- **1/day each:** *conjure elemental (air elemental only), creation, gaseous form, invisibility, major image, plane shift*



DJINNI CONTINUED: ACTIONS



ACTIONS

Multiattack. The Djinni makes three scimitar attacks.

Scimitar. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or thunder damage (Djinni's choice).

Create Whirlwind. A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point the Djinni can see within 120 feet of it. The whirlwind lasts as long as the Djinni maintains concentration (as if concentrating on a spell). Any creature but the Djinni that enters the whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. The Djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the Djinni loses sight of it. A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

EFREETI



Large Elemental, Lawful Evil

Armor class 17 (natural armor)

Hit points 200 (16d10 + 112)

Speed 40ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

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

Damage Immunities Fire

Senses Darkvision 120ft, Passive Perc. 12

Language Ignan

Challenge 11 (7200 XP)

Elemental Demise. Flash of fire and puff of smoke on death, leaves only equipment the Efreeti was wearing or carrying.

Innate Spellcasting. Innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- **At will:** *detect magic*
- **3/day:** *enlarge/reduce, tongues*
- **1/day each:** *conjure elemental (only fire), gaseous form, invisibility, major image, plane shift, wall of fire*

ACTIONS

Multiattack. Two scimitar attacks or Hurl Flame twice.

Scimitar. Melee: +10, 5ft. Hit: 13(2d6+6) Slsh & 7(2d6) fire.

Hurl Flame. Ranged: +7, range 120ft. Hit: 17(5d6)fire .

MARID



Large Elemental, Chaotic Neutral

Armor class 17 (natural armor)

Hit points 229 (17d10 + 136)

Speed 30ft, Fly 60ft, Swim 90ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	26 (+8)	18 (+4)	17 (+3)	18 (+4)

Saving Throws Dex +5, Wis +7, Cha +8

Damage Immunities Acid, Cold, Lightning

Senses Darkvision 120ft, Blindsight 30ft, Passive Perc. 13

Language Aquan

Challenge 11 (7200 XP)

Amphibious. The Marid can breathe air and water.

Elemental Demise. If the Marid dies, its body disintegrates into a burst of water and foam , leaving behind only equipment the Marid was wearing or carrying.

Innate Spellcasting. The Marid's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- **At will:** *create or destroy water, detect evil and good, detect magic, fog cloud, purify food and drink*
- **3/day each:** *tongues, water breathing, water walk*
- **1/day each:** *conjure elemental (water elemental only), control water, gaseous form, invisibility, plane shift*

MARID CONTINUED: ACTIONS



ACTIONS

Multiattack. The Marid makes two trident attacks.

Trident. Melee or Ranged Weapon Attack: +10 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 13 (2d6 + 6) piercing damage, or 15 (2d8 + 6) piercing damage if used with two hands to make a melee attack.

Waterjet. The Marid magically shoots water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw. On a failure, a target takes 21 (6d6) bludgeoning damage and, if it is Huge or smaller, is pushed up to 20 feet away from the Marid and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone.



GHOST



Medium Undead, Any Alignment

Armor class 11

Hit points 45 (10d8)

Speed 0ft, Fly 40ft

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

Damage Resistances Acid, Fire, Lightning, Thunder; All physical from non-magical weapons

Damage Immunities Cold, Necrotic, Poison

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

Senses Darkvision 60ft, Passive Perc. 11

Language Any languages it knew in life

Challenge 4 (1100 XP)

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

Incorporeal Movement. 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: +5, 5ft. Hit: 17 (4d6 + 3) necrotic.

Etherealness. Enters Ethereal Plane from Material Plane, or vice versa. Still visible from Material Plane in Border Ethereal, and vice versa, but no direct action between planes

GHAST



Medium Undead, Chaotic Evil

Armor class 13

Hit points 36 (8d8)

Speed 30ft

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

Damage Resistances Necrotic

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60ft, Passive Perc. 10

Language Common

Challenge 2 (450 XP)

Stench. Creature that start its turn in 5ft of Ghast must succeed on a DC 10 Con save or poisoned until start of next turn. Success: creature is immune to Stench for 24 hours.

Turning Defiance. The Ghast and any ghouls in 30ft have advantage on saves against effects that turn undead.

ACTIONS

Bite. Melee: +3, 5ft. Hit: 12 (2d8 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing. If target is a creature and not undead, makes DC 10 Constitution save or be paralyzed for 1 minute. The target can repeat save at the end of each of its turns, ending the effect on itself on a success.

GHOST CONTINUED: ACTIONS



Horrifying Visage. Each non-undead creature within 60 feet of the Ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this Ghost's Horrifying Visage for the next 24 hours. Aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid in sight within 5ft makes DC 13 Charisma save. Failure: possessed by Ghost; Ghost then disappears, and the target is incapacitated and loses control of its body. Ghost now controls the body but doesn't deprive the target of awareness. 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. 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. On end, the Ghost reappears in an unoccupied space within 5 feet of the body. Target is immune to Possession for 24 hours after succeeding on the saving throw or after the possession ends.

GHOUL



Medium Undead, Chaotic Evil

Armor class 12

Hit points 22 (5d8)

Speed 30ft

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 60ft, Passive Perc. 10

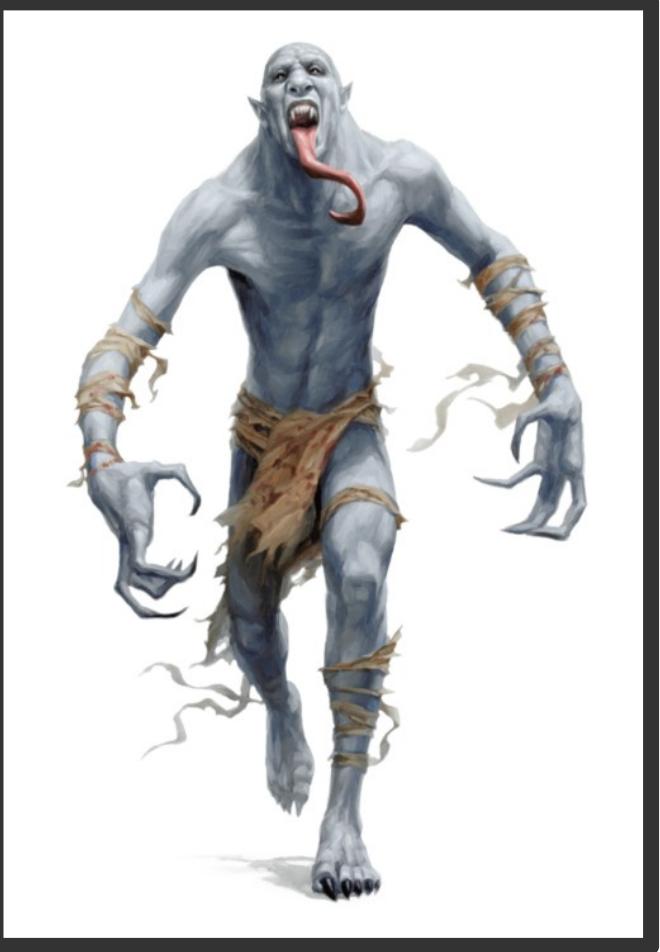
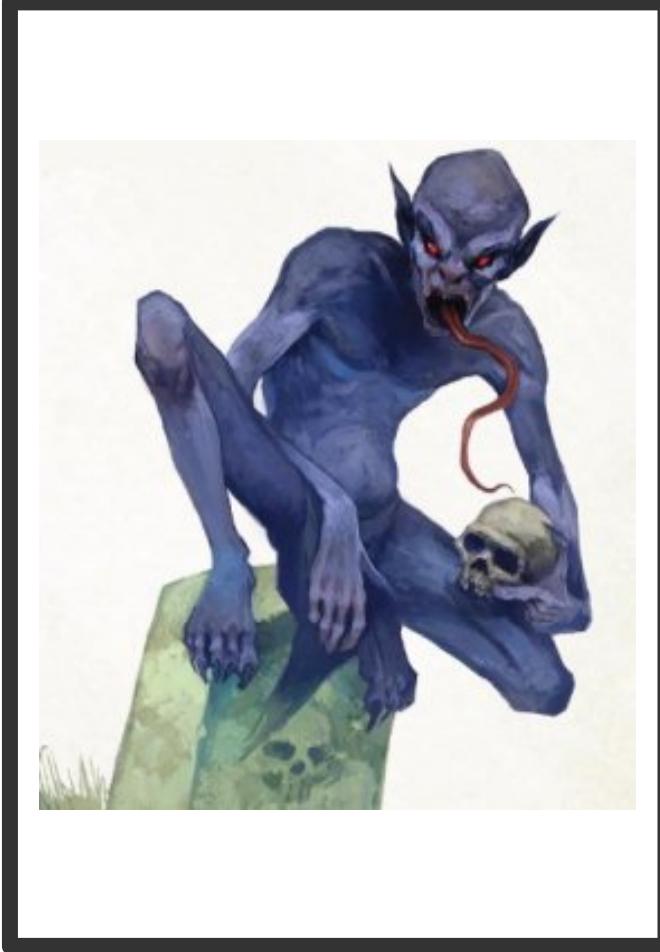
Language Common

Challenge 1 (200 XP)

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (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.



CLOUD GIANT



Huge Giant, Neutral Evil

Armor class 14 (natural armor)

Hit points 200 (16d12 + 96)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Con +10, Wis +7, Cha +7

Skills Insight +7, Perception +7

Damage Immunities Poison

Senses passive Perception 17

Language Common, Giant

Challenge 9 (5000 XP)

Keen Smell. Advantage on Perception checks based on smell.

Innate Spellcasting. Spellcasting ability is Charisma. Casts the following spells, requiring no material components:

- **At will:** *detect magic, fog cloud, light*
- **3/day each:** *feather fall, fly, misty step, telekinesis*
- **1/day each:** *control weather, gaseous form*

ACTIONS

Multiattack. The Giant makes two morningstar attacks.

Morningstar. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 21 (3d8 + 8) piercing damage.

Rock. Ranged Weapon Attack: +12 to hit, range 60/240 ft., one target. Hit: 30 (4d10 + 8) bludgeoning damage.

FROST GIANT



Huge Giant, Neutral Evil

Armor class 15 (patchwork armor)

Hit points 138 (12d12 + 60)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Con +8, Wis +3, Cha +4

Skills Athletics +9, Perception +3

Damage Immunities Cold

Senses passive Perception 13

Language Giant

Challenge 8 (3900 XP)

ACTIONS

Multiattack. The Giant makes two greataxe attacks.

Greataxe. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 25 (3d12 + 6) slashing damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

FIRE GIANT



Huge Giant, Lawful Evil

Armor class 18 (plate)

Hit points 162 (13d12 + 78)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +6

Damage Immunities Fire

Senses passive Perception 16

Language Giant

Challenge 9 (5000 XP)

ACTIONS

Multiattack. The Giant makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 28 (6d6 + 7) slashing damage.

Rock. Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. Hit: 29 (4d10 + 7) bludgeoning damage.

HILL GIANT



Huge Giant, Chaotic Evil

Armor class 13 (natural armor)

Hit points 105 (10d12 + 40)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Language Giant

Challenge 5 (1800 XP)

ACTIONS

Multiattack. The Giant makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.



STONE GIANT



Huge Giant, Neutral

Armor class 17 (natural armor)

Hit points 126 (11d12 + 55)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses Darkvision 60ft, Passive Perception 14

Language Giant

Challenge 7 (2900 XP)

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

ACTIONS

Multiattack. The Giant makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged: +9, range 60/240ft. Hit: 28 (4d10 + 6) bludgeoning. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the Giant, the Giant can, with a successful DC 10 Dexterity save, catch the missile and take no bludgeoning damage from it.

GIBBERING MOUTHER



Medium Aberration, Neutral

Armor class 9

Hit points 67 (9d8 + 27)

Speed 10ft **Swim** 10ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities Prone

Senses Darkvision 60ft, passive Perception 10

Language -

Challenge 2 (450 XP)

Aberrant Ground. Ground in 10ft radius around the Mouther is doughlike difficult terrain. Creature that start its turn in area make a DC 10 Strength saving throw or have its Speed reduced to 0 until the start of its next turn.

Gibbering. Babbles incoherently at any creature and isn't incapacitated. Each creature that starts its turn in 20ft of Mouther and can hear Gibbering makes DC 10 Wisdom save. Failure: can't use reactions until start of its next turn and rolls a d8.

- On a 1 to 4, the creature does nothing.
- On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction.

STORM GIANT



Huge Giant, Chaotic Good

Armor class 16 (scale mail)

Hit points 230 (20d12 + 100)

Speed 50ft, **Swim** 50ft

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Str +14, Con +10, Wis +9, Cha +9

Skills Arcana +8, Athletics +14, History +8, Perception +9

Damage Resistances Cold

Damage Immunities Lightning, Thunder

Senses Passive Perception 14

Language Common, Giant

Challenge 13 (10000 XP)

Amphibious. The giant can breathe air and water.

Innate Spellcasting. Spellcasting ability Charisma (DC 17). Casts following spells, requiring no material components:

- **At will:** *detect magic, feather fall, levitate, light*
- **3/day each:** *control weather, water breathing*

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword Melee: +14, 10ft. Hit: 30 (6d6 + 9) slashing.

Rock. Ranged: +14, 60/240 ft. Hit: 35 (4d12 + 9) bludgeoning.

Lightning Strike (Recharge 5-6). Magical lightning point in 500ft. Creatures in 10ft makes DC 17 Dex save. Failure: 54(12d8) lightning, or half on success

GIBBERING MOUTHER CONTINUED: ACTION



- On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

ACTIONS

Multiattack. The Gibbering Mouther makes one bite attack and, if it can, uses its Blinding Spittle.

Bites. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the Mouther.

Blinding Spittle (Recharge 5-6). The Mouther spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the Mouther's next turn.



GITHYANKI WARRIOR



Medium humanoid (Gith), Lawful Evil

Armor class 17 (half plate)

Hit points 49 (9d8 + 9)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	13 (+1)	13 (+1)	10 (+0)

Saving Throws Con +3, Int +3, Wis +3

Senses passive Perception 11

Language Gith

Challenge 3 (700 XP)

Innate Spellcasting (Psionics). The Githyanki's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

- **At will:** *mage hand (the hand is invisible)*
- **3/day each:** *jump, misty step, nondetection (self only)*

ACTIONS

Multiattack. The Githyanki makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage plus 7 (2d6) psychic damage.

GITHYANKI MONK



Medium humanoid (Gith), Lawful Neutral

Armor class 14

Hit points 38 (7d8 + 1)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	13 (+1)	14 (+2)	10 (+0)

Saving Throws Str +3, Dex +4, Int +3, Wis +4

Skills Insight +4, Perception +4

Senses passive Perception 14

Language Gith

Challenge 2 (450 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

- **At will:** *mage hand (the hand is invisible)*
- **3/day each:** *feather fall, jump, see invisibility, shield*

Psychic Defense. While the Githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The Githzerai makes two unarmed strikes.

Unarmed Strike. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage plus 9 (2d8) psychic damage. This is a magic weapon attack.

GITHYANKI KNIGHT



Medium humanoid (Gith), Lawful Evil

Armor class 18 (plate)

Hit points 91 (14d8 + 28)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Con +5, Int +5, Wis +5

Senses passive Perception 12

Language Gith

Challenge 8 (3900 XP)

Innate Spellcasting (Psionics). Innate spellcasting ability Int. (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

- **At will:** *mage hand (the hand is invisible)*
- **3/day each:** *jump, misty step, nondetection (self only), tongues*
- **1/day each:** *plane shift, telekinesis*

ACTIONS

Multiattack. Makes two silver greatsword attacks.

Silver Greatsword. Melee: +9, 5ft. Hit: 13 (2d6 + 6) slashing plus 10 (3d6) psychic. Is a magic weapon attack. On critical hit against a target in an astral body (like *astral projection*), can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

GITHYANKI ZERTH



Medium humanoid (Gith), Lawful Neutral

Armor class 17

Hit points 84 (13d8 + 26)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	16 (+3)	17 (+3)	12 (+1)

Saving Throws Str +4, Dex +7, Int +6, Wis +6

Skills Arcana +6, Insight +6, Perception +6

Senses passive Perception 16

Language Gith

Challenge 6 (2300 XP)

Innate Spellcasting (Psionics). Spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Innately cast the following spells, requiring no components:

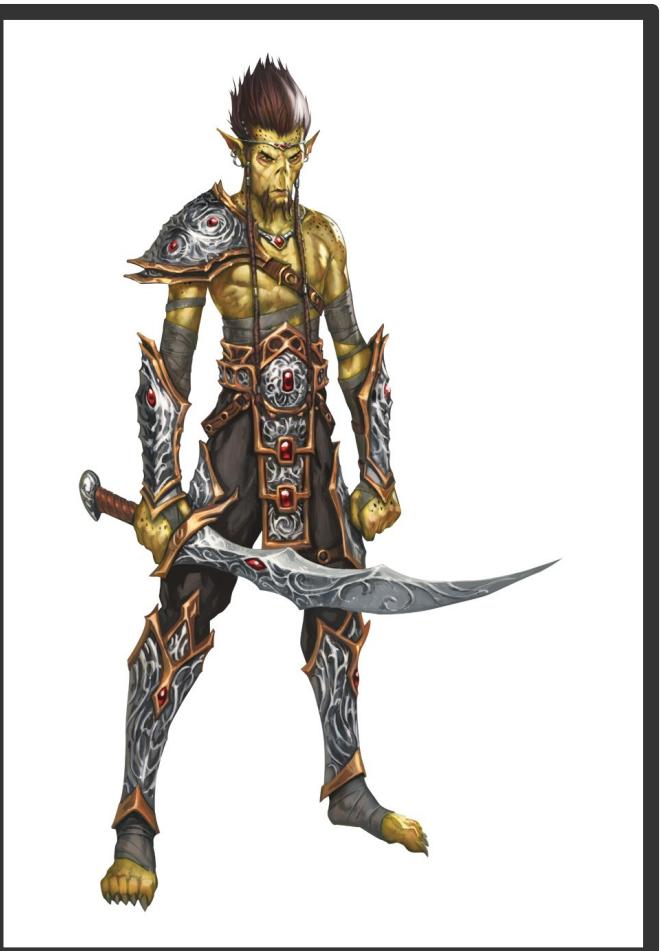
- **At will:** *mage hand (the hand is invisible)*
- **3/day each:** *feather fall, jump, see invisibility, shield*
- **1/day each:** *phantasmal killer, plane shift*

Psychic Defense. While the Githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The Githzerai makes two unarmed strikes.

Unarmed Strike. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage plus 13 (3d8) psychic damage. This is a magic weapon attack.



GNOLL



Medium humanoid (Gnoll), Chaotic Evil

Armor class 15 (hide armor, shield)

Hit points 22 (5d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses Darkvision 60ft, passive Perception 16

Language Gnoll

Challenge 1/2 (100 XP)

Rampage. When the Gnoll reduces a creature to 0 hit points with a melee attack on its turn, the Gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

GNOLL PACK LORD



Medium humanoid (Gnoll), Chaotic Evil

Armor class 15 (chain shirt)

Hit points 49 (9d8 + 9)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Senses Darkvision 60ft, passive Perception 10

Language Gnoll

Challenge 2 (450 XP)

Rampage. When the Gnoll reduces a creature to 0 hit points with a melee attack on its turn, the Gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiaction. The Gnoll makes two attacks, either with its glaive or its longbow, and uses its Incite Rampage if it can.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage.

Glaive. Melee: +5. 10ft. Single. Hit: 8(1d10 + 3) slashing

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Incite Rampage (Recharge 5-6). One creature the Gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the Gnoll and has the Rampage trait.

GNOLL FANG OF YEENOGHU



Medium humanoid (Gnoll), Chaotic Evil

Armor class 14 (hide armor)

Hit points 65 (10d8 + 20)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Con +4, Wis +2, Cha +3

Senses Darkvision 60ft, passive Perception 10

Language Abyssal, Gnoll

Challenge 4 (1100 XP)

Rampage. When the Gnoll reduces a creature to 0 hit points with a melee attack on its turn, the Gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiaction. The Gnoll makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

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

DEEP GNOME (SVIRFNEBLIN)



Small humanoid (Gnome), Neutral Good

Armor class 15 (chain shirt)

Hit points 16 (3d6 + 6)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

Skills Investigation +3, Perception +2, Stealth +4

Senses Darkvision 120ft, passive Perception 12

Language Gnomish, Terran, Undercommon

Challenge 1/2 (100 XP)

Stone Camouflage. Adv. on Stealth to hide in rocky terrain.

Gnome Cunning. The Gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

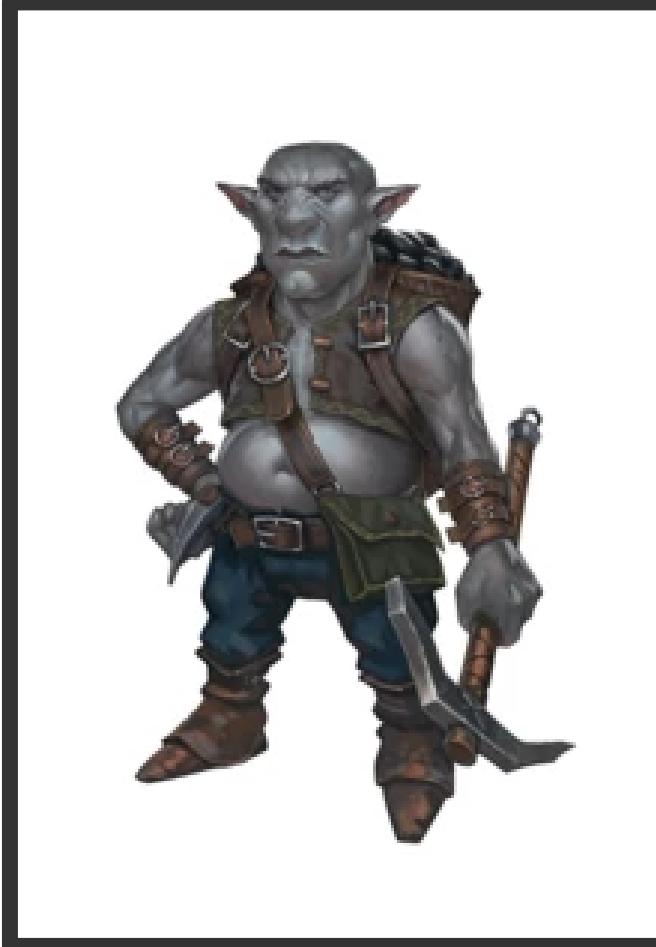
Innate Spellcasting. The Gnome's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components:

- **At will:** *nondetection (self only)*
- **1/day each:** *blindness/deafness, blur, disguise self*

ACTIONS

War Pick. Melee: +4, 5ft. Hit: 6 (1d8 + 2) piercing damage.

Poisoned Dart. Ranged: +4, range 30/120ft. Hit: 4 (1d4 + 2) piercing. Target must succeed DC12 Con save or be poisoned for 1 minute. Target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



GOBLIN



Small Humanoid (Goblinoid), Neutral Evil

Armor class 15 (leather armor, shield)

Hit points 7 (2d6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses Darkvision 60ft, Passive Perception 9

Language Common, Goblin

Challenge 1/4 (50 XP)

Nimble escape. The Goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

CLAY GOLEM



Large Construct, Unaligned

Armor class 14 (natural armor)

Hit points 133 (14d10 + 56)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities Acid, Poison, Psychic; Physical from non-adamantine weapons

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poison

Senses Darkvision 60ft, Passive Perception 9

Language Languages of its creator but can't speak

Challenge 9 (5000 XP)

Acid Absorption. Whenever the Golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the Golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the Golem goes berserk. On each of its turns while berserk, the Golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the Golem attacks an object, with preference for an object smaller than itself. Once the Golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

GOBLIN BOSS



Small Humanoid (Goblinoid), Neutral Evil

Armor class 15 (chain shirt, shield)

Hit points 21 (6d6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Skills Stealth +6

Senses Darkvision 60ft, Passive Perception 9

Language Common, Goblin

Challenge 1 (200 XP)

Nimble escape. The Goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The Goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

Javelin. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 3 (1d6) piercing damage.

REACTIONS

Redirect Attack. When a creature the Goblin can see targets it with an attack, the Goblin chooses another Goblin within 5 feet of it. The two Goblin swap places, and the chosen Goblin becomes the target instead.

CLAY GOLEM CONTINUED: ACTIONS



Immutable Form. The Golem is immune to any spell or effect that would alter its form.

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

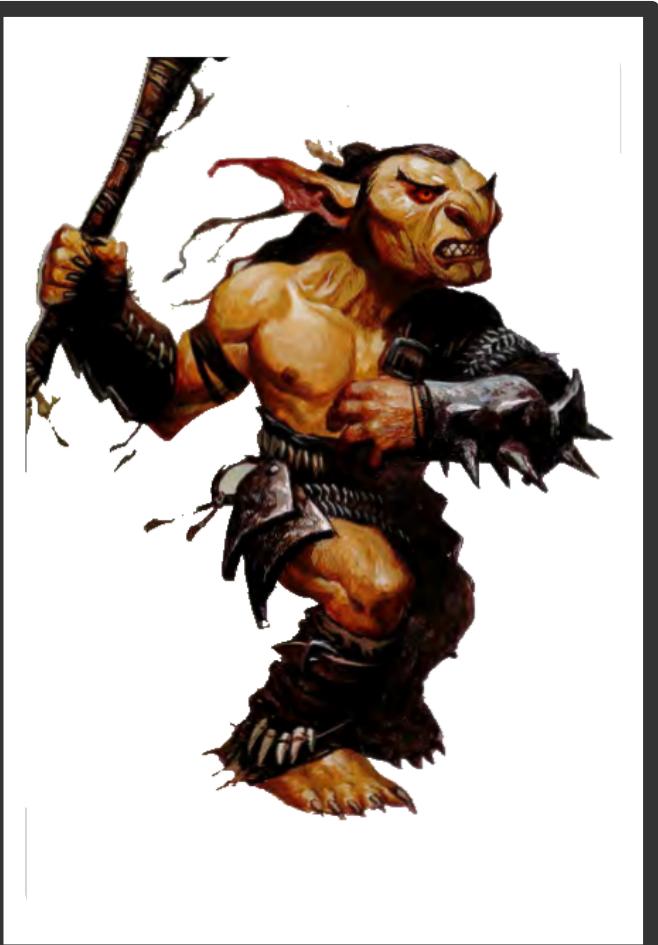
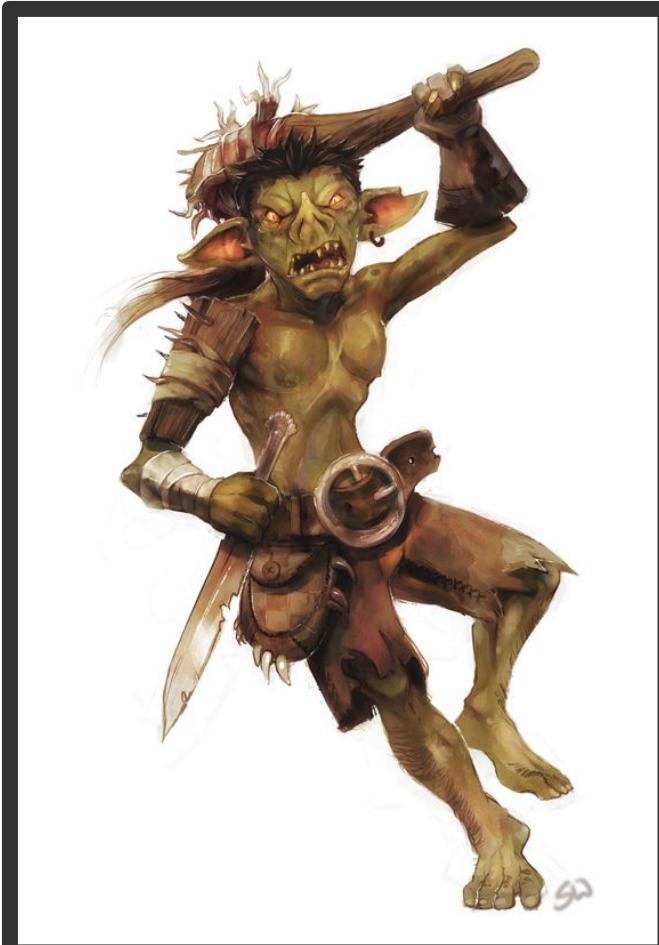
Magic Weapons. The Golem's weapon attacks are magical.

ACTIONS

Multiattack. The Golem makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Haste (Recharge 5-6). Until the end of its next turn, the Golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.



FLESH GOLEM



Medium Construct, Neutral

Armor class 9

Hit points 133 (14d10 + 56)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities Lightning, Poison; Physical from non-adamantine weapons

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poison

Senses Darkvision 60ft, Passive Perception 9

Language Languages of its creator but can't speak

Challenge 5 (1800 XP)

Berserk. At start of its turn with 40 hit points or fewer, roll a d6. On a 6, the Golem goes berserk. While berserk, attacks nearest creature it can see. If no creature is near enough to move to and attack, Golem attacks an object, preference for an object smaller than itself. Continues berserking until it is destroyed or regains all its hit points. The Golem's creator, if within 60 feet of the berserk Golem, can try to calm it by speaking firmly and persuasively. Must be able to hear its creator, who uses action to make DC15 Persuasion check. If the check succeeds, the Golem ceases being berserk. Taking damage while still at 40 hit points or fewer, the Golem might go berserk again.

IRON GOLEM



Large Construct, Unaligned

Armor class 20 (natural armor)

Hit points 210 (20d10 + 100)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities Fire, Poison, Psychic; Physical from non-adamantine weapons

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poison

Senses Darkvision 120ft, Passive Perception 10

Language Languages of its creator but can't speak

Challenge 16 (15000 XP)

Fire Absorption. Whenever the Golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form. The Golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The Golem's weapon attacks are magical.

FLESH GOLEM CONTINUED: ACTIONS



Aversion of Fire. If the Golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The Golem is immune to any spell or effect that would alter its form.

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

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

Magic Weapons. The Golem's weapon attacks are magical.

ACTIONS

Multiattack. The Golem makes two slam attacks.

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

IRON GOLEM CONTINUED: ACTIONS



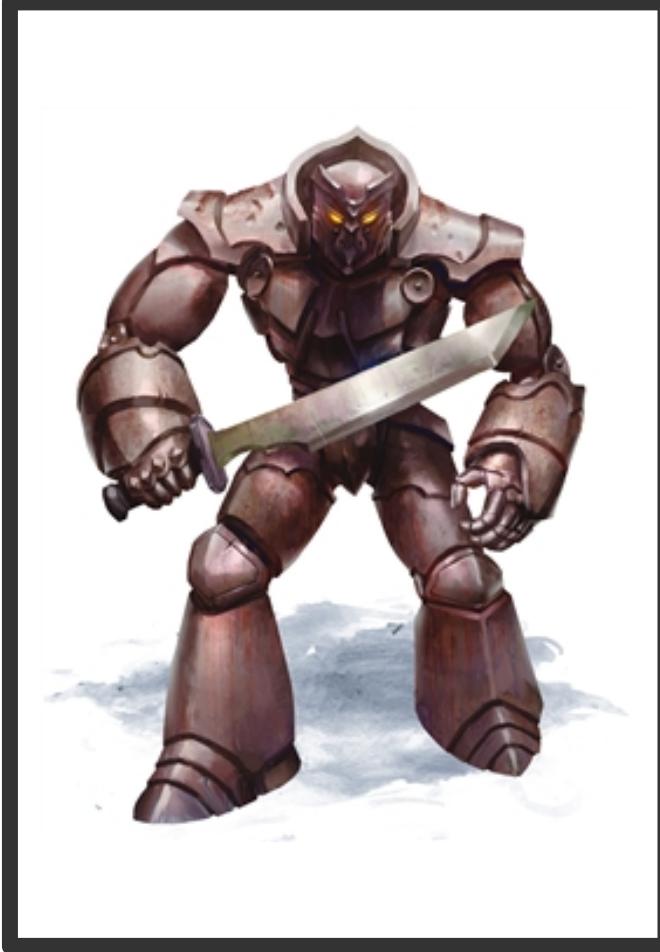
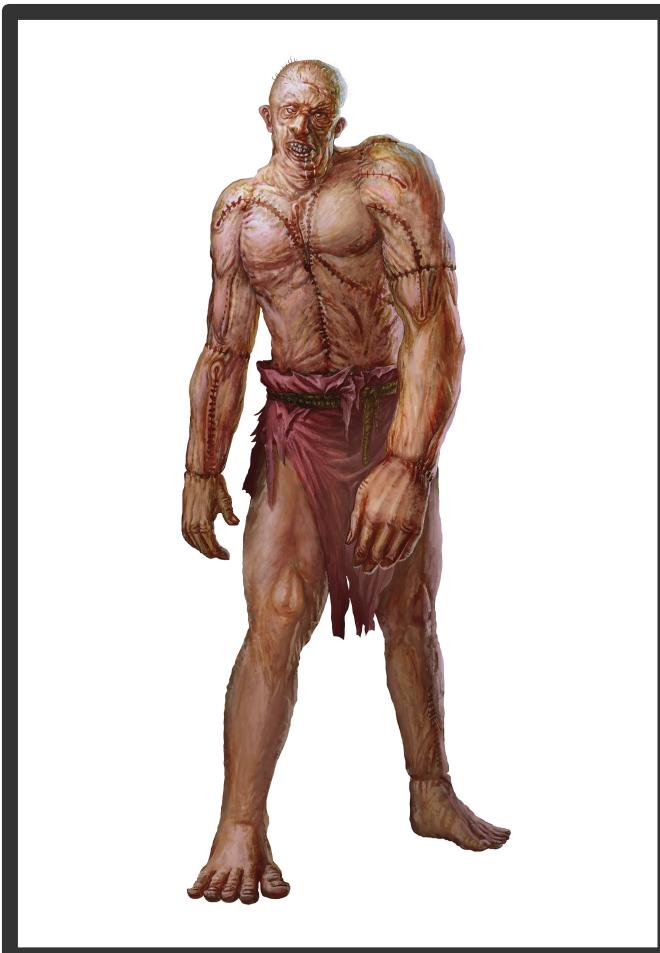
ACTIONS

Multiattack. The Golem makes two melee attacks.

Slam. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

Sword. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 23 (3d10 + 7) slashing damage.

Poison Breath (Recharge 6). The Golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.



STONE GOLEM



Large Construct, Unaligned

Armor class 17 (natural armor)

Hit points 178 (17d10 + 85)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities Poison, Psychic; Physical from non-adamantine weapons

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poison

Senses Darkvision 120ft, Passive Perception 10

Language Languages of its creator but can't speak

Challenge 10 (5900 XP)

Immutable Form. The Golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The Golem's weapon attacks are magical.

GORGON



Large Monstrosity, Unaligned

Armor class 19 (natural armor)

Hit points 114 (12d10 + 48)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +4

Condition Immunities Petrified

Senses Darkvision 60ft, Passive Perception 14

Language -

Challenge 5 (1800 XP)

Trampling Charge. Must move 20ft straight and then hits it with a gore attack on the same turn. Target makes DC 16 Strength save or be knocked prone. If knocked prone, can make one use hooves against target as bonus action.

ACTIONS

Gore. Melee: +8, 5ft. Hit: 18 (2d12 + 5) piercing damage.

Hooves. Melee: +8, 5ft. Hit: 16 (2d10 + 5) bludgeoning.

Petrifying Breath (Recharge 5-6). Gas in 30ft cone. Each creature makes DC 13 Constitution save. Failure: target begins to turn to stone and is restrained. The restrained target repeats the save at the end of its next turn. Success: effect ends for them. Failure: target is petrified until freed by the *greater restoration* spell or other magic.

STONE GOLEM CONTINUED: ACTIONS



ACTIONS

Multiaction. The Golem makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The Golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GRELL



Medium Aberration, Neutral Evil

Armor class 12

Hit points 55 (10d8 + 10)

Speed 10ft, **Fly** 30ft, (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	9 (-1)

Skills Perception +4, Stealth +6

Damage Immunities Lightning

Condition Immunities Blinded, Prone

Senses Blindsight 60ft (blind beyond), Passive Perception 14

Language Grell

Challenge 3 (700 XP)

ACTIONS

Multiaction. Two attacks: one Tentacles and one Beak.

Beak. Melee: +4, 5ft. Hit: 7 (2d4 + 2) piercing damage.

Tentacles. Melee: +4, 10. Hit: 7 (1d10 + 2) piercing damage, and target makes DC 11 Constitution save or be poisoned for 1 minute. Poisoned target is paralyzed, and can repeat save at end of each of its turns, ends on success. Target also grappled (escape DC 15). If the target is Medium or smaller, also restrained until this grapple ends. While grappling the target, Grell has advantage on attack rolls against it and can't use this attack against other targets. When Grell moves, Medium or smaller target it is grappling also moves



GRICK



Medium Monstrosity, Neutral

Armor class 14 (natural armor)

Hit points 27 (6d8)

Speed 30ft, **Climb** 30ft

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

Damage Resistances All physical from non-magical weapons

Senses Darkvision 60ft, Passive Perception 12

Language -

Challenge 2 (450 XP)

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

ACTIONS

Multiaction. 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: 9 (2d6 + 2) slashing damage.

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

GRIFFON



Large Monstrosity, Unaligned

Armor class 12

Hit points 59 (7d10 + 21)

Speed 30ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses Darkvision 60ft, Passive Perception 15

Language -

Challenge 2 (450 XP)

Keen Sight. The Griffon has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiaction. The Griffon makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

GRICK ALPHA



Large Monstrosity, Neutral

Armor class 18 (natural armor)

Hit points 75 (10d10 + 20)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	4 (-3)	14 (+2)	9 (-1)

Damage Resistances All physical from non-magical weapons

Senses Darkvision 60ft, Passive Perception 12

Language -

Challenge 7 (2900 XP)

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

ACTIONS

Multiaction. The Grick makes two attacks: one with its tail and one with its tentacles. If it hits with its tentacles, the Grick can make one beak attack against the same target.

Tail. Melee Weapon Attack: +7 to hit, reach 10ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Tentacles. Melee Weapon Attack: +7 to hit, reach 10ft., one target. Hit: 22 (4d8 + 4) slashing damage.

Beak. Melee Weapon Attack: +7 to hit, reach 10ft., one target. Hit: 13 (2d8 + 4) piercing damage

GRIFFON



Large Monstrosity, Unaligned

Armor class 12

Hit points 59 (7d10 + 21)

Speed 30ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses Darkvision 60ft, Passive Perception 15

Language -

Challenge 2 (450 XP)

Keen Sight. The Griffon has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiaction. The Griffon makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

GRIMLOCK



Medium Humanoid (Grimlock), Neutral Evil

Armor class 11

Hit points 11 (2d8 + 2)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	9 (-1)	8 (-1)	6 (-2)

Skills Athletics +5, Perception +3, Stealth +3

Condition Immunities Blinded

Senses Blindsight (blind beyond) 30ft or 10 if deafened, Passive Perception 13

Language Undercommon

Challenge 1/4 (50 XP)

Blind Senses. The Grimlock can't use its blindsight while deafened and unable to smell.

Keen Hearing and Smell. The Grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

ACTIONS

Spiked Bone Club. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.



GREEN HAG



Medium Fey, Neutral Evil

Armor class 17 (natural armor)

Hit points 82 (11d8 + 33)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses Darkvision 60 ft, Passive Perception 14

Language Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The Hag can breathe air and water.

Innate Spellcasting. The Hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

- **At will:** *dancing lights, minor illusion, vicious mockery*

Mimicry. The Hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.



GREEN HAG CONTINUED: ACTIONS

ACTIONS

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Illusory Appearance. The Hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the Hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the Hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the Hag is disguised.

Invisible Passage. The Hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

NIGHT HAG



Medium Fey, Neutral Evil

Armor class 17 (natural armor)

Hit points 112 (15d8 + 45)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistance Cold, Fire; All physical from non-silvered weapons

Condition Immunities Charmed

Senses Darkvision 120 ft, Passive Perception 16

Language Abyssal, Common, Infernal, Primordial

Challenge 5 (1800 XP)

Innate Spellcasting. The Hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

- **At will:** *detect magic, magic missile*
- **2/day each:** *plane shift* (self only), *ray of enfeeblement, sleep*

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



NIGHT HAG CONTINUED: ACTIONS

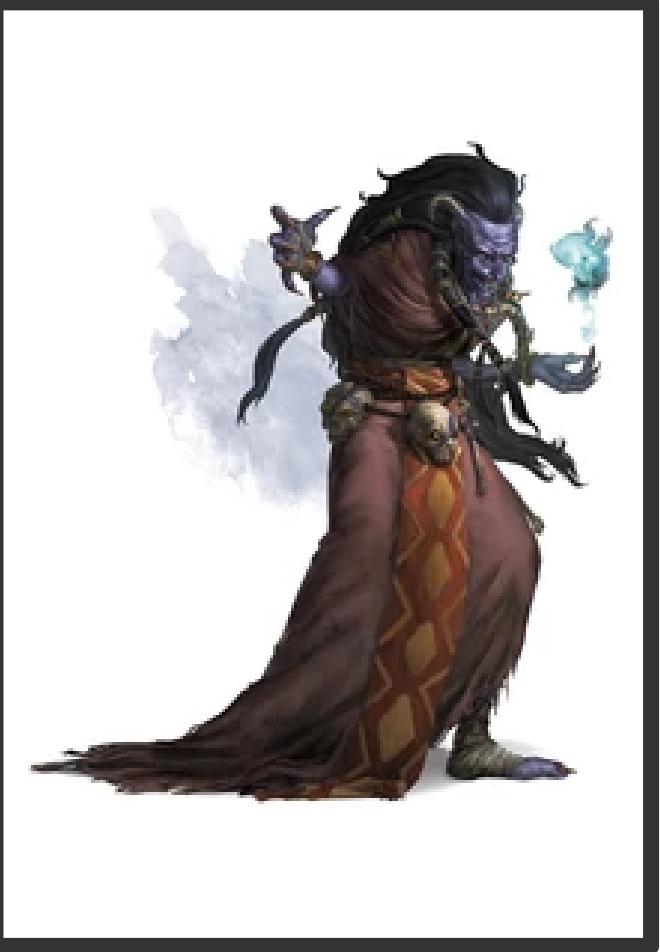
ACTIONS

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

Change Shape. The Hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The Hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the Hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the Hag magically touches a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the Hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.



SEA HAG



Medium Fey, Chaotic Evil

Armor class 14 (natural armor)

Hit points 52 (7d8 + 21)

Speed 30ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Senses Darkvision 60ft, Passive Perception 11

Language Aquan, Common, Giant

Challenge 2 (450 XP)

Amphibious. The Hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the Hag and can see the Hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the Hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Hag's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the Hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the Hag.

ACTIONS

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Death Glare. The Hag targets one frightened creature she can see within 30 feet of her. If the target can see the Hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. The Hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the Hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the Hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the Hag is disguised.

HALF-RED DRAGON VETERAN



Medium Humanoid (Human), Any alignment

Armor class 18 (plate)

Hit points 65 (10d8 + 20)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +5, Perception +2

Damage Resistances Fire

Senses Darkvision 60ft, Blindsight 10ft, Passive Perception 12

Language Common, Draconic

Challenge 5 (1800 XP)

ACTIONS

Multiattack. The Veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

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

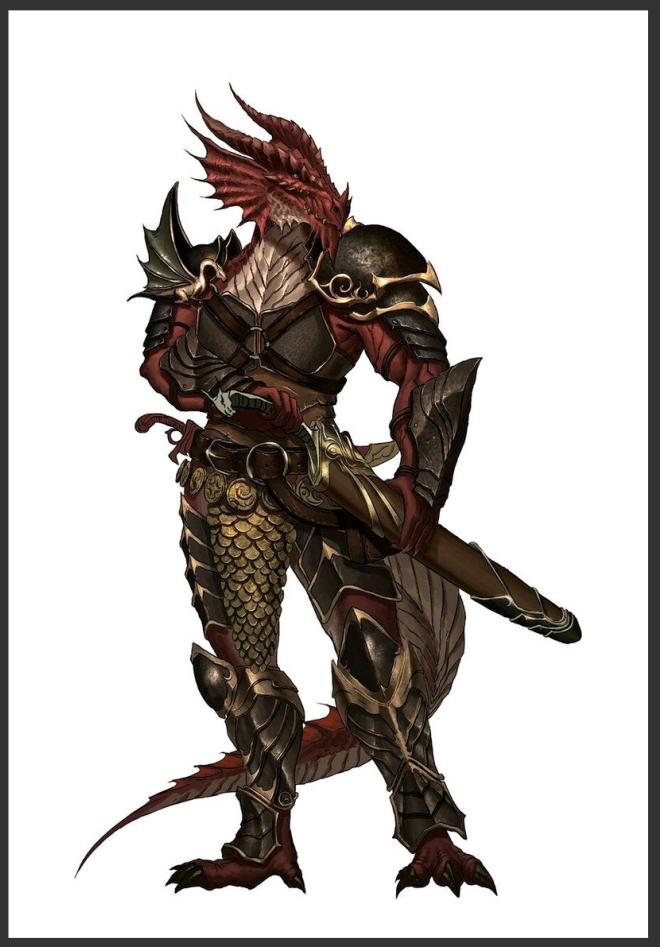
HALF-RED DRAGON VETERAN CONTINUED:



Fire. Breath (Recharge: 5-6). The Veteran exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Parry. The Veteran adds 3 to its AC against one melee attack that would hit it. To do so, the Veteran must see the attacker and be wielding a melee weapon.



HARPY



Medium Monstrosity, Chaotic Evil

Armor class 11

Hit points 38 (7d8 + 7)

Speed 20ft, Fly 40ft

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

Senses Passive Perception 10

Language Common

Challenge 1 (200 XP)

ACTIONS

Multiattack. Two attacks: one Claws and one Club.

Claws. Melee: +3, 5ft. Hit: 6 (2d4 + 1) slashing damage.

Club. Melee: +3, 5ft. Hit: 3 (1d4 + 1) bludgeoning damage.

Luring Song. Every humanoid and giant within 300ft that can hear make a DC 11 Wisdom save or be charmed until end. Harpy must take a bonus action on subsequent turns to continue singing. It can stop singing at any time. Ends if Harpy is incapacitated. Target is incapacitated and ignores songs of other harpies. If target more than 5ft away from Harpy, it must move towards Harpy by most direct route. Doesn't avoid opportunity attacks, but before crossing damaging terrain or when it takes damage (other than the Harpy), repeat the save. Repeats save at end of its turns. On save effect ends & immune to **this** Harpy's song for 24hrs

HELMED HORROR



Medium Construct, Neutral

Armor class 20 (plate, shield)

Hit points 60 (8d8 + 24)

Speed 30ft, Fly 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

Damage Resistances Physical from non-adamantine

Damage Immunities Force, Necrotic, Poison

Damage Immunities Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned, Stunned
Senses Blindsight 60ft. (blind beyond), Passive Perception 14
Language Languages of its Creator but can't speak
Challenge 4 (11000 XP)

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

Spell Immunity. The Helmed Horror is immune to three spells chosen by its creator. Typical immunities include *fireball*, *heat metal*, and *lightning bolt*.

ACTIONS

Multiattack. Makes two longsword attacks.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

HELL HOUND



Medium Fiend, Lawful Evil

Armor class 15 (natural armor)

Hit points 45 (7d8 + 14)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities Fire

Senses Darkvision 60ft, Passive Perception 15

Language Understands Infernal but can't speak it

Challenge 3 (700 XP)

Keen Hearing and Smell. The Hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5-6). Fire in 15-foot cone. Creatures in area must make DC 12 Dexterity save. Failure: 21 (6d6) fire damage. Success: half as much damage on a successful one. Fire-breathing fiends that take the form of powerful dogs, Hell Hounds commonly serve evil creatures that use them as guard animals and companions.

HIPPOGRIFF



Large Monstrosity, Unaligned

Armor class 11

Hit points 19 (3d10 + 3)

Speed 40ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +5

Senses Passive Perception 15

Language -

Challenge 1 (200 XP)

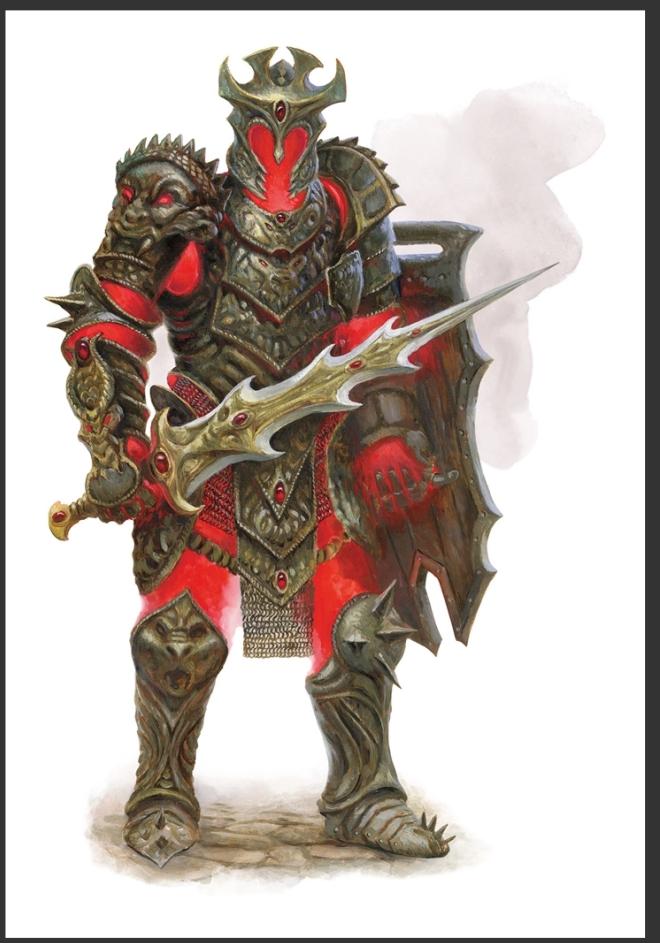
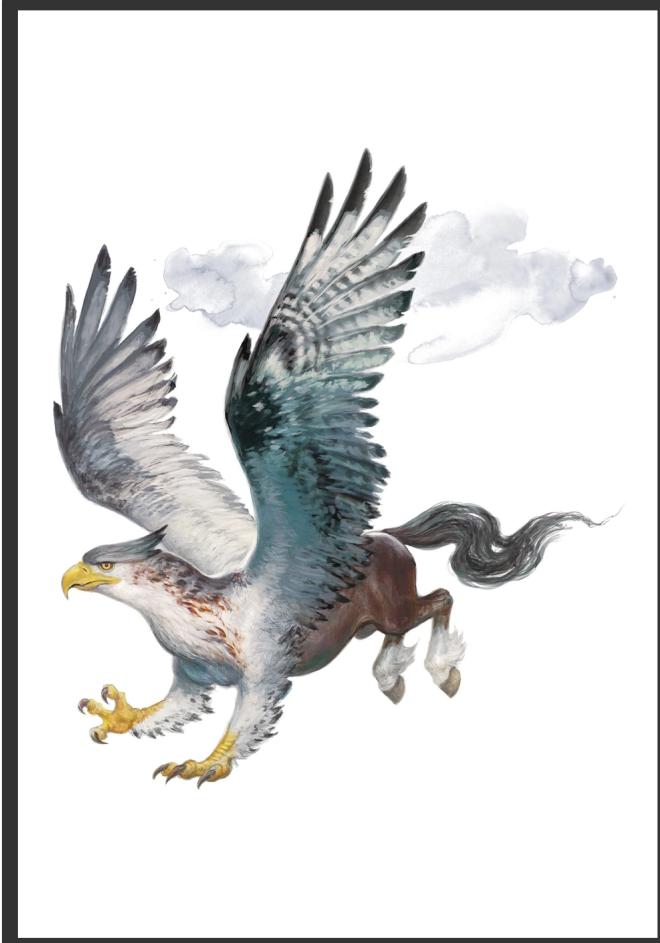
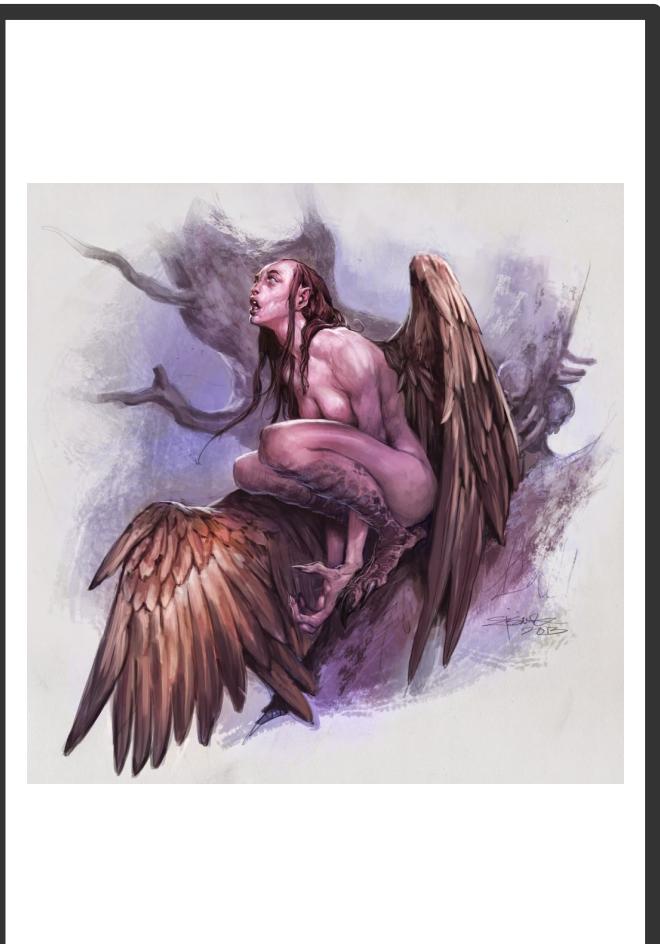
Keen Sight. The Hippogriff has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The Hippogriff makes two attacks: one with its beak and one with its claws.

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

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.



HOBGOBLIN



Medium Humanoid (Goblinoid), Lawful Lawful

Armor class 18 (chain mail, shield)

Hit points 11 (2d8 + 2)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses Darkvision 60ft, Passive Perception 10

Language Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the Hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the Hobgoblin that isn't incapacitated.

ACTIONS

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

HOBGOBLIN CAPTAIN



Medium Humanoid (Goblinoid), Lawful Evil

Armor class 17 (half plate)

Hit points 39 (6d8 + 12)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses Darkvision 60ft, Passive Perception 10

Language Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 ft of a Hobgoblin ally that isn't incapacitated.

ACTIONS

Multiattack. The Hobgoblin makes two greatsword attacks.

Greatsword. Melee: +4, 5ft. Hit: 9 (2d6 + 2) piercing damage.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing.

Leadership (Recharges after any Rest). For 1 minute, 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 Hobgoblin. Can only have one Leadership die at a time. This effect ends if the Hobgoblin is incapacitated.

HOBGOBLIN WARLORD



Medium Humanoid (Goblinoid), Lawful Evil

Armor class 20 (plate, shield)

Hit points 97 (13d8 + 39)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	11 (+0)	15 (+2)

Saving Throws Int +5, Wis +3, Cha +5

Senses Darkvision 60ft, Passive Perception 10

Language Common, Goblin

Challenge 6 (2300 XP)

Martial Advantage. Once per turn, the Hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the Hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The Hobgoblin makes three melee attacks. Alternatively, it can make two ranged attacks with its javelins.

Longsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

HOBGOBLIN WARLORD CONTINUED: ACTIONS



Shield Bash. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Javelin. Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage. Leadership (Recharges after a Short or Long Rest). For 1 minute, the Hobgoblin 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 Hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the Hobgoblin is incapacitated.

REACTIONS

Parry. The Hobgoblin adds 3 to its AC against one melee attack that would hit it. To do so, the Hobgoblin must see the attacker and be wielding a melee weapon.



HOMUNCULUS



Tiny Construct, Neutral

Armor class 20 (plate, shield)

Hit points 97 (13d8 + 39)

Speed 20ft, Fly 40ft

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

Damage Immunities Poison

Condition Immunities Charmed, Poisoned

Senses Darkvision 60ft, Passive Perception 10

Language Languages of its creator but can't speak

Challenge 0 (10 XP)

Telepathic Bond. While the Homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

HYDRA



Huge Monstrosity, Unaligned

Armor class 15 (natural armor)

Hit points 172 (15d12 + 75)

Speed 30ft, Swim 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6

Senses Darkvision 60ft, Passive Perception 16

Language -

Challenge 8 (3900 XP)

Hold Breath. The Hydra can hold its breath for 1 hour.

Multiple Heads. The Hydra has five heads. While it has more than one head, the Hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the Hydra takes 25 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, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The Hydra regains 10 hit points for each head regrown in this way.

HOOK HORROR



Large Monstrosity, Neutral

Armor class 15 (natural armor)

Hit points 75 (10d10 + 20)

Speed 30ft, Climb 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses Darkvision 10ft, Blindsight 60ft, Passive Perception 13

Language Hook Horror

Challenge 3 (700 XP)

Echolocation. The Hook Horror can't use its blindsight while deafened.

Keen Hearing. The Hook Horror has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiaction. The Hook Horror makes two hook attacks.

Hook. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

HYDRA CONTINUED: ACTIONS



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

Multiaction. The Hydra makes as many bite attacks as it has heads.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage.



INTELLECT DEVOURER



Tiny Aberration, Lawful Evil

Armor class 12

Hit points 21 (6d6 + 6)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4

Damage Resistances Physical from non-magical weapons

Condition Immunities Blinded

Senses Blindsight 60ft. (blind beyond), Passive Perception 12

Language Understands Deep Speech but can't speak,

Telepathy 60ft

Challenge 2 (450 XP)

Detect Sentience. The Intellect Devourer can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a mind blank spell.

ACTIONS

Multiattack. The Intellect Devourer makes one attack with its claws and uses Devour Intellect.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage

INVISIBLE STALKER



Medium Elemental, Neutral

Armor class 14

Hit points 104 (16d8 + 32)

Speed 50ft, **Fly** 50ft (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10

Damage Resistances Physical from non-magical weapons

Damage Immunities Poison

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

Senses Darkvision 60ft, Passive Perception 18

Language Auran, Understands Common but can't speak

Challenge 6 (2300 XP)

Invisibility. The Stalker is invisible.

Faultless Tracker. The Stalker is given a quarry by its summoner. The Stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The Stalker also knows the location of its summoner.

ACTIONS

Multiattack. The Stalker makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

INTELLECT DEVOURER CONTINUED: ACTION



Devour Intellect. The Intellect Devourer targets one creature it can see within 10 feet of it that has a brain. The target must succeed on a DC 12 Intelligence saving throw against this magic or take 11 (2d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, that score is reduced to 0. The target is stunned until it regains at least one point of Intelligence.

Body Thief. The Intellect Devourer initiates an Intelligence contest with an incapacitated humanoid within 5 feet of it. If it wins the contest, the Intellect Devourer magically consumes the target's brain, teleports into the target's skull, and takes control of the target's body. While inside a creature, the Intellect Devourer has total cover against attacks and other effects originating outside its host. The Intellect Devourer retains its Intelligence, Wisdom, and Charisma scores, as well as its understanding of Deep Speech, its telepathy, and its traits. It otherwise adopts the target's statistics. It knows everything the creature knew, including spells and languages. If the host body drops to 0 hit points, the Intellect Devourer must leave it. A **protection from evil and good** spell cast on the body drives the Intellect Devourer out. The Intellect Devourer is also forced out if the target regains its devoured brain by means of a wish. By spending 5 feet of its movement, the Intellect Devourer can voluntarily leave the body, teleporting to the nearest unoccupied space within 5 feet of it. The body then dies, unless its brain is restored within 1 round.



JACKALWERE

Medium Humanoid (Shapechanger), Chaotic Evil

Armor class 14

Hit points 104 (16d8 + 32)

Speed 50ft, **Fly** 50ft (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Deception +4, Perception +2, Stealth +4

Damage Immunities All physical from non-silvered weapons

Senses Passive Perception 12

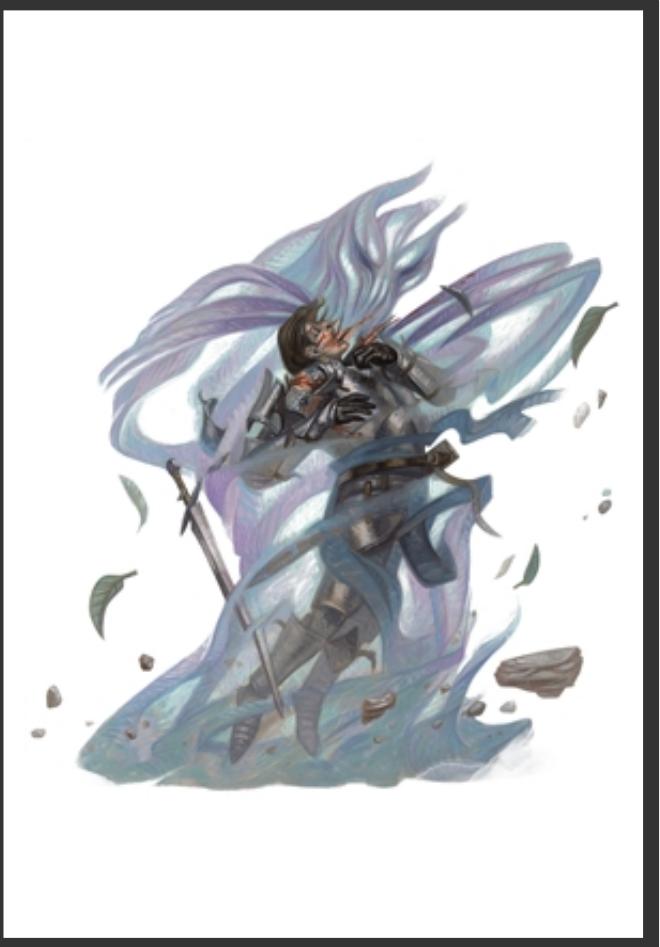
Language Common (can't speak in jackal form)

Challenge 1/2 (100 XP)

Shapechanger. The Jackalwere can use its action to polymorph into a specific Medium human or a jackal-humanoid hybrid, or back into its true form (that of a Small jackal). Other than its size, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The Jackalwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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



JACKALWERE CONTINUED: ACTIONS



ACTIONS

Bite (Jackal or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Scimitar (Human or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Sleep Gaze. The Jackalwere gazes at one creature it can see within 30 feet of it. The target must make a DC 10 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this Jackalwere's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.

WINGED KOBOLD



Small Humanoid (Kobold), Lawful Evil

Armor class 13

Hit points 7 (3d6 - 3)

Speed 30ft, **Fly** 30ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses Darkvision 60ft, Passive Perception 8

Language Common, Draconic

Challenge 1/4 (50 XP)

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

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

ACTIONS

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

Dropped Rock. Ranged Weapon Attack: +5 to hit, one target directly below the Kobold. Hit: 6 (1d6 + 3) bludgeoning damage.

KENKU



Medium Humanoid (Kenku), Chaotic Evil

Armor class 13

Hit points 13 (3d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	11 (+0)	10 (+0)	10 (+0)

Skills Deception +4, Perception +2, Stealth +5

Senses Passive Perception 12

Language Understands Auran and Common but speaks only through the use of its Mimicry trait

Challenge 1/4 (50 XP)

Ambusher. In the first round of a combat, the Kenku has advantage on attack rolls against any creature it has surprised.

Mimicry. The Kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

KOBOLD



Small Humanoid (Kobold), Lawful Evil

Armor class 12

Hit points 5 (2d6 - 2)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses Darkvision 60ft, Passive Perception 8

Language Common, Draconic

Challenge 1/8 (25 XP)

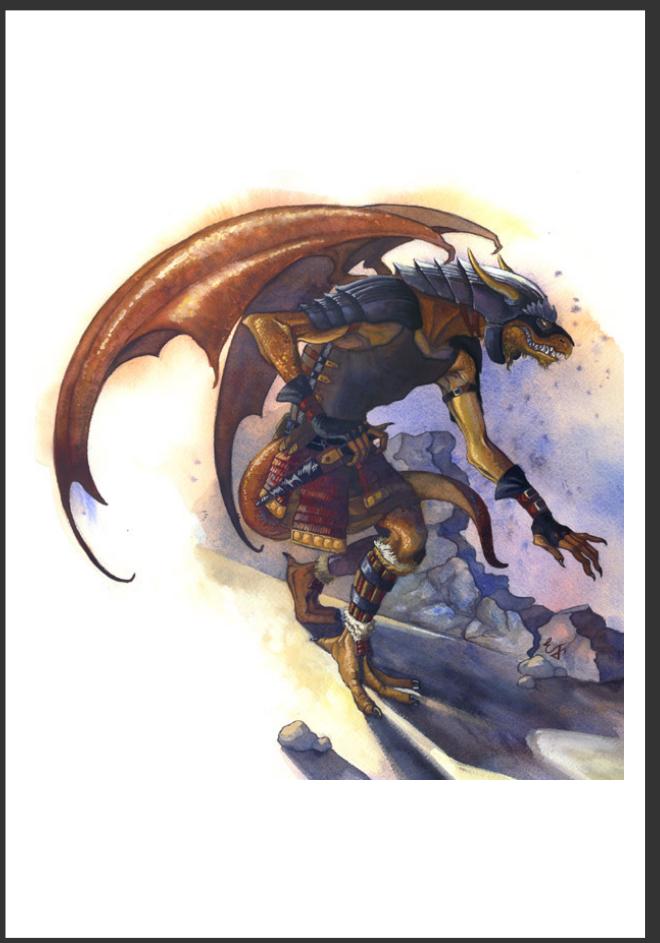
Sunlight Sensitivity. While in sunlight, the Kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.



KRAKEN



Gargantuan Monstrosity (Titan), Chaotic Evil

Armor class 18 (natural armor)

Hit points 472 (27d20 + 189)

Speed 20ft, **Swim** 60ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	22 (+6)	18 (+4)	30 (+10)

Saving Throws Str +17, Dex +7, Con +14, Int +13, Wis +11

Damage Immunities Lightning; Physical from non-magical weapons

Condition Immunities Frightened, Paralyzed

Senses Truesight 120ft, Passive Perception 14

Language Understands Abyssal, Celestial, Infernal, and Primordial but can't speak, Telepathy 120 ft.

Challenge 23 (50000 XP)

Amphibious. The Kraken can breathe air and water.

Freedom of Movement. The Kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Siege Monster. The Kraken deals double damage to objects and structures.

KRAKEN CONTINUED: LEGENDARY



Lightning Storm. The Kraken magically creates three bolts of lightning, each of which can strike a target the Kraken can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Kraken can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Kraken regains spent legendary actions at the start of its turn.

Tentacle Attack or Fling. The Kraken makes one tentacle attack or uses its Fling.

Lightning Storm (Costs 2 Actions). The Kraken uses Lightning Storm.

Ink Cloud (Costs 3 Actions). While underwater, the Kraken expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the Kraken. Each creature other than the Kraken that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the Kraken's next turn.

KRAKEN CONTINUED: ACTIONS



ACTIONS

Multiaction. Three: combination of Tentacles and Fling.

Bite. Melee: +17, 5ft., one target. Hit: 23 (3d8 + 10) piercing. If target is a Large or smaller creature grappled by Kraken, that creature is swallowed, and grapple ends. While swallowed, creature is blinded and restrained, it has total cover against attacks and or effects outside Kraken, and it takes 42 (12d6) acid damage at start of each of Kraken's turns. If Kraken takes 50 damage or more on a single turn from a creature inside it, Kraken must succeed on a DC 25 Constitution saving throw at end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Kraken. If Kraken dies, a swallowed creature is no longer restrained by it and can escape from corpse using 15 feet of movement, exiting prone.

Tentacle. Melee Weapon Attack: +17 to hit, reach 30 ft., one target. Hit: 20 (3d6 + 10) bludgeoning damage, and target is grappled (escape DC 18). Until this grapple ends target is restrained. Kraken has ten tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature grappled by Kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take same damage and be knocked prone.

KUO-TOA



Medium Humanoid (Kuo-Toa), Neutral Evil

Armor class 13 (natural armor, shield)

Hit points 18 (4d8)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +4

Senses Darkvision 120ft, Passive Perception 14

Language Undercommon

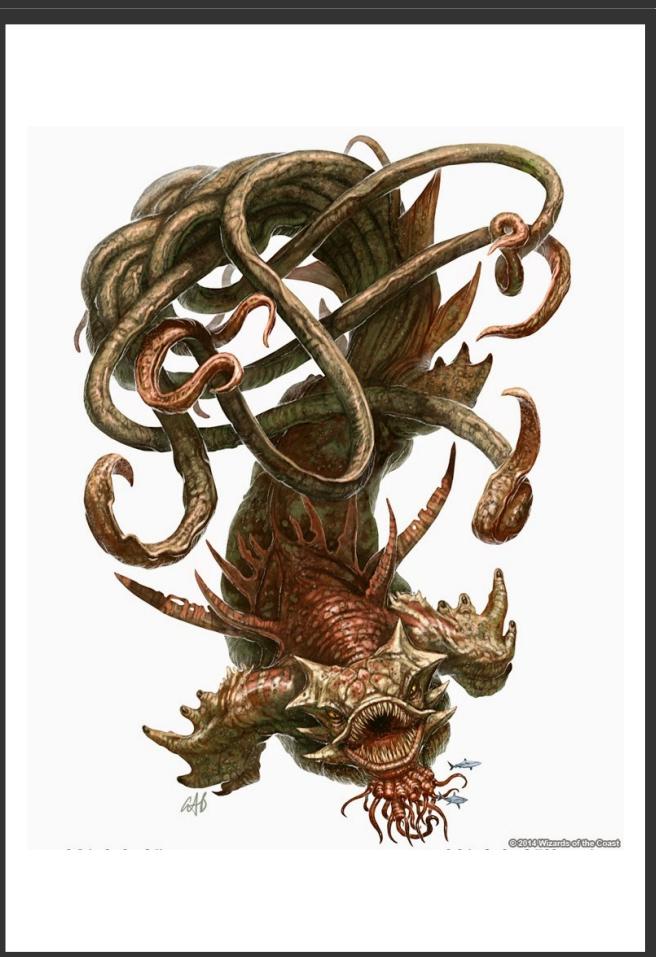
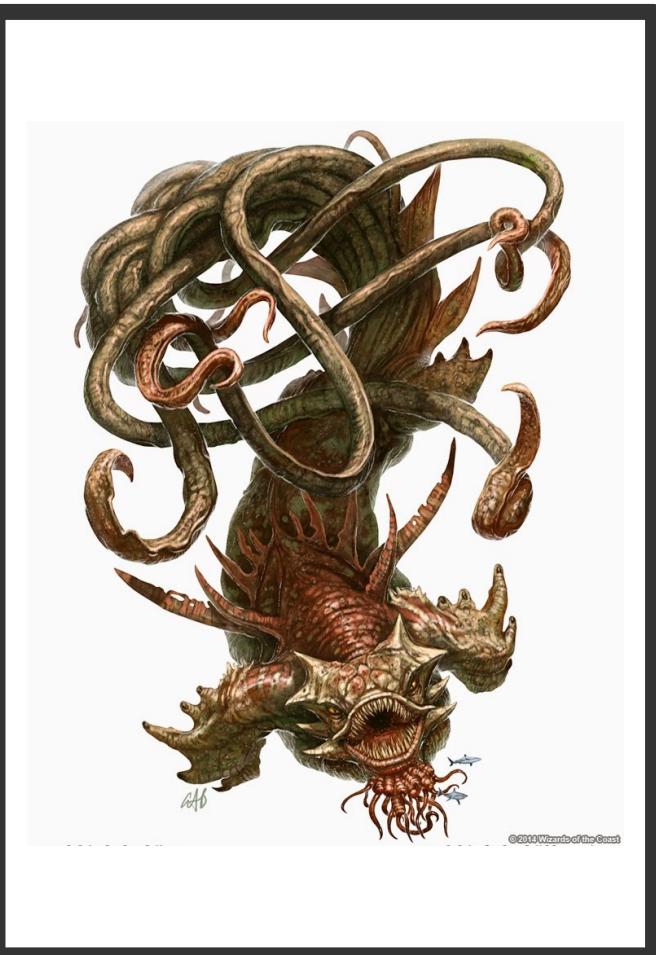
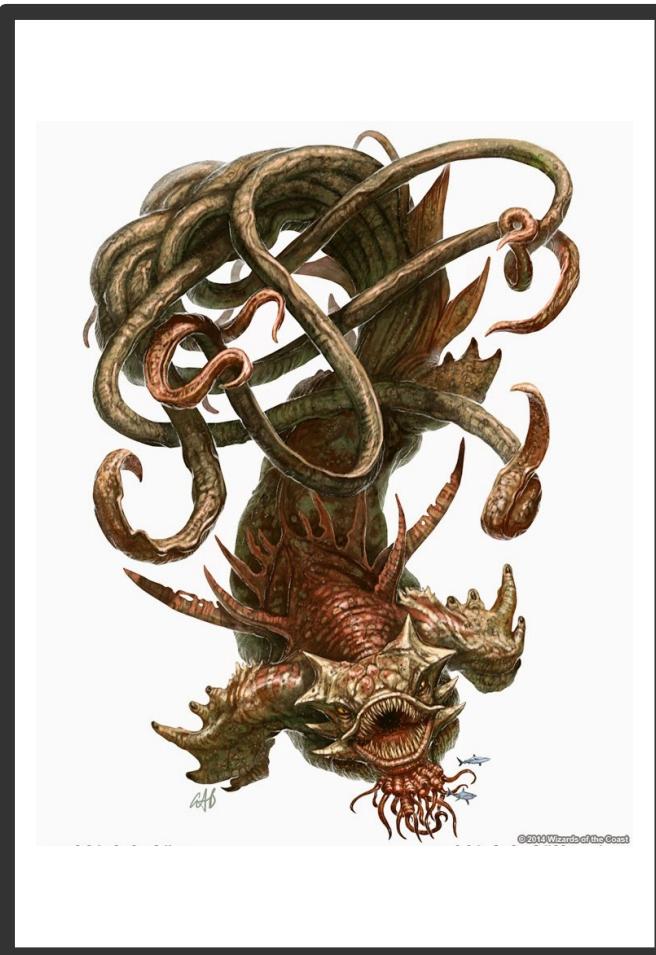
Challenge 1/4 (50 XP)

Amphibious. The Kuo-Toa can breathe air and water.

Otherworldly Perception. The Kuo-Toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The Kuo-Toa has advantage on ability checks and saving throws made to escape a grapple.

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



KUO-TOA CONTINUED: ACTIONS



ACTIONS

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

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Net. Ranged Weapon Attack: +3 to hit, range 5/15 ft., one Large or smaller creature. Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

RECTIONS

Sticky Shield. When a creature misses the Kuo-Toa with a melee weapon attack, the Kuo-Toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the Kuo-Toa's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

KUO-TOA ARCHPRIEST CONTINUED: ACTION



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

ACTIONS

Multiattack. The Kuo-Toa makes two melee attacks.

Scepter. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 14 (4d6) lightning damage.

Unarmed Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

KUO-TOA ARCHPRIEST



Medium Humanoid (Kuo-Toa), Neutral Evil

Armor class 13 (natural armor)

Hit points 97 (13d8 + 39)

Speed 30ft, **Swim** 30ft

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

Skills Perception +9, Religion +6

Senses Darkvision 120ft, Passive Perception 19

Language Undercommon

Challenge 6 (2300 XP)

Amphibious. The Kuo-Toa can breathe air and water.

Otherworldly Perception. Senses presence of any creature in 30ft that is invisible or on Ethereal Plane. Pinpoints creature that is moving.

Slippery. The Kuo-Toa has advantage on ability checks and saving throws made to escape a grapple.

Spellcasting. 10th-level spellcaster. Uses Wisdom (save DC 14, +6 with spell attacks). Uses cleric spells prepared:

- **Cantrips (at will):** *guidance, sacred flame, thaumaturgy*
- **1st level (4 slots):** *detect magic, sanctuary, shield of faith*
- **2nd level (3 slots):** *hold person, spiritual weapon*
- **3rd level (3 slots):** *spirit guardians, tongues*
- **4th level (3 slots):** *control water, divination*
- **5th level (2 slots):** *mass cure wounds, scrying*

KUO-TOA MONITOR



Medium Humanoid (Kuo-Toa), Neutral Evil

Armor class 13 (natural armor)

Hit points 65 (10d8 + 20)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	11 (+0)

Skills Perception +6, Religion +4

Senses Darkvision 120ft, Passive Perception 16

Language Undercommon

Challenge 3 (700 XP)

Amphibious. The Kuo-Toa can breathe air and water.

Otherworldly Perception. Can sense presence of any creature in 30ft that is invisible or on Ethereal Plane. Pinpoints creature that is moving.

Slippery. The Kuo-Toa has advantage on ability checks and saving throws made to escape a grapple.

ACTIONS

Multiattack. The Kuo-Toa makes two unarmed strikes.

Scepter. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 14 (4d6) lightning damage.

Unarmed Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

ACTIONS

Multiattack. Makes one bite attack and two unarmed strikes.

Bite. Melee: +6, 5ft. Single. Hit: 4 (1d4 + 2) piercing

Unarmed Strike. Melee: +6 to hit, 5ft. Single. Hit: 5 (1d6 + 2) bludgeoning plus 3 (1d6) lightning, and the target can't take reactions until the end of the Kuo-Toa's next turn.



Kuo-Toa WHIP



Medium Humanoid (Kuo-Toa), Neutral Evil

Armor class 11 (natural armor)

Hit points 65 (10d8 + 20)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	11 (+0)

Skills Perception +6, Religion +4

Senses Darkvision 120ft, Passive Perception 16

Language Undercommon

Challenge 1 (200 XP)

Amphibious. The Kuo-Toa can breathe air and water.

Otherworldly Perception. Can sense presence of any creature in 30ft that is invisible or on Ethereal Plane. Pinpoints creature that is moving.

Slippery. The Kuo-Toa has advantage on ability checks and saving throws made to escape a grapple.

Spellcasting. 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The Kuo-Toa has the following cleric spells prepared:

- **Cantrips (at will):** *sacred flame, thaumaturgy*
- **1st level (3 slots):** *bane, shield of faith*

LAMIA



Large Monstrosity, Chaotic Evil

Armor class 13 (natural armor)

Hit points 97 (13d10 + 26)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	14 (+2)	15 (+2)	16 (+3)

Skills Deception +7, Insight +4, Stealth +3

Senses Darkvision 60ft, Passive Perception 12

Language Abyssal, Common

Challenge 4 (1100 XP)

Innate Spellcasting. Spellcasting ability Charisma (save DC13). Innately cast these spells, requires no materials

- **At will:** *disguise self* (any humanoid form), *major image*
- **3/day per charm person, mirror image, scrying, suggestion**
- **1/day:** *geas*

ACTIONS

Multiaction. The Lamia makes two attacks: one with its claws and one with its dagger or Intoxicating Touch.

Claws. Melee +5, 5ft. Hit: 14 (2d10 + 3) slashing damage.

Dagger. Melee: +5, 5ft. Hit: 5 (1d4 + 3) piercing damage.

Intoxicating Touch. Melee Spell Attack: +5 to hit, reach 5 ft., one creature. Hit: The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

Kuo-Toa WHIP CONTINUED: ACTIONS



ACTIONS

Multiaction. The Kuo-Toa makes two attacks: one with its bite and one with its pincer staff.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Pincer Staff. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the Kuo-Toa can't use its pincer staff on another target.

LICH



Medium Undead, Any Evil Alignment

Armor class 17 (natural armor)

Hit points 135 (18d8 + 54)

Speed 30ft

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

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances Cold, Lightning, Necrotic

Damage Immunities Poison; Physical from non-magical weapons

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Truesight 120ft, Passive Perception 19

Language Common plus up to five other languages

Challenge 21 (33000 XP)

Legendary Resistance (3/day). Can succeed failed saves

Rejuvenation. If it has a phylactery, a destroyed Lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Turn Resistance. The Lich has advantage on saving throws against any effect that turns undead.



LICH CONTINUED: ACTIONS



Spellcasting. The Lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The Lich has the following wizard spells prepared:

- **Cantrips (at will):** *mage hand, prestidigitation, ray of frost*
- **1st level (4 slots):** *detect magic, magic missile, shield, thunderwave*
- **2nd level (3 slots):** *detect thoughts, invisibility, Melf's acid arrow, mirror image*
- **3rd level (3 slots):** *animate dead, counterspell, dispel magic, fireball*
- **4th level (3 slots):** *blight, dimension door*
- **5th level (3 slots):** *cloudkill, scrying*
- **6th level (1 slot):** *disintegrate, globe of invulnerability*
- **7th level (1 slot):** *finger of death, plane shift*
- **8th level (1 slot):** *dominate monster, power word stun*
- **9th level (1 slot):** *power word kill*

ACTIONS

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 18 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.

LIZARDFOLK



Medium Humanoid (Lizardfolk), Neutral

Armor class 15 (natural armor)

Hit points 22 (4d8 + 4)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5

Senses Passive Perception 13

Language Draconic

Challenge 1/2 (100 XP)

Hold Breath. The Lizardfolk can hold its breath for 15 minutes.

ACTIONS

Multiattack. Two melee attacks, each with different weapon.

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

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

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

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

LICH CONTINUED: LEGENDARY



LEGENDARY ACTIONS

The Lich can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Lich regains spent legendary actions at the start of its turn.

Cantrip. The Lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The Lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The Lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of the Lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

LIZARDFOLK SHAMAN



Medium Humanoid (Lizardfolk), Neutral

Armor class 13 (natural armor)

Hit points 27 (5d8 + 5)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	15 (+2)	8 (-1)

Skills Perception +4, Stealth +4, Survival +6

Senses Passive Perception 14

Language Draconic

Challenge 2 (450 XP)

Hold Breath. The Lizardfolk can hold its breath for 15 minutes.

Spellcasting (Lizardfolk Form Only). The Lizardfolk is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The Lizardfolk has the following druid spells prepared:

- **Cantrips (at will):** *druidcraft, produce flame, thorn whip*
- **1st Level (4 slots):** *entangle, fog cloud*
- **2nd Level (3 slots):** *heat metal, spike growth*
- **3rd Level (2 slots):** *conjure animals* (reptiles only), *plant growth*



LIZARDFOLK SHAMAN CONTINUED: ACTION



ACTIONS

Multiaction (Lizardfolk Form Only). The Lizardfolk makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 7 (1d10 + 2) piercing damage in crocodile form. If the Lizardfolk is in crocodile form and the target is a Large or smaller creature, the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the Lizardfolk can't bite another target. If the Lizardfolk reverts to its true form, the grapple ends.

Claws (Lizardfolk Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Change Shape (Recharges after a Short or Long Rest). The Lizardfolk magically polymorphs into a crocodile, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

LIZARD KING/QUEEN



Medium Humanoid (Lizardfolk), Chaotic Evil

Armor class 15 (natural armor)

Hit points 78 (12d8 + 24)

Speed 30ft, **Swim** 30ft

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

Saving Throws Con +4, Wis +2

Skills Perception +4, Stealth +5, Survival +6

Condition Immunities Frightened

Senses Darkvision 60ft, Passive Perception 14

Language Abyssal, Draconic

Challenge 4 (1100 XP)

Hold Breath. Can hold its breath for 15 minutes.

Skewer. Once per turn, when hitting with melee attack from trident, target takes extra 10 (3d6) damage, and Lizardfolk gains temporary HP equal to extra damage dealt.

ACTIONS

Multiaction. Two attacks: one with its bite and one with its claws or trident or two melee attacks with its trident.

Bite. Melee: +5, 5ft. Hit: 6 (1d6 + 3) piercing damage.

Claws. Melee Weapon Attack: +5, 5ft. Hit: 5 (1d4 + 3) slashing.

Trident. Melee or Ranged: +5, 5ft or range 20/60ft. Hit: 6 (1d6 + 3) piercing, or 7 (1d8 + 3) piercing if two handed melee.



Shukak

