

WEREBEAR



Medium Humanoid (Shapechanger), Neutral Good

Armor class 10 in humanoid form, 11 (natural armor) in bear and hybrid form

Hit points 135 (18d8 + 54)

Speed 30ft (40ft, **Climb** 30ft shapechange)

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

Skills Perception +7

Damage Immunities Physical from non-magic, non-silvered

Senses Passive Perception 17

Language Common (can't speak in bear form)

Challenge 5 (1800 XP)

Shapechanger. The Werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than its size and AC, 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 Smell. The Werebear has advantage on Wisdom (Perception) checks that rely on smell.

WEREOBOAR



Medium Humanoid (Shapechanger), Neutral Evil

Armor class 10 in humanoid form, 11 (natural armor) in Boar and hybrid form

Hit points 78 (12d8 + 24)

Speed 30ft (40ft in Boar form)

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

Skills Perception +2

Damage Immunities Physical from non-magic, non-silvered

Senses Passive Perception 12

Language Common (can't speak in Boar form)

Challenge 4 (1100 XP)

Shapechanger. Uses action to polymorph into a boar-humanoid hybrid or into a boar, or back to humanoid. Statistics, except AC, are always the same. Gear it is wearing or carrying isn't transformed. Reverts to true form at death

Charge (Boar or Hybrid Form Only). If the Wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the Wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

WEREBOAR CONTINUED: ACTIONS



ACTIONS

Multiaction. In bear form, the Werebear makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like a bear or a humanoid.

Bite (Bear or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with Werebear lycanthropy.

Claw (Bear or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Greataxe (Humanoid or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage.

WEREOBOAR CONTINUED: ACTIONS

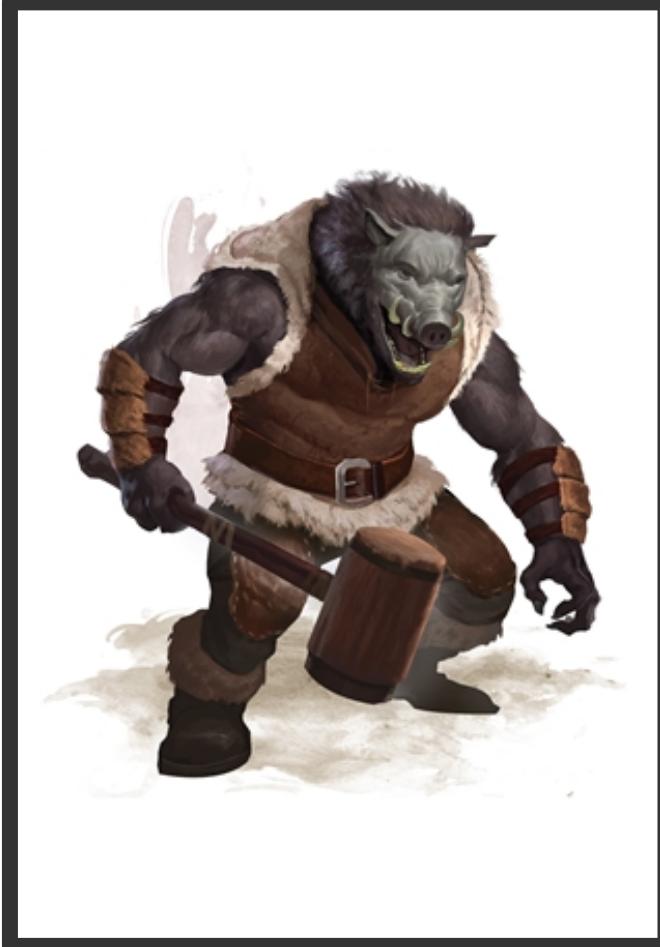


ACTIONS

Multiaction (Humanoid or Hybrid Form Only). The Wereboar makes two attacks, only one of which can be with its tusks.

Maul (Humanoid or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Tusks (Boar or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with Wereboar lycanthropy.



WERERAT



Medium Humanoid (*Shapechanger*), Lawful Evil

Armor class 12

Hit points 33 (6d8 + 6)

Speed 30ft

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

Skills Perception +2, Stealth +4

Damage Immunities Physical from non-magic, non-silvered

Senses Darkvision 60ft (rat form only), Passive Perception 12

Language Common (can't speak in Rat form)

Challenge 2 (450 XP)

Shapechanger. The Wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. 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.

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

WERETIGER



Medium Humanoid (*Shapechanger*), Neutral

Armor class 12

Hit points 120 (16d8 + 48)

Speed 30ft (40ft in Tiger form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +5, Stealth +4

Damage Immunities Physical from non-magic, non-silvered

Senses Darkvision 60ft (Tiger form only), Passive Perc. 15

Language Common (can't speak in Tiger form)

Challenge 4 (1100 XP)

Shapechanger. The Weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. 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.

Keen Hearing and Smell. The Weretiger has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce (Tiger or Hybrid Form Only). Moving at least 15 feet straight toward a creature and hits with a claw attack on same turn, target makes DC 14 Strength save or be knocked prone. If the target is prone, the Weretiger can make one bite attack against it as a bonus action.

WERERAT CONTINUED: ACTIONS



ACTIONS

Multiaction (Humanoid or Hybrid Form Only). The Wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with Wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

WERETIGER CONTINUED: ACTIONS



ACTIONS

Multiaction (Humanoid or Hybrid Form Only). In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

Bite (Tiger or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

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

Scimitar (Humanoid or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

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



WEREWOLF



Medium Humanoid (Shapechanger), Chaotic Evil

Armor class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit points 58 (9d8 + 18)

Speed 30ft (40ft in Wolf form)

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

Skills Perception +4, Stealth +3

Damage Immunities Physical from non-magic, non-silvered

Senses Passive Perception 14

Language Common (can't speak in Wolf form)

Challenge 3 (700 XP)

Shapechanger. The Werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, 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 Werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

MAGMIN



Small Elemental, Chaotic Neutral

Armor class 14 (natural armor)

Hit points 9 (2d6 + 2)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

Damage Resistances All Physical from non-magical

Damage Immunities Fire

Senses Darvision 60ft, Passive Perception 14

Language Ignan

Challenge 1/2 (100 XP)

Death Burst. Explodes on death. Everyone in 10ft makes DC 11 Dexterity save, taking 7(2d6) fire on failure, or half on save. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, can set itself ablaze or extinguish its flames. Ablaze: the Magmin sheds bright light in a 10ft radius and dim light for an additional 10ft.

ACTIONS

Touch. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of its turns.

WEREWOLF CONTINUED: ACTIONS



ACTIONS

Multiaction (Humanoid or Hybrid Form Only). The Werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with Werewolf lycanthropy.

Claws (Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4 + 2) slashing damage.

Spear (Humanoid Form Only). Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

MANTICORE



Large Monstrosity, Lawful Evil

Armor class 14 (natural armor)

Hit points 68 (8d10 + 24)

Speed 30ft, Fly 50ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Senses Darvision 60ft, Passive Perception 11

Language Common

Challenge 3 (700 XP)

Tail Spike Regrowth. The Manticore has twenty-four tail spikes. Used spikes regrow when the Manticore finishes a long rest.

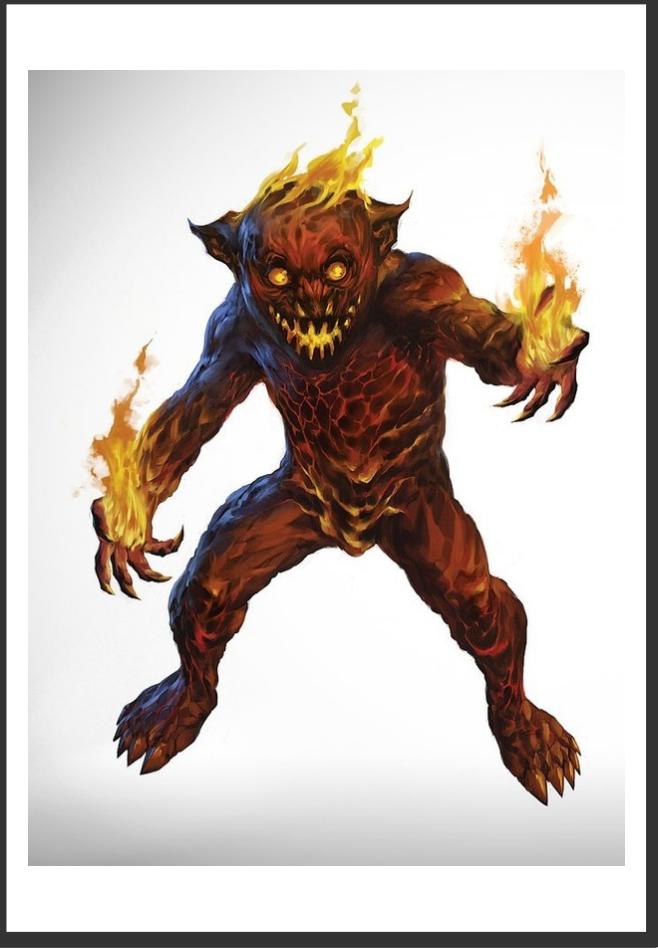
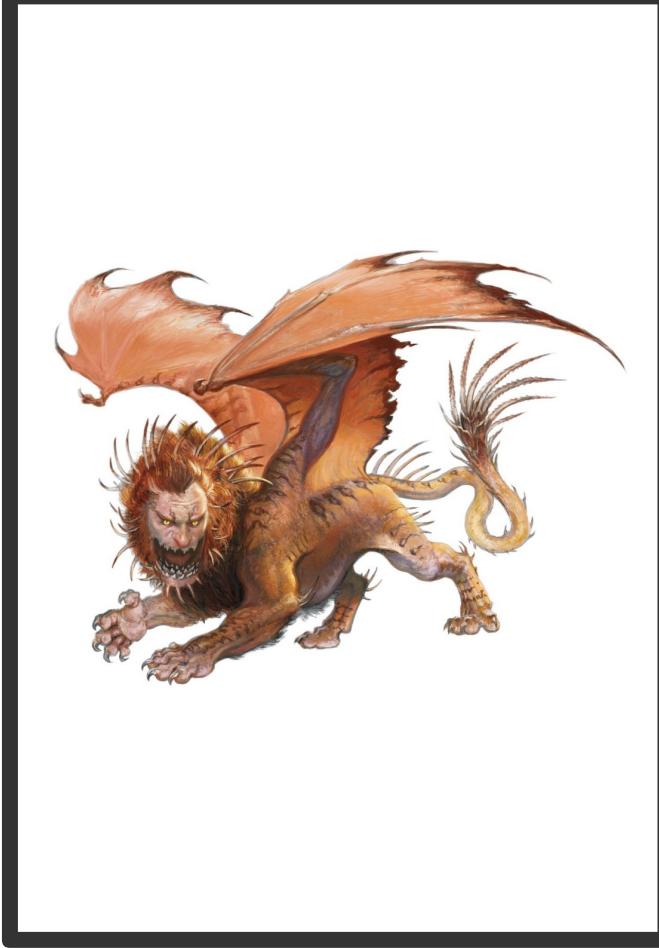
ACTIONS

Multiaction. The Manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

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

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

Tail Spike. Ranged Weapon Attack: +5 to hit, range 100/200 ft., one target. Hit: 7 (1d8 + 3) piercing damage.



MEDUSA



Medium Monstrosity, Lawful Evil

Armor class 15 (natural armor)

Hit points 127 (17d8 + 51)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

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

Senses Darvision 60ft, Passive Perception 14

Language Common

Challenge 6 (2300 XP)

Petrifying Gaze. When creature sees Medusa's eyes, Medusa not incapacitated & target starts turn in 30ft of the Medusa, forces DC 14 Constitution save. Failure: by 5 or more, creature instantly petrified. Otherwise, creature that fails begins to turn to stone and is restrained. Restrained creatures repeat save at the end of its next turn. Success: ends restrained effect. Failure: petrified. Petrification lasts until creature is freed by the *greater restoration* spell or other magic. Unless surprised, creature can avert its eyes to avoid needing to save. If creature does so, it can't see the Medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the Medusa in the meantime, it must immediately make the save. When Medusa sees itself reflected on a polished surface in 30ft of it and in bright light, Medusa must make its own save

DUST MEPHIT



Small Elemental, Neutral Evil

Armor class 12

Hit points 17 (5d6)

Speed 30ft Fly 30ft

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4

Damage Vulnerabilities Fire

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darvision 60ft, Passive Perception 12

Language Auran, Terran

Challenge 1/2 (100 XP)

Death Burst. When the Mephit dies, it explodes in a burst of dust. Each creature within 5 feet of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Innate Spellcasting (1/Day). The Mephit can innately cast *Sleep*, requiring no material components. Its innate spellcasting ability is Charisma.

MEDUSA CONTINUED: ACTIONS



ACTIONS

Multiaction. The Medusa makes either three melee attacks - one with its snake hair and two with its shortsword- or two ranged attacks with its longbow.

Snake Hair. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

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

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

DUST MEPHIT



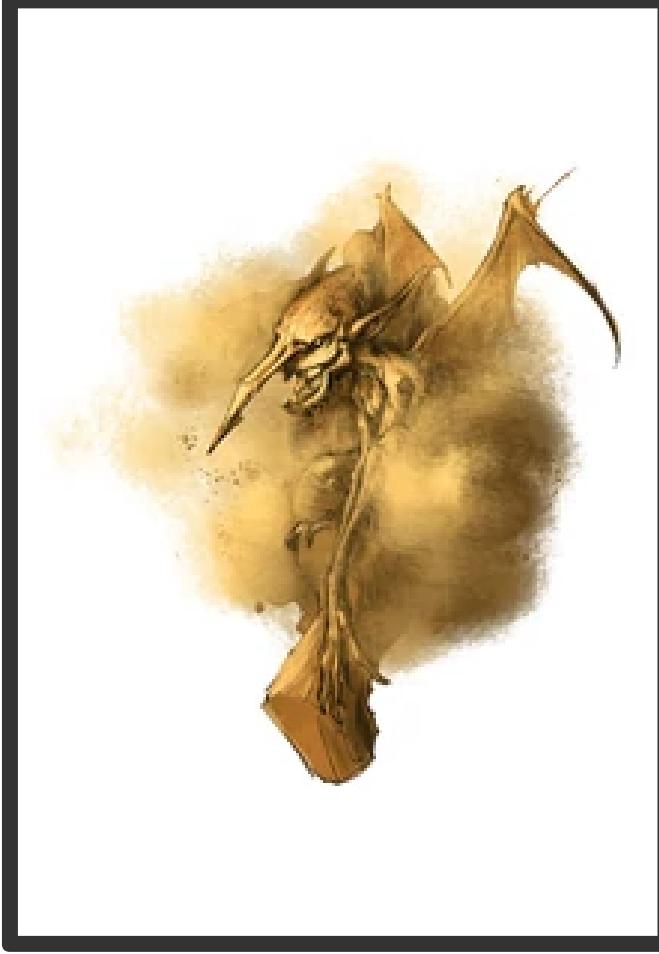
DUST MEPHIT CONTINUED: ACTIONS



ACTIONS

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

Blinding Breath (Recharge 6). The Mephit exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded 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.



ICE MEPHIT



Small Elemental, Neutral Evil

Armor class 11

Hit points 21 (6d6)

Speed 30ft **Fly** 30ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +3

Damage Vulnerabilities Fire; Bludgeoning

Damage Immunities Cold, Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 12

Language Aquan, Auran

Challenge 1/2 (100 XP)

Death Burst. When the Mephitz dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the Mephitz remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting (1/Day). The Mephitz can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

MAGMA MEPHIT



Small Elemental, Neutral Evil

Armor class 11

Hit points 22 (5d6 + 5)

Speed 30ft **Fly** 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +3

Damage Vulnerabilities Cold

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 10

Language Ignan, Terran

Challenge 1/2 (100 XP)

Death Burst. When the Mephitz dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the Mephitz remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting (1/Day). The Mephitz can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

ICE MEPHIT CONTINUED: ACTIONS



ACTIONS

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The Mephitz exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

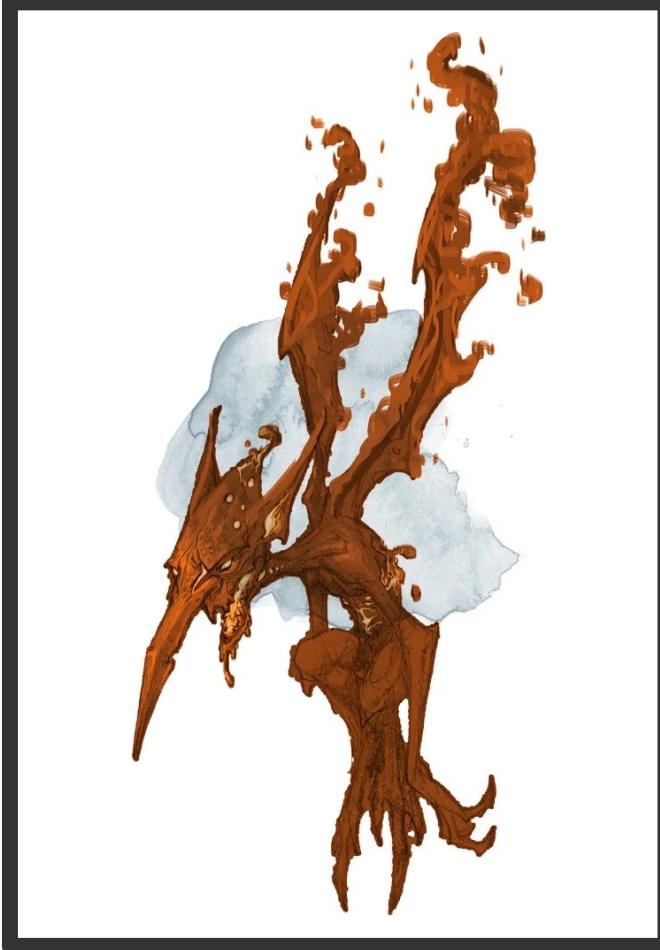
MAGMA MEPHIT CONTINUED: ACTIONS



ACTIONS

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The Mephitz exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.



MUD MEPHIT



Small Elemental, Neutral Evil

Armor class 11

Hit points 27 (6d6 + 6)

Speed 30ft **Fly** 20ft, **Swim** 20ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	9 (-1)	11 (+0)	7 (-2)

Skills Stealth +3

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darvision 60ft, Passive Perception 10

Language Aquan, Terran

Challenge 1/2 (100 XP)

Death Burst. On death, explodes. Each Medium or smaller creature in 5ft makes DC 11 Dexterity save or be restrained until the end of the creature's next turn.

False Appearance. If motionless, looks like mound of mud.

ACTIONS

Fists. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) bludgeoning damage.

Mud Breath (Recharge 6). One creature within 5 feet of it. If the target is Medium or smaller, it must succeed on a DC 11 Dexterity saving throw or be restrained 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.

SMOKE MEPHIT



Small Elemental, Neutral Evil

Armor class 12

Hit points 22 (5d6 + 5)

Speed 30ft **Fly** 30ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

Skills Perception +2, Stealth +4

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darvision 60ft, Passive Perception 10

Language Auran, Ignan

Challenge 1/4 (50 XP)

Death Burst. On death, explodes in smoke fills a 5ft-radius sphere. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts for 1 minute.

Innate Spellcasting (1/Day). Innately casts *dancing lights*, requiring no material components. Ability is Charisma.

ACTIONS

Claws. Melee: +4, 5ft. Single. Hit: 4 (1d4 + 2) slashing.

Cinder Breath (Recharge 6). The Mephitz exhales a 15-foot cone of smoldering ash. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded until the end of the Mephitz's next turn.

STEAM MEPHIT



Small Elemental, Neutral Evil

Armor class 10

Hit points 21 (6d6)

Speed 30ft **Fly** 30ft

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

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darvision 60ft, Passive Perception 10

Language Aquan, Ignan

Challenge 1/4 (50 XP)

Death Burst. On death, it explodes in a cloud of steam. Each creature within 5 feet of the Mephitz must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

Innate Spellcasting (1/Day). The Mephitz can innately cast *blur*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 2 (1d4) slashing damage plus 2 (1d4) fire.

Steam Breath (Recharge 6). Exhales a 15ft cone of steam. Everyone makes DC 10 Dexterity save, taking 4 (1d8) fire on a failed save, or half as much damage on a successful one.

MERFOLK



Medium Humanoid (Merfolk), Neutral

Armor class 11

Hit points 11 (2d8 + 2)

Speed 10ft **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2

Senses Passive Perception 12

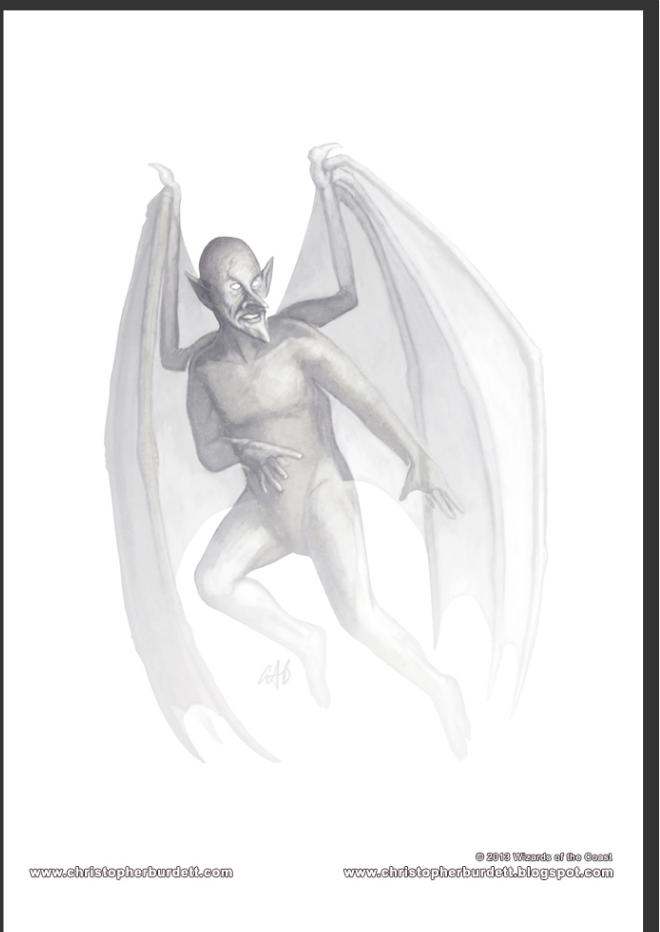
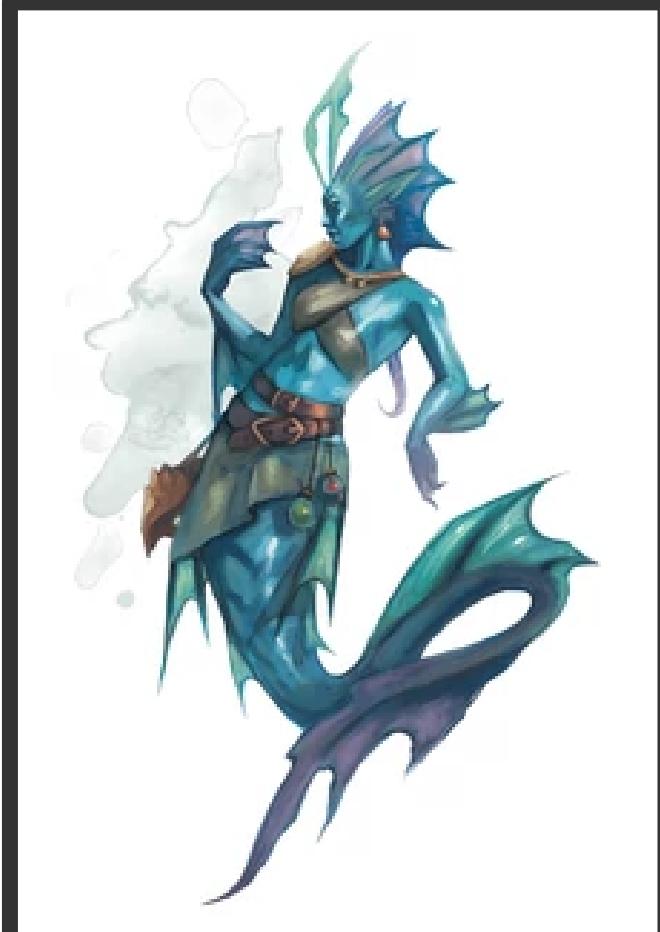
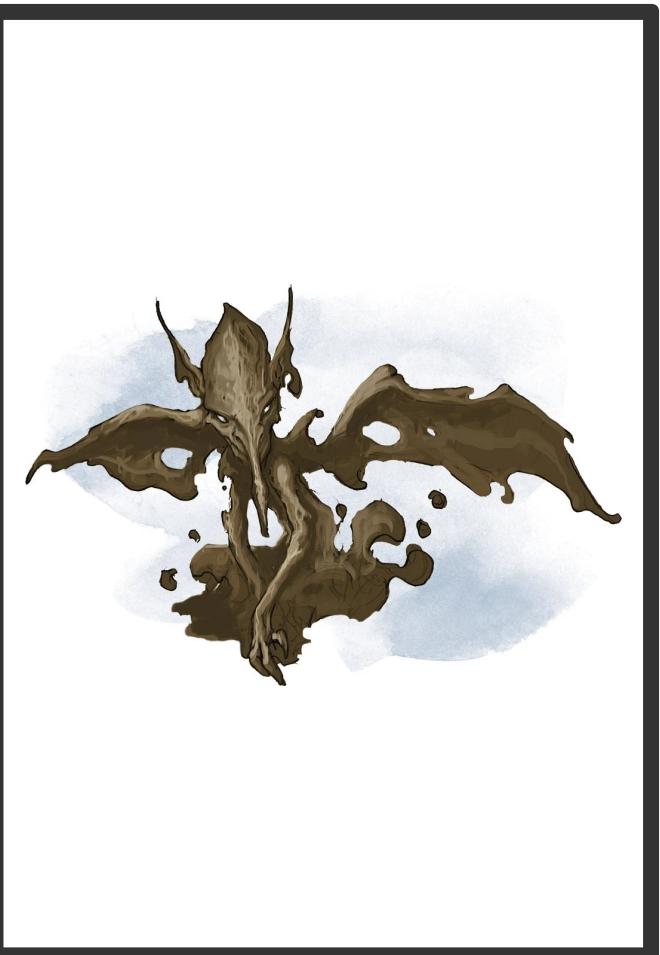
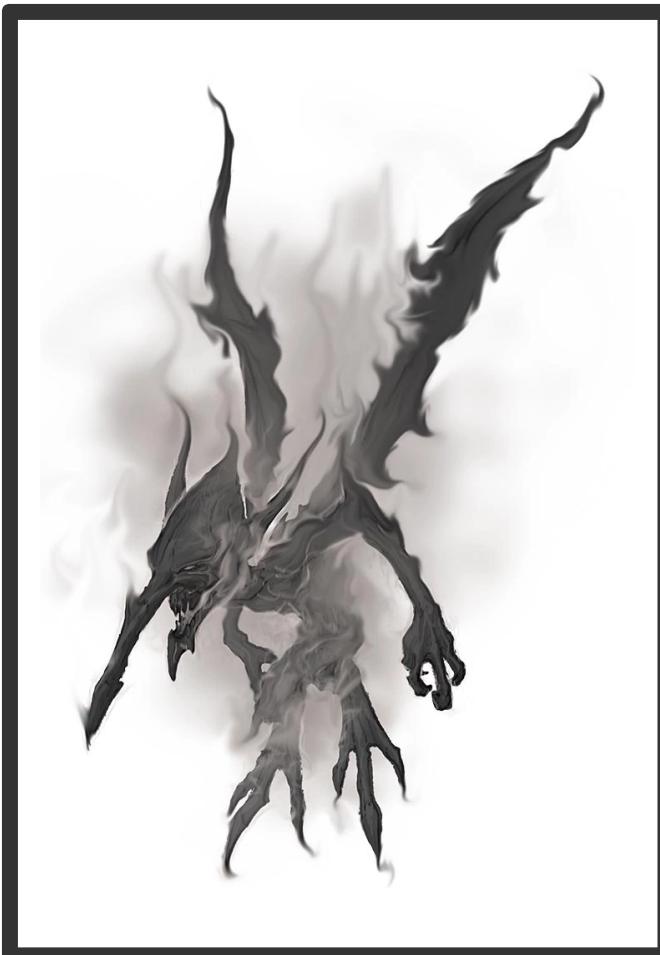
Language Aquan, Common

Challenge 1/8 (25 XP)

Amphibious. The Merfolk can breathe air and water.

ACTIONS

Spear. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.



MERROW



Large Monstrosity, Chaotic Evil

Armor class 13 (natural armor)

Hit points 45 (6d10 + 12)

Speed 10ft **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

Senses Darkvision 60ft, Passive Perception 10

Language Abyssal, Aquan

Challenge 2 (450 XP)

Amphibious. The Merrow can breathe air and water.

ACTIONS

Multiattack. The Merrow makes two attacks: one with its bite and one with its claws or harpoon.

Bite. 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: 9 (2d4 + 4) slashing damage.

Harpoon. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the Merrow or be pulled up to 20 feet toward the Merrow.

MIMIC CONTINUED: ACTIONS



False Appearance (Object Form Only). While the Mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The Mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the Mimic is in object form, the target is subjected to its Adhesive trait.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

MIMIC



Medium Monstrosity (shapechanger), Neutral

Armor class 12 (natural armor)

Hit points 58 (9d8 + 18)

Speed 15ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities Acid

Condition Immunities Prone

Senses Darkvision 60ft, Passive Perception 11

Language -

Challenge 2 (450 XP)

Shapechanger. The Mimic can use its action to polymorph into an object or back into its true, amorphous form. 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.

Adhesive (Object Form Only). The Mimic adheres to anything that touches it. A Huge or smaller creature adhered to the Mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

MIND FLAYER



Medium Aberration, Lawful Evil

Armor class 15 (Breastplate)

Hit points 71 (13d8 + 13)

Speed 30ft

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

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

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses Darkvision 120ft, Passive Perception 16

Language Deep Speech, Undercommon, Telepathy 120ft.

Challenge 7 (2900 XP)

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

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

- **At will:** *detect thoughts, levitate*
- **1/day each:** *dominate monster, plane shift* (self only)



CONCEPTOPOLIS



MIND FLAYER CONTINUED: ACTIONS



ACTIONS

Tentacles. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. Melee Weapon Attack: +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the Mind Flayer. Hit: The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the Mind Flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The Mind Flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned 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

MIND FLAYER ARCANIST CONTINUED: ACTI



Spellcasting. 10th-level spellcaster. Its spellcasting ability is Intelligence (save DC 15, +7 to hit with spell attacks). The Mind Flayer has the following wizard spells prepared:

- **Cantrips (at will):** *blade ward, dancing lights, mage hand, shocking grasp*
- **1st level (4):** *detect magic, disguise self, shield, sleep*
- **2nd level (3):** *blur, invisibility, ray of enfeeblement*
- **3rd level (3):** *clairvoyance, lightning bolt, sending*
- **4th level (3):** *confusion, hallucinatory terrain*
- **5th level (2):** *telekinesis, wall of force*

ACTIONS

Tentacles. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. Melee Weapon Attack: +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the Mind Flayer. Hit: The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the Mind Flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The Mind Flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned 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

MIND FLAYER ARCANIST



Medium Aberration, Lawful Evil

Armor class 15 (Breastplate)

Hit points 71 (13d8 + 13)

Speed 30ft

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

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

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses Darkvision 120ft, Passive Perception 16

Language Deep Speech, Undercommon, Telepathy 120ft.

Challenge 8 (3900 XP)

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

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

- **At will:** *detect thoughts, levitate*
- **1/day each:** *dominate monster, plane shift* (self only)

MINOTAUR



Large Monstrosity, Chaotic Evil

Armor class 14 (natural armor)

Hit points 76 (9d10 + 27)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +7

Senses Darkvision 60ft, Passive Perception 17

Language Abyssal

Challenge 3 (700 XP)

Charge. Moving at least 10ft straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

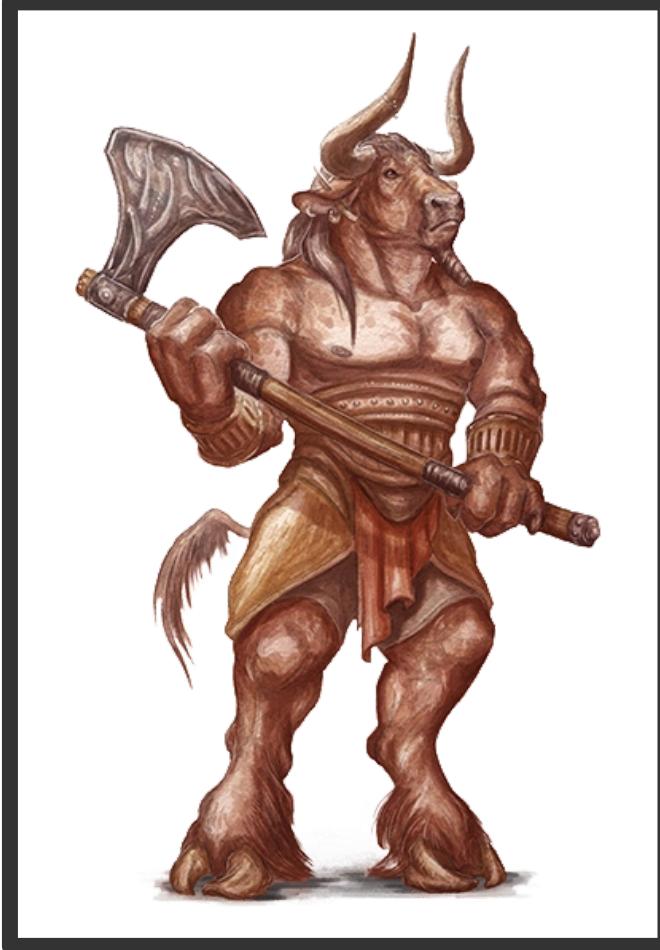
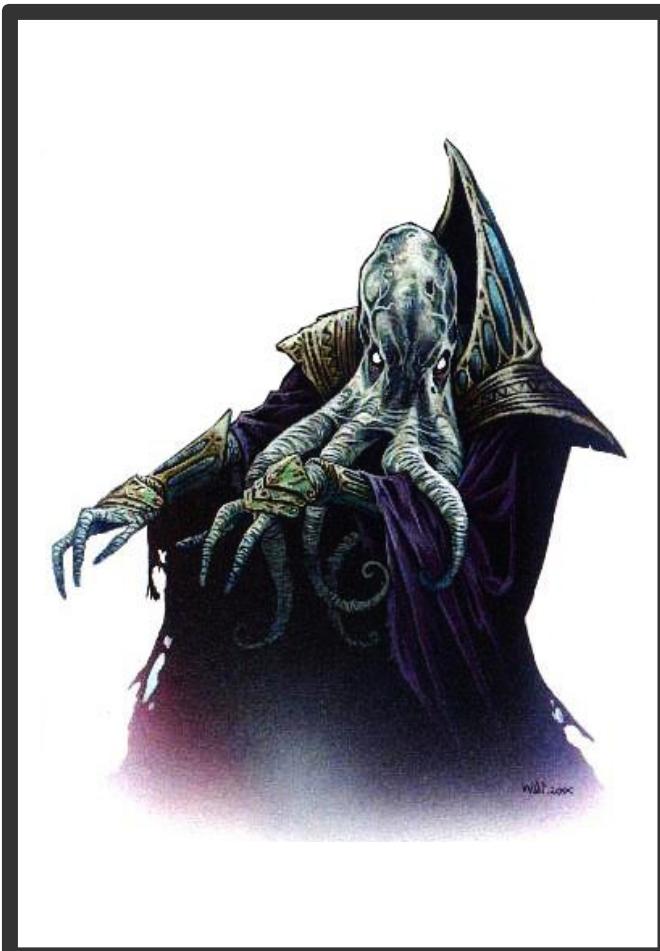
Labyrinthine Recall. Perfectly recalls any path it has traveled.

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

ACTIONS

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.



MONODRONE



Medium Construct, Lawful Neutral

Armor class 15 (natural armor)

Hit points 5 (1d8 + 1)

Speed 30ft, Fly 30ft

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

Senses Truesight 120ft, Passive Perception 10

Language Modron

Challenge 1/8 (25 XP)

Axiomatic Mind. The Monodrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the Monodrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

ACTIONS

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

Javelin. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 4 (1d6) piercing damage.

DUODRONE



Medium Construct, Lawful Neutral

Armor class 15 (natural armor)

Hit points 11 (2d8 + 2)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	6 (-2)	10 (+0)	7 (-2)

Senses Truesight 120ft, Passive Perception 10

Language Modron

Challenge 1/4 (50 XP)

Axiomatic Mind. The Duodrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the Duodrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

ACTIONS

Multiaction. The Duodrone makes two fist attacks or two javelin attacks.

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

Javelin. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

ROGUE MONODRONE



Medium Construct, Any Alignment

Armor class 15 (natural armor)

Hit points 5 (1d8 + 1)

Speed 30ft, Fly 30ft

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

Senses Truesight 120ft, Passive Perception 10

Language Modron

Challenge 1/8 (25 XP)

Disintegration. If the Monodrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

ACTIONS

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

Javelin. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 4 (1d6) piercing damage.

TRIDRONE



Medium Construct, Lawful Neutral

Armor class 15 (natural armor)

Hit points 16 (3d8 + 3)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	9 (-1)	10 (+0)	9 (-1)

Senses Truesight 120ft, Passive Perception 10

Language Modron

Challenge 1/2 (100 XP)

Axiomatic Mind. The Tridrone can't be compelled to act in a manner contrary to its nature or its instructions.

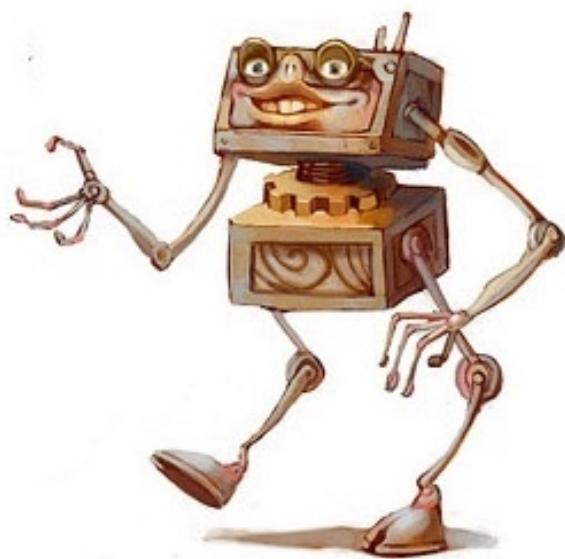
Disintegration. If the Tridrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

ACTIONS

Multiaction. The Tridrone makes three fist attacks or three javelin attacks.

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

Javelin. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 4 (1d6 + 1) piercing damage.



Art by Julie Dillon
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QUADRONE



Medium Construct, Lawful Neutral

Armor class 16 (natural armor)

Hit points 16 (3d8 + 3)

Speed 30ft, Fly 30ft

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

Skills Perception +2

Senses Truesight 120ft, Passive Perception 10

Language Modron

Challenge 1 (200 XP)

Axiomatic Mind. The Quaddrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the Quaddrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

ACTIONS

Multiattack. The Quaddrone makes two fist attacks or four shortbow attacks.

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

MUMMY



Medium Undead, Lawful Evil

Armor class 11 (natural armor)

Hit points 58 (9d8 + 18)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +2

Damage Vulnerabilities Fire

Damage Resistances Physical from non-magical weapons

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60ft, Passive Perception 10

Language Any languages it knew in life

Challenge 3 (700 XP)

ACTIONS

Multiattack. The Mummy can use its Dreadful Glare and makes one attack with its rotting fist.

PENTADRONE



Medium Construct, Lawful Neutral

Armor class 16 (natural armor)

Hit points 32 (5d10 + 5)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	13 (+1)

Skills Perception +4

Senses Truesight 120ft, Passive Perception 14

Language Modron

Challenge 2 (450 XP)

Axiomatic Mind. The Pentadrome can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the Pentadrome dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

ACTIONS

Multiattack. The Pentadrome makes five arm attacks.

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

Paralysis Gas (Recharge 5- 6). The Pentadrome exhales a 30-foot cone of gas. Each creature in that area must succeed on a DC 11 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.

MUMMY LORD



Medium Undead, Lawful Evil

Armor class 17 (natural armor)

Hit points 97 (13d8 + 39)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	11 (+0)	18 (+4)	16 (+3)

Saving Throws Con +8, Int +5, Wis +9, Cha +8

Skills History +5, Religion +5

Damage Vulnerabilities Fire

Damage Immunities Necrotic, Poison; Physical from non-magical weapons

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

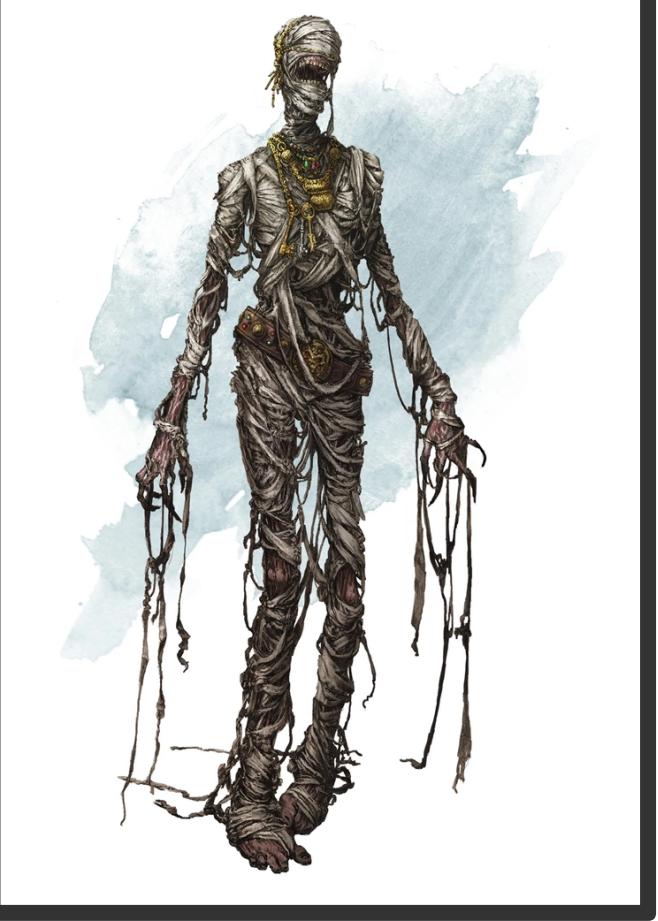
Senses Darkvision 60ft, Passive Perception 14

Language Any languages it knew in life

Challenge 15 (13000 XP)

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

Rejuvenation. A destroyed Mummy Lord gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of the Mummy Lord's heart.



MUMMY LORD CONTINUED: ACTIONS



Spellcasting. 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The Mummy Lord has the following cleric spells prepared:

- **Cantrips (at will):** *sacred flame, thaumaturgy*
- **1st level (4 slots):** *command, guiding bolt, shield of faith*
- **2nd level (3 slots):** *hold person, silence, spiritual weapon*
- **3rd level (3 slots):** *animate dead, dispel magic*
- **4th level (3 slots):** *divination, guardian of faith*
- **5th level (2 slots):** *contagion, insect plague*
- **6th level (1 slot):** *harm*

ACTIONS

Rotting Fist. Melee: +9, 5ft. Hit: 14(3d6 + 4) bludgeoning & 21(6d6) necrotic. Creatures make DC 16 Constitution save. Failure: cursed with mummy rot. Target can't regain HP, and its HP maximum decreases by 10(3d6) every 24 hours. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. Targets one creature it can see within 60 feet of it. If the target can see the Mummy Lord, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies and Mummy Lords for the next 24 hours.

MYCONID SPROUT



Small Plant, Lawful Neutral

Armor class 10 (natural armor)

Hit points 7 (2d6)

Speed 10ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	8 (-1)	11 (+0)	5 (-3)

Senses Darkvision 120ft, Passive Perception 10

Language -

Challenge 0 (10 XP)

Distress Spores. When the Myconid takes damage, all other Myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the Myconid has disadvantage on ability checks, attack rolls, and saving throws. The Myconid dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Fist. Melee Weapon Attack: +1 to hit, reach 5 ft. Single. Hit: 1(1d4 - 1) bludgeoning plus 2 (1d4) poison

Rapport Spores (3/Day). A 10-foot radius of spores extends from the Myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

MUMMY LORD CONTINUED: LEGENDARY



LEGENDARY ACTIONS

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

Attack. Make one Rotting Fist or Dreadful Glare attack

Blinding Dust. Blinding dust and sand swirls magically around the Mummy Lord. Each creature within 5 feet of the Mummy Lord must succeed on a DC 16 Constitution saving throw or be blinded until the end of the creature's next turn.

Blasphemous Word (Costs 2 Actions). Utters a blasphemous word. Each non-undead creature within 10 feet of the Mummy Lord that can hear the magical utterance must succeed on a DC 16 Constitution saving throw or be stunned until the end of the Mummy Lord's next turn.

Channel Negative Energy (Costs 2 Actions). Unleashes negative energy. Creatures in 60ft of the Mummy Lord, including ones behind barriers & around corners, can't regain hit points until end of the Mummy Lord's next turn.

Whirlwind of Sand (Costs 2 Actions). The Mummy Lord magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the Mummy Lord is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the Mummy Lord remain in its possession.

QUAGGOOTH SPORE SERVANT



Medium Plant, Unaligned

Armor class 13 (natural armor)

Hit points 45 (6d8 + 18)

Speed 20ft, **Climb** 20ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	2 (-4)	6 (-2)	1 (-5)

Damage Immunities Poison

Condition Immunities Blinded, Charmed, Frightened, Paralyzed, Poisoned

Senses Blindsight 60ft (blind beyond), Passive Perception 8

Language -

Challenge 1 (200 XP)

ACTIONS

Multiattack. The Spore Servant makes two claw attacks.

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



MYCONID ADULT



Medium Plant, Lawful Neutral

Armor class 12 (natural armor)

Hit points 22 (4d8 + 4)

Speed 20ft

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

Senses Darkvision 120ft, Passive Perception 11

Language -

Challenge 1/2 (100 XP)

Distress Spores. When damaged, all Myconids in 240ft feel it

Sun Sickness. In sunlight, has disadvantage on ability checks, attack rolls, and saving throws. The Myconid dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Fist. Melee: +2, 5ft. Hit: 5(2d4) bludgeoning & 5(2d4) poison.

Pacifying Spores (3/Day). Shoots spores at one target in 5ft. Target makes DC 11 Constitution save. Failure: stunned 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.

Rapport Spores. A 20-foot radius of spores extends from the Myconid. Spores go around corners & affect creatures with Intelligence 2 or more. Undead, constructs, or elementals immune. Affected creatures communicate telepathically with each other while they are in 30ft. Lasts for 1 hour.

MYCONID SOVEREIGN CONTINUED: ACTION



MYCONID SOVEREIGN

Large Plant, Lawful Neutral

Armor class 13 (natural armor)

Hit points 60 (8d10 + 16)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	13 (+1)	15 (+2)	10 (+0)

Senses Darkvision 120ft, Passive Perception 12

Language -

Challenge 2 (450 XP)

Distress Spores. When damaged, all Myconids in 240ft feel it

Sun Sickness. In sunlight, has disadvantage on ability checks, attack rolls, and saving throws. The Myconid dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Multiaction. The Myconid uses either its Hallucination Spores or its Pacifying Spores, then makes a fist attack.

Fist. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (3d4 + 1) bludgeoning plus 7 (3d4) poison.

Animating Spores (3/Day). Targets one corpse of a humanoid or a Large or smaller beast within 5 feet of it and releases spores at the corpse. In 24 hours, the corpse rises as a spore servant. The corpse stays animated for 1d4 + 1 weeks or until destroyed, and it can't be animated again in this way.



BONE NAGA

Hallucination Spores. The Myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pacifying Spores. The Myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.

Rapport Spores. A 30-foot radius of spores extends from the Myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

Large Undead, Lawful Evil

Armor class 15 (natural armor)

Hit points 58 (9d10 + 9)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	15 (+2)	15 (+2)	16 (+3)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Paralyzed, Poisons

Senses Darkvision 60ft, Passive Perception 12

Language Common plus one other language

Challenge 4 (1100 XP)

Spellcasting. The Naga is a 5th-level spellcaster (spell save DC 12, +4 to hit with spell attacks) that needs only verbal components to cast its spells.

If the Naga was a guardian Naga in life, its spellcasting ability is Wisdom, and it has the following cleric spells prepared:

- **Cantrips (at will):** *mending, sacred flame, thaumaturgy*
- **1st level (4 slots):** *command, shield of faith*
- **2nd level (3 slots):** *calm emotions, hold person*
- **3rd level (2 slots):** *bestow curse*



BONE NAGA CONTINUED: ACTIONS



If the Naga was a spirit Naga in life, its spellcasting ability is Intelligence, and it has the following wizard spells prepared:

- **Cantrips (at will):** *mage hand, minor illusion, ray of frost*
- **1st level (4 slots):** *charm person, sleep*
- **2nd level (3 slots):** *detect thoughts, hold person*
- **3rd level (2 slots):** *lightning bolt*

ACTIONS

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

SPIRIT NAGA CONTINUED: ACTIONS



ACTIONS

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

SPIRIT NAGA



Large Monstrosity, Chaotic Evil

Armor class 15 (natural armor)

Hit points 75 (10d10 + 20)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

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

Damage Immunities Poison

Condition Immunities Charmed, Poisoned

Senses Darkvision 60ft, Passive Perception 12

Language Abyssal, Common

Challenge 8 (3900 XP)

Rejuvenation. If it dies, the Naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Spellcasting. The Naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

- **Cantrips (at will):** *mage hand, minor illusion, ray of frost*
- **1st level (4 slots):** *charm person, detect magic, sleep*
- **2nd level (3 slots):** *detect thoughts, hold person*
- **3rd level (3 slots):** *lightning bolt, water breathing*
- **4th level (3 slots):** *blight, dimension door*
- **5th level (2 slots):** *dominate person*

GUARDIAN NAGA



Large Monstrosity, Lawful Evil

Armor class 18 (natural armor)

Hit points 127 (15d10 + 45)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	16 (+3)	19 (+4)	18 (+4)

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

Damage Immunities Poison

Condition Immunities Charmed, Poisoned

Senses Darkvision 60ft, Passive Perception 14

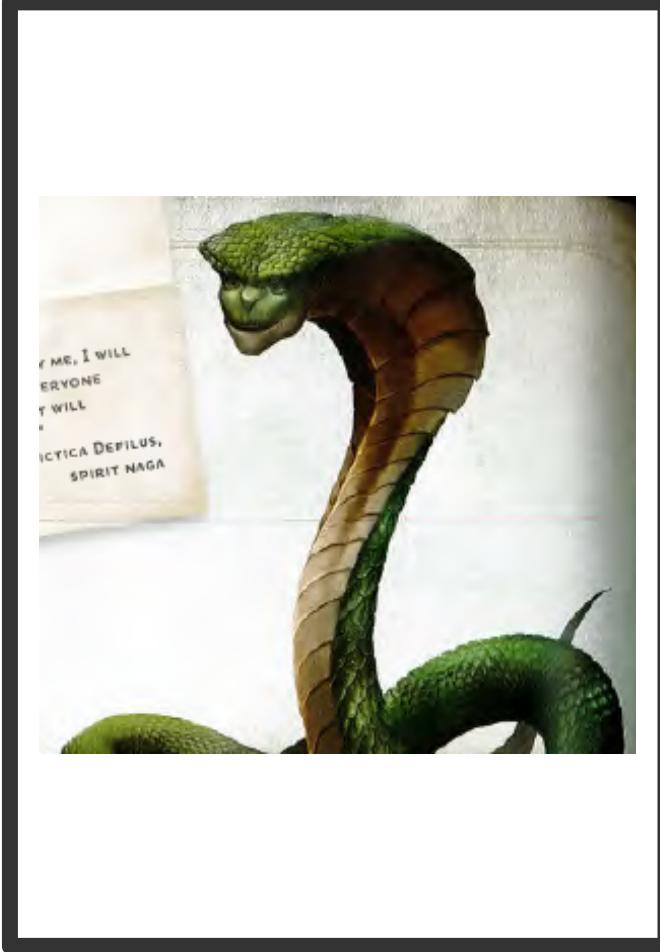
Language Celestial, Common

Challenge 10 (5900 XP)

Rejuvenation. If it dies, the Naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Spellcasting. 11th-level spellcaster. Ability is Wisdom (DC 16, +8 to hit), and it needs only verbal components. Has following cleric spells prepared:

- **Cantrips (at will):** *mending, sacred flame, thaumaturgy*
- **1st level (4 slots):** *command, cure wounds, shield of faith*
- **2nd level (3 slots):** *calm emotions, hold person*
- **3rd level (3 slots):** *bestow curse, clairvoyance*
- **4th level (3 slots):** *banishment, freedom of movement*
- **5th level (2 slots):** *flame strike, geas*
- **6th level (1 slot):** *true seeing*



GUARDIAN NAGA CONTINUED: ACTIONS



ACTIONS

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Spit Poison. Ranged Weapon Attack: +8 to hit, range 15/30 ft., one creature. Hit: The target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.



NIGHTMARE



Large Fiend, Neutral Evil

Armor class 13 (natural armor)

Hit points 68 (8d10 + 24)

Speed 60ft, Fly 90ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Immunities Fire

Senses Passive Perception 11

Language Understands Abyssal, Common, and Infernal but can't speak

Challenge 3 (700 XP)

Confer Fire Resistance. The Nightmare can grant resistance to fire damage to anyone riding it.

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

NOTHIC



Medium Aberration, Neutral Evil

Armor class 15 (natural armor)

Hit points 45 (6d8 + 18)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	8 (-1)

Skills Arcana +3, Insight +4, Perception +2, Stealth +5

Senses Truesight 120ft, Passive Perception 12

Language Undercommon

Challenge 2 (450 XP)

Keen Sight. Advantage on Perception checks based on sight.

ACTIONS

Multiattack. The Notthic makes two claw attacks.

Claw. Melee: +4, 5ft. Hit: 6 (1d6 + 3) slashing damage.

Rotting Gaze. Targets one creature it can see in 30ft. The target must succeed on a DC 12 Constitution saving throw against this magic or take 10 (3d6) necrotic damage.

Weird Insight. The Notthic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the Notthic's Wisdom (Insight) check. If the Notthic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

OGRE



Large Giant, Chaotic Evil

Armor class 11 (hide armor)

Hit points 59 (7d10 + 21)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses Darkvision 60ft, Passive Perception 8

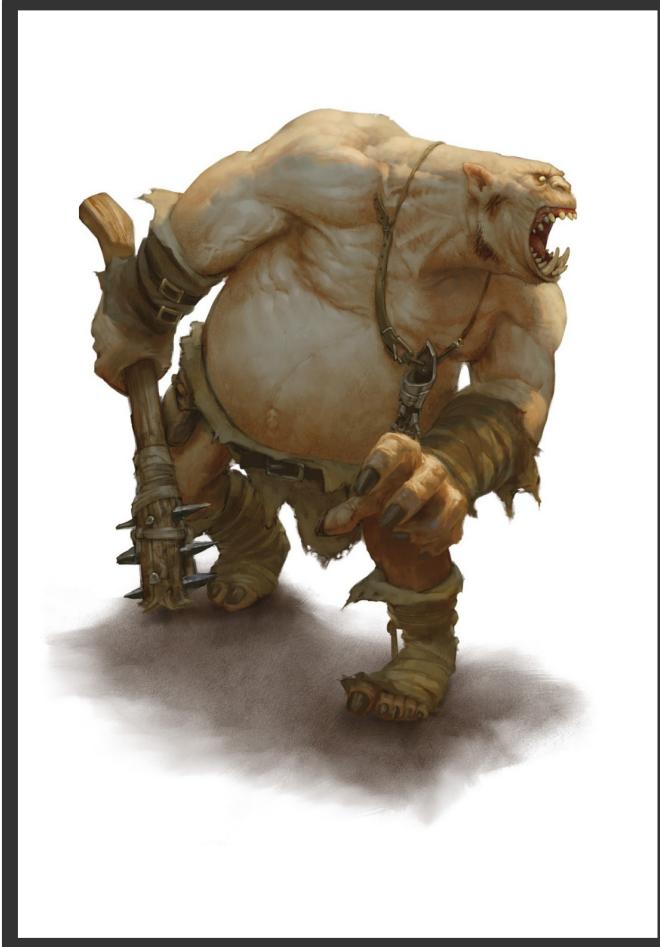
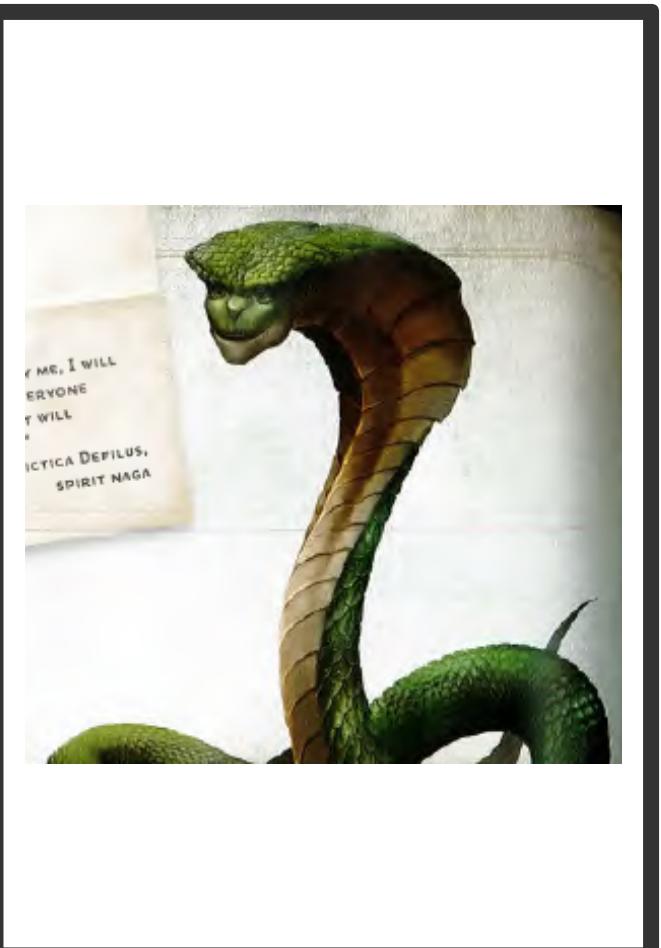
Language Common, Giant

Challenge 2 (450 XP)

ACTIONS

Greatclub. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.



HALF-OGRE



Large Giant, Any Chaotic Alignment

Armor class 12 (hide armor)

Hit points 30 (4d10 + 8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

Senses Darkvision 60ft, Passive Perception 9

Language Common, Giant

Challenge 1 (200 XP)

ACTIONS

Battleaxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

ONI CONTINUED: ACTIONS



ACTIONS

Multiattack. The Oni makes two attacks, either with its claws or its glaive.

Claw (Oni Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Glaive. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

Change Shape. The Oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the Oni dies, it reverts to its true form, and its glaive reverts to its normal size.

ONI



Large Giant, Lawful Evil

Armor class 16 (chain mail)

Hit points 110 (13d10 + 39)

Speed 30ft, Fly 30ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Arcana +5, Deception +8, Perception +4

Senses Darkvision 60ft, Passive Perception 14

Language Common, Giant

Challenge 7 (2900 XP)

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

- **At will:** darkness, invisibility
- **1/day each:** charm person, cone of cold, gaseous form, sleep

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

Regeneration. The Oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

BLACK PUDDING



Large Ooze, Unaligned

Armor class 7

Hit points 85 (10d10 + 30)

Speed 20ft, Climb 20ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities Acid, Cold, Lightning; Slashing

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60ft (blind beyond), Passive Perception 8

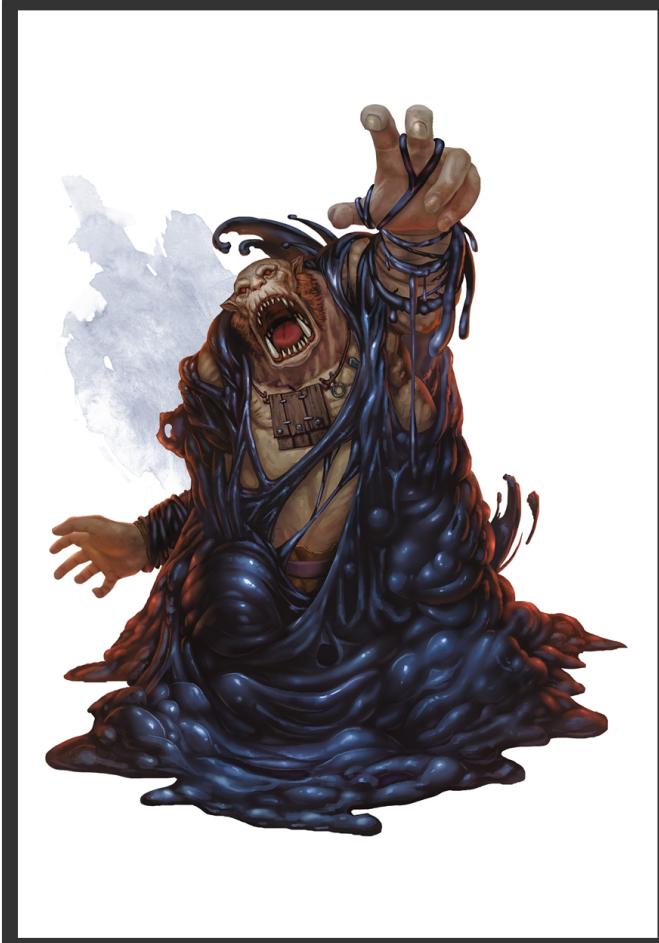
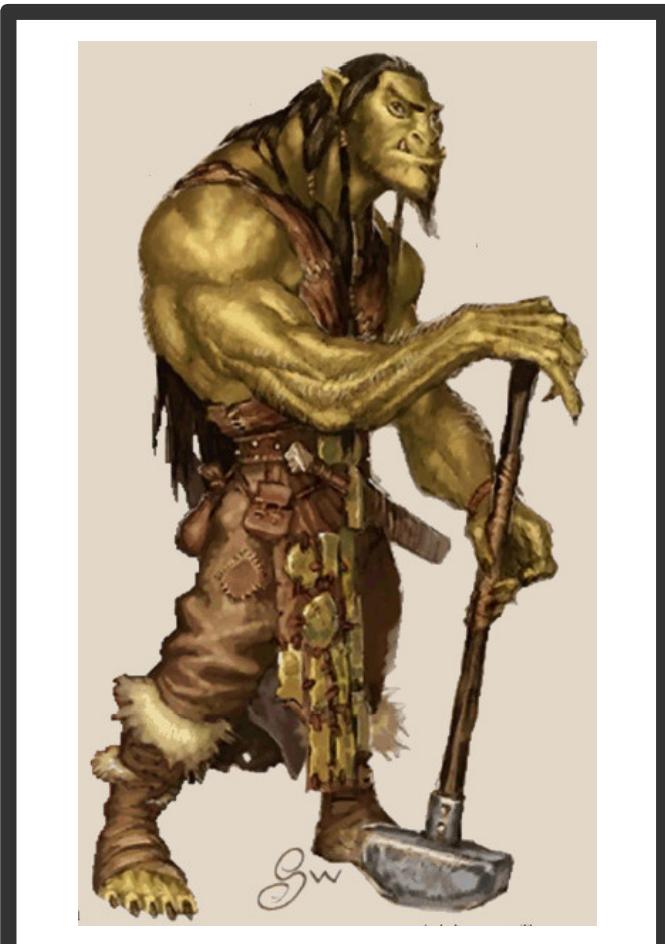
Language -

Challenge 4 (1100 XP)

Amorphous. Moves thru 1in spaces wide without squeezing.

Corrosive Form. A creature that touches the Pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Nonmagical metal/wood weapons that hit the Pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the Pudding is destroyed after dealing damage. The Pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Spider Climb. Can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.



BLACK PUDDING CONTINUED: ACTIONS



ACTIONS

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Split. When a Pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new Pudding if it has at least 10 hit points. Each new Pudding has hit points equal to half the original Pudding's, rounded down. New Pudding are one size smaller than the original Pudding.

GLUTINOUS CUBE CONTINUED: ACTIONS



ACTIONS

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) acid damage.

Engulf. The Cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the Cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the Cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the Cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the Cube's turns. When the Cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the Cube.

GLUTINOUS CUBE



Large Ooze, Unaligned

Armor class 6

Hit points 84 (8d10 + 40)

Speed 15ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60ft (blind beyond), Passive Perception 8

Language -

Challenge 2 (450 XP)

Ooze Cube. Takes up its entire space. Creatures can enter the space, but are subjected to the Cube's Engulf and have disadvantage on the save. Creatures inside the Cube can be seen but have total cover. Creatures in 5ft of the Cube can take an action to pull a creature or object out of the Cube. Requires successful DC12 Strength check, and the creature making the attempt takes 10 (3d6) acid. The Cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even in plain sight, requires DC 15 Wisdom (Perception) check to spot a Cube that has neither moved nor attacked. A creature that tries to enter the Cube's space while unaware of the Cube is surprised by the Cube.

GRAY OOZE



Medium Ooze, Unaligned

Armor class 8

Hit points 22 (3d8 + 9)

Speed 10ft, **Climb** 10ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +2

Damage Resistances Acid, Cold, Fire

Damage Resistances Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60ft (blind beyond), Passive Perception 8

Language -

Challenge 1/2 (100 XP)

Charge. Amorphous

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock



GRAY OOZE CONTINUED: ACTIONS



ACTIONS

Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

OCHRE JELLY



Large Ooze, Unaligned

Armor class 8

Hit points 45 (6d10 + 12)

Speed 10ft, Climb 10ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances Acid

Damage Immunities Lightning; Slashing

Damage Resistances Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60ft (blind beyond), Passive Perception 8

Language -

Challenge 2 (450 XP)

Amorphous. Can move thru 1 inch wide without squeezing.

Spider Climb. Climbs difficult surfaces, without ability check.

ACTIONS

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning plus 3 (1d6) acid.

REACTIONS

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

ORC



Medium Humanoid (Orc), Chaotic Evil

Armor class 13 (hide armor)

Hit points 15 (2d8 + 6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses Darkvision 60ft, Passive Perception 10

Language Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

ORC WAR CHIEF



Medium Humanoid (Orc), Chaotic Evil

Armor class 16 (Chain mail)

Hit points 93 (11d8 + 44)

Speed 30ft

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

Saving Throws Str +6, Con +6, Wis +2

Skills Intimidation +5

Senses Darkvision 60ft, Passive Perception 10

Language Common, Orc

Challenge 4 (1100 XP)

Aggressive. Bonus action, move up to speed toward a hostile

Gruumsh's Fury. Extra 4(1d8) damage when it hits with a weapon attack (included in the attacks).

ACTIONS

Multiaction. Makes two attacks with its greataxe or its spear.

Greataxe. Melee: +6, 5ft. Hit: 15 (1d12+4 plus 1d8) slashing

Spear. Melee or Ranged: +6, 5ft. or 20/60ft. Hit: 12 (1d6+4 plus 1d8) PRCN, or 13 (2d8 + 4) PRCN if two handed melee

Battle Cry (1/Day). Each creature of the war chief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the war chief's next turn. The war chief can then make one attack as a bonus action.



Orc Eye of Gruumsh



Medium Humanoid (Orc), Chaotic Evil

Armor class 16 (ring mail, shield)

Hit points 45 (6d8 + 18)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	9 (-1)	13 (+1)	12 (+1)

Skills Intimidation +3, Religion +1

Senses Darkvision 60ft, Passive Perception 11

Language Common, Orc

Challenge 2 (450 XP)

Aggressive. Bonus action, move up to speed toward a hostile

Gruumsh's Fury. Extra 4(1d8) damage when it hits with a weapon attack (included in the attacks).

Spellcasting. 3rd-level spellcaster. Ability is Wisdom (DC11, +3 to hit). Has the following cleric spells prepared:

- **Cantrips (at-will):** *guidance, resistance, thaumaturgy*
- **1st level (4 slots):** *bless, command*
- **2nd level (2 slots):** *augury, spiritual weapon* (spear)

ACTIONS

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (1d6 + 3 plus 1d8) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

Otyugh



Large Aberration, Neutral

Armor class 14 (natural armor)

Hit points 114 (12d10 + 48)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7

Senses Darkvision 120ft, Passive Perception 11

Language Otyugh

Challenge 5 (1800 XP)

Limited Telepathy. Can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

ACTIONS

Multiaction. Three attacks: one Bite and two Tentacles.

Bite. Melee: +6, 5ft. Hit: 12 (2d8 + 3) piercing damage.

Creatures, makes DC 15 Constitution save against disease or become poisoned until disease is cured. Every 24hrs, target must repeat the save, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Orog



Medium Humanoid (Orc), Chaotic Evil

Armor class 18 (plate)

Hit points 42 (5d8 + 20)

Speed 30ft

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

Skills Intimidation +5, Survival +2

Senses Darkvision 60ft, Passive Perception 10

Language Common, Orc

Challenge 2 (450 XP)

Aggressive. Bonus action, move up to speed toward a hostile

ACTIONS

Multiaction. The orog makes two greataxe attacks.

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage.

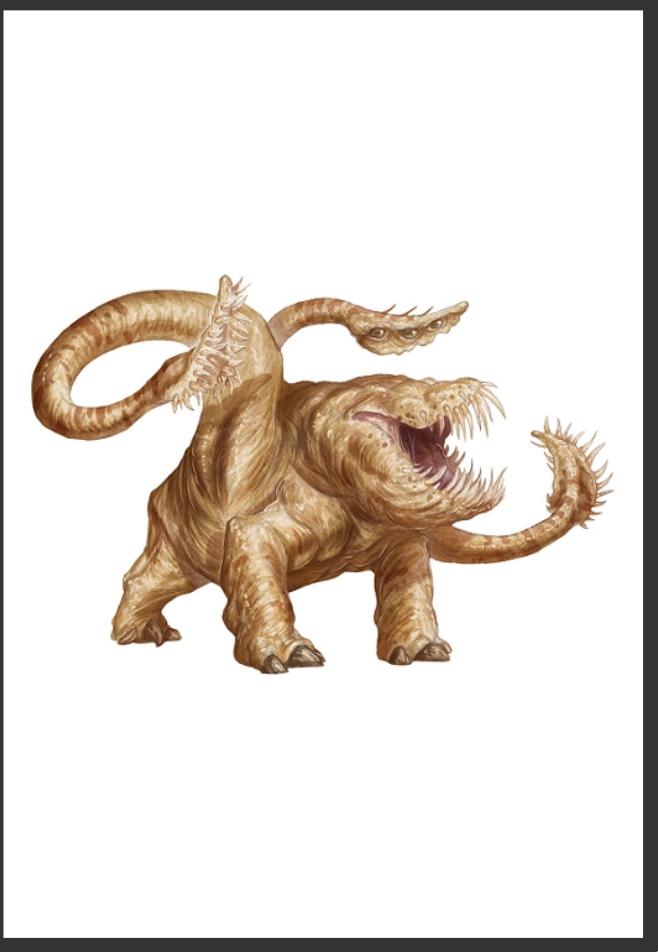
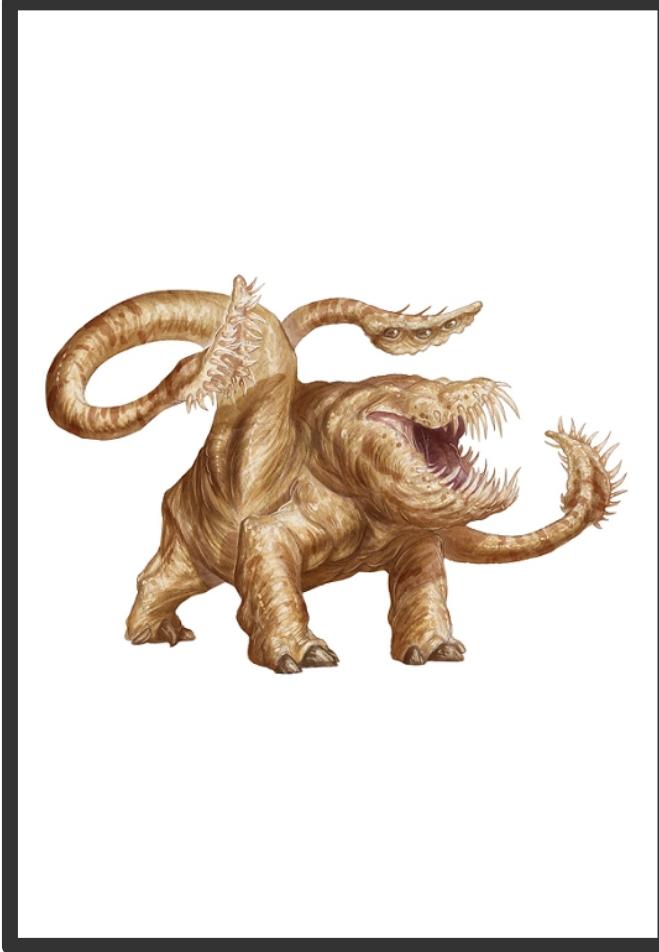
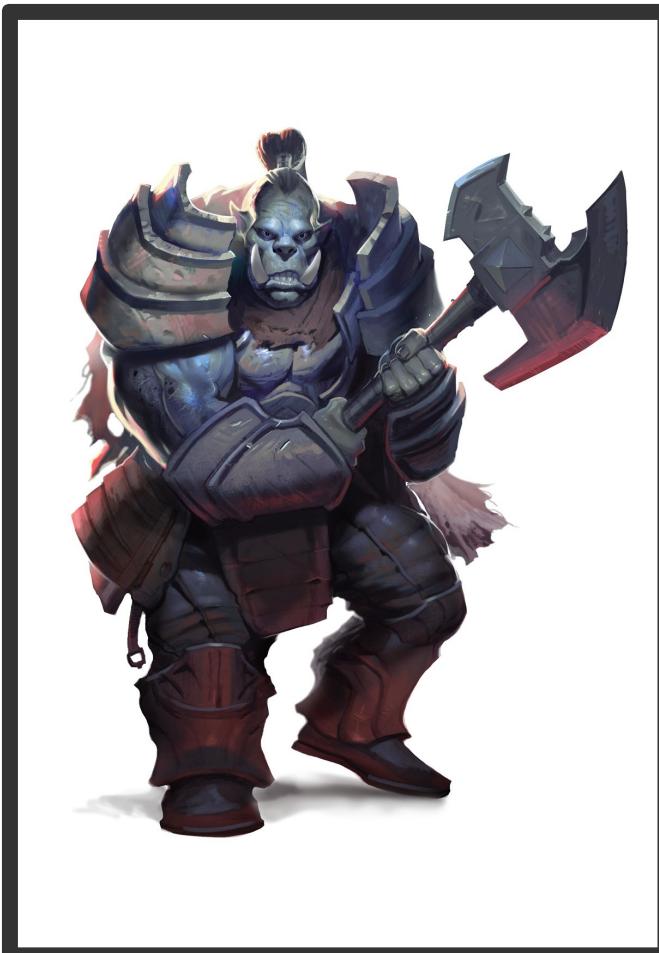
Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Otyugh Continued: Actions



Tentacle. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.



OWLBEAR



Large Monstrosity, Unaligned

Armor class 13 (natural armor)

Hit points 59 (7d10 + 21)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses Darkvision 60ft, Passive Perception 13

Language -

Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiaction. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

PERYTON



Medium Monstrosity, Chaotic Evil

Armor class 13 (natural armor)

Hit points 33 (6d8 + 6)

Speed 20ft, **Fly** 60ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	9 (-1)	12 (+1)	10 (+0)

Skills Perception +5

Damage Resistances Physical from non-magical weapons

Senses Passive Perception 15

Language Understands Common, Elvish but can't speak

Challenge 2 (450 XP)

Dive Attack. Flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

Flyby. No opportunity attack if flying out of enemy's reach

Keen Sight and Smell. The peryton has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiaction. Makes one gore attack and one talon attack.

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

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) piercing damage.

PEGASUS



Large Celestial, Chaotic Good

Armor class 12

Hit points 59 (7d10 + 21)

Speed 60ft, **Fly** 90ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

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

Skills Perception +6

Senses Passive Perception 16

Language Understands Celestial, Common, Elvish, and Sylvan but can't speak

Challenge 2 (450 XP)

ACTIONS

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

PIERCER



Medium Monstrosity, Unaligned

Armor class 15 (natural armor)

Hit points 22 (3d8 + 9)

Speed 5ft, **Climb** 5ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Skills Stealth +5

Senses Blindsight 30ft, Darkvision 60ft, Passive Perception 8

Language -

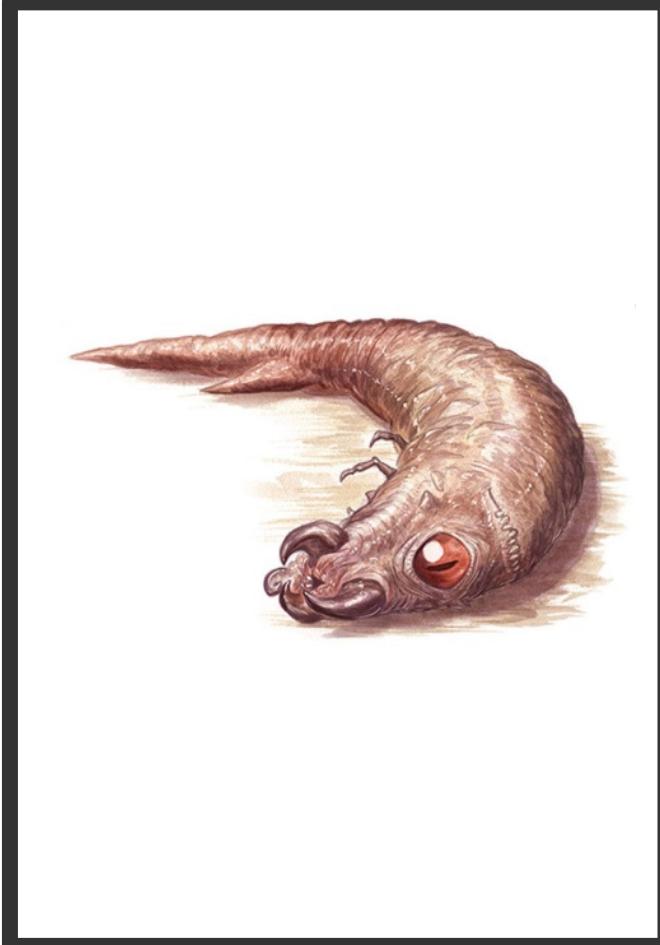
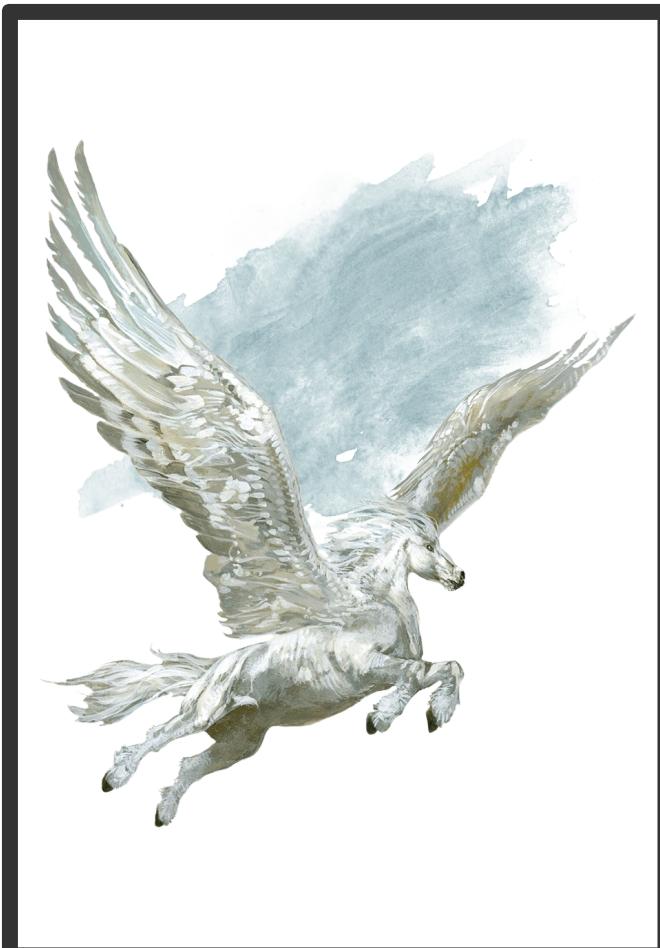
Challenge 1/2 (100 XP)

False Appearance. While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

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

ACTIONS

Drop. Melee Weapon Attack: +3 to hit, one creature directly underneath the piercer. Hit: 3 (1d6) piercing damage per 10 feet fallen, up to 21 (6d6). Miss: The piercer takes half the normal falling damage for the distance fallen.



PIXIE



Tiny Fey, Neutral Good

Armor class 15

Hit points 1 (1d4 - 1)

Speed 10ft, **Fly** 30ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +7

Senses Passive Perception 14

Language Sylvan

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only its pixie dust as a component:

- **At will:** *druidcraft*
- **1/day each:** *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, polymorph, sleep*

ACTIONS

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

PURPLE WORM



Gargantuan Monstrosity, Unaligned

Armor class 18 (natural armor)

Hit points 247 (15d20 + 90)

Speed 50ft, **Burrow** 30ft

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Con +11, Wis +4

Senses Blindsight 30ft, Tremorsense 60ft, Passive Perc. 9

Language -

Challenge 15 (13000 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The worm makes two attacks: one with its bite and one with its stinger.

Tail Stinger. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

PSEUDODRAGON



Tiny Dragon, Neutral Good

Armor class 13 (natural armor)

Hit points 7 (2d4 + 2)

Speed 15ft, **Fly** 60ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Senses Blindsight 10 ft, Darkvision 60 ft, Passive Perc. 13

Language Understands Common and Draconic can't speak

Challenge 1/4 (50 XP)

Keen Senses. Adv. on Perception using sight/hearing/smell.

Magic Resistance. Adv. against spells and magical effects.

Limited Telepathy. Magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

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

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing, and target must succeed DC 11 CON save or poisoned for 1 hour. Failing by 5 or more, target falls unconscious for the same duration, or until it takes damage or another creature uses action awaken.

PURPLE WORM CONTINUED: ACTIONS



Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns. If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.



QUAGGOTH



Medium Humanoid (Quaggoth), Chaotic Neutral

Armor class 13 (natural armor)

Hit points 45 (6d8 + 18)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 10

Language Undercommon

Challenge 2 (450 XP)

Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

ACTIONS

Multiaction. The quaggoth makes two claw attacks.

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

RAKSHASA



Medium Fiend, Lawful Evil

Armor class 16 (natural armor)

Hit points 110 (13d8 + 52)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

Skills Deception +10, Insight +8

Damage Vulnerabilities Piercing from magical weapons by good creatures

Damage Immunities Physical from non-magical weapons

Senses Darkvision 60ft, Passive Perception 13

Language Common, Infernal

Challenge 13 (10000 XP)

Limited Magic Immunity. Can't be affected/detected by spells of 6th level or lower unless it wishes to be. Advantage on saves against all other spells and magical effects.

Innate Spellcasting. Spellcasting ability is Charisma (DC18, +10 to hit with spell attacks). Can innately cast the following spells, requiring no material components:

- **At will:** *detect thoughts, disguise self, mage hand, minor illusion*
- **3/day each:** *charm person, detect magic, invisibility, major image, suggestion*
- **1/day each:** *dominate person, fly, plane shift, true seeing*

QUAGGOTH THONOT



Medium Humanoid (Quaggoth), Chaotic Neutral

Armor class 13 (natural armor)

Hit points 45 (6d8 + 18)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 11

Language Undercommon

Challenge 3 (700 XP)

Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

Innate Spellcasting (Psionics). Ability is Wisdom (DC11).

Innately cast the following spells, requiring no components:

- **At will:** *feather fall, mage hand* (the hand is invisible)
- **1/day each:** *cure wounds, enlarge/reduce, heat metal, mirror image*

ACTIONS

Multiaction. The quaggoth makes two claw attacks.

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

RAKSHASA CONTINUED: ACTIONS



ACTIONS

Multiaction. The rakshasa makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic.



YOUNG REMORHAZ



Large Monstrosity, Unaligned

Armor class 14 (natural armor)

Hit points 93 (11d10 + 33)

Speed 30ft, **Burrow** 20ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	3 (-4)	10 (+0)	4 (-3)

Damage Immunities Cold, Fire

Senses Darkvision 60ft, Tremorsense 60ft, Passive Perception 10

Language -

Challenge 5 (1800 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

ACTIONS

Multiattack. Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 20 (3d10 + 4) piercing damage plus 7 (2d6) fire damage.

REMORHAZ CONTINUED: ACTIONS



ACTIONS

Swallow. The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns. If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone

REMORHAZ



Huge Monstrosity, Unaligned

Armor class 17 (natural armor)

Hit points 195 (17d12 + 85)

Speed 30ft, **Burrow** 20ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

Damage Immunities Cold, Fire

Senses Darkvision 60ft, Tremorsense 60ft, Passive Perception 10

Language -

Challenge 11 (7200 XP)

Heated Body. Touching/hitting with melee attack while within 5 feet of it takes 10 (3d6) fire damage.

ACTIONS

Bite. Melee Weapon Attack: +11 to hit, reach 10ft., one target. Hit: 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

REVENANT



Medium Undead, Neutral

Armor class 13 (leather armor)

Hit points 136 (16d8 + 64)

Speed 30ft

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

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

Damage Resistances Necrotic, Psychic

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Stunned

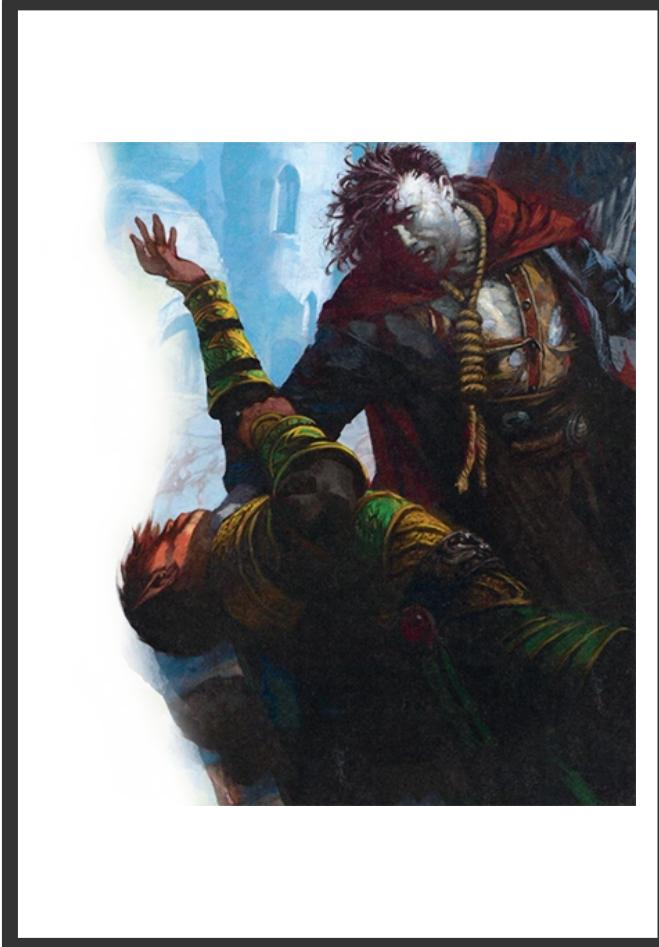
Senses Darkvision 60ft, Passive Perception 13

Language Any languages it knew in life

Challenge 5 (1800 XP)

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a wish spell can be used to force the soul to go to the afterlife and not return.



REVENANT CONTINUED: ACTIONS



Turn Immunity. Immune to effects that turn undead.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

ACTIONS

Multiattack. The revenant makes two fist attacks.

Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

ROPER



Large Monstrosity, Neutral Evil

Armor class 20 (natural armor)

Hit points 93 (11d10 + 33)

Speed 10ft, **Climb** 10ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills Perception +6, Stealth +5

Senses Darkvision 60ft, Passive Perception 16

Language -

Challenge 5 (1800 XP)

False Appearance. While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

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

ROC



Gargantuan Monstrosity, Unaligned

Armor class 15 (natural armor)

Hit points 248 (16d20 + 80)

Speed 20ft, **Fly** 120ft

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	9 (-1)

Saving Throws Dex +4, Con +9, Wis +4, Cha +3

Skills Perception +4

Senses Passive Perception 14

Language -

Challenge 11 (7200 XP)

Keen Sight. The roc has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

Beak. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 27 (4d8 + 9) piercing damage.

Talons. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 23 (4d6 + 9) slashing, and the target is grappled (DC19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

ROPER CONTINUED: ACTIONS



ACTIONS

Multiattack. The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

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

Tendril. Melee Weapon Attack: +7 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Reel. The roper pulls each creature grappled by it up to 25 feet straight toward it.



Gérald



RUST MONSTER



Medium Monstrosity, Unaligned

Armor class 14 (natural armor)

Hit points 27 (5d8 + 5)

Speed 40ft

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

Senses Darkvision 60ft, Passive Perception 11

Language -

Challenge 1/2 (100 XP)

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing

RUST MONSTER CONTINUED: ACTIONS



ACTIONS

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

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch. If the object touched is either metal armor or a metal shield being worn or carried, its takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

SAHUAGIN



Medium Humanoid (Sahuagin), Lawful Evil

Armor class 12 (natural armor)

Hit points 22 (4d8 + 4)

Speed 30ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5

Senses Darkvision 120ft, Passive Perception 15

Language Sahuagin

Challenge 1/2 (100 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. Can breathe air & water, must be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

Multiaction. Two melee attacks: one Bite & one Claws/Spear.

Bite. Melee: +3, 5ft. Hit: 3 (1d4 + 1) piercing damage.

Claws. Melee: +3, 5ft. Hit: 3 (1d4 + 1) slashing damage.

Spear. Melee or Ranged: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing, or 5 (1d8 + 1) piercing if used two hands for melee

SAHUAGIN PRIESTESS



Medium Humanoid (Sahuagin), Lawful Evil

Armor class 12 (natural armor)

Hit points 33 (6d8 + 6)

Speed 30ft, **Swim** 40ft

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

Skills Perception +6, Religion +3

Senses Darkvision 120ft, Passive Perception 16

Language Sahuagin

Challenge 2 (450 XP)

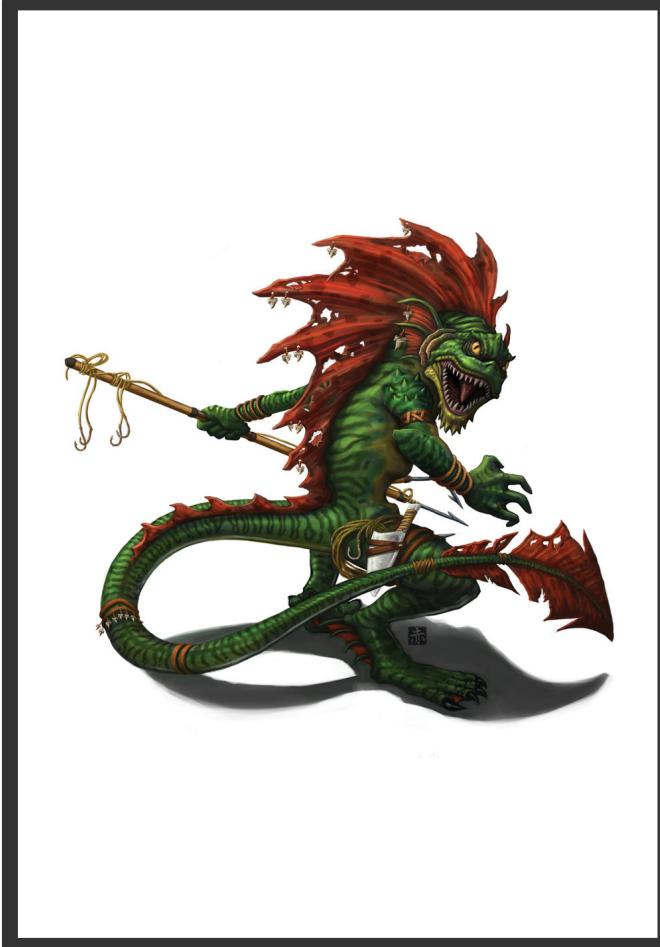
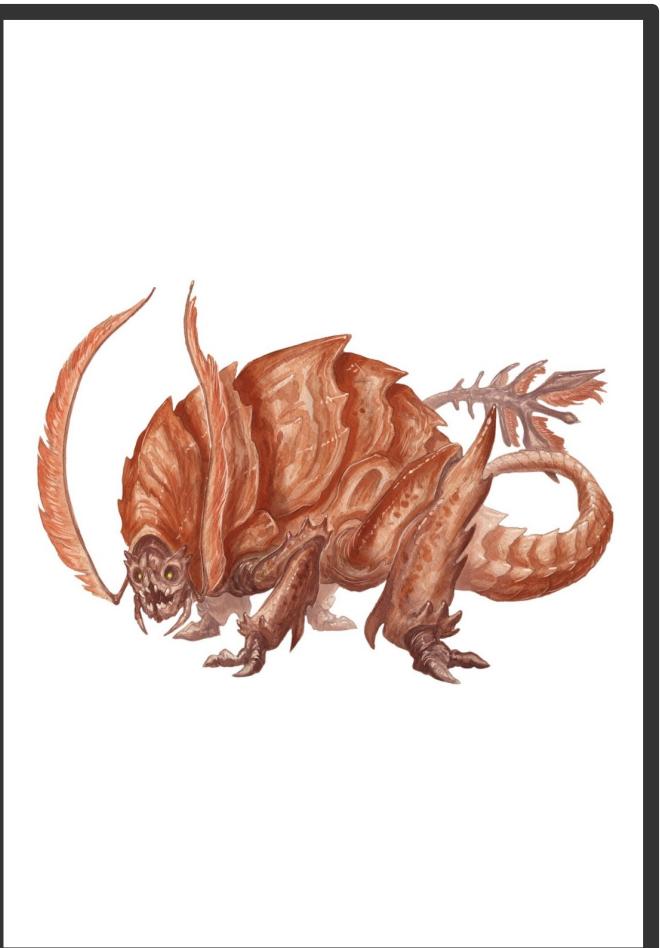
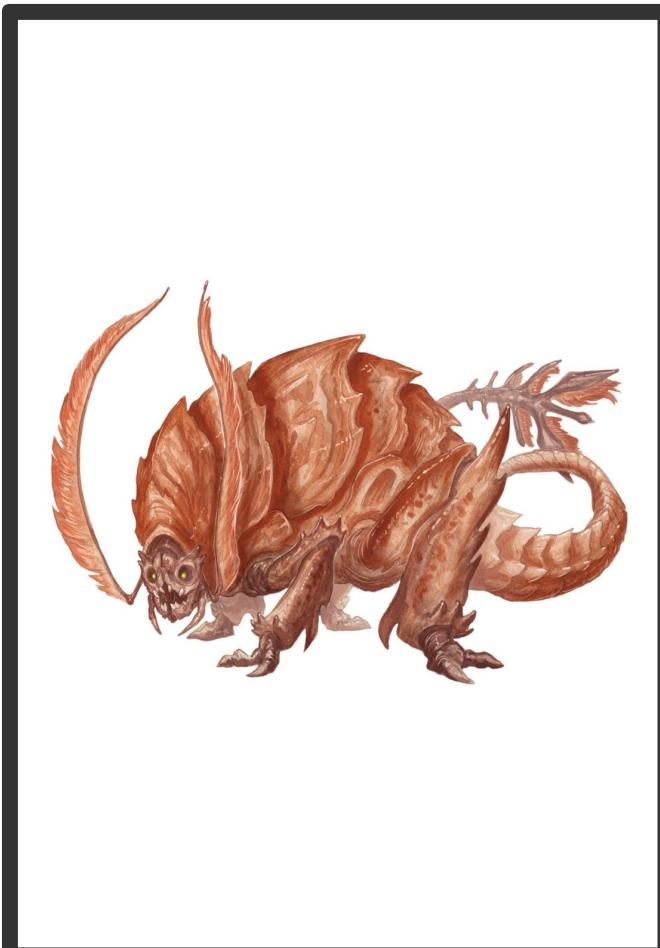
Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. Can breathe air & water, must be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Spellcasting. The sahuagin is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

- **Cantrips (at will):** *guidance, thaumaturgy*
- **1st level (4 slots):** *bless, detect magic, guiding bolt*
- **2nd level (3 slots):** *hold person, spiritual weapon (trident)*
- **3rd level (3 slots):** *mass healing word, tongues*



SAHUAGIN PRIESTESS CONTINUED: ACTION



ACTIONS

Multiattack. The sahuagin makes two attacks: one with her bite and one with her claws.

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

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

SAHUAGIN BARON



Medium Humanoid (Sahuagin), Lawful Evil

Armor class 16 (Breastplate)

Hit points 76 (9d10 + 27)

Speed 30ft, **Swim** 50ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	14 (+2)	13 (+1)	17 (+3)

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

Skills Perception +7

Senses Darkvision 120ft, Passive Perception 17

Language Sahuagin

Challenge 5 (1800 XP)

Blood Frenzy. Adv. on melee attacks vs creatures missing HP

Limited Amphibiousness. Breathes air & water, but needs to be submerged once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of him, using a limited telepathy.

ACTIONS

Multiattack. Three attacks: one Bite & two Claws or trident.

Bite. Melee: +7, 5ft. Hit: 9 (2d4 + 4) piercing damage.

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

Trident. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing, or 13 (2d8 + 4) piercing if used two handed for melee

FIRE SNAKE



Medium Elemental, Neutral Evil

Armor class 14 (natural armor)

Hit points 22 (5d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities Cold

Damage Resistances Physical from non-magical weapons

Damage Immunities Fire

Senses Darkvision 60ft, Passive Perception 10

Language Understands Ignan but can't speak

Challenge 1 (200 XP)

Heated Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

ACTIONS

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

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage plus 3 (1d6) fire damage.

Tail. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage plus 3 (1d6) fire damage.

SALAMANDER



Large Elemental, Neutral Evil

Armor class 15 (natural armor)

Hit points 90 (12d10 + 24)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities Cold

Damage Resistances Physical from non-magical weapons

Damage Immunities Fire

Senses Darkvision 60ft, Passive Perception 10

Language Ignan

Challenge 5 (1800 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).



RIESTESS



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SALAMANDER CONTINUED: ACTIONS



ACTIONS

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.

Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

SCARECROW



Medium Construct, Chaotic Evil

Armor class 11

Hit points 36 (8d8)

Speed 30ft

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

Damage Vulnerabilities Fire

Damage Resistances Physical from non-magical weapons

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Unconscious

Senses Darkvision 60ft, Passive Perception 10

Language Understands languages of creator, can't speak

Challenge 1 (200 XP)

False Appearance. While remaining motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

ACTIONS

Multiattack. The scarecrow makes two claw attacks.

Claw. Melee: +3, 5ft. Hit: 6 (2d4 + 1) slashing. If creature makes DC 11 Wisdom save. Failure: frightened until end of scarecrow's next turn.

Terrifying Glare. One visible creature in 30ft. If target sees scarecrow, it makes DC 11 WIS save or magically frightened until end of scarecrow's next turn, also paralyzed.

SATYR



Medium Fey, Chaotic Neutral

Armor class 14 (leather armor)

Hit points 31 (7d8)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +2, Performance +6, Stealth +5

Senses Passive Perception 12

Language Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

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

ACTIONS

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

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.

SHADOW



Medium Undead, Chaotic Evil

Armor class 12

Hit points 16 (3d8 + 3)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities Radiant

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Physical from non-magical weapons

Damage Immunities Necrotic, Poison

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

Senses Darkvision 60ft, Passive Perception 10

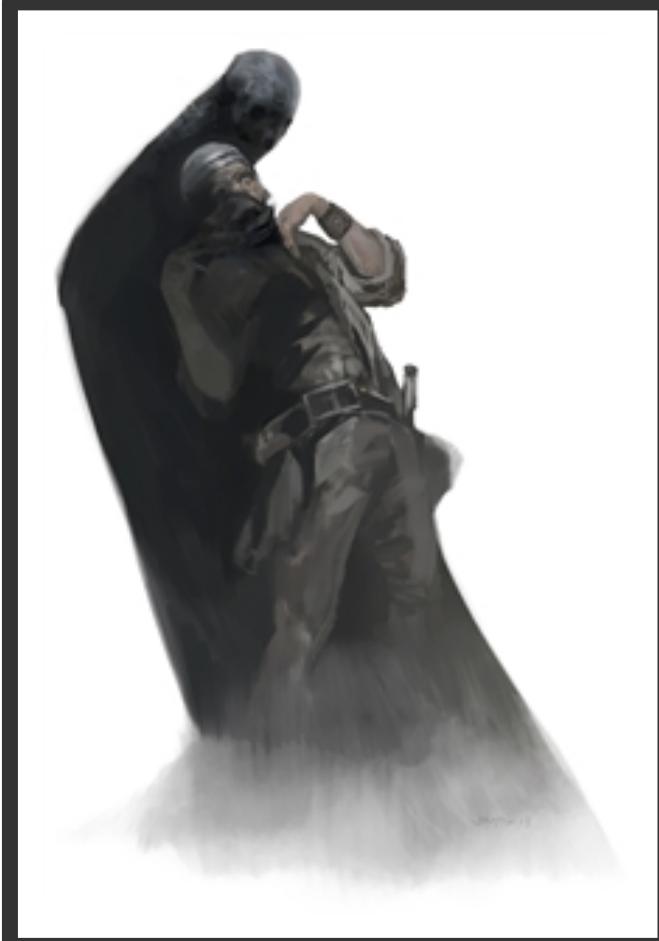
Language -

Challenge 1/2 (100 XP)

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

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

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.



SHADOW CONTINUED: ACTIONS



ACTIONS

Strength Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

SHAMBLING MOUND CONTINUED: ACTIONS



ACTIONS

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

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

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

SHAMBLING MOUND



Medium Plant, Unaligned

Armor class 15 (natural armor)

Hit points 136 (16d10 + 48)

Speed 20ft, **Swim** 20ft

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

Skills Stealth +2

Damage Resistances Cold, Fire

Damage Immunities Immunities

Condition Immunities Blinded, Deafened, Exhaustion

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

Language -

Challenge 5 (1800 XP)

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

SHIELD GUARDIAN



Large Construct, Unaligned

Armor class 17 (natural armor)

Hit points 142 (15d10 + 60)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Blindsight 10ft, Darkvision 60ft, Passive Perception 10

Language Understands commands given in any language but can't speak

Challenge 7 (2900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.



SHIELD GUARDIAN CONTINUED: ACTIONS



Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

ACTIONS

Multiattack. The guardian makes two fist attacks.

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

REACTIONS

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

MINOTAUR SKELETON



Large Undead, Lawful Evil

Armor class 12 (natural armor)

Hit points 67 (9d10 + 18)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60ft, Passive Perception 9

Language Understands Abyssal but can't speak

Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

SKELETON



Medium Undead, Lawful Evil

Armor class 13 (armor scraps)

Hit points 13 (2d8 + 4)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities Fire

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60ft, Passive Perception 9

Language Any languages it knew in life

Challenge 1/4 (50 XP)

ACTIONS

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

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

WARHORSE SKELETON



Large Undead, Lawful Evil

Armor class 13 (barding scraps)

Hit points 22 (3d10 + 6)

Speed 60ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

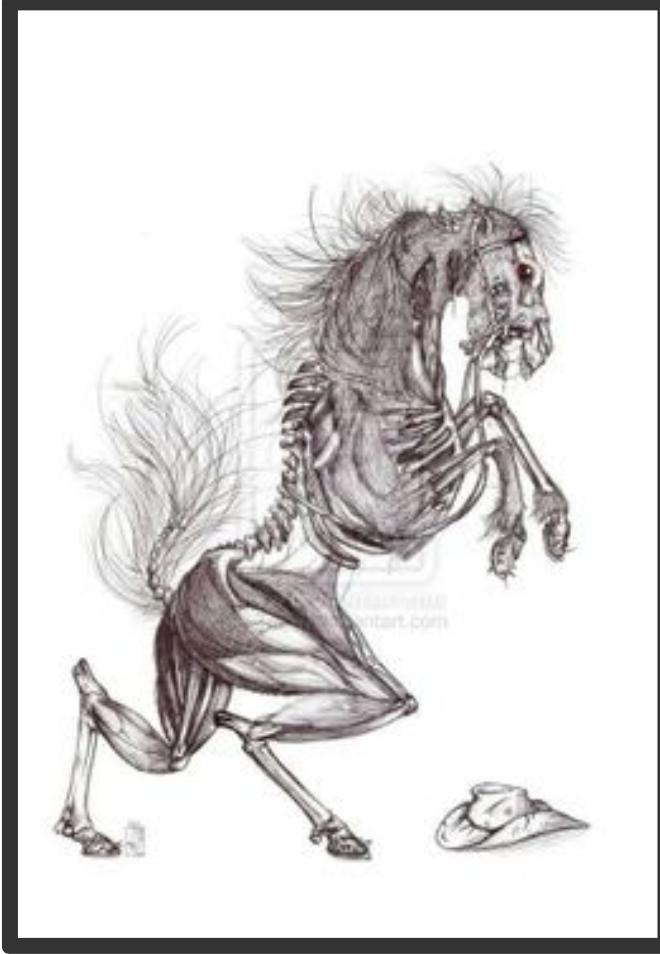
Senses Darkvision 60ft, Passive Perception 9

Language -

Challenge 1/2 (100 XP)

ACTIONS

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



RED SLAAD



Large Aberration, Chaotic Neutral

Armor class 14 (natural armor)

Hit points 93 (11d10 + 33)

Speed 30ft

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

Skills Perception +1

Damage Resistances Acid, Cold, Fire, Lightning, Thunder

Senses Darkvision 60ft, Passive Perception 11

Language Slaad, Telepathy 60ft

Challenge 5 (1800 XP)

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

SLAAD TADPOLE



Tiny Aberration, Chaotic Neutral

Armor class 12

Hit points 10 (4d4)

Speed 30ft

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

Skills Stealth +4

Damage Resistances Acid, Cold, Fire, Lightning, Thunder

Senses Darkvision 60ft, Passive Perception 7

Language Understands Slaad but can't speak

Challenge 1/8 (25 XP)

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

ACTIONS

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

RED SLAAD CONTINUED: ACTIONS



ACTIONS

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

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft. , one target. Hit: 8 (2d4 + 3) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft. , one target. Hit: 7 (1d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be infected with a disease- a minuscule slaad egg. A humanoid host can carry only one slaad egg to term at a time. Over three months, the egg moves to the chest cavity, gestates, and forms a slaad tadpole. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process. If the disease is cured before the tadpole's emergence, the unborn slaad is disintegrated.

BLUE SLAAD



Large Aberration, Chaotic Neutral

Armor class 15 (natural armor)

Hit points 123 (13d10 + 52)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	7 (-2)	7 (-2)	9 (-1)

Skills Perception +1

Damage Resistances Acid, Cold, Fire, Lightning, Thunder

Senses Darkvision 60ft, Passive Perception 11

Language Slaad, Telepathy 60ft

Challenge 7 (2900 XP)

Magic Resistance. Adv. on saves from spells & magic effects

Regeneration. Regains 10HP at start of its turn if it has 1HP

ACTIONS

Multiaction. Three attacks: one Bite and two Claws.

Bite. Melee: +8, 5ft. Hit: 12 (2d6 + 5) piercing damage.

Claw. Melee: +8, 5ft. Hit: 12 (2d6 + 5) slashing. If the target is a humanoid , makes 15 Constitution save or be infected with chaos phage. While infected, the target can't regain hit points, and its HP maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad or, if it has the ability to cast spells of 3rd level or higher, a green slaad. Only a wish spell can reverse the transformation.



GREEN SLAAD



Large Aberration, Chaotic Neutral

Armor class 16 (natural armor)

Hit points 127 (15d10 + 45)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (+0)	8 (-1)	12 (+1)

Skills Arcana +3, Perception +2

Damage Resistances Acid, Cold, Fire, Lightning, Thunder

Senses Blindsight 30ft, Darkvision 60ft, Passive Perception 12

Language Slaad, Telepathy 60ft

Challenge 8 (3900 XP)

Shapechanger. Action to polymorph into a Small/Medium humanoid, or back. Its stats, other than size, are the same in each form. Any gear isn't transformed. Reverts to its true form if it dies.

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 12). The slaad can innately cast the following spells, requiring no material components:

- **At will:** *detect magic, detect thoughts, mage hand*
- **2/day each:** *fear, invisibility* (self only)
- **1/day:** *fireball*

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

Regeneration. Regains 10HP at start of its turn, if it has 1HP

GRAY SLAAD CONTINUED: ACTIONS



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

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws or greatsword.

Bite (Slaad Form Only). Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit: 6 (1d6 + 3) piercing damage .

Claws (Slaad Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

Greatsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

GRAY SLAAD



Medium Aber. (shapechanger), Chaotic Neutral

Armor class 18 (natural armor)

Hit points 127 (17d8 + 51)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	13 (+1)	8 (-1)	14 (+2)

Skills Arcana +5, Perception +6

Damage Resistances Acid, Cold, Fire, Lightning, Thunder

Senses Blindsight 60ft, Darkvision 60ft, Passive Perception 16

Language Slaad, Telepathy 60ft

Challenge 9 (5000 XP)

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, 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.

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

- **At will:** *detect magic, detect thoughts, invisibility* (self only), *mage hand, major image*
- **2/day each:** *fear, fly, fireball, tongues*
- **1/day:** *plane shift* (self only)

DEATH SLAAD



Medium Aber. (shapechanger), Chaotic Neutral

Armor class 18 (natural armor)

Hit points 170 (20d8 + 80)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	15 (+2)	10 (+0)	16 (+3)

Skills Arcana +6, Perception +8

Damage Resistances Acid, Cold, Fire, Lightning, Thunder

Senses Blindsight 60ft, Darkvision 60ft, Passive Perception 18

Language Slaad, Telepathy 60ft

Challenge 10 (5900 XP)

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, 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.

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The slaad can innately cast the following spells, requiring no material components:

- At will:** detect magic, detect thoughts, invisibility (self only), mage hand, major image
- **2/day each:** *fear, fireball, fly, tongues*
 - **1/day each:** *cloudkill, plane shift*



DEATH SLAAD CONTINUED: ACTIONS



ACTIONS

Multiaction. The slaad makes three attacks: one with its bite and two with its claws or greatsword.

Bite (Slaad Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

Claws (Slaad Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) slashing damage plus 7 (2d6) necrotic damage.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 7 (2d6) necrotic damage.

SPECTER



Medium Undead, Chaotic Evil

Armor class 12

Hit points 22 (5d8)

Speed 0 ft., Fly 50 ft., (hover)

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

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Physical from non-magical weapons

Damage Immunities Necrotic, Poison

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

Senses Darkvision 60 ft., Passive Perception 10

Language Any languages it knew in life

Challenge 1 (200 XP)

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

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

SPECTER CONTINUED: ACTIONS



ACTIONS

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

POLTERGEIST



Medium Undead, Chaotic Evil

Armor class 12

Hit points 22 (5d8)

Speed 0 ft., Fly 50 ft., (hover)

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

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Physical from non-magical weapons

Damage Immunities Necrotic, Poison

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

Senses Darkvision 60 ft., Passive Perception 10

Language Any languages it knew in life

Challenge 2 (450 XP)

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

Invisibility. The Poltergeist is invisible

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



SPECTER CONTINUED: ACTIONS



ACTIONS

Forceful Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) force damage.

Telekinetic Thrust. The poltergeist targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds. If the target is a creature, the poltergeist makes a Charisma check contested by the target's Strength check. If the poltergeist wins the contest, the poltergeist hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1 d6 damage per 10 feet moved. If the target is an object that isn't being worn or carried, the poltergeist hurls it up to 30 feet in any direction. The poltergeist can use the object as a ranged weapon, attacking one creature along the object's path (+4 to hit) and dealing 5 (2d4) bludgeoning damage on a hit.

ANDROSPHINX



Large Monstrosity, Lawful Neutral

Armor class 17 (natural armor)

Hit points 199 (19d10 + 95)

Speed 40ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	16 (+3)	18 (+4)	23 (+6)

Saving Throws Dex +6, Con +11, Int +9, Wis +10

Skills Arcana +9, Perception +10, Religion +15

Damage Immunities Psychic; Physical from non-magical weapons

Condition Immunities Charmed, Frightened

Senses Truesight 120ft, Passive Perception 20

Language Common, Sphinx

Challenge 17 (18000 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

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

ANDROSPHINX CONTINUED: ACTIONS



Spellcasting. The sphinx is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following cleric spells prepared:

- **Cantrips (at will):** *sacred flame, spare the dying, thaumaturgy*
- **1st level (4 slots):** *command, detect evil and good, detect magic*
- **2nd level (3 slots):** *lesser restoration, zone of truth*
- **3rd level (3 slots):** *dispel magic, tongues*
- **4th level (3 slots):** *banishment, freedom of movement*
- **5th level (2 slots):** *flame strike, greater restoration*
- **6th level (1 slot):** *heroes' feast*

ACTIONS

Multiattack. The sphinx makes two claw attacks.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) slashing damage.

Roar (3/Day). The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

First Roar. Each creature that fails a DC 18 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ANDROSPHINX CONTINUED: LEGENDARY



Second Roar. Each creature that fails a DC 18 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Third Roar. Each creature makes a DC 18 Constitution saving throw. On a failed save, a creature takes 44 (8d10) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

LEGENDARY ACTIONS

The sphinx 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 sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.



GYNOSPHEINX



Large Monstrosity, Lawful Neutral

Armor class 17 (natural armor)

Hit points 136 (16d10 + 48)

Speed 40ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	18 (+4)	18 (+4)

Skills Arcana +12, History +12, Perception +8, Religion +8

Damage Resistances Physical from non-magical weapons

Damage Immunities Psychic

Condition Immunities Charmed, Frightened

Senses Truesight 120ft, Passive Perception 18

Language Common, Sphinx

Challenge 11 (7200 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

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

GYNOSPHEINX CONTINUED: ACTIONS



Spellcasting. 9th-lvl spellcaster. Ability is Int. (save DC16, +8 to hit with spell attacks). It requires no material components to cast its spells. Has following wizard spells prepared:

- **Cantrips (at will):** *mage hand, minor illusion, prestidigitation*
- **1st level (4 slots):** *detect magic, identify, shield*
- **2nd level (3 slots):** *darkness, locate object, suggestion*
- **3rd level (3 slots):** *dispel magic, remove curse, tongues*
- **4th level (3 slots):** *banishment, greater invisibility*
- **5th level (1 slot):** *legend lore*

ACTIONS

Multiattack. The sphinx makes two claw attacks.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

LEGENDARY ACTIONS

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

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

SPRITE



Tiny Fey, Neutral Good

Armor class 15 (leather armor)

Hit points 2 (1d4)

Speed 10ft, Fly 40ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8

Senses Passive Perception 18

Language Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

ACTIONS

Longsword. Melee: +2, 5ft. Hit: 1 slashing damage.

Shortbow. Ranged: +6, range 40/160ft. Hit: 1 piercing, & target makes DC 10 Constitution save or poisoned 1 minute. Failing by 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. Touches creature and magically knows its current emotional state. If target fails DC10 Charisma save, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. Magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Equipment becomes invisible as well

STIRGE



Tiny Beast, Unaligned

Armor class 14 (natural armor)

Hit points 2 (1d4)

Speed 10ft, Fly 40ft

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses Darkvision 60ft, Passive Perception 9

Language -

Challenge 1/8 (25 XP)

ACTIONS

Blood Drain. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss. The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.



SUCCUBUS/INCUBUS



Medium Fiend (*Shapechanger*), Neutral Evil

Armor class 15 (natural armor)

Hit points 66 (12d8 + 12)

Speed 30ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Damage Resistances Cold, Fire, Lightning, Poison; Physical from non-magical weapons

Senses Darkvision 60ft, Passive Perception 15

Language Abyssal, Common, Infernal, Telepathy 60 ft.

Challenge 4 (1100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, 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.

TARRASQUE



Gargantuan Monstrosity (Titan), Unaligned

Armor class 25 (natural armor)

Hit points 676 (33d20 + 330)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	3 (-4)	11 (+0)	11 (+0)

Saving Throws Int +5, Wis +9, Cha +9

Damage Immunities Fire, Poison; Physical from non-magical weapons

Condition Immunities Charmed, Frightened, Paralyzed, Poisoned

Senses Blindsight 120ft, Passive Perception 10

Language -

Challenge 30 (155000 XP)

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

Magic Resistance. Adv. against spells and magical effects.

Reflective Carapace. Any time the tarrasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

Siege Monster. Double damage to objects and structures.

SUCCUBUS/INCUBUS CONTINUED: ACTION:

ACTIONS

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

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours. The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

TARRASQUE CONTINUED: ACTIONS



ACTIONS

Multiattack. Uses its Frightful Presence. Then five attacks: one bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite.

Bite. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target.

Claw. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. Hit: 28 (4d8 + 10) slashing damage.

Horns. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 32 (4d10 + 10) piercing damage.

Tail. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. Hit: 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the tarrasque's choice within 120 feet of it 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, with disadvantage if the tarrasque 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 tarrasque's Frightful Presence for the next 24 hours.



TARRASQUE CONTINUED: LEGENDARY



Swallow. The tarrasque makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes bO (16d6) acid damage at the start of each of the tarrasque's turns. If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 30 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

LEGENDARY ACTIONS

The tarrasque 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 tarrasque regains spent legendary actions at the start of its turn.

Attack. The tarrasque makes one claw attack or tail attack.

Move. The tarrasque moves up to half its speed.

Chomp (Costs 2 actions). The tarrasque makes one bite attack or uses its Swallow.

ARMED THRI-KREEN



Medium Humanoid (thri-kreen), Chaotic Neutral

Armor class 15 (natural armor)

Hit points 33 (6d8 + 6)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +3

Senses Darkvision 60ft, Passive Perception 13

Language Thri-kreen

Challenge 1 (200 XP)

Chameleon Carapace. Adv. on Stealth checks made to hide.

Standing Leap. Long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Multiattack. Two gythka attacks or two chatkcha attacks or One bite and one claw attack

Gythka. Melee: +3, 5ft. Hit: 5 (1d8 + 1) slashing damage

Chatkcha. Ranged: +4, 30/120ft. Hit: 5(1d6 + 2) slashing

Bite. Melee: +3, 5ft. Hit: 4 (1d6 + 1) piercing. Target makes DC 11 Constitution save or poisoned for 1 minute. Failure by 5 or more, target is paralyzed while poisoned by this. Target can repeat save on each of its turns, ends on success

Claws. Melee: +3, 5ft. Hit: 6 (2d4 + 1) slashing damage.

THRI-KREEN



Medium Humanoid (thri-kreen), Chaotic Neutral

Armor class 15 (natural armor)

Hit points 33 (6d8 + 6)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +3

Senses Darkvision 60ft, Passive Perception 13

Language Thri-kreen

Challenge 1 (200 XP)

Chameleon Carapace. Can change to match surroundings. Has advantage on Stealth checks made to hide.

Standing Leap. Long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Multiattack. Two attacks: One bite and one with its claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) piercing. Target makes DC 11 Constitution save or poisoned for 1 minute. If save fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success.

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

PSYONIC THRI-KREEN



Medium Humanoid (thri-kreen), Chaotic Neutral

Armor class 15 (natural armor)

Hit points 33 (6d8 + 6)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +3

Senses Darkvision 60ft, Passive Perception 13

Language Thri-kreen, Telepathy 60ft

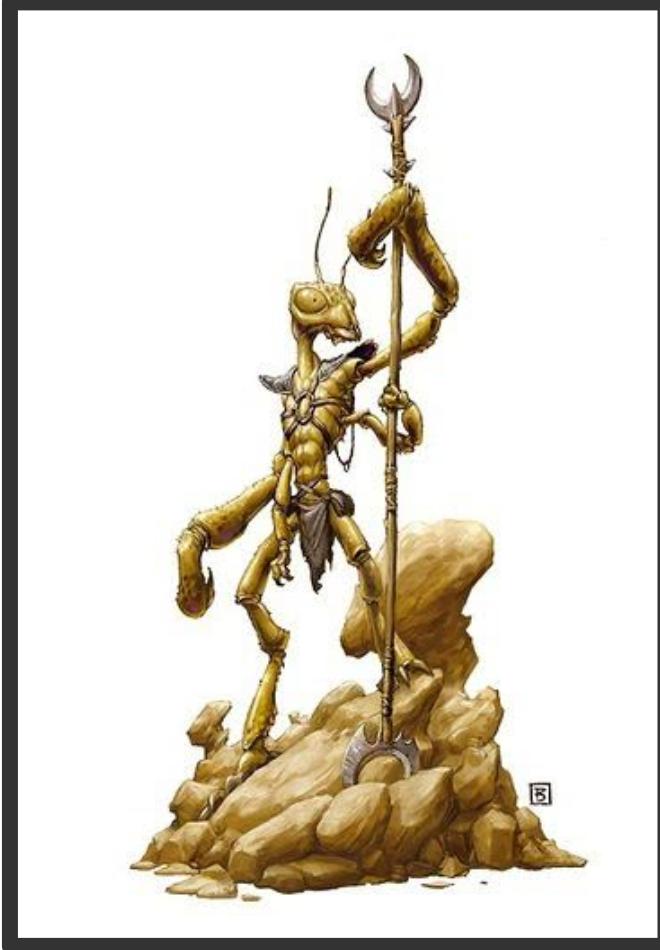
Challenge 1 (200 XP)

Chameleon Carapace. Can change to match surroundings. Has advantage on Stealth checks made to hide.

Standing Leap. Long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Innate Spellcasting (Psionics). The thri-kreen's innate spellcasting ability is Wisdom. The thri-kreen can innately cast the following spells, requiring no components:

- **At will:** *mage hand* (the hand is invisible)
- **2/day each:** *blur*, *magic weapon*
- **1/day:** *invisibility* (self only)



PSYONIC THRI-KREEN CONTINUED: ACTION



ACTIONS

Multiattack. Two attacks: One bite and one with its claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) piercing. Target makes DC 11 Constitution save or poisoned for 1 minute. If save fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success.

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

TREANT



Huge Plant, Chaotic Good

Armor class 16 (natural armor)

Hit points 138 (12d12 + 60)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances Bludgeoning, Piercing

Damage Vulnerabilities Fire

Senses Passive Perception 13

Language Common, Druidic, Elvish, Sylvan

Challenge 9 (5000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant deals double damage to objects and structures.

TREANT CONTINUED: ACTIONS



ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

TROGLODYTE



Medium Humanoid (troglodyte), Chaotic Evil

Armor class 11 (natural armor)

Hit points 13 (2d8 + 4)

Speed 30ft

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

Skills Stealth +2

Senses Darkvision 60ft, Passive Perception 10

Language Troglydote

Challenge 1/4 (50 XP)

Chameleon Skin. Advantage on Stealth checks made to hide.

Stench. Creatures starting turn in 5ft make DC 12 Con save. Failure: poisoned until start of the creature's next turn.

Success: immune to stench for 1hr

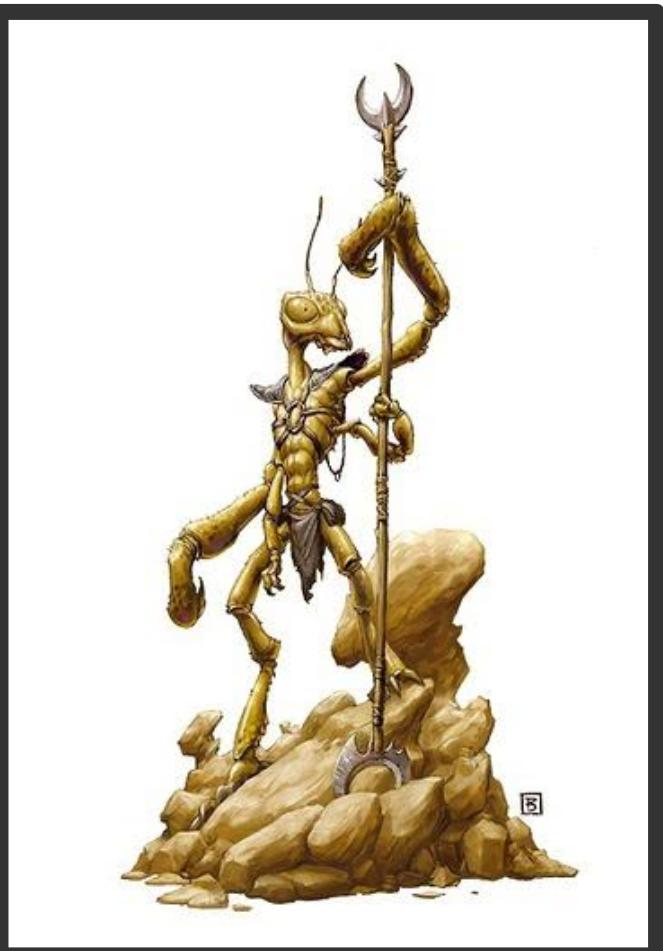
Sunlight Sensitivity. While in sunlight, the troglodyte has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

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

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



TROLL



Large Giant, Chaotic Evil

Armor class 15 (natural armor)

Hit points 84 (8d10 + 40)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Senses Darkvision 60ft, Passive Perception 10

Language Giant

Challenge 5 (1800 XP)

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

Regeneration. Regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

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

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

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

UMBER HULK



Large Monstrosity, Chaotic Evil

Armor class 18 (natural armor)

Hit points 93 (11d10 + 33)

Speed 30ft, **Burrow** 20ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

Senses Darkvision 60ft, Tremorsense 60ft, Passive

Perception 10

Language Umber Hulk

Challenge 5 (1800 XP)

Confusing Gaze. Starting turn in 30ft of umber hulk and is able to see umber hulk's eyes, forces DC 15 Charisma save, unless umber hulk is incapacitated. Failure: creature can't take reactions until start of its next turn and rolls a d8. On a 1 to 4, creature does nothing. On a 5 or 6, creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, creature makes one melee attack against a random creature, or it does nothing if no creature is within reach. Unless surprised, a creature can avert its eyes to avoid saving throw at start of its turn. If creature does so, it can't see umber hulk until start of its next turn, when it can avert its eyes again. If creature looks at umber hulk in meantime, it must immediately make save.

Tunneler. Burrows thru solid rock at half burrow speed and leaves a 5ft by 8ft tunnel in its wake.

UMBER HULK CONTINUED: ACTIONS



ACTIONS

Multiattack. The umber hulk makes three attacks: two with its claws and one with its mandibles.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage.

Mandibles. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

UNICORN



Large Celestial, Lawful Good

Armor class 12

Hit points 67 (9d10 + 18)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities Poison

Condition Immunities Charmed, Paralyzed, Poisoned

Senses Darkvision 60ft, Passive Perception 10

Language Celestial, Elvish, Sylvan, Telepathy 60ft

Challenge 5 (1800 XP)

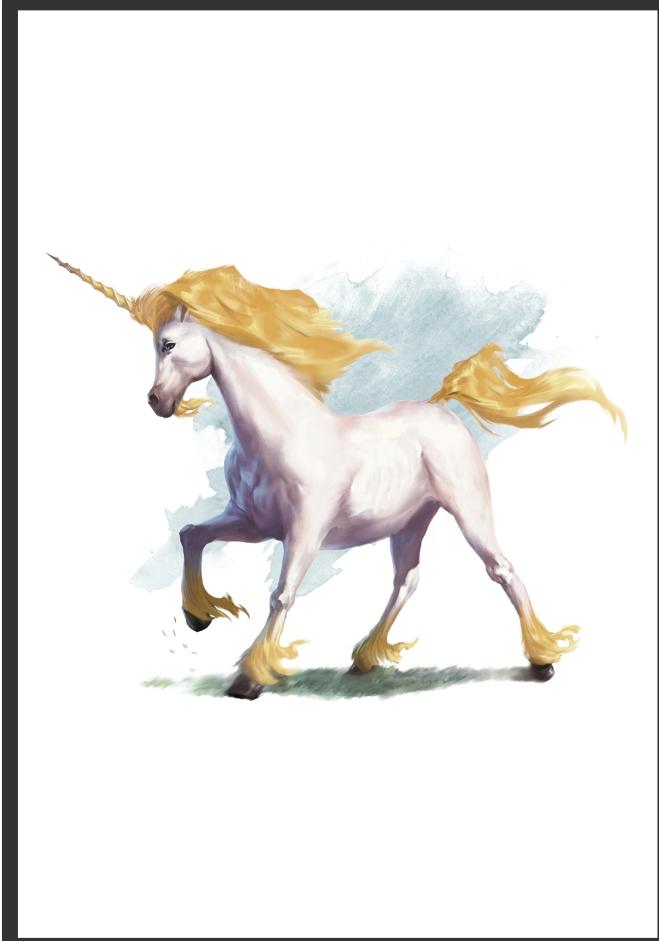
Charge. Moving 20ft straight toward a target and then hits it with a horn attack on same turn, target takes an extra 9 (2d8) piercing damage. Creatures, make DC 15 Strength saving throw or be knocked prone.

Innate Spellcasting. Spellcasting ability is Charisma (spell save DC 14). The unicorn can innately cast following spells, requiring no components:

- **At will:** *detect evil and good, druidcraft, pass without trace*
- **1/day each:** *calm emotions, dispel evil and good, entangle*

Magic Resistance. Has advantage on saving throws against spells and other magical effects.

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



UNICORN CONTINUED: ACTIONS



ACTIONS

Multiaction. Makes two attacks: one hooves and one horn.

Hooves. Melee: +7, 5 ft. Hit: 11 (2d6 + 4) bludgeoning.

Horn. Melee: +7, 5 ft. Hit: 8 (1d8 + 4) piercing damage.

Healing Touch (3/Day). The unicorn touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

LEGENDARY ACTIONS

The unicorn 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 unicorn regains spent legendary actions at the start of its turn.

Hooves. The unicorn makes one attack with its hooves.

Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). Magically regains 11 (2d8 + 2)HP.

VAMPIRE CONTINUED: TRAITS



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

Misty Escape. 0HP outside resting place, vampire transforms into a cloud of mist (reference Shapechanger) instead, if not in sunlight or running water. Otherwise it is destroyed. At 0HP in mist form, can't revert to vampire form, & must reach resting place in 2hrs or be destroyed. At resting place, reverts to vampire form and paralyzed until it regains 1HP. Spending 1hr in resting place with 0HP, it regains 1 hit point.

Regeneration. Regains 20HP at start of its turn if it has 1HP or more & isn't in sunlight or running water. Taking radiant or holy water damage blocks trait on vampire's next turn.

Spider Climb. Climbs difficult surfaces, without ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. Can't enter a residence without an invitation

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

VAMPIRE



Medium Undead (*Shapechanger*), Lawful Evil

Armor class 16 (natural armor)

Hit points 144 (17d8 + 68)

Speed 30ft

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

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

Skills Perception +7, Stealth +9

Damage Resistances Necrotic; Physical from non-magical

Senses Darkvision 120ft, Passive Perception 17

Language Languages it knew in life

Challenge 13 (10000 XP)

Shapechanger. Vampire isn't in sunlight or running water, can use its action to polymorph into a Tiny bat or Medium cloud of mist, or back. In bat form, Vampire can't speak, speed is 5ft, and 30ft speed. Statistics, other than size and speed, are unchanged. Also transforms gear, but nothing it is carrying does. Reverts to true form on death. While in mist form, can't take any actions, speak, or manipulate objects. Weightless, flying speed of 20ft, hovers, & can enter a any creature's space and stop there. Any space air can fit through so can mist without squeezing, and it can't pass through water. Advantage on Strength, Dexterity, and Constitution saves, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

VAMPIRE CONTINUED: ACTIONS



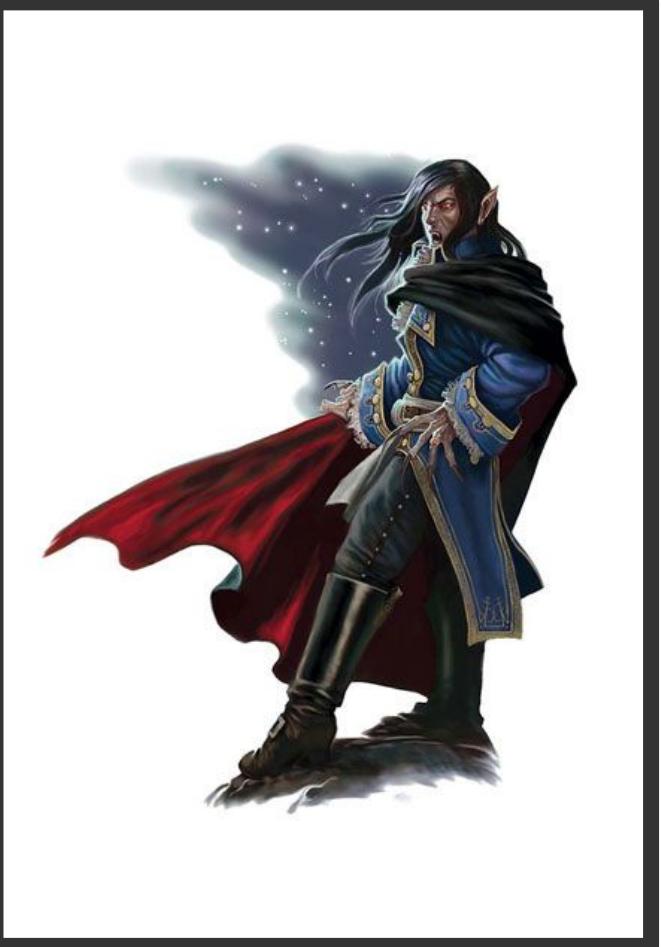
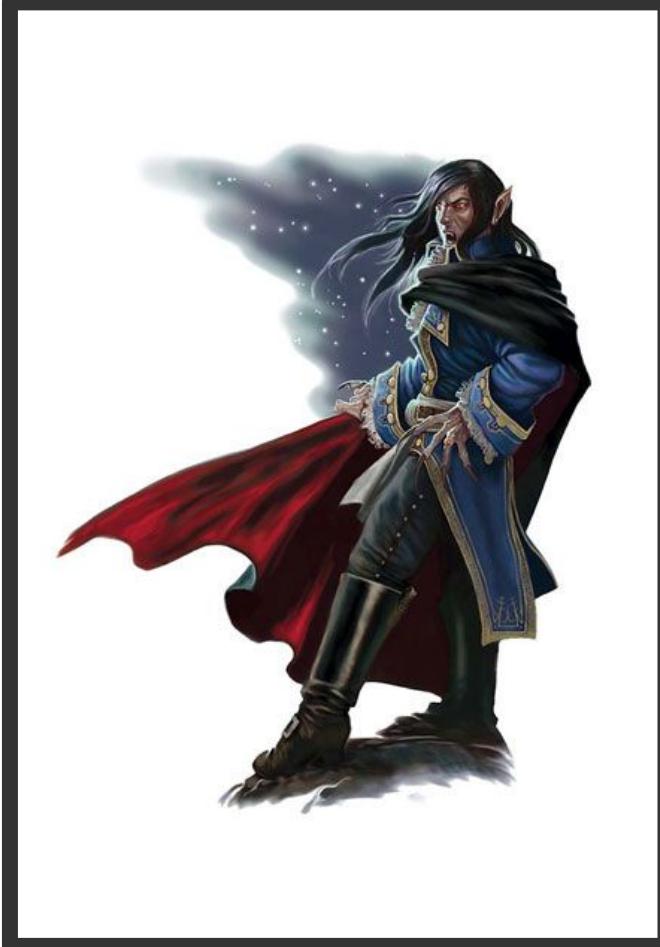
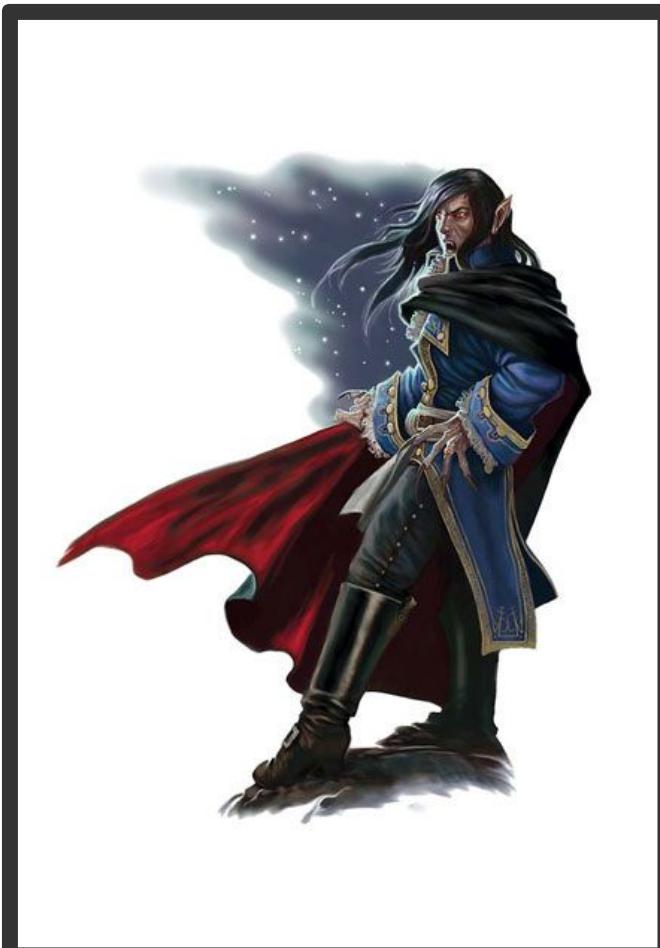
ACTIONS

Multiaction (Vampire Only). Two attacks, only one bite

Unarmed Strike (Vampire Form Only). Melee: +9, 5 ft. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). Meleek: +9, 5ft, one willing creature, or grappled by vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing plus 10(3d6) necrotic. Target's HP maximum reduced by necrotic damage amount, and vampire regains HP equal to that amount. Reduction lasts until target finishes a long rest. Target dies if this effect reduces its HP maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. Targets one humanoid it can see within 30 feet of it. If the target can see the vampire, makes DC 17 Wisdom save or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bit attack. Each time the vampire or the vampire's companions 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 vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.



VAMPIRE CONTINUED: LEGENDARY



Children of the Night (1/Day). The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

The vampire 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 vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike. Bite (Costs 2 Actions). The vampire makes one bite attack.

VAMPIRE WARRIOR CONTINUED: TRAITS



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

Misty Escape. 0HP outside resting place, vampire transforms into a cloud of mist (reference Shapechanger) instead, if not in sunlight or running water. Otherwise it is destroyed. At 0HP in mist form, can't revert to vampire form, & must reach resting place in 2hrs or be destroyed. At resting place, reverts to vampire form and paralyzed until it regains 1HP. Spending 1hr in resting place with 0HP, it regains 1 hit point.

Regeneration. Regains 20HP at start of its turn if it has 1HP or more & isn't in sunlight or running water. Taking radiant or holy water damage blocks trait on vampire's next turn.

Spider Climb. Climbs difficult surfaces, without ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

VAMPIRE WARRIOR



Medium Undead (*Shapechanger*), Lawful Evil

Armor class 16 (natural armor)

Hit points 144 (17d8 + 68)

Speed 30ft

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

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

Skills Perception +7, Stealth +9

Damage Resistances Necrotic; Physical from non-magical

Senses Darkvision 120ft, Passive Perception 17

Language Languages it knew in life

Challenge 15 (13000 XP)

Shapechanger. Vampire isn't in sunlight or running water, can use its action to polymorph into a Tiny bat or Medium cloud of mist, or back. In bat form, Vampire can't speak, speed is 5ft, and 30ft speed. Statistics, other than size and speed, are unchanged. Also transforms gear, but nothing it is carrying does. Reverts to true form on death. While in mist form, can't take any actions, speak, or manipulate objects. Weightless, flying speed of 20ft, hovers, & can enter a any creature's space and stop there. Any space air can fit through so can mist without squeezing, and it can't pass through water. Advantage on Strength, Dexterity, and Constitution saves, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

VAMPIRE WARRIOR CONTINUED: ACTIONS



ACTIONS

Multiattack (Vampire Only). Two greatsword attack

Unarmed Strike (Vampire Form Only). Melee: +9, 5. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). Meleek: +9, 5ft, one willing creature, or grappled by vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing plus 10(3d6) necrotic. Target's HP maximum reduced by necrotic damage amount, and vampire regains HP equal to that amount. Reduction lasts until target finishes a long rest. Target dies if this effect reduces its HP maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. Targets one humanoid visible in 30ft. If target can see vampire, target makes DC17 Wisdom save or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bit attack. Each time the vampire or the vampire's companions 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 vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.



VAMPIRE WARRIOR CONTINUED: LEGENDAI



Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) slashing damage.

Children of the Night (1/Day). The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

The vampire 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 vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike. Bite (Costs 2 Actions). The vampire makes one bite attack.

VAMPIRE SPELLCASTER CONTINUED: TRAIT



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

Misty Escape. 0HP outside resting place, vampire transforms into a cloud of mist (reference Shapechanger) instead, if not in sunlight or running water. Otherwise it is destroyed. At 0HP in mist form, can't revert to vampire form, & must reach resting place in 2hrs or be destroyed. At resting place, reverts to vampire form and paralyzed until it regains 1HP. Spending 1hr in resting place with 0HP, it regains 1 hit point.

Regeneration. Regains 20HP at start of its turn if it has 1HP or more & isn't in sunlight or running water. Taking radiant or holy water damage blocks trait on vampire's next turn.

Spider Climb. Climbs difficult surfaces, without ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. Can't enter a residence without an invitation

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

VAMPIRE SPELLCASTER



Medium Undead (*Shapechanger*), Lawful Evil

Armor class 18 (plate)

Hit points 144 (17d8 + 68)

Speed 30ft

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

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

Skills Perception +7, Stealth +9

Damage Resistances Necrotic; Physical from non-magical

Senses Darkvision 120ft, Passive Perception 17

Language Languages it knew in life

Challenge 15 (13000 XP)

Shapechanger. Vampire isn't in sunlight or running water, can use its action to polymorph into a Tiny bat or Medium cloud of mist, or back. In bat form, Vampire can't speak, speed is 5ft, and 30ft speed. Statistics, other than size and speed, are unchanged. Also transforms gear, but nothing it is carrying does. Reverts to true form on death. While in mist form, can't take any actions, speak, or manipulate objects. Weightless, flying speed of 20ft, hovers, & can enter a any creature's space and stop there. Any space air can fit through so can mist without squeezing, and it can't pass through water. Advantage on Strength, Dexterity, and Constitution saves, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

VAMPIRE SPELLCASTER CONTINUED: ACTIO



ACTIONS

Multiattack (Vampire Only). Two attacks, only one bite

Unarmed Strike (Vampire Form Only). Melee: +9, 5. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). Meleek: +9, 5ft, one willing creature, or grappled by vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing plus 10(3d6) necrotic. Target's HP maximum reduced by necrotic damage amount, and vampire regains HP equal to that amount. Reduction lasts until target finishes a long rest. Target dies if this effect reduces its HP maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Spellcasting. The vampire is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The vampire has the following wizard spells prepared:

- **Cantrips (at will):** *mage hand, prestidigitation, ray of frost*
- **1st level (4 slots):** *comprehend languages, fogcloud, sleep*
- **2nd level (3 slots):** *detect thoughts, gust of wind, mirror image*
- **3rd level (3 slots):** *animate dead, bestow curse, nondetection*
- **4th level (3 slots):** *blight, greater invisibility*
- **5th level (1 slot):** *dominate person*



VAMPIRE SPELLCASTER CONTINUED:



Charm. One humanoid visible in 30ft. If the target can see the vampire, target makes DC 17 Wisdom save against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bit attack. Each time the vampire or the vampire's companions 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 vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). Magically calls 2d4 swarms of bats/rats, provided sun isn't up. While outdoors, vampire can call 3d6 wolves instead. Arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

Takes 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 vampire regains spent legendary actions at the start of its turn.

Move. Moves its speed suppresses opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike. Bite (Costs 2 Actions). The vampire makes one bite attack.

VAMPIRE SPAWN CONTINUED: TRAITS



Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

VAMPIRE SPAWN



Medium Undead, Neutral Evil

Armor class 15 (natural armor)

Hit points 82 (11d8 + 33)

Speed 30ft

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

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances Necrotic; Physical from non-magical

Senses Darkvision 60ft, Passive Perception 13

Language Languages it knew in life

Challenge 5 (1800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws.

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

WATER WEIRD



Large Elemental, Neutral

Armor class 13

Hit points 58 (9d10 + 9)

Speed 0ft, **Swim** 60ft

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

Damage Resistances Fire; Physical from non-magical

Damage Immunities Poison

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

Senses Blindsight 30ft, Passive Perception 10

Language understands Aquan but doesn't speak

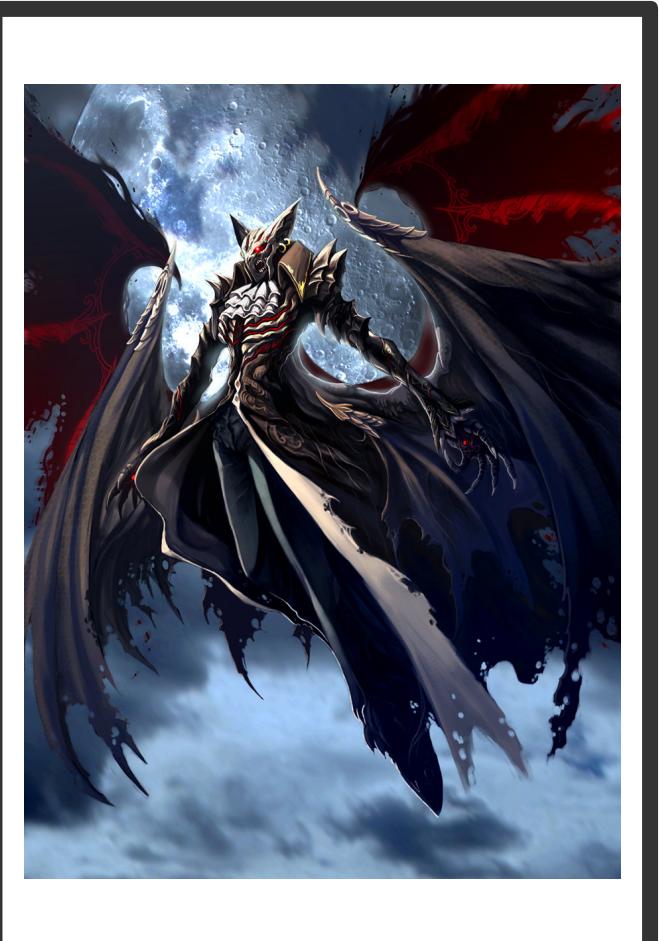
Challenge 3 (700 XP)

Invisible in Water. The water weird is invisible while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

ACTIONS

Constrict. Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. Hit: 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.



WIGHT



Medium Undead, Neutral Evil

Armor class 14 (studded leather)

Hit points 45 (6d8 + 18)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances Necrotic; Physical from non-magical weapons

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60ft, Passive Perception 13

Language Languages it knew in life

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

WILL-O'-WISP



Tiny Undead, Chaotic Evil

Armor class 19

Hit points 22 (9d4)

Speed 0ft, **Fly** 50ft (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Resistances Acid, Cold, Fire, Necrotic, Thunder; Physical from non-magical weapons

Damage Immunities Lightning, Poison

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

Senses Darkvision 120ft, Passive Perception 12

Language Languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp 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.

WIGHT CONTINUED: ACTIONS



Life Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

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

ACTIONS

WILL-O'-WISP CONTINUED: ACTIONS

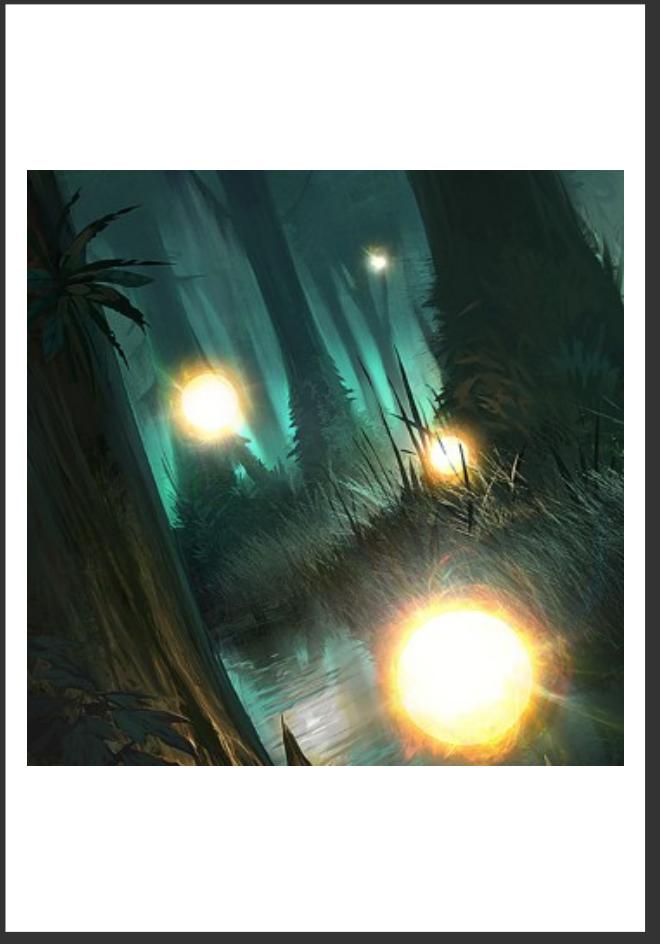
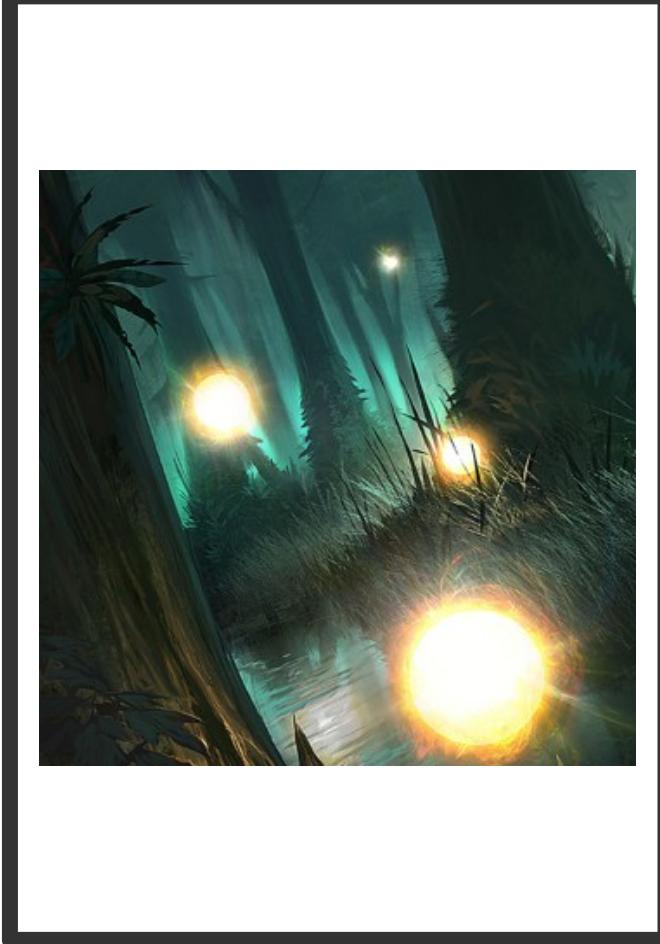
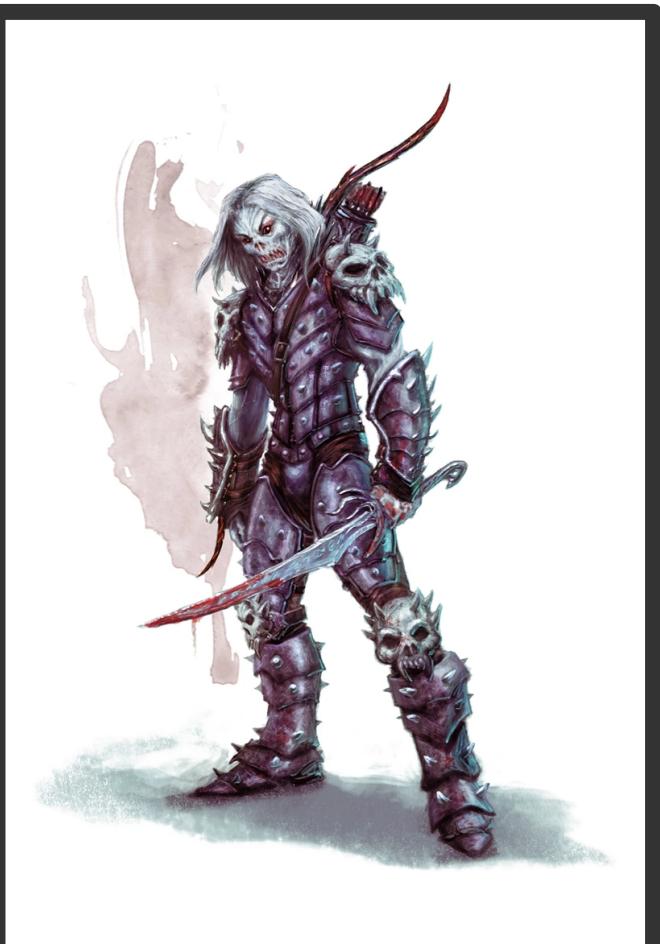


Variable Illumination. The will-o'-wisp sheds bright light in a 5-to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).



WRAITH



Medium Undead, Neutral Evil

Armor class 13

Hit points 67 (9d8 + 27)

Speed 0ft, **Fly** 60ft (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances Acid, Cold, Fire, Lightning, Thunder;

Physical from non-silvered weapons

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed,

Poisoned, Restrained, Prone, Unconscious

Senses Darkvision 60ft, Passive Perception 12

Language Languages it knew in life

Challenge 5 (1800 XP)

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

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

WRAITH CONTINUED: ACTIONS



ACTIONS

Life Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

WYVERN



Large Dragon, Unaligned

Armor class 13 (natural armor)

Hit points 110 (13d10 + 39)

Speed 20ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Senses Darkvision 60ft, Passive Perception 14

Language -

Challenge 6 (2300 XP)

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

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

Stinger. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

XORN



Medium Elemental, Neutral

Armor class 19 (natural armor)

Hit points 73 (7d8 + 42)

Speed 20ft, **Burrow** 20ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

Skills Perception +6, Stealth +3

Damage Resistances Piercing and Slashing from non-magical attacks that aren't adamantine

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

Language Terran

Challenge 5 (1800 XP)

Earth Glide. Burrow thru nonmagical, unworked earth/stone. Xorn doesn't disturb the materials

Stone Camouflage. Adv. on Stealth checks in rocky terrain.

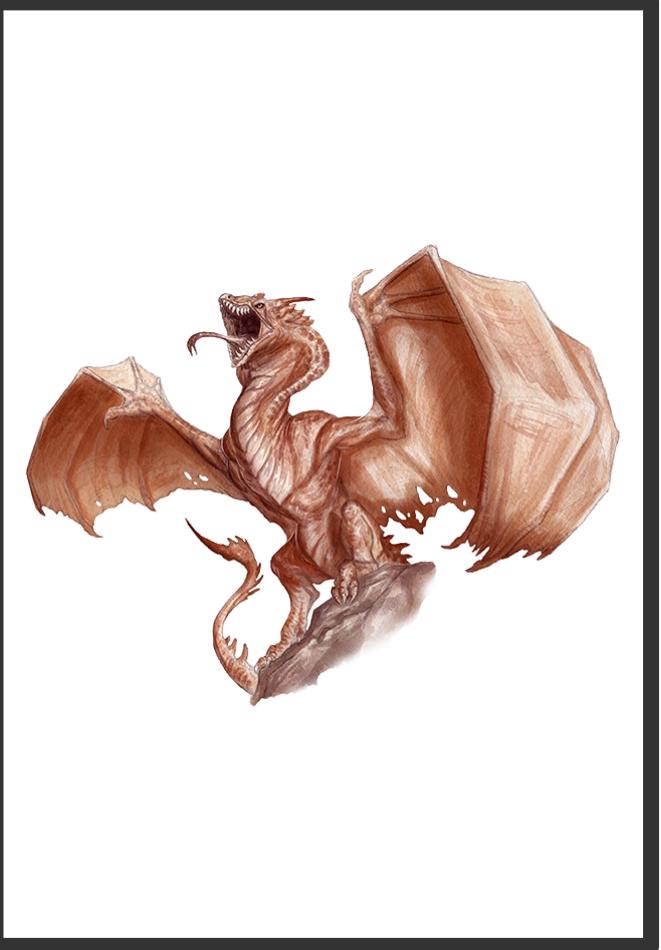
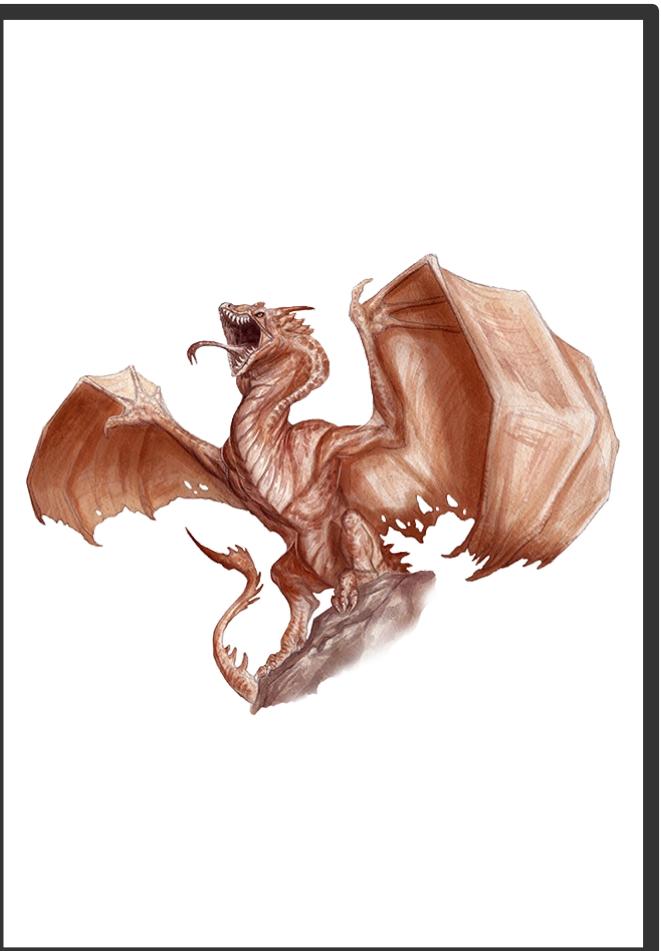
Treasure Sense. Tracks by scent, the location of precious metals and stones, such as coins and gems, within 60ft of it.

ACTIONS

Multiattack. Makes three claw attacks and one bite attack.

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

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 3) piercing damage.



YETI



Large Monstrosity, Chaotic Evil

Armor class 12 (natural armor)

Hit points 51 (6d10 + 18)

Speed 40ft, **Climb** 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Damage Immunities Cold

Senses Darkvision 60ft, Passive Perception 13

Language Yeti

Challenge 3 (700 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

YETI CONTINUED: ACTIONS



ACTIONS

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

ABOMINABLE YETI



Huge Monstrosity, Chaotic Evil

Armor class 15 (natural armor)

Hit points 137 (11d12 + 66)

Speed 40ft, **Climb** 40ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	9 (-1)	13 (+1)	9 (-1)

Skills Perception +5, Stealth +4

Damage Immunities Cold

Senses Darkvision 60ft, Passive Perception 15

Language Yeti

Challenge 9 (5000 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

YETI CONTINUED: ACTIONS



ACTIONS

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage plus 7 (2d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 18 Constitution saving throw against this magic or take 21 (6d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this yeti's gaze for 1 hour.

Cold Breath (Recharge 6). The yeti exhales a 30-foot cone of frigid air. Each creature in that area must make a DC 18 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.



YUAN-TI ABOMINATION



Large Monstrosity (Yuan-ti), Neutral Evil

Armor class 15 (natural armor)

Hit points 127 (15d10 + 45)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	17 (+3)	15 (+2)	18 (+4)

Skills Perception +5, Stealth +6

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 15

Language Abyssal, Common, Draconic

Challenge 7 (2900 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Abomination Form Only). Spellcasting ability is Charisma (spell save DC 15). The yuan-ti can innately cast the following spells, requiring no material components:

- **At will:** *animal friendship* (snakes only)
- **3/day:** *suggestion*
- **1/day:** *fear*

Magic Resistance. Adv. against spells and magical effects.

YUAN-TI MALISON TYPE 1



Medium Monstrosity (Yuan-ti), Neutral Evil

Armor class 12

Hit points 66 (12d8 + 12)

Speed 30ft

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

Skills Deception +5, Stealth +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 11

Language Abyssal, Common, Draconic

Challenge 3 (700 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

- **At will:** *animal friendship* (snakes only)
- **3/day:** *suggestion*

YUAN-TI ABOMINATION CONTINUED: ACTIONS



ACTIONS

Multiaction (Abomination Form Only). The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Constrict. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

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

Longbow (Abomination Form Only). Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 12 (2d8 + 3) piercing damage plus 10 (3d6) poison damage.

YUAN-TI MALISON CONTINUED: ACTIONS



Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Malison Type. The yuan-ti has one of the following types:

Type 1: Human body with snake head

Type 2: Human head and body with snakes for arms

Type 3: Human head and upper body with a serpentine lower body instead of legs

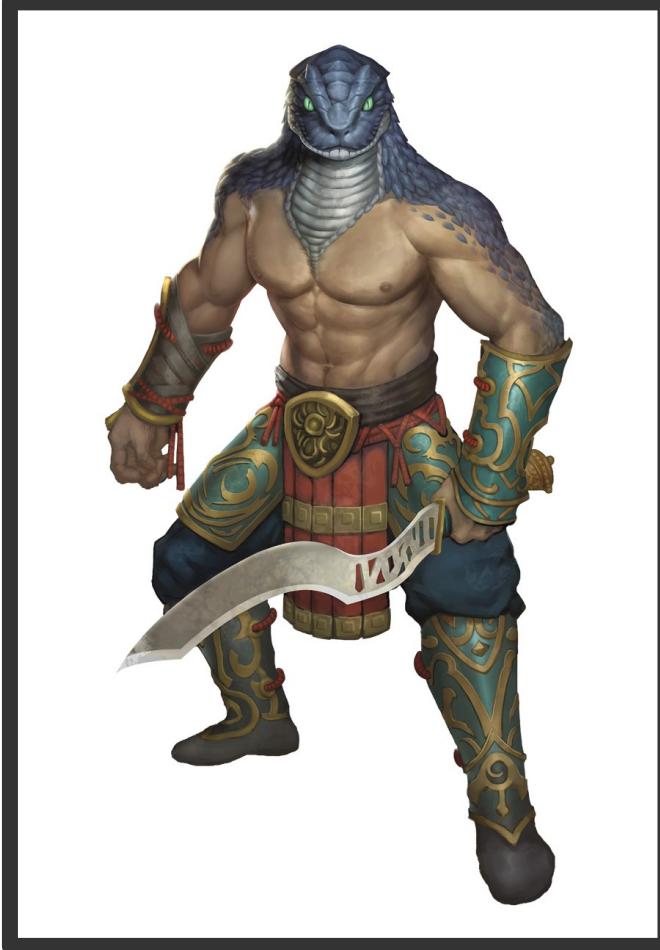
ACTIONS

Multiaction (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can use its bite only once.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Scimitar (Yuan-ti Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Longbow (Yuan-ti Form Only). Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.



YUAN-TI MALISON TYPE 2



Medium Monstrosity (Yuan-ti), Neutral Evil

Armor class 12

Hit points 66 (12d8 + 12)

Speed 30ft

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

Skills Deception +5, Stealth +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 11

Language Abyssal, Common, Draconic

Challenge 3 (700 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

- **At will:** *animal friendship* (snakes only)
- **3/day:** *suggestion*

YUAN-TI MALISON TYPE 3



Medium Monstrosity (Yuan-ti), Neutral Evil

Armor class 12

Hit points 66 (12d8 + 12)

Speed 30ft

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

Skills Deception +5, Stealth +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 11

Language Abyssal, Common, Draconic

Challenge 3 (700 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

- **At will:** *animal friendship* (snakes only)
- **3/day:** *suggestion*

YUAN-TI MALISON CONTINUED: ACTIONS



Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Malison Type. The yuan-ti has one of the following types:

Type 1: Human body with snake head

Type 2: Human head and body with snakes for arms

Type 3: Human head and upper body with a serpentine lower body instead of legs

ACTIONS

Multiattack (Yuan-ti Form Only). The yuan-ti makes two bite attacks using its snake arms.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

YUAN-TI MALISON CONTINUED: ACTIONS



Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Malison Type. The yuan-ti has one of the following types:

Type 1: Human body with snake head

Type 2: Human head and body with snakes for arms

Type 3: Human head and upper body with a serpentine lower body instead of legs

ACTIONS

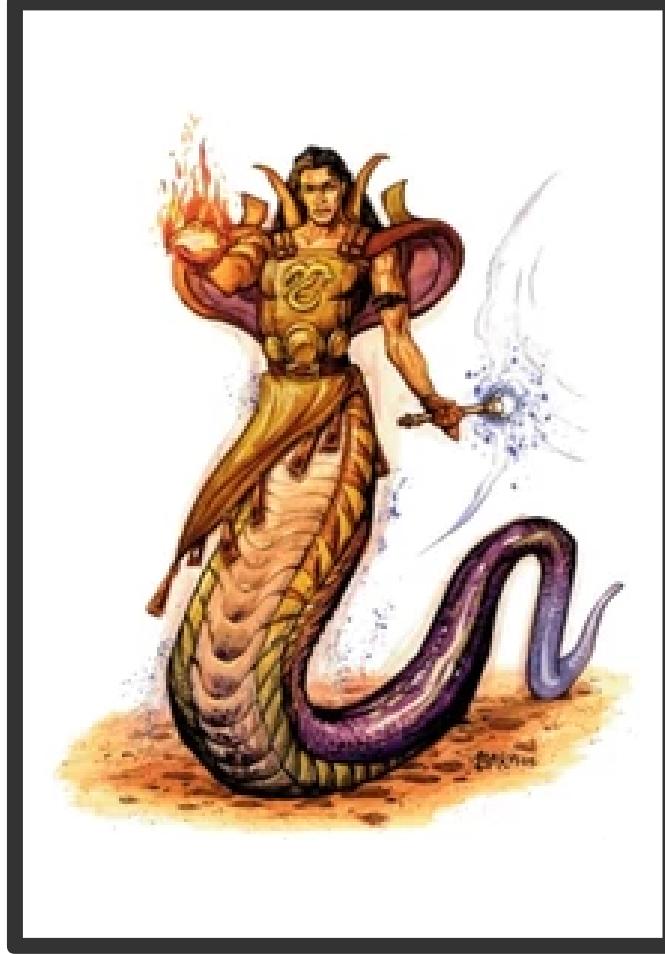
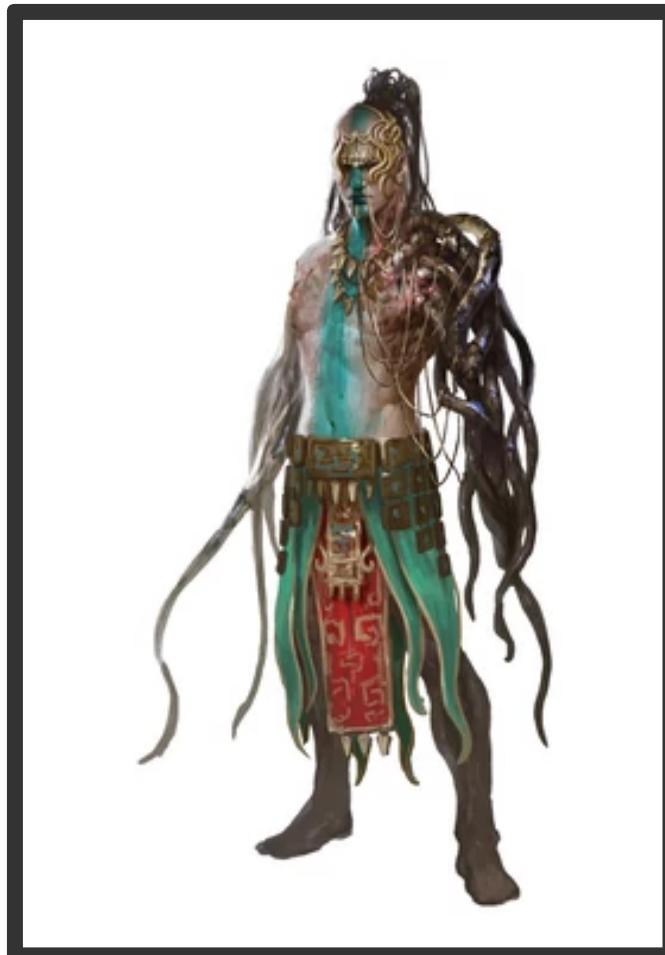
Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can constrict only once.

Bite (Snake Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Constrict. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Yuan-ti Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

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



YUAN-TI PUREBLOOD



Medium Humanoid (Yuan-ti), Neutral Evil

Armor class 11

Hit points 40 (9d8)

Speed 30ft

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

Skills Deception +6, Perception +3, Stealth +3

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 11

Language Abyssal, Common, Draconic

Challenge 1 (200 XP)

Innate Spellcasting. The yuan-ti's spellcasting ability is Charisma (spell save DC 12). The yuan-ti can innately cast the following spells, requiring no material components:

- **At will:** animal friendship (snakes only)
- **3/day each:** poison spray, suggestion

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The yuan-ti makes two melee attacks.

Scimitar. Melee: +3, 5ft. Hit: 4 (1d6 + 1) slashing damage.

Shortbow. Ranged: +3 to hit, range 80/320 ft., one target. Hit: 4 (1d6 + 1) piercing damage plus 7 (2d6) poison damage.

ARCANALOTH CONTINUED: ACTIONS



Spellcasting. The arcanaloth is a 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The arcanaloth has the following wizard spells prepared:

- **Cantrips (at will):** fire bolt, mage hand, minor illusion, prestidigitation
- **1st level (4 slots):** detect magic, identify, shield, Tenser's floating disk
- **2nd level (3 slots):** detect thoughts, mirror image, phantasmal, force, suggestion
- **3rd level (3 slots):** counterspell, fear, fireball
- **4th level (3 slots):** banishment, dimension door
- **5th level (2 slots):** contact other plane, hold monster
- **6th level (1 slot):** chain lightning
- **7th level (1 slot):** finger of death
- **8th level (1 slot):** mind blank

ACTIONS

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft. , one target. Hit: 8 (2d4 + 3) slashing damage. The target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Teleport. The arcanaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

ARCANALOTH



Medium Fiend (Yugoloth), Neutral Evil

Armor class 17 (natural armor)

Hit points 104 (16d8 + 32)

Speed 30ft, Fly 30ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	20 (+5)	16 (+3)	17 (+3)

Saving Throws Dex +5 , Int +9, Wis +7, Cha +7

Skills Arcana +13, Deception +9, Insight +9, Perception +7

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

Damage Immunities Acid, Poison

Condition Immunities Charmed, Poisoned

Senses Truesight 120ft, Passive Perception 17

Language All, Telepathy 120ft

Challenge 12 (8400 XP)

Innate Spellcasting. Innate spellcasting ability is Charisma (spell save DC 15). The arcanaloth can innately cast the following spells, requiring no material components:

- **At will:** alter self, darkness, heat metal, invisibility (self only), magic missile

Magic Resistance. Adv. against spells and magical effects.

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

MEZZOLOTH



Medium Fiend (Yugoloth), Neutral Evil

Armor class 18 (natural armor)

Hit points 75 (10d8 + 30)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	7 (-2)	10 (+0)	11 (+0)

Skills Perception +3

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

Damage Immunities Acid, Poison

Condition Immunities Poisoned

Senses Blindsight 60ft, Darkvision 60ft, Passive Perception 13

Language Abyssal, Infernal, Telepathy 60ft

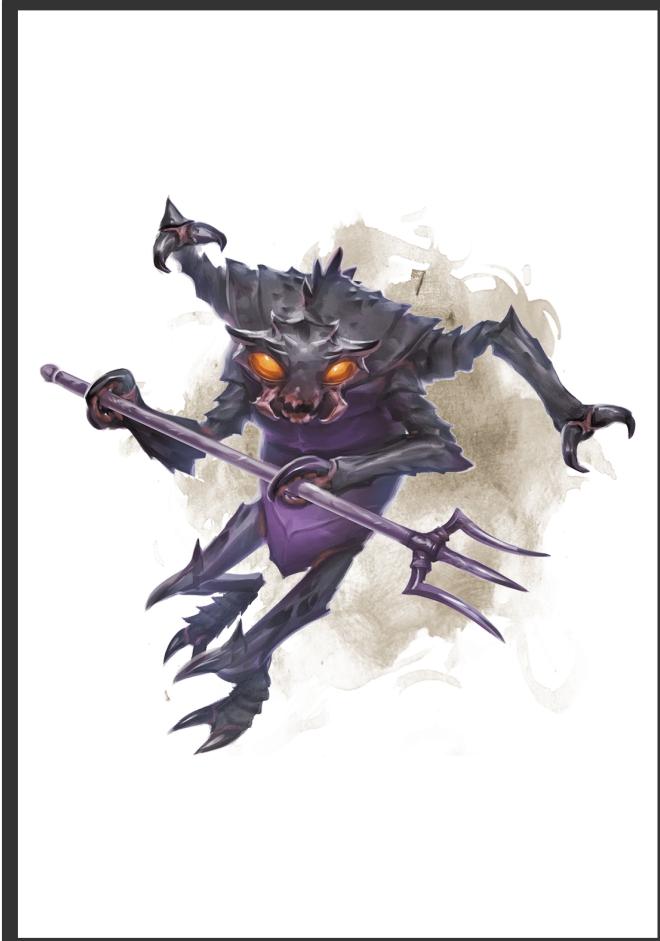
Challenge 5 (1800 XP)

Innate Spellcasting. The mezzoloth's innate spellcasting ability is Charisma (spell save DC 11). The mezzoloth can innately cast the following spells, requiring no material components:

- **2/day each:** darkness, dispel magic
- **1/day:** cloudkill

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

Magic Weapons. Mezzoloth's weapon attacks are magical.



MEZZOLOTH CONTINUED: ACTIONS



ACTIONS

Multiaction. The mezzoloth makes two attacks: one with its claws and one with its trident.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage.

Trident. 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 when held with two claws and used to make a melee attack.

Teleport. The mezzoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

NYCALOTH CONTINUED: ACTIONS



ACTIONS

Multiaction. The nycaloth makes two melee attacks, or it makes one melee attack and teleports before or after the attack.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or take 5 (2d4) slashing damage at the start of each of its turns due to a fiendish wound. Each time the nycaloth hits the wounded target with this attack, the damage dealt by the wound increases by 5 (2d4). Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Greataxe. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) slashing damage.

Teleport. The nycaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

NYCALOTH



Large Fiend (Yugoloth), Neutral Evil

Armor class 18 (natural armor)

Hit points 123 (13d10 + 52)

Speed 40ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	12 (+1)	10 (+0)	15 (+2)

Skills Intimidation +6, Perception +4, Stealth +4

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

Damage Immunities Acid, Poison

Condition Immunities Poisoned

Senses Blindsight 60ft, Darkvision 60ft, Passive Perception 13

Language Abyssal, Infernal, Telepathy 60ft

Challenge 9 (5000 XP)

Innate Spellcasting. The nycaloth's innate spellcasting ability is Charisma. The nycaloth can innately cast the following spells, requiring no material components:

- **At will:** *darkness, detect magic, dispel magic, invisibility* (self only), *mirror image*

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

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

ULTROLUTH



Medium Fiend (Yugoloth), Neutral Evil

Armor class 19 (natural armor)

Hit points 153 (18d8 + 72)

Speed 30ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	18 (+4)	15 (+2)	19 (+4)

Skills Intimidation +9, Perception +7, Stealth +8

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

Damage Immunities Acid, Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Truesight 120ft, Passive Perception 17

Language Abyssal, Infernal, Telepathy 120ft

Challenge 13 (10000 XP)

Innate Spellcasting. Innate spellcasting ability is Charisma (spell save DC 17). The ultroloth can innately cast the following spells, requiring no material components:

- **At will:** *alter self, clairvoyance, darkness, detect magic, detect thoughts, dispel magic, invisibility* (self only), *suggestion*
- **3/day each:** *dimension door, fear, wall of fire*
- **1/day each:** *fire storm, mass suggestion*

Magic Resistance. Adv. against spells and magical effects.

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



ULTROLOTH CONTINUED: ACTIONS



ACTIONS

Multiaction. The ultroloth can use its Hypnotic Gaze and makes three melee attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Hypnotic Gaze. The ultroloth's eyes sparkle with opalescent light as it targets one creature it can see within 30 feet of it. If the target can see the ultroloth, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed until the end of the ultroloth's next turn. The charmed target is stunned. If the target's saving throw is successful, the target is immune to the ultroloth's gaze for the next 24 hours.

Teleport. The ultroloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

ZOMBIE



Medium Undead, Neutral Evil

Armor class 8

Hit points 22 (3d8 + 9)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 8

Language Any languages it knew in life

Challenge 1/4 (50 XP)

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

OGRE ZOMBIE



Large Undead, Neutral Evil

Armor class 8

Hit points 85 (9d10 + 36)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 8

Language Understands Common and Giant but can't speak

Challenge 1/4 (50 XP)

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

ACTIONS

Morningstar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

BEHOLDER ZOMBIE



Large Undead, Neutral Evil

Armor class 15 (natural armor)

Hit points 93 (11d10 + 33)

Speed 0ft, **Fly** 20ft (hover)

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

Saving Throws Wis +2

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 9

Language Understands Deep Speech and Undercommon but can't speak

Challenge 1/4 (50 XP)

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



BEHOLDER ZOMBIE CONTINUED: ACTIONS



ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 14 (4d6) piercing damage.

Eye Ray. The zombie uses a random magical eye ray, choosing a target that it can see within 60 feet of it.

- **1. Paralyzing Ray** Target makes DC 14 Constitution save 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.
- **2. Fear Ray** The targeted creature must succeed on a DC 14 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.
- **3. Elevation Ray** The targeted creature must make a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
- **4. Disintegration Ray** If the target is a creature, it must succeed on a DC 14 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 non magical object or creation of magical force , this ray disintegrates a 10-foot cube of it.



APE

Medium Beast, Unaligned

Armor class 12

Hit points 19 (3d8 + 6)

Speed 30ft, Climb 30ft

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

Skills Athletics +5, Perception +3

Senses Passive Perception 13

Language -

Challenge 1/2 (100 XP)

AWAKENED SHRUB



Small Plant, Unaligned

Armor class 9

Hit points 10 (3d6)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	11 (+0)	10 (+0)	10 (+0)	6 (-2)

Damage Vulnerabilities Fire

Damage Resistances Piercing

Senses Passive Perception 10

Language one language known by its creator

Challenge 0 (10 XP)

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

ACTIONS

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



AWAKENED TREE

Huge Plant, Unaligned

Armor class 13 (natural armor)

Hit points 59 (7d12 + 14)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing

Senses Passive Perception 10

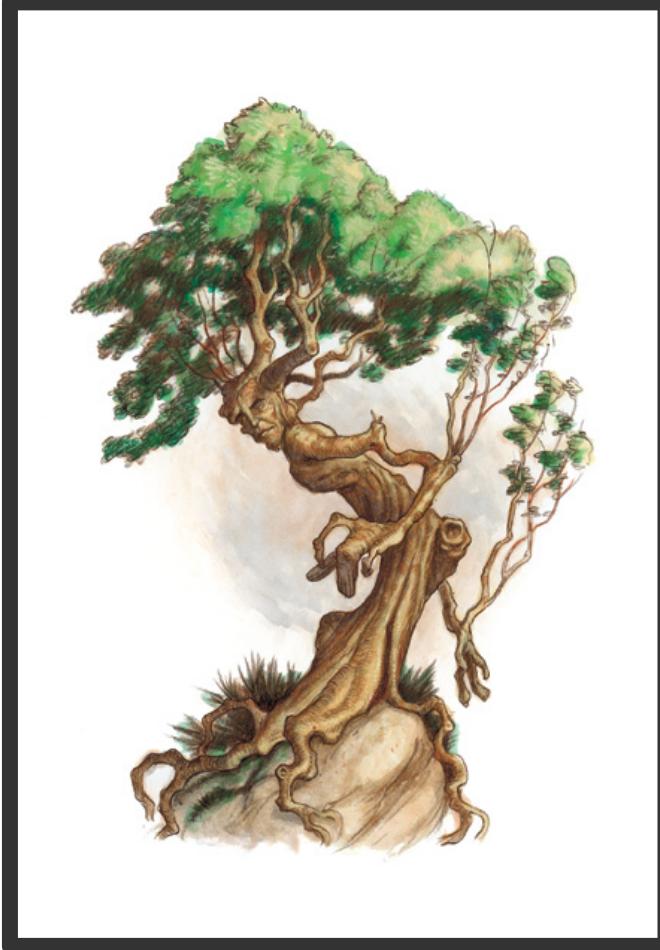
Language one language known by its creator

Challenge 2 (450 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

ACTIONS

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



Axe Beak



Large Beast, Unaligned

Armor class 11

Hit points 19 (3d10 + 3)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses Passive Perception 10

Language -

Challenge 1/4 (50 XP)

ACTIONS

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) slashing damage.

An axe beak is a tall flightless bird with strong legs, a wedge-shaped beak, and a nasty disposition.

Badger



Tiny Beast, Unaligned

Armor class 10

Hit points 3 (1d4 + 1)

Speed 20ft, **Climb** 5ft

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

Senses Darkvision 30ft, Passive Perception 11

Language -

Challenge 0 (10 XP)

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

ACTIONS

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

Baboon



Large Beast, Unaligned

Armor class 12

Hit points 3 (1d6)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	4 (-3)	12 (+1)	6 (-2)

Senses Passive Perception 11

Language -

Challenge 0 (10 XP)

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

ACTIONS

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

Bat



Tiny Beast, Unaligned

Armor class 12

Hit points 1 (1d4 - 1)

Speed 5ft, **Fly** 30ft

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

Senses Blindsight 60ft, Passive Perception 11

Language -

Challenge 0 (10 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.



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BLACK BEAR



Medium Beast, Unaligned

Armor class 11

Hit points 19 (3d8 + 6)

Speed 40ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Language -

Challenge 1/2 (100 XP)

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

ACTIONS

Multattack. The bear makes two attacks: one with its bite and one with its claws.

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

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

BLOOD HAWK



Small Beast, Unaligned

Armor class 12

Hit points 7 (2d6)

Speed 10ft, **Fly** 60ft

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

Skills Perception +4

Senses Passive Perception 14

Language -

Challenge 1/8 (25 XP)

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

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

ACTIONS

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

BLINK DOG



Medium Fey, Lawful Good

Armor class 13

Hit points 22 (4d8 + 4)

Speed 40ft

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

Skills Perception +3, Stealth +5

Senses Passive Perception 13

Language Understands Sylvan but can't speak it

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

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

Teleport (Recharge 4-6). The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.

BOAR



Medium Beast, Unaligned

Armor class 11 (natural armor)

Hit points 11 (2d8 + 2)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses Passive Perception 9

Language -

Challenge 1/4 (50 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.



BROWN BEAR



Large Beast, Unaligned

Armor class 11 (natural armor)

Hit points 34 (4d10 + 12)

Speed 40ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Language -

Challenge 1 (200 XP)

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

ACTIONS

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

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

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

CAT



Tiny Beast, Unaligned

Armor class 12

Hit points 2 (1d4)

Speed 40ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Language -

Challenge 0 (10 XP)

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

ACTIONS

Claws. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

CAMEL



Large Beast, Unaligned

Armor class 9

Hit points 15 (2d10 + 4)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	2 (-4)	8 (-1)	5 (-3)

Senses Passive Perception 9

Language -

Challenge 1/8 (25 XP)

ACTIONS

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

CONSTRICTOR SNAKE



Large Beast, Unaligned

Armor class 12

Hit points 13 (2d10 + 2)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Senses Blindsight 10ft, Passive Perception 10

Language -

Challenge 1/4 (50 XP)

ACTIONS

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

Constrict. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.



CRAB



Tiny Beast, Unaligned

Armor class 11 (natural armor)

Hit points 2 (1d4)

Speed 20ft, **Swim** 20ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	10 (+0)	1 (-5)	8 (-1)	2 (-4)

Skills Stealth +2

Senses Blindsight 30ft, Passive Perception 9

Language -

Challenge 0 (10 XP)

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

DEATH DOG



Medium Monstrosity, Neutral Evil

Armor class 12

Hit points 39 (6d8 + 12)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +5 Stealth +2

Senses Darkvision 120ft, Passive Perception 15

Language -

Challenge 1 (200 XP)

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiaattack. The dog makes two bite attacks.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its HP maximum to 0.

CROCODILE



Large Beast, Unaligned

Armor class 12 (natural armor)

Hit points 19 (3d10 + 3)

Speed 20ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2

Senses Passive Perception 10

Language -

Challenge 1/2 (100 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

DEER



Medium Beast, Unaligned

Armor class 13

Hit points 4 (1d8)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	2 (-4)	14 (+2)	5 (-3)

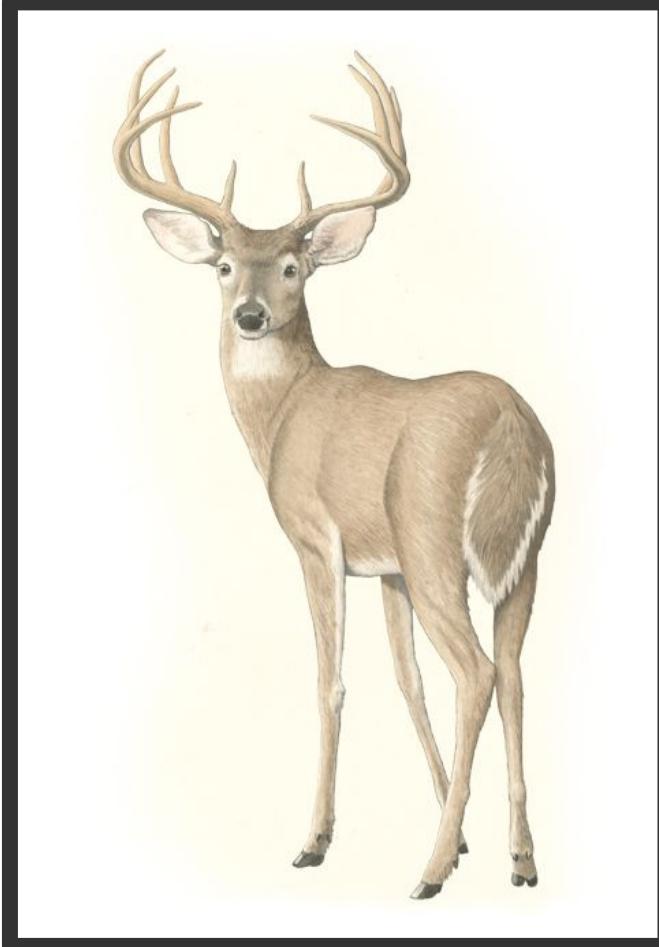
Senses Passive Perception 12

Language -

Challenge 0 (10 XP)

ACTIONS

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



DIRE WOLF



Large Beast, Unaligned

Armor class 14 (natural armor)

Hit points 37 (5d10 + 10)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Language -

Challenge 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf'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: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

EAGLE



Small Beast, Unaligned

Armor class 12

Hit points 3 (1d6)

Speed 10ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	2 (-4)	14 (+2)	7 (-2)

Skills Perception +4

Senses Passive Perception 14

Language -

Challenge 0 (10 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

DRAFT HORSE



Large Beast, Unaligned

Armor class 10

Hit points 19 (3d10 + 3)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses Passive Perception 10

Language -

Challenge 1/4 (50 XP)

ACTIONS

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) bludgeoning damage.

ELEPHANT



Huge Beast, Unaligned

Armor class 12 (natural armor)

Hit points 76 (8d12 + 24)

Speed 40ft

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

Senses Passive Perception 10

Language -

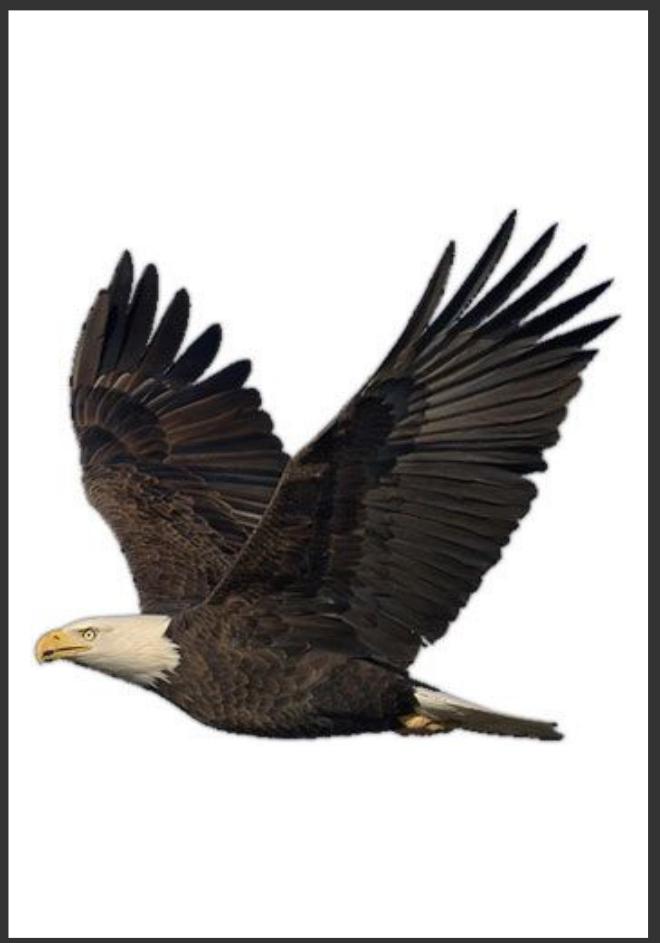
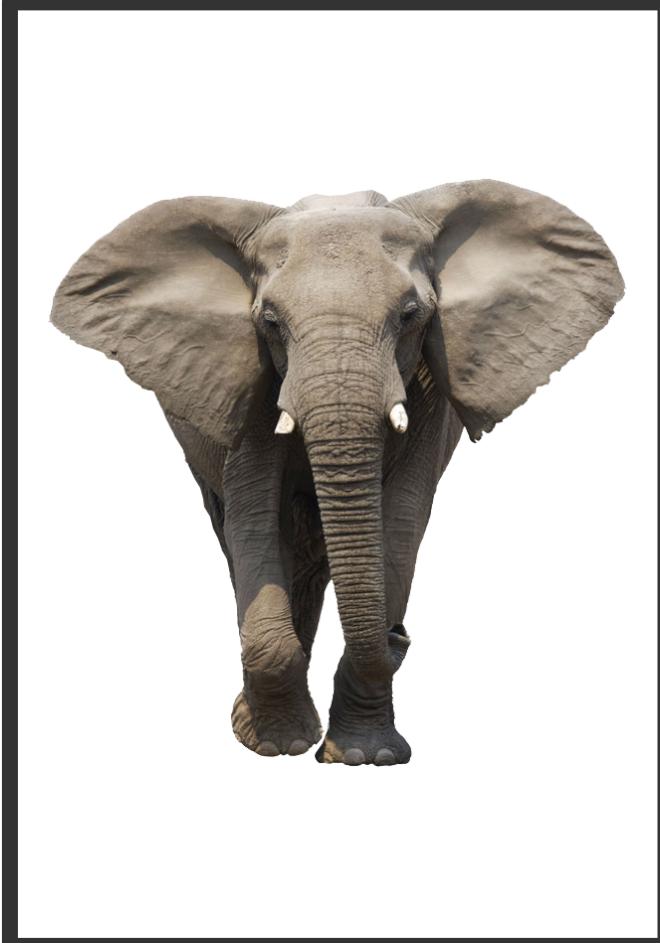
Challenge 4 (1100 XP)

Trampling Charge. If the elephant 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 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

ACTIONS

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. Hit: 22 (3d10 + 6) bludgeoning damage.



ELK



Large Beast, Unaligned

Armor class 10

Hit points 13 (2d10 + 2)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses Passive Perception 10

Language -

Challenge 1/4 (50 XP)

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

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

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one prone creature. Hit: 8 (2d4 + 3) bludgeoning damage.

FROG



Tiny Beast, Unaligned

Armor class 11

Hit points 1 (1d4 - 1)

Speed 20ft, **Swim** 20ft

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	1 (-5)	8 (-1)	3 (-4)

Skills Perception +1, Stealth +3

Senses Darkvision 30ft, Passive Perception 11

Language -

Challenge 0 (0 XP)

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

FLYING SNAKE



Tiny Beast, Unaligned

Armor class 14

Hit points 5 (2d4)

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

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses Blindsight 10ft, Passive Perception 11

Language -

Challenge 1/8 (25 XP)

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

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1 piercing damage plus 7 (3d4) poison damage.

GIANT APE



Huge Beast, Unaligned

Armor class 12

Hit points 157 (15d12 + 60)

Speed 40ft, **Climb** 40ft

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

Skills Athletics +9, Perception +4

Senses Passive Perception 14

Language -

Challenge 7 (2900 XP)

ACTIONS

Multiaction. The ape makes two fist attacks.

Fist. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 50/100 ft., one target. Hit: 30 (7d6 + 6) bludgeoning damage.



GIANT BADGER



Medium Beast, Unaligned

Armor class 10

Hit points 13 (2d8 + 4)

Speed 30ft, **Burrow** 10ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses Darkvision 30ft, Passive Perception 11

Language -

Challenge 1/4 (50 XP)

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

ACTIONS

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

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

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

GIANT BOAR



Large Beast, Unaligned

Armor class 12 (natural armor)

Hit points 42 (5d10 + 15)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses Passive Perception 8

Language -

Challenge 2 (450 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

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

GIANT BAT



Large Beast, Unaligned

Armor class 13

Hit points 22 (4d10)

Speed 10ft, **Fly** 60ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses Blindsight 60ft, Passive Perception 11

Language -

Challenge 1/4 (50 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

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

GIANT CENTIPEDE



Small Beast, Unaligned

Armor class 13 (natural armor)

Hit points 4 (1d6 + 1)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses Blindsight 30ft, Passive Perception 8

Language -

Challenge 1/4 (50 XP)

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.



GIANT CONSTRICTOR SNAKE



Huge Beast, Unaligned

Armor class 12

Hit points 60 (8d12 + 8)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2

Senses Blindsight 10ft, Passive Perception 12

Language -

Challenge 2 (450 XP)

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

GIANT CROCODILE



Huge Beast, Unaligned

Armor class 14 (natural armor)

Hit points 85 (9d12 + 27)

Speed 30ft, **Swim** 50ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +5

Senses Passive Perception 10

Language -

Challenge 5 (1800 XP)

Hold Breath. The crocodile can hold its breath for 30 minutes.

ACTIONS

Multattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target not grappled by the crocodile. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

GIANT CRAB



Medium Beast, Unaligned

Armor class 15 (natural armor)

Hit points 13 (3d8)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +4

Senses Blindsight 30ft, Passive Perception 9

Language -

Challenge 1/8 (25 XP)

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

GIANT EAGLE



Large Beast, Neutral Good

Armor class 13

Hit points 26 (4d10 + 4)

Speed 10ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4

Senses Passive Perception 14

Language Understands Common and Auran but can't speak them

Challenge 5 (1800 XP)

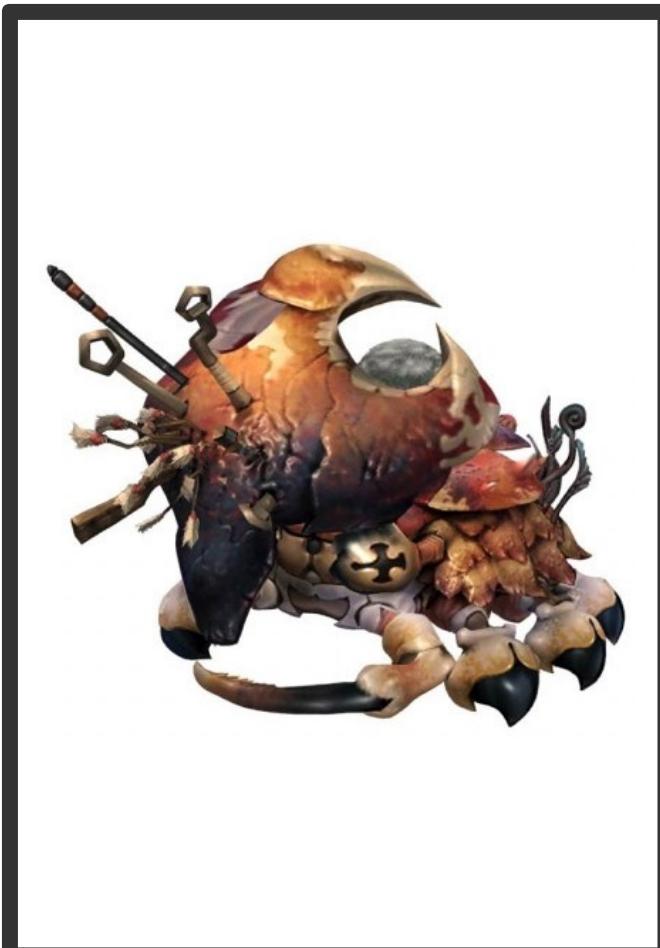
Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multattack. The eagle makes two attacks: one with its beak and one with its talons.

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

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



GIANT ELK



Huge Beast, Unaligned

Armor class 14 (natural armor)

Hit points 42 (5d12 + 10)

Speed 60ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +4

Senses Passive Perception 14

Language Understands Common, Elvish, and Sylvan but can't speak them

Challenge 2 (450 XP)

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Ram. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one prone creature. Hit: 22 (4d8 + 4) bludgeoning damage.

GIANT FROG



Medium Beast, Unaligned

Armor class 11

Hit points 18 (4d8)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +3

Senses Darkvision 30ft, Passive Perception 12

Language -

Challenge 1/4 (50 XP)

Amphibious. The frog can breathe air and water.

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

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing, and grappled (DC11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

Swallow. One bite attack against a Small/Tiny grappled target. On hits, target swallowed, & grapple ends. Blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5(2d4) acid at start of each frog turn. Can only swallow one creature. on death, loses restraint and uses 5ft movement to escape, prone

GIANT FIRE BETTLE



Small Beast, Unaligned

Armor class 13 (natural armor)

Hit points 4 (1d6 + 1)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses Blindsight 30ft, Passive Perception 8

Language -

Challenge 0 (10 XP)

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

ACTIONS

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

GIANT GOAT



Large Beast, Unaligned

Armor class 11 (natural armor)

Hit points 19 (3d10 + 3)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Senses Darkvision 30ft, Passive Perception 11

Language -

Challenge 1/2 (100 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.



GIANT HYENA



Large Beast, Unaligned

Armor class 12

Hit points 45 (6d10 + 12)

Speed 50ft

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

Skills Perception +3

Senses Passive Perception 13

Language -

Challenge 1 (200 XP)

Rampage. When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

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

GIANT OCTOPUS



Large Beast, Unaligned

Armor class 11

Hit points 52 (8d10 + 8)

Speed 10ft, **Swim** 60ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +4, Stealth +5

Senses Darkvision 60ft, Passive Perception 14

Language -

Challenge 1 (200 XP)

Hold Breath. Can hold its breath for 1 hour out of water

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacles. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). 20ft radius cloud of ink around octopus. Heavily obscured for 1 minute, a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

GIANT LIZARD



Large Beast, Unaligned

Armor class 12 (natural armor)

Hit points 19 (3d10 + 3)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses Darkvision 30ft, Passive Perception 10

Language -

Challenge 1/4 (50 XP)

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) piercing damage.

GIANT POISONOUS SNAKE



Large Beast, Neutral

Armor class 14

Hit points 11 (2d8 + 2)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2

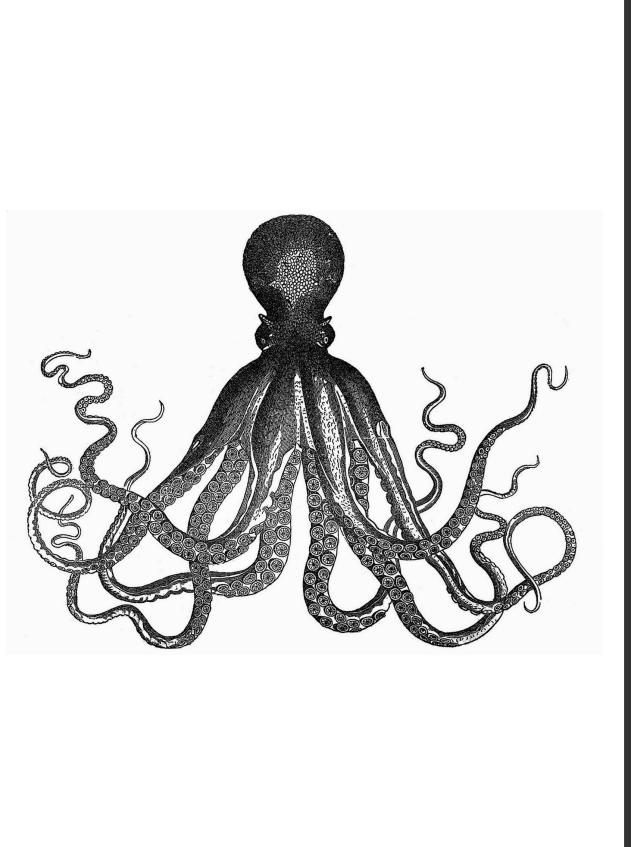
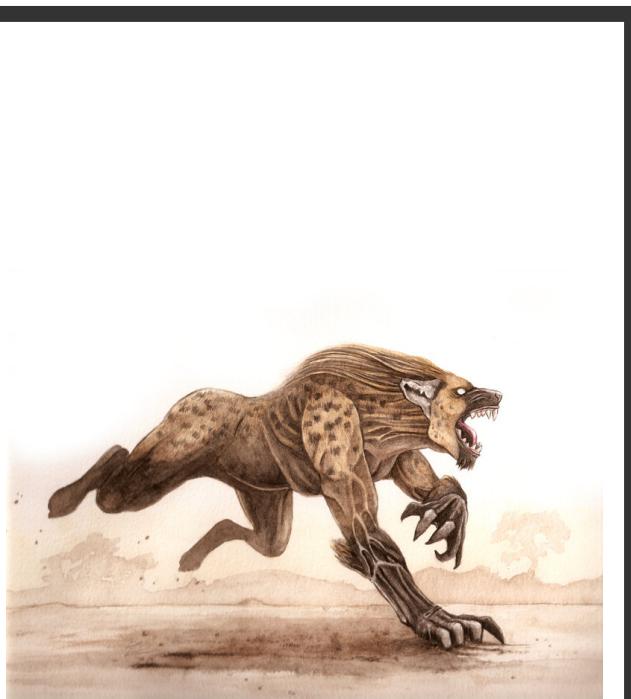
Senses Blindsight 10ft, Passive Perception 12

Language -

Challenge 1/4 (50 XP)

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target.
Hit: 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.



GIANT RAT



Small Beast, Unaligned

Armor class 12

Hit points 7 (2d6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses Darkvision 60ft, Passive Perception 10

Language -

Challenge 1/8 (25 XP)

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

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

ACTIONS

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

GIANT SCORPION



Large Beast, Unaligned

Armor class 15 (natural armor)

Hit points 52 (7d10 + 14)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

Senses Blindsight 60ft, Passive Perception 9

Language -

Challenge 3 (700 XP)

ACTIONS

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

DISEASED GIANT RAT



Small Beast, Unaligned

Armor class 12

Hit points 7 (2d6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses Darkvision 60ft, Passive Perception 10

Language -

Challenge 1/8 (25 XP)

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

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

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

GIANT SEA HORSE



Large Beast, Unaligned

Armor class 13 (natural armor)

Hit points 16 (3d10)

Speed 0ft, **Swim** 40ft

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

Senses Passive Perception 11

Language -

Challenge 1/2 (100 XP)

Charge. If the sea horse moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Water Breathing. The sea horse can breathe only underwater.

ACTIONS

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.



GIANT SHARK



Huge Beast, Unaligned

Armor class 13 (natural armor)

Hit points 126 (11d12 + 55)

Speed 0ft, **Swim** 50ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3

Senses Passive Perception 13

Language -

Challenge 5 (1800 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage.

GIANT SPIDER CONTINUED: ACTIONS



ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

GIANT SPIDER



Large Beast, Unaligned

Armor class 14 (natural armor)

Hit points 26 (4d10 + 4)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	21 (+5)	11 (+0)	4 (-3)

Skills Stealth +7

Senses Blindsight 10ft, Darkvision 60ft, Passive Perc. 13

Language -

Challenge 1 (200 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

GIANT TOAD



Large Beast, Unaligned

Armor class 11

Hit points 39 (6d10 + 6)

Speed 20ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Senses Darkvision 30ft, Passive Perception 10

Language -

Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water.

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

ACTIONS

Bite. Melee: +4, 5ft. Hit: 7 (1d10 + 2) piercing plus 5 (1d10) poison, and grappled (DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. Bite against a Medium/smaller target it is grappling. On hit, target is swallowed, and grapple ends. Swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid at the start of each of the toad's turns. Only one target swallowed at a time. On deaths, target is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.



GIANT VULTURE



Large Beast, Neutral Evil

Armor class 10

Hit points 22 (3d10 + 6)

Speed 10ft, **Fly** 60ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Language Understands Common but can't speak

Challenge 1 (200 XP)

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

ACTIONS

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

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage.

Talons. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

GIANT WEASEL



Medium Beast, Unaligned

Armor class 13

Hit points 9 (2d8)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	5 (-3)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +5

Senses Darkvision 60ft, Passive Perception 13

Language -

Challenge 1/8 (25 XP)

Keen Hearing and Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

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

GIANT WASP



Medium Beast, Unaligned

Armor class 12

Hit points 13 (3d8)

Speed 10ft, **Fly** 50ft

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

Senses Passive Perception 10

Language -

Challenge 1/2 (100 XP)

ACTIONS

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT WOLF SPIDER



Medium Beast, Unaligned

Armor class 13

Hit points 11 (2d8 + 2)

Speed 40ft, **Climb** 40ft

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

Skills Perception +3, Stealth +7

Senses Blindsight 10ft, Darkvision 60ft, Passive Perc. 13

Language -

Challenge 1/4 (50 XP)

Spider Climb. Climbs difficult surfaces, without ability check.

Web Sense. Knows spot of targets while in contact with web

Web Walker. Ignores movement restrictions by webbing.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.



GOAT



Medium Beast, Unaligned

Armor class 10

Hit points 4 (1d8)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

Senses Passive Perc. 10

Language -

Challenge 0 (10 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

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

HUNTER SHARK



Large Beast, Unaligned

Armor class 12 (natural armor)

Hit points 45 (6d10 + 12)

Speed 0ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses Passive Perception 12

Language -

Challenge 2 (450 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

HAWK



Tiny Beast, Unaligned

Armor class 13

Hit points 1 (1d4 - 1)

Speed 10ft, **Fly** 60ft

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	8 (-1)	2 (-4)	14 (+2)	6 (-2)

Skills Perception +4

Senses Passive Perception 14

Language -

Challenge 0 (10 XP)

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

HYENA



Medium Beast, Unaligned

Armor class 11

Hit points 5 (1d8 + 1)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3

Senses Passive Perception 13

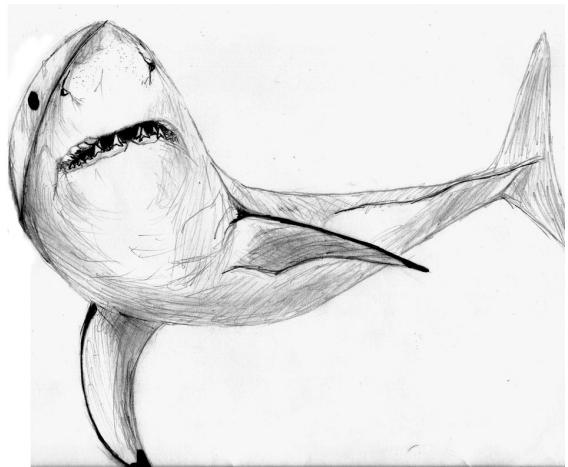
Language -

Challenge 0 (10 XP)

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

ACTIONS

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



JACKAL



Small Beast, Unaligned

Armor class 12

Hit points 3 (1d6)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses Passive Perception 13

Language -

Challenge 0 (10 XP)

Keen Hearing and Smell. The jackal has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

ACTIONS

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

LION



Small Beast, Unaligned

Armor class 12

Hit points 26 (4d10 + 4)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses Passive Perception 13

Language -

Challenge 1 (200 XP)

Keen Smell. Advantage on Perception checks using smell.

Pack Tactics. Advantage on attacks against creatures if one of lion's allies is in 5ft of creature and ally isn't incapacitated.

Pounce. After 20ft straight towards a creature and claws on the same turn, target makes DC13 Strength save or knocked prone. If prone, lion uses bonus action for one bite attack.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

ACTIONS

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

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

KILLER WHALE



Small Beast, Unaligned

Armor class 12 (natural armor)

Hit points 90 (12d12 + 12)

Speed 0ft, **Swim** 60ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses Blindsight 120ft, Passive Perception 13

Language -

Challenge 3 (700 XP)

Echolocation. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 30 minutes.

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 21 (5d6 + 4) piercing damage.



Tiny Beast, Unaligned

Armor class 10

Hit points 2 (1d4)

Speed 20ft, **Climb** 20ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	10 (+0)	1 (-5)	8 (-1)	3 (-4)

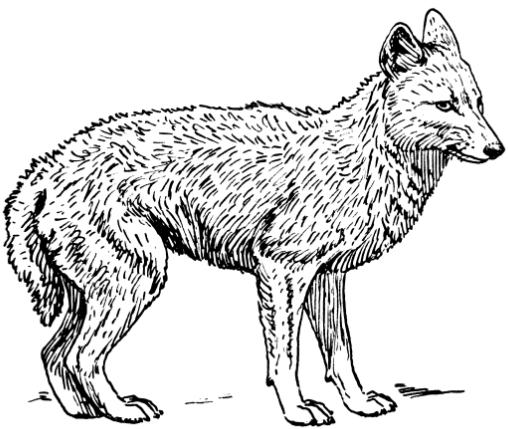
Senses Darkvision 30ft, Passive Perception 9

Language -

Challenge 0 (10 XP)

ACTIONS

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target.
Hit: 1 piercing damage.



MAMMOTH



Huge Beast, Unaligned

Armor class 13 (natural armor)

Hit points 126 (11d12 + 55)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Senses Passive Perception 10

Language -

Challenge 6 (2300 XP)

Trampling Charge. If the mammoth 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 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

ACTIONS

Gore. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 25 (4d8 + 7) piercing damage.

Stomp. Melee Weapon Attack: +10 to hit, reach 5 ft., one prone creature. Hit: 29 (4d10 + 7) bludgeoning damage.

MULE



Medium Beast, Unaligned

Armor class 10

Hit points 11 (2d8 + 2)

Speed 40ft

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

Senses Passive Perception 10

Language -

Challenge 1/8 (25 XP)

Beast of Burden. The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

Sure-Footed. The mule has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

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

MASTIFF



Medium Beast, Unaligned

Armor class 12

Hit points 5 (1d8 + 1)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Language -

Challenge 1/8 (25 XP)

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

OWL



Tiny Beast, Unaligned

Armor class 11

Hit points 1 (1d4 - 1)

Speed 5ft, **Fly** 60ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Senses Darkvision 120ft, Passive Perception 13

Language -

Challenge 0 (10 XP)

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

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Talons. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1 slashing damage.



PANTHER



Medium Beast, Unaligned

Armor class 12

Hit points 13 (3d8)

Speed 50ft, **Climb** 40ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +6

Senses Passive Perception 14

Language -

Challenge 1/4 (50 XP)

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

Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

ACTIONS

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

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

POISONOUS SNAKE



Tiny Beast, Unaligned

Armor class 13

Hit points 2 (1d4)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses Blindsight 10ft, Passive Perception 10

Language -

Challenge 1/8 (25 XP)

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

PHASE SPIDER



Large Monstrosity, Unaligned

Armor class 13 (natural armor)

Hit points 32 (5d10 + 5)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +6

Senses Darkvision 60ft, Passive Perception 10

Language -

Challenge 3 (700 XP)

Ethereal Jaunt. bonus action, spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Spider Climb. Climbs difficult surfaces, without ability check.

Web Walker. Ignores movement restrictions by webbing.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

POLAR BEAR



Large Beast, Unaligned

Armor class 12 (natural armor)

Hit points 42 (5d10 + 15)

Speed 40ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Language -

Challenge 2 (450 XP)

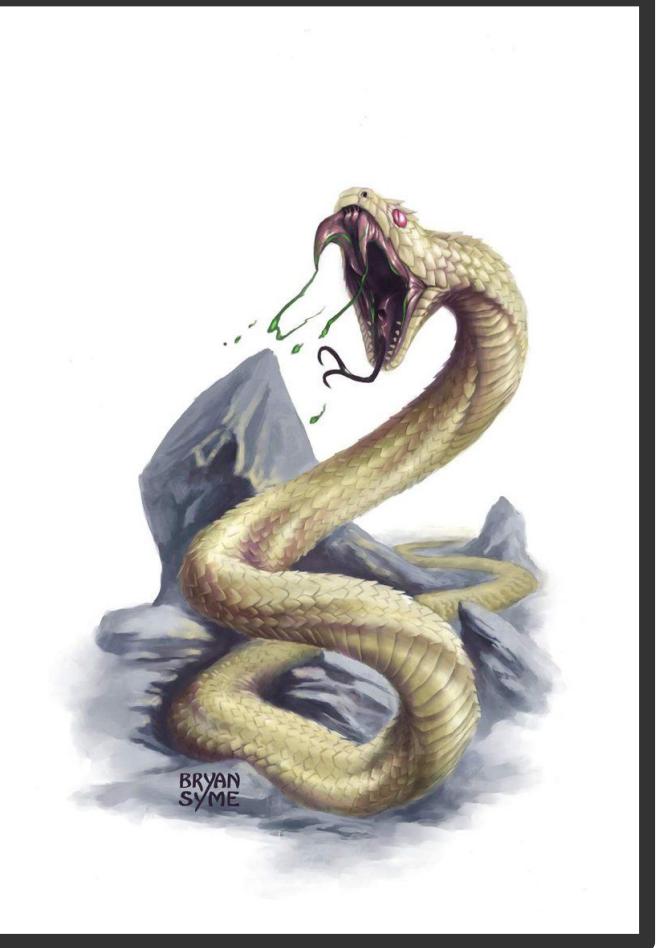
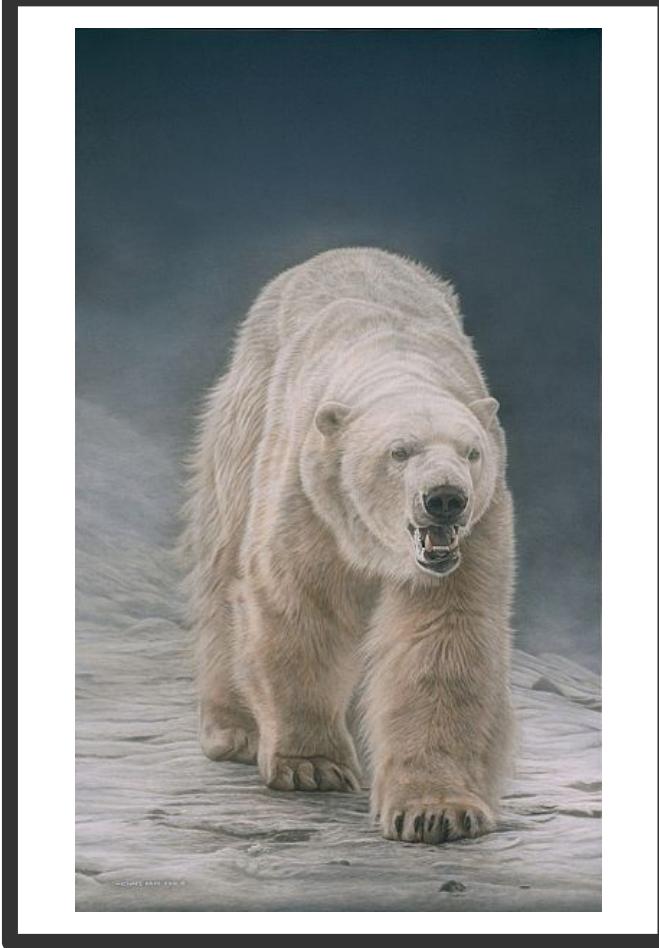
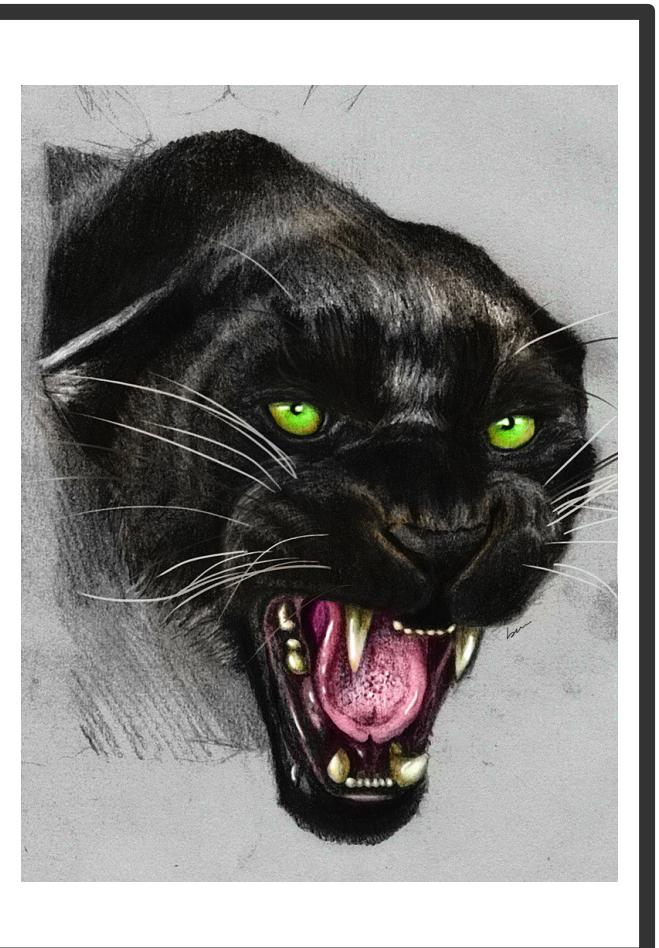
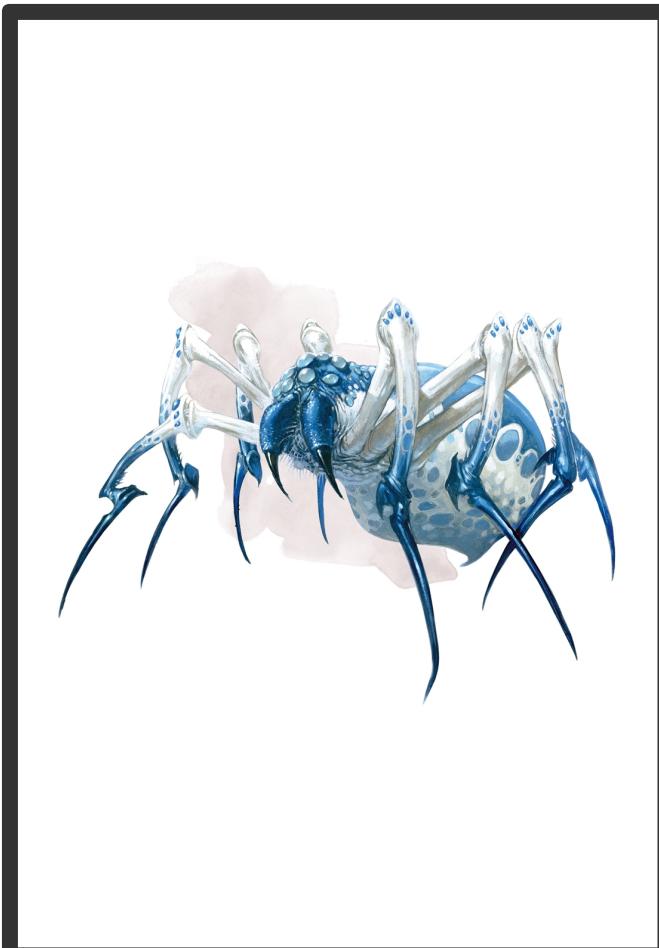
Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

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

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

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



CAVE BEAR



Large Beast, Unaligned

Armor class 12 (natural armor)

Hit points 42 (5d10 + 15)

Speed 40ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses Darkvision 60ft, Passive Perception 13

Language -

Challenge 2 (450 XP)

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

ACTIONS

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

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

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

QUIPPER



Tiny Beast, Unaligned

Armor class 13

Hit points 1 (1d4 - 1)

Speed 0ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Senses Darkvision 60ft, Passive Perception 8

Language -

Challenge 0 (10 XP)

Blood Frenzy. The quipper has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The quipper can breathe only underwater.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

PONY



Medium Beast, Unaligned

Armor class 10

Hit points 11 (2d8 + 2)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses Passive Perception 10

Language -

Challenge 1/8 (25 XP)

ACTIONS

Hooves. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage.

