

RAT



Tiny Beast, Unaligned

Armor class 10

Hit points 1 (1d4 - 1)

Speed 20ft

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

Senses Darkvision 30ft, Passive Perception 10

Language -

Challenge 0 (10 XP)

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



ACTIONS

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target.
Hit: 1 piercing damage.

RAVEN



Tiny Beast, Unaligned

Armor class 12

Hit points 1 (1d4 - 1)

Speed 10ft, **Fly** 50ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses Passive Perception 13

Language -

Challenge 0 (10 XP)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.



ACTIONS

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

REEF SHARK



Medium Beast, Unaligned

Armor class 12 (natural armor)

Hit points 22 (4d8 + 4)

Speed 0ft, **Swim** 40ft

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

Skills Perception +2

Senses Blindsight 30ft, Passive Perception 12

Language -

Challenge 1/2 (100 XP)

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

Water Breathing. The shark can breathe only underwater.



ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) piercing damage.

RHINOCEROS



Large Beast, Unaligned

Armor class 11 (natural armor)

Hit points 45 (6d10 + 12)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses Passive Perception 11

Language -

Challenge 2 (450 XP)

Charge. If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.



ACTIONS

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

RIDING HORSE



Large Beast, Unaligned

Armor class 10

Hit points 13 (2d10 + 2)

Speed 60ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	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: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.

SABER-TOOTHED TIGER



Large Beast, Unaligned

Armor class 12

Hit points 52 (7d10 + 14)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses Passive Perception 13

Language -

Challenge 2 (450 XP)



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

Pounce. If the tiger 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 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

SCORPION



Tiny Beast, Unaligned

Armor class 11 (natural armor)

Hit points 1 (1d4 - 1)

Speed 10ft

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

Senses Blindsight 10ft, Passive Perception 9

Language -

Challenge 2 (450 XP)



ACTIONS

Sting. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

SEA HORSE



Tiny Beast, Unaligned

Armor class 11

Hit points 1 (1d4 - 1)

Speed 0ft, **Swim** 20ft

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	8 (-1)	1 (-5)	10 (+0)	2 (-4)

Senses Passive Perception 10

Language -

Challenge 0 (0 XP)

Water Breathing. The sea horse can breathe only underwater.



SPIDER



Tiny Beast, Unaligned

Armor class 12

Hit points 1 (1d4 - 1)

Speed 20ft, **Climb** 20ft

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

Skills Stealth +4

Senses Darkvision 30ft, Passive Perception 10

Language -

Challenge 0 (10 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.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage



SWARM OF BATS



Medium swarm of Tiny Beasts, Unaligned

Armor class 12

Hit points 22 (5d8)

Speed 0ft, **Fly** 30ft

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

Damage Resistances All from Physical weapons

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

Senses Blindsight 30ft, Passive Perception 11

Language -

Challenge 1/4 (50 XP)



Echolocation. Can't use its blindsight while deafened.

Keen Hearing. Advantage on Perception checks that rely on hearing.

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

ACTIONS

Bites. Melee Weapon Attack: +4 to hit, reach 0 ft., one creature in the swarm's space. Hit: 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF INSECTS



Medium swarm of Tiny Beasts, Unaligned

Armor class 12 (natural armor)

Hit points 22 (5d8)

Speed 20ft, **Climb** 20ft

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

Damage Resistances All from Physical weapons

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

Senses Blindsight 10ft, Passive Perception 8

Language -

Challenge 1/2 (100 XP)

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



ACTIONS

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF BEETLES



Medium swarm of Tiny Beasts, Unaligned

Armor class 12 (natural armor)

Hit points 22 (5d8)

Speed 20ft, **Climb** 20ft, **Burrowing** 5ft

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

Damage Resistances All from Physical weapons

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

Senses Blindsight 10ft, Passive Perception 8

Language -

Challenge 1/2 (100 XP)

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



ACTIONS

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF CENTIPEDES



Medium swarm of Tiny Beasts, Unaligned

Armor class 12 (natural armor)

Hit points 22 (5d8)

Speed 20ft, **Climb** 20ft

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

Damage Resistances All from Physical weapons

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

Senses Blindsight 10ft, Passive Perception 8

Language -

Challenge 1/2 (100 XP)

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

ACTIONS

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer. A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.



SWARM OF SPIDERS



Medium swarm of Tiny Beasts, Unaligned

Armor class 12 (natural armor)

Hit points 22 (5d8)

Speed 20ft, **Climb** 20ft

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

Damage Resistances All from Physical weapons

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

Senses Blindsight 10ft, Passive Perception 8

Language -

Challenge 1/2 (100 XP)

Swarm. Can occupy another creature's space and vice versa, moves through opening large enough for a Tiny insect. Can't regain HP or gain temporary hit points.

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

Web Sense. While in a web, knows the exact location of any other creature in contact with the same web.

Web Walker. Ignores movement restrictions by webbing.

ACTIONS

Bites. Melee Weapon: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing, or 5 (2d4) piercing if the swarm has half of its hit points or fewer.



SWARM OF WASPS



Medium swarm of Tiny Beasts, Unaligned

Armor class 12 (natural armor)

Hit points 22 (5d8)

Speed 5ft, Fly 30ft

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

Damage Resistances All from Physical weapons

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

Senses Blindsight 10ft, Passive Perception 8

Language -

Challenge 1/2 (100 XP)

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



ACTIONS

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF POISONOUS SNAKES



Medium swarm of Tiny Beasts, Unaligned

Armor class 14

Hit points 36 (8d8)

Speed 30ft, Swim 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Damage Resistances All from Physical weapons

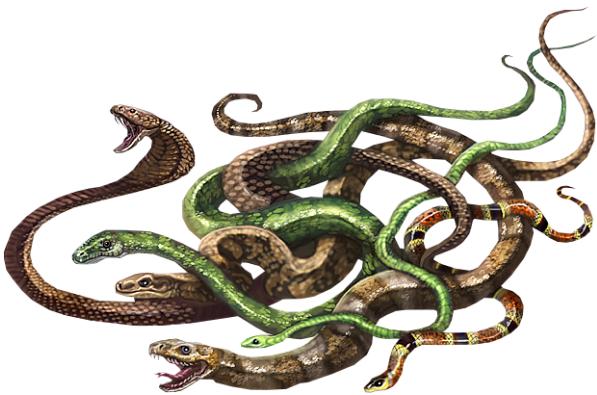
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 10ft, Passive Perception 10

Language -

Challenge 2 (450 XP)

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



ACTIONS

Bites. Melee Weapon Attack: +6 to hit, reach 0 ft., one creature in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

SWARM OF QUIPPERS



Medium swarm of Tiny Beasts, Unaligned

Armor class 13

Hit points 28 (8d8 - 8)

Speed 0ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Damage Resistances All from Physical weapons

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

Senses Darkvision 60ft, Passive Perception 8

Language -

Challenge 1 (200 XP)

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

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

Water Breathing. The swarm can breathe only underwater.

ACTIONS

Bites. Melee Weapon Attack: +5 to hit, reach 0 ft., one creature in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.



SWARM OF RATS



Medium swarm of Tiny Beasts, Unaligned

Armor class 10

Hit points 24 (7d8 - 7)

Speed 30ft

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

Damage Resistances All from Physical weapons

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

Senses Darkvision 30ft, Passive Perception 10

Language -

Challenge 1/4 (50 XP)

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

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



ACTIONS

Bites. Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF RAVENS



Medium swarm of Tiny Beasts, Unaligned

Armor class 12

Hit points 24 (7d8 - 7)

Speed 10ft, Fly 50ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +5

Damage Resistances All from Physical weapons

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

Senses Passive Perception 15

Language -

Challenge 1/4 (50 XP)

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



ACTIONS

Bites. Melee Weapon Attack: +4 to hit, reach 5 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

TIGER



Large Beast, Unaligned

Armor class 12

Hit points 37(5d10+ 10)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses Darkvision 60ft, Passive Perception 13

Language -

Challenge 1 (200 XP)

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

Pounce. If the tiger 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 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.



ACTIONS

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

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

VULTURE



Medium Beast, Unaligned

Armor class 10

Hit points 5 (1d8 + 1)

Speed 10ft, Fly 50ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	13 (+1)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +3

Senses Passive Perception 13

Language -

Challenge 0 (10 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

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



WARHORSE



Large Beast, Unaligned

Armor class 11

Hit points 19 (3d10 + 3)

Speed 60ft

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

Senses Passive Perception 11

Language -

Challenge 1/2 (100 XP)

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.



ACTIONS

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

WEASEL



Tiny Beast, Unaligned

Armor class 13

Hit points 1 (1d4 - 1)

Speed 30ft

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

Skills Perception +3, Stealth +5

Senses Passive Perception 13

Language -

Challenge 0 (10 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: 1 piercing damage.



WINTER WOLF



Large Monstrosity, Neutral Evil

Armor class 13 (natural armor)

Hit points 75 (10d10 + 20)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Damage Immunities Cold

Skills Perception +5, Stealth +3

Senses Passive Perception 15

Language Common, Giant, Winter Wolf

Challenge 3 (700 XP)

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

Pack Tactics. Advantage on attacks against creature if one of wolf's allies is in 5ft of creature and ally isn't incapacitated.

Snow Camouflage. Advantage on Stealth in snowy terrain.

ACTIONS

Bite. Melee: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6). Exhales freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.



WOLF



Medium Beast, Unaligned

Armor class 13 (natural armor)

Hit points 11 (2d8 + 2)

Speed 40ft

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

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Language -

Challenge 1/4 (50 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 attack rolls 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: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

WORG



Large Monstrosity, Neutral Evil

Armor class 13 (natural armor)

Hit points 26 (4d10 + 4)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4

Senses Darkvision 60ft, Passive Perception 14

Language Goblin, Worg

Challenge 1/2 (100 XP)

Keen Hearing and Smell. The worg 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: 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.

ACOLYTE



Medium Humanoid (Any), Any Alignment

Armor class 10

Hit points 9 (2d8)

Speed 30ft

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

Skills Medicine +4, Perception +2

Senses Passive Perception 12

Language Any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

- **Cantrips (at will):** *light, sacred flame, thaumaturgy*
- **1st level (3 slots):** *bless, cure wounds, sanctuary*

ACTIONS

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



© Paizo Publishing LLC

ARCMAGE



Medium Humanoid (Any), Any Alignment

Armor class 12 (15 with *mage armor*)

Hit points 99 (18d8 + 18)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances Damage from spells; Nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses Passive Perception 12

Language Any six languages

Challenge 12 (8400 XP)

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



ARCMAGE CONTINUED: ACTIONS



Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

- **Cantrips (at will):** *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*
- **1st level (4 slots):** *detect magic*, *identify*, *mage armor**, *magic missile*
- **2nd level (3 slots):** *detect thoughts*, *mirror image*, *misty step*
- **3rd level (3 slots):** *counterspell*, *fly*, *lightning bolt*
- **4th level (3 slots):** *banishment*, *fire shield*, *stoneskin**
- **5th level (3 slots):** *cone of cold*, *scrying*, *wall of force*
- **6th level (1 slot):** *globe of invulnerability*
- **7th level (1 slot):** *teleport*
- **8th level (1 slot):** *mind blank**
- **9th level (1 slot):** *time stop*

* The archmage casts these spells on itself before combat.



ACTIONS

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

ASSASSIN



Medium Humanoid (Any), Any non-good Alignment

Armor class 15 (studded leather)

Hit points 78 (12d8 + 24)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances Poison

Senses Passive Perception 13

Language Thieves' cant plus any two languages

Challenge 8 (3900 XP)



Assassinate. On its first turn, assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any successful hit against a surprised creature is a critical

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ASSASSIN CONTINUED: ACTIONS



ACTIONS

Multiattack. The assassin makes two shortsword attacks.

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

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and 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.



BANDIT



Medium Humanoid (Any), Any non-lawful Alignment

Armor class 12 (leather armor)

Hit points 11 (2d8 + 2)

Speed 30ft

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

Senses Passive Perception 10

Language Any one language (usually Common)

Challenge 1/8 (25 XP)



ACTIONS

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

BANDIT CAPTAIN



Medium Humanoid (Any), Any non-lawful Alignment

Armor class 15 (studded leather)

Hit points 65 (10d8 + 20)

Speed 30ft

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

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

Skills Athletics +4, Deception +4

Senses Passive Perception 10

Language Any two languages

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.



BERSERKER



Medium Humanoid (Any), Any Chaotic Alignment

Armor class 13 (hide armor)

Hit points 67 (9d8 + 27)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses Passive Perception 10

Language Any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker 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: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

COMMONER



Medium Humanoid (Any), Any Alignment

Armor class 10

Hit points 4 (1d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses Passive Perception 10

Language Any one language (usually Common)

Challenge 0 (10 XP)



ACTIONS

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

CULTIST



Medium Humanoid (Any), Any non-good Alignment

Armor class 12 (leather armor)

Hit points 9 (2d8)

Speed 30ft

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

Skills Deception +2, Religion +2

Senses Passive Perception 10

Language Any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.



ACTIONS

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

CULT FANATIC



Medium Humanoid (Any), Any non-good Alignment

Armor class 13 (leather armor)

Hit points 33 (6d8 + 6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses Passive Perception 11

Language Any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

- **Cantrips (at will):** *light, sacred flame, thaumaturgy*
- **1st level (4 slots):** *command, inflict wounds, shield of faith*
- **2nd level (3 slots):** *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.



DRUID



Medium Humanoid (Any), Any Alignment

Armor class 11 (16 with barkskin)

Hit points 27 (5d8 + 5)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses Passive Perception 14

Language Druidic plus any two languages

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

- **Cantrips (at will):** *druidcraft, produce flame, shillelagh*
- **1st level (4 slots):** *entangle, longstrider, speak with animals, thunderwave*
- **2nd level (3 slots):** *animal messenger, barkskin*

ACTIONS

Quarterstaff. Melee Weapon Attack: +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with *shillelagh*.



GLADIATOR



Medium Humanoid (Any), Any Alignment

Armor class 16 (studded leather, shield)

Hit points 112 (15d8 + 45)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Skills Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses Passive Perception 11

Language Any one language (usually Common)

Challenge 5 (1800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

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

ACTIONS

Multiaction. The gladiator makes three melee attacks or two ranged attacks.

Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. and range 20/60 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.



GLADIATOR CONTINUED: ACTIONS



Shield Bash. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.



REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

GUARD



Medium Humanoid (Any), Any Alignment

Armor class 16 (chain shirt, shield)

Hit points 11 (2d8 + 2)

Speed 30ft

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

Skills Perception +2

Senses Passive Perception 12

Language Any one language (usually Common)

Challenge 1/8 (25 XP)



ACTIONS

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

KNIGHT



Medium Humanoid (Any), Any Alignment

Armor class 18 (plate)

Hit points 52 (8d8 + 16)

Speed 30ft

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

Saving Throws Con +4, Wis +2

Senses Passive Perception 10

Language Any one language (usually Common)

Challenge 3 (700 XP)



Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiaction. The knight makes two melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

KNIGHT CONTINUED: ACTIONS



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

REACTIONS

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.



MAGE



Medium Humanoid (Any), Any Alignment

Armor class 12 (15 with mage armor)

Hit points 40 (9d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses Passive Perception 11

Language Any four languages

Challenge 6 (2300 XP)

Spellcasting. 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

- **Cantrips (at will):** *fire bolt, light, mage hand, prestidigitation*
- **1st level (4 slots):** *detect magic, mage armor, magic missile, shield*
- **2nd level (3 slots):** *misty step, suggestion*
- **3rd level (3 slots):** *counterspell, fireball, fly*
- **4th level (3 slots):** *greater invisibility, ice storm*
- **5th level (1 slot):** *cone of cold*

ACTIONS

Dagger. Melee or Ranged Weapon: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.



NOBLE



Medium Humanoid (Any), Any Alignment

Armor class 15 (breastplate)

Hit points 9 (2d8)

Speed 30ft

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

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

Senses Passive Perception 12

Language Any two languages

Challenge 1/8 (25 XP)

ACTIONS

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

REACTIONS

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.



PRIEST



Medium Humanoid (Any), Any Alignment

Armor class 13 (chain shirt)

Hit points 27 (5d8 + 5)

Speed 25ft

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

Skills Medicine +7, Persuasion +3, Religion +4

Senses Passive Perception 13

Language Any two languages

Challenge 2 (450 XP)

Divine Eminence. Bonus action, can expend a spell slot to cause its melee attacks to magically deal an extra 10 (3d6) radiant on hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. 5th-level spellcaster, ability is Wisdom (DC13, +5 to hit with spell attacks). Prepared cleric spells:

- **Cantrips (at will):** *light, sacred flame, thaumaturgy*
- **1st level (4 slots):** *cure wounds, guiding bolt, sanctuary*
- **2nd level (3 slots):** *lesser restoration, spiritual weapon*
- **3rd level (2 slots):** *dispel magic, spirit guardians*

ACTIONS

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.



Scout



Medium Humanoid (Any), Any Alignment

Armor class 13 (leather armor)

Hit points 16 (3d8 + 3)

Speed 30ft

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses Passive Perception 15

Language Any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiaction. The scout makes two melee attacks or two ranged attacks.

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

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



Spy



Medium Humanoid (Any), Any Alignment

Armor class 12

Hit points 27 (6d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses Passive Perception 16

Language Any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiaction. The spy makes two melee attacks.

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

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



THUG



Medium Humanoid (Any), Any non-good Alignment

Armor class 11 (leather armor)

Hit points 32 (5d8 + 10)

Speed 30ft

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

Skills Intimidation +2

Senses Passive Perception 10

Language Any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.



TRIBAL WARRIOR



Medium Humanoid (Any), Any Alignment

Armor class 12 (hide armor)

Hit points 11 (2d8 + 2)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Senses Passive Perception 10

Language Any one language

Challenge 1/8 (25 XP)

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



ACTIONS

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

VETERAN



Medium Humanoid (Any), Any Alignment

Armor class 17 (splint)

Hit points 58 (9d8 + 18)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses Passive Perception 12

Language Any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

BANDERHOBB



Large Monstrosity, Neutral Evil

Armor class 15 (natural armor)

Hit points 84 (8d10 + 40)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	11 (+0)	14 (+2)	8 (-1)

Skills Athletics +8, Stealth +7

Senses Darkvision 120ft, Passive Perception 12

Language Understands Common and the languages of its creator, but can't speak

Challenge 5 (1800 XP)

Resonant Connection. If the banderhobb has even a tiny piece of a creature or an object in its possession, such as a lock of hair or a splinter of wood, it knows the most direct route to that creature or object if it is within 1 mile of the banderhobb.

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

ACTIONS

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 22 (5d6+5) piercing damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the banderhobb can't use its bite attack or tongue attack on another target.



BANDERHOBB CONTINUED: ACTIONS



Tongue. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 10 (3d6) necrotic damage, and the target must make a DC 15 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the banderhobb, which can use a bonus action to make a bite attack against the target.

Swallow. The banderhobb makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the banderhobb and it takes 10 (3d6) necrotic damage at the start of each of the banderhobb's turns. A creature reduced to 0 hit points in this way stops taking necrotic damage and becomes stable. The banderhobb can have only one target swallowed at a time. While the banderhobb isn't incapacitated, it can regurgitate the creature at any time (no action required) in a space within 5 feet of it. The creature exits prone. If the banderhobb dies, it likewise regurgitates a swallowed creature.

Shadow Step. The banderhobb magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see. Before or after teleporting, it can make a bite or tongue attack.



BARGHEST



Large Fiend, Neutral Evil

Armor class 17 (natural armor)

Hit points 90 (12d10 + 24)

Speed 60ft, (30 ft goblin form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	14 (+2)	13 (+1)	12 (+1)	14 (+2)

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

Damage Immunities Acid, Poison

Condition Immunities Poisoned

Skills Deception +4, Intimidation +4, Perc. +5, Stealth +4

Senses Blindsight 60ft, Darkvision 60ft, Passive Perception 15

Language Abyssal, Common, Goblin, Infernal; Telep. 60ft.

Challenge 4 (1100 XP)



Shapechanger. The barghest can use its action to polymorph into a Small goblin or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. The barghest reverts to its true form if it dies.

Fire Banishment. When the barghest starts its turn engulfed in flames that are at least 10 feet high or wide, it must succeed on a DC 15 Charisma saving throw or be instantly banished to Gehenna. Instantaneous bursts of flame (such as a red dragon's breath or a fireball spell) don't have this effect on the barghest.

BARGHEST CONTINUED: ACTIONS



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

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

- **At will:** *levitate, minor illusion, pass without trace*
- **1/day each:** *charm person, dimension door, suggestion*

Soul Feeding. A barghest can feed on the corpse of a humanoid that it killed that has been dead for less than 10 minutes, devouring both flesh and soul in doing so. This feeding takes at least 1 minute, and it destroys the victim's body. The victim's soul is trapped in the barghest for 24 hours, after which time it is digested. If the barghest dies before the soul is digested, the soul is released. While a humanoid's soul is trapped in a barghest, any form of revival that could work has only a 50 percent chance of doing so, freeing the soul from the barghest if it is successful. Once a creature's soul is digested, however, no mortal magic can return that humanoid to life.



ACTIONS

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

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

DEATH KISS



Large Aberration, Neutral Evil

Armor class 16 (natural armor)

Hit points 161 (17d10+68)

Speed 0 ft., Fly 30ft (hover)

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

Saving Throws Con +8, Wis +5

Skills Perception +5

Damage Immunities Lightning

Condition Immunities Prone

Senses Darkvision 120ft, Passive Perception 15

Language Deep Speech, Undercommon

Challenge 10 (5900 xp)



ACTIONS

Multiattack. The death kiss makes three tentacle attacks. Up to three of these attacks can be replaced by Blood Drain, one replacement per tentacle grappling a creature

©2016 Wizards.

DEATH KISS CONTINUED: LEGENDARY



Tentacle. Melee Weapon Attack: +8 to hit, reach 20 ft., one target. Hit: 14 (3d6+4) piercing damage, and the target is grappled (escape DC 14) if it is a Huge or smaller creature. Until this grapple ends, the target is restrained, and the death kiss can't use the same tentacle on another target. The death kiss has ten tentacles.

Blood Drain. One creature grappled by a tentacle of the death kiss must make a DC 16 Constitution saving throw. On a failed save, the target takes 22 (4d10) lightning damage, and the death kiss regains half as many hit points.



©2016 Wizards.

GAUTH



Medium Aberration, Lawful Evil

Armor class 15 (natural armor)

Hit points 67 (9d8 + 27)

Speed 0ft, Fly 20ft (hover)

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

Condition Immunities Prone

Skills Perception +5

Saving Throws Int +5, Wis +5, Cha +4

Senses Darkvision 120ft, Passive Perception 15

Language Deep Speech, Undercommon

Challenge 6 (2300 XP)



Stunning Gaze. When a creature that can see the gauth's central eye starts its turn within 30 feet of the gauth, the gauth can force it to make a DC 14 Wisdom saving throw if the gauth isn't incapacitated and can see the creature. A creature that fails the save is stunned until the start of its next turn, when it can avert its eyes again. If the creature looks at the gauth in the meantime, it must immediately make the save.

Death Throes. When the gauth dies, the magical energy within it explodes, and each creature within 10 feet of it must make a DC 14 Dexterity saving throw, taking 13 (3d8) force damage on a failed save, or half as much damage on a successful one.

GAUTH CONTINUED: ACTIONS



ACTIONS

Bite. Melee Weapon: +8, 5ft. Hit: 9 (2d8) piercing damage.

Eye Rays. Shoots three magical eye rays at random (reroll duplicates), choose one to three targets in 120 feet of it:

1. Devour Magic: DC14 Dexterity save. Failure: one magic item loses all magical properties until gauth's next turn. Also loses 1d4 charges on charmed items. Determine affected item randomly, ignores one-use items (i.e. potions & scrolls)

2. Enervation Ray: targeted creature makes DC 14 Constitution save, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

3. Pushing Ray: targeted creature makes DC 14 Strength saving throw or be pushed up to 15 feet directly away from the gauth and have its speed halved until the start of the gauth's next turn.

4. Fire Ray: The targeted creature must succeed on a DC 14 Dexterity saving throw or take 22 (4d10) fire damage.

5. Paralyzing Ray: The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

6. Sleep Ray: The targeted creature must succeed on a DC 14 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.



GAZER



Tiny Aberration, Neutral Evil

Armor class 13

Hit points 13 (3d4 + 6)

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

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Condition Immunities Prone

Skills Perception +4, Stealth +2

Saving Throws Wis +2

Senses Darkvision 60ft, Passive Perception 14

Language -

Challenge 1/2 (100 XP)



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

Mimicry. The gazer can mimic simple sounds of speech it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

GAZER CONTINUED: ACTIONS



ACTIONS

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

Eye Rays. The gazer shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 60 feet of it:

1. Dazing Ray: The targeted creature must succeed on a DC 12 Wisdom saving throw or be charmed until the start of the gazer's next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.

2. Fear Ray: The targeted creature must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the gazer's next turn.

3. Frost Ray: The targeted creature must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) cold damage.

4. Telekinetic Ray: If the target is a creature that is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer. If the target is an object weighing 10 pounds or less that isn't being worn or carried, the gazer moves it up to 30 feet in any direction. The gazer can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a container.



BODAK



Medium Undead, Chaotic Evil

Armor class 15 (natural armor)

Hit points 58 (9d8 + 18)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	7 (-2)	12 (+1)	12 (+1)

Damage Resistances Cold, Fire, Necrotic: Physical from non-magical weapons

Damage Immunities Lightning, Poison

Condition Immunities Charmed, Frightened, Poisoned

Skills Perception +4, Stealth +6

Senses Darkvision 120ft, Passive Perception 14

Language Abyssal, the languages it knew in life

Challenge 6 (2300 XP)



Aura of Annihilation. The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

BODAK CONTINUED: ACTIONS



Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) bludgeoning damage plus 9 (2d8) necrotic damage.

Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 13 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.



BOGGLE



Small Fey, Chaotic Neutral

Armor class 14

Hit points 18 (4d6 + 4)

Speed 30ft, Climb 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

Damage Resistances Fire

Skills Perception +3, Sleight of Hand +6, Stealth +6

Senses Darkvision 60ft, Passive Perception 13

Language Sylvan

Challenge 1/8 (25 XP)



Boggle Oil. The boggle excretes nonflammable oil from its pores. The boggle chooses whether the oil is slippery or sticky and can change the oil on its skin from one consistency to another as a bonus action.

Slippery Oil: While coated in slippery oil, the boggle gains advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples. **Sticky Oil:** While coated in sticky oil, the boggle gains advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The boggle can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

BOGGLE CONTINUED: ACTIONS



Dimensional Rift. Bonus action, creates invisible & immobile rift in opening or frame in 5ft, space no bigger than 10ft on any side. Bridges distance between that space & any point within 30ft of boggle. While next to the rift, the boggle can see through it and is considered to be next to the destination as well, and anything the boggle puts through the rift (including a portion of its body) emerges at the destination. Only the boggle can use the rift, and it lasts until the end of the boggle's next turn.

Uncanny Smell. Advantage on Perception checks by smell.

ACTIONS

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

Oil Puddle. Creates a puddle of oil that is either slippery or sticky (boggle's choice). The puddle is 1 inch deep & covers the ground in the boggle's space. The puddle is difficult terrain for all creatures except boggles and lasts for 1 hour. If the oil is slippery, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall prone.

If the oil is sticky, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Strength saving throw or be restrained. On its turn, a creature can use an action to try to extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space with a successful DC 11 Strength check.



CATOLEPAS



Large Monstrosity, Unaligned

Armor class 14 (natural armor)

Hit points 84 (8d10 + 40)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	3 (-4)	14 (+2)	8 (-1)

Senses Darkvision 60ft, Passive Perception 12

Language -

Challenge 5 (1800 XP)



Keen Smell. Advantage on Perception checks by smell.

Stench. Other creatures starting within 10ft make DC 16 Constitution save. Failure: poisoned until the start of the creature's next turn. Success: immune to stench for 1 hour.

ACTIONS

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 21 (5d6+4) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the start of the catolepas's next turn.

Death Ray (Recharge 5-6). Targets a creature visible in 30ft of it. The target must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this ray.

CAVE FISHER



Medium Monstrosity, Unaligned

Armor class 16 (natural armor)

Hit points 58 (9d8 + 18)

Speed 20ft, **Climb** 20ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	3 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +5

Senses Blindsight 60ft, Passive Perception 12

Language -

Challenge 3 (700 XP)

Adhesive Filament. Can use its action to extend a sticky filament up to 60 feet, and the filament adheres to anything that touches it. A creature adhered to the filament is grappled by the cave fisher (escape DC 13), and ability checks made to escape this grapple have disadvantage. The filament can be attacked (AC 15; 5 hit points; immunity to poison and psychic damage), but a weapon that fails to sever it becomes stuck to it, requiring an action and a successful DC 13 Strength check to pull free. Destroying the filament causes no damage to the cave fisher, which can extrude a replacement filament on its next turn

Flammable Blood. If the cave fisher drops to half its hit points or fewer, it gains vulnerability to fire damage.

Spider Climb. Climbs difficult surfaces, without ability check.



CAVE FISHER CONTINUED: ACTIONS



ACTIONS

Multiaction. Makes two attacks with its claws.

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

Filament. One creature grappled by the cave fisher's adhesive filament must make a DC 13 Strength saving throw, provided that the target weighs 200 pounds or less. On a failure, the target is pulled into an unoccupied space within 5 feet of the cave fisher, and the cave fisher makes a claw attack against it as a bonus action. Reeling up the target releases anyone else who was attached to the filament. Until the grapple ends on the target, the cave fisher can't extrude another filament.



CHITINE



Small Monstrosity, Chaotic Evil

Armor class 14 (hide armor)

Hit points 18 (4d6 + 4)

Speed 30ft, **Climb** 30ft

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

Skills Athletics +4, Stealth +4

Senses Darkvision 60 ft, Passive Perception 10

Language Undercommon

Challenge 1/2 (100 XP)

Fey Ancestry. Advantage on saving throws against being charmed, and magic can't put the chitine to sleep.

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

Web Sense. While in a web, the chitine knows the exact location of any other creature in contact with the same web.

Web Walker. Ignores restrictions caused by webbing.

ACTIONS

Multiattack. Makes three attacks with its daggers.

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4+2) piercing.



CHOLDRITH



Medium Monstrosity, Chaotic Evil

Armor class 15 (studded leather armor)

Hit points 15 (12d8 + 12)

Speed 30ft, **Climb** 30ft

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

Skills Athletics +5, Religion +2, Stealth +5

Senses Darkvision 60 ft, Passive Perception 12

Language Undercommon

Challenge 3 (700 XP)

Fey Ancestry. Advantage on saving throws against being charmed, and magic can't put the choldrith to sleep.

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

- **Cantrips (at will):** *guidance, mending, resistance, thaumaturgy*
- **1st level (4 slots):** *bane, healing word, sanctuary, shield of faith*
- **2nd level (3 slots):** *hold person, spiritual weapon* (dagger)

Spider Climb. Climbs difficult surfaces, without ability check.



CHOLDRITH CONTINUED: ACTIONS



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

Web Sense. While in contact with a web, the choldrith knows the exact location of any other creature in contact with the same web.

Web Walker. The choldrith ignores movement restrictions caused by webbing.

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4+3) piercing damage plus 10 (3d6) poison damage.

Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one Large or smaller creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 11 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; 5 hit points; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



CRANUM RAT



Tiny Beast, Lawful Evil

Armor class 12

Hit points 2 (1d4)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	4 (-3)	11 (+0)	8 (-1)

Senses Darkvision 30 ft, Passive Perception 10

Language Telepathy 30ft

Challenge 0 (10 XP)



Illumination. As a bonus action, the cranium rat can shed dim light from its brain in a 5-foot radius or extinguish the light.

Telepathic Shroud. The cranium rat is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

ACTIONS

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

SWARM OF CRANUM RAT



Medium Swarm of Tiny Beasts, Lawful Evil

Armor class 12

Hit points 36 (8d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	15 (+2)	11 (+0)	14 (+2)

Damage Resistances All from Physical weapons

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

Senses Darkvision 30 ft, Passive Perception 10

Language Telepathy 30ft

Challenge 5 (1800 XP)

Illumination. As a bonus action, the swarm can shed dim light from its brains in a 5-foot radius, increase the illumination to bright light in a 5- to 20-foot radius (and dim light for an additional number of feet equal to the chosen radius), or extinguish the light.

Innate Spellcasting (Psionics). The swarm's innate spellcasting ability is Intelligence (spell save DC 13). As long as it has more than half of its hit points, it can innately cast the following spells, requiring no components:

- **At will:** *command, comprehend languages, detect thoughts*
- **1/day each:** *confusion, dominate monster*



SWARM OF CRANUM RAT CONTINUED:



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

Telepathic Shroud. The swarm is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.



ACTIONS

Bites. Melee Weapon Attack: +5 to hit, reach 0 ft., one target in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

DARKLING



Small Fey, Chaotic Neutral

Armor class 14 (leather armor)

Hit points 13 (3d6 + 3)

Speed 30ft

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

Skills Acrobatics +5, Deception +2, Perception +5, Stealth +7

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

Language Elvish, Sylvan

Challenge 1/2 (100 XP)

Death Flash. On death, nonmagical light 10ft radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 10 Constitution saving throw or be blinded until the end of the creature's next turn.

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

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage. If the darkling has advantage on the attack roll, the attack deals an extra 7 (2d6) piercing damage.



DARKLING ELDER



Medium Fey, Chaotic Neutral

Armor class 15 (studded leather armor)

Hit points 27 (5d8 + 5)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Skills Acrobatics +5, Deception +3, Perception +6, Stealth +7

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

Language Elvish, Sylvan

Challenge 2 (450 XP)

Death Burn. On death, magical light 10ft radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area make DC 11 Constitution save. Failure, the creature takes 7 (2d6) radiant damage and, if the creature can see the light, is blinded until the end of its next turn. If the saving throw is successful, the creature takes half the damage and isn't blinded.

ACTIONS

Multiattack. The darkling elder makes two melee attacks.

Shortsword. Melee Weapon: +5 to hit, reach 5 ft, one target. Hit: 6 (1d6+3) piercing. If elder had advantage on the attack roll, the attack deals as: extra 10 (3d6) piercing.

Darkness (Recharges after a Short or Long Rest). Casts darkness with no components using Wisdom



dinmoney.deviantart.com/gallery/

DEEP SCION



Medium Monstrosity, Neutral Evil

Armor class 11

Hit points 67 (9d8 + 27)

Speed 30ft, (20ft & **Swim** 40ft, in hybrid)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Wis +3, Cha +4

Skills Deception +6, Insight +3, Sleight of Hand +3, Stealth +3

Senses Darkvision 120ft, Passive Perception 11

Language Aquan, Common, thieves' cant

Challenge 3 (700 XP)

Shapechanger. The deep scion can use its action to polymorph into a humanoid-piscine hybrid form, or back into its true form. Its statistics, other than its speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The deep scion reverts to its true form if it dies.

Amphibious (Hybrid Form Only). The deep scion can breathe air and water.



DEEP SCION CONTINUED: ACTIONS



ACTIONS

Multiattack. In humanoid form, the deep scion makes two melee attacks. In hybrid form, the deep scion makes three attacks: one with its bite and two with its claws.

Battleaxe (Humanoid Form Only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) slashing damage, or 9 (1d10+4) slashing damage if used with two hands.

Bite (Hybrid Form Only). Melee Weapon Attack: +6 to hit, reach 5 ft, one creature. Hit: 6 (1d4+4) piercing damage.

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

Psychic Screech (Hybrid Form Only). Recharges after a Short or Long Rest. The deep scion emits a terrible scream audible within 300 feet. Creatures within 30 feet of the deep scion must succeed on a DC 13 Wisdom saving throw or be stunned until the end of the deep scion's next turn. In water, the psychic screech also telepathically transmits the deep scion's memories of the last 24 hours to its master, regardless of distance, so long as it and its master are in the same body of water.



BABAU



Medium Fiend (Demon), Chaotic Evil

Armor class 16 (natural armor)

Hit points 82 (11d8 + 33)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

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

Damage Immunities Poison

Condition Immunities Poisoned

Skills Perception +5, Stealth +5

Senses Darkvision 120ft, Passive Perception 15

Language Abyssal

Challenge 4 (1100 XP)

Innate Spellcasting. The babau's innate spellcasting ability is Wisdom (spell save DC 11). The babau can innately cast the following spells, requiring no material components:

- **At will:** *darkness, dispel magic, fear, heat metal, levitate*



BABAU CONTINUED: ACTIONS



ACTIONS

Multiaction. The babau makes two melee attacks. It can also use Weakening Gaze before or after making these attacks.

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

Spear. Melee or Ranged Weapon Attack: +6 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 used with two hands to make a melee attack.

Weakening Gaze. The babau targets one creature that it can see within 20 feet of it. The target must make a DC 13 Constitution saving throw. On a failed save, the target deals only half damage with weapon attacks that use Strength 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.



MAW DEMON



Medium Fiend (Demon), Chaotic Evil

Armor class 13 (natural armor)

Hit points 33 (6d8 + 6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	5 (-3)	8 (-1)	5 (-3)

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned

Skills Perception +5, Stealth +5

Senses Darkvision 60ft, Passive Perception 9

Language Understands Abyssal but can't speak

Challenge 1 (200 XP)

Rampage. When it reduces a creature to 0 hit points with a melee attack on its turn, the maw demon can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

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



SHOOSUVA



Large Fiend (Demon), Chaotic Evil

Armor class 14 (natural armor)

Hit points 110 (13d10 + 39)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	7 (-2)	14 (+2)	9 (-1)

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

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned

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

Senses Darkvision 60ft, Passive Perception 12

Language Abyssal, Gnoll, Telepathy 120 ft.

Challenge 8 (3900 XP)

Rampage. At 0 HP from melee attack on its turn, takes bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. Two attacks: one Bite and one Tail stinger.

Bite. Melee: +7 to hit, 5ft reach. Hit: 26 (4d10+4) piercing.

Tail Stinger. Melee Weapon Attack: +7 to hit, reach 15 ft, one creature. Hit: 13 (2d8+4) piercing, and target makes DC14 Constitution save or poisoned. While poisoned, the target is also paralyzed. Can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



DEVOURER



Large Fiend, Chaotic Evil

Armor class 16 (natural armor)

Hit points 178 (17d10 + 85)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	13 (+1)	10 (+0)	16 (+3)

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 10

Language Abyssal, Telepathy 120 ft.

Challenge 13 (10000 XP)

ACTIONS

Multiattack. The devourer makes two claw attacks and can use either Imprison Soul or Soul Rend.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 12 (2d6+5) slashing damage plus 21 (6d6) necrotic damage.



DEVOURER CONTINUED: ACTIONS



Imprison Soul. The devourer chooses a living humanoid with 0 hit points that it can see within 30 feet of it. That creature is teleported inside the devourer's ribcage and imprisoned there. A creature imprisoned in this manner has disadvantage on death saving throws. If it dies while imprisoned, the devourer regains 25 hit points, immediately recharges Soul Rend, and gains an additional action on its next turn. Additionally, at the start of its next turn, the devourer regurgitates the slain creature as a bonus action, and the creature becomes an undead. If the victim had 2 or fewer Hit Dice, it becomes a zombie. If it had 3 to 5 Hit Dice, it becomes a ghoul. Otherwise, it becomes a wight. A devourer can imprison only one creature at a time.

Soul Rend (Recharge 6). The devourer creates a vortex of life-draining energy in a 20-foot radius centered on itself. Each humanoid in that area must make a DC 18 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save, or half as much damage on a successful one. Increase the damage by 10 for each living humanoid with 0 hit points in that area.



DIMETRODON



Medium Beast, Unaligned

Armor class 12 (natural armor)

Hit points 19 (3d8 + 6)

Speed 30ft, **Swim** 20ft

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

Skills Perception +2

Senses Passive Perception 12

Language -

Challenge 1/4 (50 XP)



ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 9 (2d6+2) piercing damage.

BRONTOSAURUS



Gargantuan Beast, Unaligned

Armor class 15 (natural armor)

Hit points 121 (9d20+27)

Speed 30ft

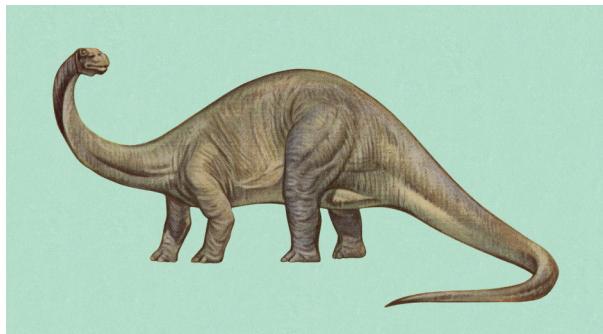
STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Saving Throws Con +6

Senses Passive Perception 10

Language -

Challenge 5 (1800 XP)



ACTIONS

Stomp. Melee Weapon Attack: +8 to hit, reach 20 ft., one target. Hit: 27 (5d8+5) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Tail. Melee Weapon Attack: +8 to hit, reach 20 ft., one target. Hit: 32 (6d8+5) bludgeoning damage.

DEINONYCHUS



Medium Beast, Unaligned

Armor class 13 (natural armor)

Hit points 26 (4d8 + 8)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Language -

Challenge 1 (200 XP)

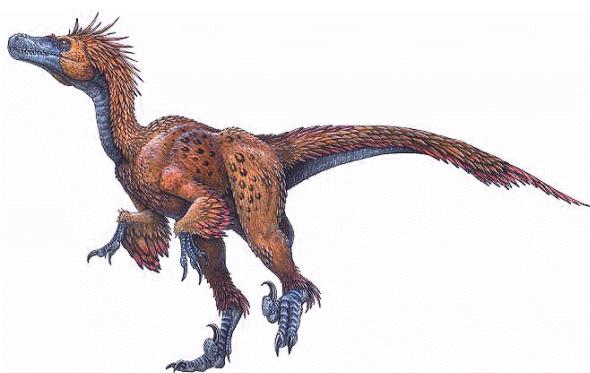
Pounce. If the deinonychus moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the deinonychus can make one bite attack against it as a bonus action

ACTIONS

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

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) piercing damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) slashing damage.



HADROSAURUS



Large Beast, Unaligned

Armor class 11 (natural armor)

Hit points 19 (3d10 + 3)

Speed 40ft

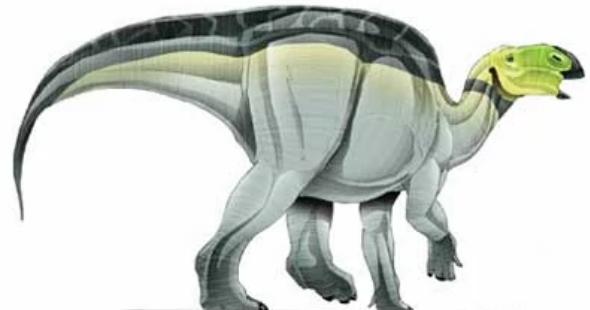
STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2

Senses Passive Perception 12

Language -

Challenge 1/4 (50 XP)



ACTIONS

Tail. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10+2) bludgeoning damage.

QUETZALCOATLUS



Huge Beast, Unaligned

Armor class 13 (natural armor)

Hit points 30 (4d12 + 4)

Speed 10ft, Fly 80ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2

Senses Passive Perception 12

Language -

Challenge 2 (450 XP)

Dive Attack. If the quetzalcoatlus is flying and dives at least 30 feet toward a target and then hits with a bite attack, the attack deals an extra 10 (3d6) damage to the target.

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

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 10 ft., one creature. Hit: 12 (3d6+2) piercing damage.



©becker&mayer! RU PALMER

STEGOSAURUS



Huge Beast, Unaligned

Armor class 13 (natural armor)

Hit points 76 (8d12 + 24)

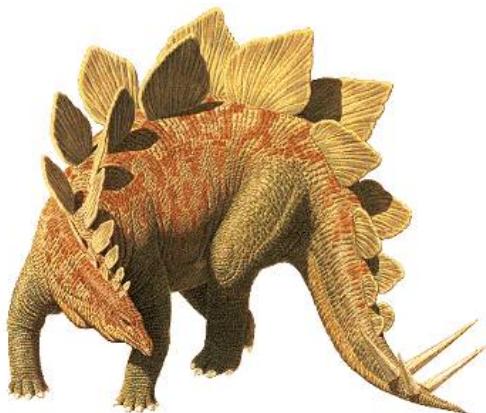
Speed 40ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Senses Passive Perception 10

Language -

Challenge 4 (1100 XP)



ACTIONS

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 26 (6d6+5) piercing damage.

VELOCIRAPTOR



Tiny Beast, Unaligned

Armor class 13 (natural armor)

Hit points 10 (3d4 + 3)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses Passive Perception 13

Language -

Challenge 1/4 (50 XP)

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



ACTIONS

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

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

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

DRAEGLOTH



Large Fiend (Demon), Chaotic Evil

Armor class 15 (natural armor)

Hit points 123 (13d10 + 52)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	13 (+1)	11 (+0)	11 (+0)

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Poisoned

Skills Perception +3, Stealth +5

Senses Darkvision 120ft, Passive Perception 13

Language Abyssal, Elvish, Undercommon

Challenge 7 (2900 XP)



©2017 Wizards of the Coast.

Fey Ancestry. Adv. on saves for charmed, & sleep from magic

Innate Spellcasting. Spellcasting ability is Charisma (DC 11).

Innately cast following spells, no material components:

- **At will:** *darkness*

- **1/day each:** *confusion, dancing lights, faerie fire*

ACTIONS

Multiattack. Three attacks: one Bite and two Claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 16 (2d10+5) piercing damage.

Claws. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 16 (2d10+5) slashing damage.

FIRENEWT WARRIOR



Medium Humanoid (Firenewt), Chaotic Evil

Armor class 16 (chain shirt, shield)

Hit points 22 (4d8 + 4)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	7 (-2)	11 (+0)	8 (-1)

Damage Immunities Fire

Senses Passive Perception 10

Language Draconic, Ignan

Challenge 1/2 (100 XP)

Amphibious. The firenewt can breathe air and water.

ACTIONS

Multiattack. The firenewt makes two attacks with its scimitar.

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft. one target. Hit: 4 (1d6+1) slashing damage.

Spit Fire (Recharges after a Short or Long Rest). The firenewt spits fire at a creature within 10 feet of it. The creature must make a DC 11 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one



GIANT STRIDER



Large Monstrosity, Neutral Evil

Armor class 14 (natural armor)

Hit points 22 (3d10 + 6)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Damage Immunities Fire

Senses Passive Perception 11

Language -

Challenge 1 (200 XP)

Fire Absorption. Whenever the giant strider is subjected to fire damage, it takes no damage and regains a number of hit points equal to half the fire damage dealt.



ACTIONS

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

Fire Burst (Recharges 5-6). Hurls a gout of flame at a point it can see within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners, and it ignites flammable objects in that area that aren't being worn or carried.

FIRENEWT WARLOCK OF IMIX



Medium Humanoid (Firenewt), Neutral Evil

Armor class 10 (13 with mage armor)

Hit points 33 (6d8 + 6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Damage Immunities Fire

Senses Darkvision 120 ft, Passive Perception 10

Language Draconic, Ignan

Challenge 1 (200 XP)

Amphibious. The firenewt can breathe air and water.

Innate Spellcasting. Spellcasting ability is Charisma. Innately cast *mage armor* (self only) at will, no material components.

Spellcasting. 3rd-level spellcaster uses Charisma (DC12, +4 on spell attacks). Regains spells on short or long rest. It knows the following warlock spells:

Cantrips (at will): *fire bolt, guidance, light, mage hand, prestidigitation*

1st-2nd level (2 2nd-level slots): *burning hands, flaming sphere, hellish rebuke, scorching ray*

Imix's Blessing. At 0HP, gains 5 temporary hit points.

ACTIONS

Morningstar. Melee: +3, 5ft. Hit: 5 (1d8+1) piercing damage



FLAIL SNAIL



Large Elemental, Unaligned

Armor class 16 (natural armor)

Hit points 52 (5d10 + 25)

Speed 10ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	20 (+5)	3 (-4)	10 (+0)	5 (-3)

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Tremorsense 60ft, Passive Perc. 10

Language -

Challenge 3 (700 XP)

Antimagic Shell. Advantage on saves against spells, and creatures making a spell attack against snail: disadvantage. Successful saves on spells or spell attacks, an additional effect might occur, as determined by rolling a d6:

1-2: If spell is AoE or multiple targets, it fails. If the spell targets only the snail, it has no effect on the snail and is reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

3-4: No additional effect.

5-6: Converts enemy spell's energy into destructive force. Everyone in 30ft makes a DC 15 Constitution save, taking 1d6 force damage per level of the spell on a failed save, or half as much damage on a successful one.



FLAIL SNAIL CONTINUED: ACTIONS



Flail Tentacles. The flail snail has five flail tentacles. Whenever the snail takes 10 damage or more on a single turn, one of its tentacles dies. If even one tentacle remains, the snail regrows all dead ones within 1d4 days. If all its tentacles die, the snail retracts into its shell, gaining total cover, and it begins wailing, a sound that can be heard for 600 feet, stopping only when it dies 5d6 minutes later. Healing magic that restores limbs, such as the regenerate spell, can halt this dying process.

ACTIONS

Multiattack. The flail snail makes as many flail tentacle attacks as it has flail tentacles, all against the same target.

Flail Tentacle. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 6 (1d6+3) bludgeoning damage.

Scintillating Shell (Recharges after a Short or Long Rest). The snail's shell emits dazzling, colored light until the end of the snail's next turn. During this time, the shell sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and creatures that can see the snail have disadvantage on attack rolls against it. In addition, any creature within the bright light and able to see the snail when this power is activated must succeed on a DC 15 Wisdom saving throw or be stunned until the light ends.

Shell Defense. The flail snail withdraws into its shell, gaining a +4 bonus to AC until it emerges. It can emerge from its shell as a bonus action on its turn.



FROGHEMOTH



Huge Monstrosity, Unaligned

Armor class 14 (natural armor)

Hit points 184 (16d12 + 80)

Speed 50ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

Saving Throws Con +9, Wis +5

Skills Perception +9, Stealth +5

Damage Resistances Fire, Lightning

Senses Darkvision 60ft, Passive Perception 19

Language -

Challenge 10 (5900 XP)



Amphibious. The froghemoth can breathe air and water.

Shock Susceptibility. If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

ACTIONS

Multiattack. The froghemoth makes two attacks with its tentacles. It can also use its tongue or bite.

FROGHEMOTH CONTINUED: ACTIONS

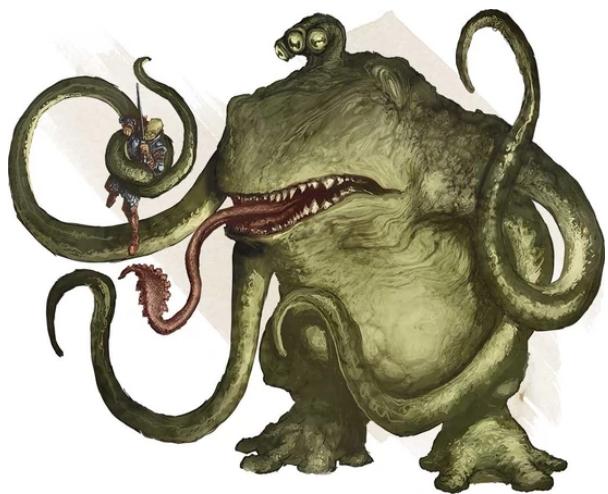


Tentacle. Melee Weapon Attack: +10 to hit, reach 20 ft., one target. Hit: 19 (3d8+6) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Huge or smaller creature. Until the grapple ends, the froghemoth can't use this tentacle on another target. The froghemoth has four tentacles.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft, one target. Hit: 22 (3d10+6) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the froghemoth, and takes 10 (3d6) acid damage at the start of each of the froghemoth's turns.

The froghemoth's gullet can hold up to two creatures at a time. If the Froghemoth takes 20 damage or more on a single turn from a creature inside it, the Froghemoth must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. If the froghemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tongue. One Medium/Smaller target in 20ft of it. Target makes DC 18 Strength save. Failure: the target is pulled into an unoccupied space within 5 feet of the froghemoth, and the froghemoth can make a bite attack against it as a bonus action.



CLOUD GIANT SMILING ONE



Huge Giant (Cloud Giant), Chaotic Neutral

Armor class 15 (natural armor)

Hit points 262 (21d12 + 128)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	22 (+6)	15 (+2)	16 (+3)	17 (+3)

Saving Throws Con +10, Int +6, Wis +7

Skills Deception +11, Insight +7, Perception +7, Sleight of Hand +9

Senses Passive Perception 17

Language Common, Giant

Challenge 11 (7200 XP)



Innate Spellcasting. Spellcasting ability Charisma (DC15). No material components required:

- **At will:** *detect magic, fog cloud, light*
- **3/day each:** *featherfall, fly, misty step, telekinesis*
- **1/day each:** *control weather, gaseous form*

Spellcasting. 5th-level spellcaster ability is Charisma (DC15, +7 to hit with spell attacks). Following bard spells prepared:

- **Cantrips (at will):** *minor illusion, prestidigitation, vicious mockery*
- **1st level (4 slots):** *cure wounds, disguise self, silent image, Tasha's hideous laughter*
- **2nd level (3 slots):** *invisibility, suggestion*
- **3rd level (2 slots):** *major image, tongues*

CLOUD GIANT SMILING ONE CONTINUED:



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

ACTIONS

Multiattack. The giant makes two attacks with its morningstar.

Morningstar. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 21 (3d8+8) bludgeoning damage. The attack deals an extra 14 (4d6) damage if the giant has advantage on the attack roll.

Rock. Ranged Weapon Attack: +12 to hit, range 60/240 ft., one target. Hit: 30 (4d10+8) bludgeoning damage. The attack deals an extra 14 (4d6) damage if the giant has advantage on the attack roll.

Change Shape. The giant magically polymorphs into a beast or humanoid it has seen, or back into its true form. Any equipment the giant is wearing or carrying is absorbed by the new form. Its statistics, other than its size, are the same in each form. It reverts to its true form if it dies.



FIRE GIANT DREADNOUGHT



Huge Giant (Fire Giant), Lawful Evil

Armor class 21 (plate, shields)

Hit points 187 (15d12 + 90)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	23 (+6)	8 (-1)	10 (+0)	11 (+0)

Saving Throws Dex +4, Con +11, Cha +5

Skills Athletics +13, Perception +5

Damage Immunities Fire

Senses Passive Perception 15

Language Giant

Challenge 14 (11500 XP)



©2016 Wizards.

ACTIONS

Multiattack. The giant makes two fireshield attacks.

Fireshield. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 22 (4d6+8) bludgeoning damage plus 7 (2d6) fire damage plus 7 (2d6) piercing damage.

FIRE GIANT CONTINUED: ACTIONS



Rock. Ranged Weapon Attack: +13 to hit, range 60/240 ft, one target. Hit: 30 (4d10+8) bludgeoning damage.

Shield Charge. The giant moves up to 30 feet in a straight line and can move through the space of any creature smaller than Huge. The first time it enters a creature's space during this move, it makes a fireshield attack against that creature. If the attack hits, the target must also succeed on a DC 21 Strength saving throw or be pushed ahead of the giant for the rest of this move. If a creature fails the save by 5 or more, it is also knocked prone and takes 18 (3d6+8) bludgeoning damage, or 29 (6d6+8) bludgeoning damage if it was already prone.



©2016 Wizards.

FROST GIANT EVERLASTING ONE



Huge Giant (Frost Giant), Chaotic Evil

Armor class 15 (patchwork armor)

Hit points 189 (14d12 + 98)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	24 (+7)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Str +11, Con +11, Wis +4

Skills Athletics +11, Perception +4

Damage Immunities Cold

Senses Darkvision 60ft, Passive Perception 14

Language Giant

Challenge 12 (8400 XP)

Extra Heads. The giant has a 25 percent chance of having more than one head. If it has more than one, it has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

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



FROST GIANT EVERLASTING ONE CONTINU



Vaprak's Rage (Recharges on a Short or Long Rest). As a bonus action, the giant can enter a rage at the start of its turn. The rage lasts for 1 minute or until the giant is incapacitated. While raging, the giant gains the following benefits:

- The giant has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the giant gains a +4 bonus to the damage roll.
- The giant has resistance to bludgeoning, piercing, and slashing damage.

ACTIONS

Multattack. The giant makes two attacks with its greataxe.

Greataxe. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 26 (3d12+7) slashing damage, or 30 (3d12+11) slashing damage while raging.

Rock. Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. Hit: 29 (4d10+7) bludgeoning damage.



MOUTH OF GROLANTOR



Huge Giant (Hill Giant), Chaotic Evil

Armor class 14 (natural armor)

Hit points 105 (10d12 + 40)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	5 (-3)	7 (-2)	5 (-3)

Skills Perception +1

Condition Immunities Frightened

Senses Passive Perception 11

Language Giant

Challenge 6 (2300 XP)

Mouth of Madness. The giant is immune to confusion spells and similar magic. On each of its turns, the giant uses all its movement to move toward the nearest creature or whatever else it might perceive as food. Roll a d10 at the start of each of the giant's turns to determine its action for that turn:

- **1-3** The giant makes three attacks with its fists against one random target within its reach. If no other creatures are within its reach, the giant flies into a rage and gains advantage on all attack rolls until the end of its next turn.
- **4-5** The giant makes one attack with its fist against every creature within its reach. If no other creatures are within its reach, the giant makes one fist attack against itself.



MOUTH OF GROLANTOR CONTINUED: Actions

- **6-7** The giant makes one attack with its bite against one random target within its reach. If no other creatures are within its reach, its eyes glaze over and it becomes stunned until the start of its next turn.
- **8-10** The giant makes three attacks against one random target within its reach: one attack with its bite and two with its fists. If no other creatures are within its reach, the giant flies into a rage and gains advantage on all attack rolls until the end of its next turn.

ACTIONS

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. Hit: 15 (3d6+5) piercing damage, and the giant magically regains hit points equal to the damage dealt.

Fist. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8+5) bludgeoning damage.



STONE GIANT DREAMWALKER



Huge Giant (Stone Giant), Chaotic Neutral

Armor class 18 (natural armor)

Hit points 161 (14d12 + 70)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	10 (+0)	8 (-1)	12 (+1)

Saving Throws Dex +6, Con +9, Wis +3

Skills Athletics +14, Perception +3

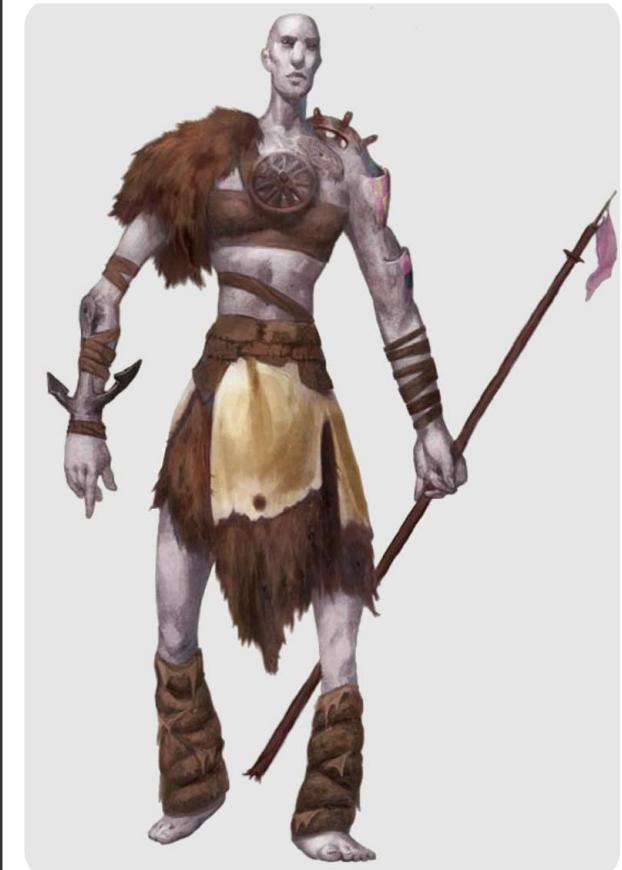
Condition Immunities Charmed, Frightened

Senses Darkvision 60ft, Passive Perception 13

Language Common, Giant

Challenge 10 (5900 XP)

Dreamwalker's Charm. An enemy that starts its turn within 30 feet of the giant must make a DC 13 Charisma saving throw, provided that the giant isn't incapacitated. On a failed save, the creature is charmed by the giant. A creature charmed in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once it succeeds on the saving throw, the creature is immune to this giant's Dreamwalker's Charm for 24 hours.



STONE GIANT DREAMWALKER CONTINUED:



ACTIONS

Multiaction. The giant makes two attacks with its greatclub.

Greatclub. Melee Weapon Attack: +10 to hit, reach 15 ft, one target. Hit: 19 (3d8+6) bludgeoning damage.

Petrifying Touch. The giant touches one Medium or smaller creature within 10 feet of it that is charmed by it. The target must make a DC 17 Constitution saving throw. On a failed save, the target becomes petrified, and the giant can adhere the target to its stony body. Greater restoration spells and other magic that can undo petrification have no effect on a petrified creature on the giant unless the giant is dead, in which case the magic works normally, freeing the petrified creature as well as ending the petrified condition on it.

Rock. Ranged Weapon Attack: +10 to hit, range 60/240 ft, one target. Hit: 28 (4d10+6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.



STORM GIANT QUINTESSENT



Huge Giant (Storm Giant), Chaotic Good

Armor class 12

Hit points 230 (20d12 + 100)

Speed 50ft, **Fly** 50ft (hover), **Swim** 50ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	17 (+3)	30 (+10)	19 (+4)

Saving Throws Str +14, Con +10, Wis +10, Cha +9

Skills Arcana +8, History +8, Perception +10

Damage Resistances Cold; Physical from non-magical

Damage Immunities Lightning, Thunder

Senses Truesight 60ft, Passive Perception 20

Language Common, Giant

Challenge 16 (15000 XP)



Amphibious. The giant can breathe air and water.

ACTIONS

Multiaction. Two Lightning Swords or Wind Javelin twice.

Lightning Sword. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 40 (9d6+9) lightning damage.

Wind Javelin. Throws wind like javelins at a creature it can see within 600 feet of it. The javelin is considered a magic weapon and deals 19 (3d6+9) piercing damage to the target, striking unerringly. The javelin disappears after it hits.

STORM GIANT QUINTESSENT CONTINUED:



LEGENDARY ACTIONS

Legendary Actions (3/Turn). The giant 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 giant regains spent legendary actions at the start of its turn.

Gust. The giant targets a creature it can see within 60 feet of it and creates a magical gust of wind around it. The target must succeed on a DC 18 Strength saving throw or be pushed up to 20 feet in any horizontal direction the giant chooses.

Thunderbolt (2 Actions). The giant hurls a thunderbolt at a creature it can see within 600 feet of it. The target must make a DC 18 Dexterity saving throw, taking 22 (4d10) thunder damage on a failed save, or half as much damage on a successful one.

One with the Storm (3 Actions). The giant vanishes, dispersing itself into the storm surrounding its lair. The giant can end this effect at the start of any of its turns, becoming a giant once more and appearing in any location it chooses within its lair. While dispersed, the giant can't take any actions other than lair actions, and it can't be targeted by attacks, spells, or other effects. The giant can't use this ability outside its lair, nor can it use this ability if another creature is using a control weather spell or similar magic to quell the storm.



GIRALLON



Large Monstrosity, Unaligned

Armor class 13

Hit points 59 (7d10 + 21)

Speed 40ft, **Climb** 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +5

Senses Darkvision 60ft, Passive Perception 13

Language -

Challenge 4 (1100 XP)

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



ACTIONS

Multattack. The girallon makes five attacks: one with its bite and four with its claws.

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

Claw. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 7 (1d6+4) slashing damage.

www.DnDeyond.com
© Wizards of the Coast

FLIND



Medium Humanoid (Gnoll), Chaotic Evil

Armor class 16 (chain mail)

Hit points 127 (15d8 + 60)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Con +8, Wis +5

Skills Intimidation +5, Perception +5

Senses Darkvision 60ft, Passive Perception 15

Language Abyssal, Gnoll

Challenge 9 (5000 XP)

Aura of Blood Thirst. If the flind isn't incapacitated, any creature with the Rampage trait can make a bite attack as a bonus action while within 10 feet of the flind.

ACTIONS

Multiattack. The flind makes three attacks: one with each of its different flail attacks or three with its longbow.

Flail of Madness. Melee Weapon Attack: +9 to hit, reach 5 ft, one target. Hit: 10 (1d10+5) bludgeoning damage, and the target must make a DC 16 Wisdom saving throw. On a failed save, the target must make a melee attack against a random target within its reach on its next turn. If it has no targets within its reach even after moving, it loses its action on that turn.



FLIND CONTINUED: LEGENDARY



Flail of Pain. Melee Weapon Attack: +9 to hit, reach 5 ft, one target. Hit: 10 (1d10+5) bludgeoning damage plus 22 (4d10) psychic damage.

Flail of Paralysis. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d10+5) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be paralyzed until the end of its next turn.

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



GNOLL FLESH GNAWER



Medium Humanoid (Gnoll), Chaotic Evil

Armor class 14 (studded leather armor)

Hit points 22 (4d8 + 4)

Speed 30ft

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

Saving Throws Dex +4

Senses Darkvision 60ft, Passive Perception 10

Language Gnoll

Challenge 1 (200 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes three attacks: one with its bite and two with its shortsword.

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

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

Sudden Rush. Until the end of the turn, the gnoll's speed increases by 60 feet and it doesn't provoke opportunity attacks.



GNOLL HUNTER



Medium Humanoid (Gnoll), Chaotic Evil

Armor class 14 (studded leather armor)

Hit points 22 (4d8 + 4)

Speed 30ft

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

Skills Perception +3, Stealth +3

Senses Darkvision 60ft, Passive Perception 13

Language Gnoll

Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes two melee attacks with its spear or two ranged attacks with its longbow.

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

Spear. Melee or Ranged Weapon: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6+2) piercing, or 6 (1d8+2) piercing when two hands to make a melee attack.

Longbow. Ranged Weapon: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8+2) piercing damage, and the target's speed is reduced by 10 feet until the end of its next turn.



GNOLL WITHERLING



Medium Undead (Gnoll), Chaotic Evil

Armor class 12 (natural armor)

Hit points 11 (2d8 + 2)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	12 (+1)	5 (-3)	5 (-3)	5 (-3)

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60ft, Passive Perception 7

Language Understands Gnoll but can't speak

Challenge 1/4 (50 xp)

Rampage. When the witherling reduces a creature to 0 hit points with a melee attack on its turn, it can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The witherling makes two attacks: one with its bite and one with its club, or two with its club.

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

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

REACTIONS

Vengeful Strike. When reduced to 0 hit points within 30 feet of the witherling, the witherling makes a melee attack.



GRUNG



Small Humanoid (Gnoll), Lawful Evil

Armor class 12

Hit points 11 (2d6 + 4)

Speed 25ft, **Climb** 25ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +4

Skills Athletics +2, Perception +2, Stealth +4, Survival +2

Damage Immunities Poison

Condition Immunities Poisoned

Senses Passive Perception 12

Language Grung

Challenge 1/4 (50 xp)

Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.



GRUNG CONTINUED: ACTIONS



Variant: Grung Poison. Grung poison loses its potency 1 minute after being removed from a grung. A similar breakdown occurs if the grung dies.

A creature poisoned by a grung can suffer an additional effect that varies depending on the grung's skin color. This effect lasts until the creature is no longer poisoned by the grung.

- **Green** The poisoned creature can't move except to climb or make standing jumps. If the creature is flying, it can't take any actions or reactions unless it lands.
- **Blue** The poisoned creature must shout loudly or otherwise make a loud noise at the start and end of its turn.
- **Purple** The poisoned creature feels a desperate need to soak itself in liquid or mud. It can't take actions or move except to do so or to reach a body of liquid or mud



ACTIONS

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft, one target. Hit: 4 (1d4+2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

GRUNG ELITE WARRIOR



Small Humanoid (Grung), Lawful Evil

Armor class 13

Hit points 49 (9d6 + 18)

Speed 25ft, **Climb** 25ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +5

Skills Athletics +2, Perception +2, Stealth +5, Survival +2

Damage Immunities Poison

Condition Immunities Poisoned

Senses Passive Perception 12

Language Grung

Challenge 2 (450 xp)



Amphibious. The grung can breathe air and water.

Poisonous Skin. Any creature that grapples the grung or otherwise comes into direct contact with the grung's skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

GRUNG CONTINUED: ACTIONS



Variant: Grung Poison. Grung poison loses its potency 1 minute after being removed from a grung. A similar breakdown occurs if the grung dies.

A creature poisoned by a grung can suffer an additional effect that varies depending on the grung's skin color. This effect lasts until the creature is no longer poisoned by the grung.

- **Orange** The poisoned creature is frightened of its allies.
- **Gold** The poisoned creature is charmed and can speak Grung.

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4+3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6+3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Mesmerizing Chirr (Recharge 6). The grung makes a chirring noise to which grungs are immune. Each humanoid or beast that is within 15 feet of the grung and able to hear it must succeed on a DC 12 Wisdom saving throw or be stunned until the end of the grung's next turn.



GRUNG WILDLING



Small Humanoid (Grung), Lawful Evil

Armor class 13 (16 with barkskin)

Hit points 27 (5d6 + 10)

Speed 25ft, **Climb** 25ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	15 (+2)	10 (+0)	15 (+2)	11 (+0)

Saving Throws Dex +5

Skills Athletics +2, Perception +4, Stealth +5, Survival +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Passive Perception 14

Language Grung

Challenge 1 (200 xp)



Amphibious. The grung can breathe air and water.

Poisonous Skin. Creatures that touch/grapple Grung's skin make DC12 Constitution save or become poisoned for 1 minute. A poisoned creature no longer in direct contact with the grung can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting. 9th-level spellcaster. Ability is Wisdom (DC12, +4 to hit spell attacks). Knows the following ranger spells:

- **1st level (4 slots):** *cure wounds, jump*
- **2nd level (3 slots):** *barkskin, spike growth*
- **3rd level (2 slots):** *plant growth*

GRUNG WILDLING CONTINUED: ACTION



Standing Leap. The grung's long jump is up to 25 feet and its high jump is up to 15 feet, with or without a running start.

Variant: Grung Poison. Grung poison loses its potency 1 minute after being removed from a grung. A similar breakdown occurs if the grung dies.

A creature poisoned by a grung can suffer an additional effect that varies depending on the grung's skin color. This effect lasts until the creature is no longer poisoned by the grung.

- **Red** The poisoned creature must use its action to eat if food is within reach.



ACTIONS

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4+3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6+3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

BLACK GUARD DRAKE



Medium Dragon, Unaligned

Armor class 14 (natural armor)

Hit points 52 (7d8 + 21)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Damage Resistance Acid

Senses Darkvision 60ft, Passive Perception 12

Language Understands Draconic but can't speak it

Challenge 2 (450 xp)



Amphibious. The guard drake can breathe air and water.

ACTIONS

Multiaction. The drake attacks twice, once with its bite and once with its tail.

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

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

BLUE GUARD DRAKE



Medium Dragon, Unaligned

Armor class 14 (natural armor)

Hit points 52 (7d8 + 21)

Speed 30ft, **Burrow** 20ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Damage Resistance Lightning

Senses Darkvision 60ft, Passive Perception 12

Language Understands Draconic but can't speak it

Challenge 2 (450 xp)



ACTIONS

Multiattack. The drake attacks twice, once with its bite and once with its tail.

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

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

GREEN GUARD DRAKE



Medium Dragon, Unaligned

Armor class 14 (natural armor)

Hit points 52 (7d8 + 21)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Damage Resistance Poison

Senses Darkvision 60ft, Passive Perception 12

Language Understands Draconic but can't speak it

Challenge 2 (450 xp)



Amphibious. The guard drake can breathe air and water.

ACTIONS

Multiattack. The drake attacks twice, once with its bite and once with its tail.

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

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

RED GUARD DRAKE



Medium Dragon, Unaligned

Armor class 14 (natural armor)

Hit points 52 (7d8 + 21)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Damage Resistance Fire

Senses Darkvision 60ft, Passive Perception 12

Language Understands Draconic but can't speak it

Challenge 2 (450 xp)



ACTIONS

Multiattack. The drake attacks twice, once with its bite and once with its tail.

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

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

WHITE GUARD DRAKE



Medium Dragon, Unaligned

Armor class 14 (natural armor)

Hit points 52 (7d8 + 21)

Speed 30ft, **Burrow** 20ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Damage Resistance Cold

Senses Darkvision 60ft, Passive Perception 12

Language Understands Draconic but can't speak it

Challenge 2 (450 xp)



ACTIONS

Multiattack. The drake attacks twice, once with its bite and once with its tail.

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

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

ANNIS HAG



Large Fey, Chaotic Evil

Armor class 17 (natural armor)

Hit points 75 (10d10 + 20)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	14 (+2)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Con +2

Skills Deception +5, Perception +5

Damage Resistance Cold; Physical from non-magical weapons

Senses Darkvision 60ft, Passive Perception 15

Language Common, Giant, Sylvan

Challenge 6 (2300 xp)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells:

- **3/day each:** *disguise self* (including the form of a Medium humanoid), *fog cloud*



ANNIS HAG CONTINUED: ACTION



ACTIONS

Multiaction. The annis makes three attacks: one with her bite and two with her claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (3d6+5) piercing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (3d6+5) slashing damage.

Crushing Hug. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 36 (9d6+5) bludgeoning damage, and the target is grappled (escape DC 15) if it is a Large or smaller creature. Until the grapple ends, the target takes 36 (9d6+5) bludgeoning damage at the start of each of the hag's turns. The hag can't make attacks while grappling a creature in this way.



BHEUR HAG



Medium Fey, Chaotic Evil

Armor class 17 (natural armor)

Hit points 91 (14d8 + 28)

Speed 30ft

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

Saving Throws Wis +4

Skills Nature +4, Perception +4, Stealth +6, Survival +4

Damage Resistance Cold

Senses Darkvision 60ft, Passive Perception 14

Language Auran, Common, Giant

Challenge 7 (2900 xp)

Graystaff Magic. The hag carries a grystaff, a length of gray wood that is a focus for her inner power. She can ride the staff as if it were a broom of flying. While holding the staff, she can cast additional spells with her Innate Spellcasting trait (these spells are marked with an asterisk). If the staff is lost or destroyed, the hag must craft another, which takes a year and a day. Only a bheur hag can use a grystaff.

Ice Walk. The hag can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra moment.



BHEUR HAG CONTINUED: ACTION



Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

- **At will:** *hold person*,* *ray of frost*
- **3/day each:** *cone of cold*,* *ice storm**[†], *wall of ice**
- **1/day each:** *control weather*

ACTIONS

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 10 (2d8+1) bludgeoning damage plus 3 (1d6) cold damage.

Maddening Feast. The hag feasts on the corpse of one enemy within 5 feet of her that died within the past minute. Each creature of the hag's choice that is within 60 feet of her and able to see her must succeed on a DC 15 Wisdom saving throw or be frightened of her for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish; the DM controls the creature's movement, which is erratic. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Maddening Feast for the next 24 hours.



HOBGOBLIN DEVASTATOR



Medium Humanoid (Goblinoid), Lawful Evil

Armor class 13 (studded leather armor)

Hit points 45 (7d8 + 14)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

Skills Arcana +5

Senses Darkvision 60ft, Passive Perception 11

Language Common, Goblin

Challenge 4 (1100 xp)

Arcane Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that target is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Army Arcane. When the hobgoblin casts a spell that causes damage or that forces other creatures to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.



HOBGOBLIN DEVASTATOR CONTINUED: ACT



Spellcasting. The hobgoblin is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

- **Cantrips (at will):** *acid splash, fire bolt, ray of frost, shocking grasp*
- **1st level (4 slots):** *fog cloud, magic missile, thunderwave*
- **2nd level (3 slots):** *gust of wind, Melf's acid arrow, scorching ray*
- **3rd level (3 slots):** *fireball, fly, lightning bolt*
- **4th level (1 slot):** *ice storm*

ACTIONS

Quarterstaff. Melee Weapon Attack: +3 to hit, reach 5 ft, one target. Hit: 4 (1d6+1) bludgeoning damage, or 5 (1d8+1) bludgeoning damage if used with two hands.



HOBGOBLIN IRON SHADOW



Medium Humanoid (Goblinoid), Lawful Evil

Armor class 15

Hit points 32 (5d8 + 10)

Speed 40ft

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

Skills Acrobatics +5, Athletics +4, Stealth +5

Senses Darkvision 60ft, Passive Perception 12

Language Common, Goblin

Challenge 2 (450 xp)

Spellcasting. 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

- **Cantrips (at will):** *minor illusion, prestidigitation, true strike*
- **1st level (3 slots):** *charm person, disguise self, expeditious retreat, silent image*

Unarmored Defense. While unarmored and wielding no shield, its AC includes its Wisdom modifier.



©Wizards of the Coast

HOBGOBLIN IRON SHADOW CONTINUED:



ACTIONS

Multiaction. The hobgoblin makes four attacks, each of which can be an unarmed strike or a dart attack. It can also use Shadow Jaunt once, either before or after one of the attacks.

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

Dart. Ranged Weapon Attack: +5 to hit, range 20/60 ft, one target. Hit: 5 (1d4+3) piercing damage.

Shadow Jaunt. The hobgoblin magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space it is leaving and its destination must be in dim light or darkness.



©Wizards of the Coast

KI-RIN



Huge Celestial, Lawful Good

Armor class 20 (natural armor)

Hit points 152 (16d12 + 48)

Speed 60ft, Fly 120ft (hover)

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

Skills Acrobatics +5, Athletics +4, Stealth +5

Damage Immunities Poison

Condition Immunities Poisoned

Senses Blindsight 30ft, Darkvision 60ft, Passive Perc. 19

Language All, Telepathy 120ft

Challenge 12 (8400 xp)

Innate Spellcasting. The ki-rin's innate spellcasting ability is Charisma (spell save DC 17). The ki-rin can innately cast the following spells, requiring no material components:

- **At will:** *gaseous form, major image* (6th-level version), *wind walk*
- **1/day:** *create food and water*

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

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

Magic Weapons. The ki-rin's weapon attacks are magical.



KI-RIN CONTINUED: ABILITIES



Spellcasting. The ki-rin is a 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following cleric spells prepared:

- **Cantrips (at will):** *light, mending, sacred flame, spare the dying, thaumaturgy*
- **1st level (4 slots):** *command, cure wounds, detect evil and good, protection from evil and good, sanctuary*
- **2nd level (3 slots):** *calm emotions, lesser restoration, silence*
- **3rd level (3 slots):** *dispel magic, remove curse, sending*
- **4th level (3 slots):** *banishment, freedom of movement, guardian of faith*
- **5th level (3 slots):** *greater restoration, mass cure wounds, scrying*
- **6th level (1 slot):** *heroes' feast, true seeing*
- **7th level (1 slot):** *ethereallness, plane shift*
- **8th level (1 slot):** *control weather*
- **9th level (1 slot):** *true resurrection*



KI-RIN CONTINUED: ACTIONS



ACTIONS

Multiattack. The ki-rin makes three attacks: two with its hooves and one with its horn.

Hoof. Melee Weapon Attack: +9 to hit, reach 15 ft, one target. Hit: 10 (2d4+5) bludgeoning damage.

Horn. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 14 (2d8+5) piercing damage.

LEGENDARY ACTIONS

Legendary Actions (3/turn). The ki-rin 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 ki-rin regains spent legendary actions at the start of its turn.

Detect. The ki-rin makes a Wisdom (Perception) check or a Wisdom (Insight) check.

Smite. The ki-rin makes a hoof attack or casts sacred flame.

Move. The ki-rin moves up to its half its speed without provoking opportunity attacks.



KOBOLD DRAGONSHIELD



Small Humanoid (Kobold), Lawful Evil

Armor class 15 (leather armor, shield)

Hit points 44 (8d6 + 16)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

Skills Perception +1

Senses Darkvision 60ft, Passive Perception 11

Language Common, Draconic

Challenge 1 (200 xp)



Dragon's Resistance. The kobold has resistance to a type of damage based on the color of dragon that invested it with power (choose or roll a d10): 1-2, acid (black); 3-4, cold (white); 5-6, fire (red); 7-8, lightning (blue); 9-10, poison (green).

Heart of the Dragon. If the kobold is frightened or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all kobolds within 30 feet of it. Any kobold that benefits from this trait (including the dragonshield) has advantage on its next attack roll.

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

KOBOLD DRAGONSHIELD CONTINUED:



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

ACTIONS

Multiattack. The kobold makes two melee attacks.

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



KOBOLD INVENTOR



Small Humanoid (Kobold), Lawful Evil

Armor class 12

Hit points 13 (3d6 + 3)

Speed 30ft

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

Skills Perception +0

Senses Darkvision 60ft, Passive Perception 10

Language Common, Draconic

Challenge 1/4 (50 xp)

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4+2) piercing.

Sling. Ranged: +4, 30/120ft. Hit: 4 (1d4+2) bludgeoning.

Weapon Invention. The kobold uses one of the following options (roll a d8 or choose one); the kobold can use each one no more than once per day:

- **1. Acid** Ranged Weapon Attack: +4 to hit, range 5/20 ft., one target. Hit: 7 (2d6) acid damage.
- **2. Alchemist's fire** The kobold throws a flask of alchemist's fire. Ranged Weapon Attack: +4 to hit, range 5/20 ft., one target. Hit: 2 (1d4) fire damage at the start of each of the target's turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.



KOBOLD INVENTOR CONTINUED: ACTIONS



- **3. Basket of Centipedes** The kobold throws a small basket into a 5-foot-square space within 20 feet of it. A swarm of insects (centipedes) with 11 hit points emerges from the basket and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.
- **4. Green Slime Pot** The kobold throws a clay pot full of green slime at the target, and it breaks open on impact. Ranged Weapon Attack: +4 to hit, range 5/20 ft., one target. Hit: The target is covered in a patch of green slime (see chapter 5 of the Dungeon Master's Guide). Miss: A patch of green slime covers a randomly determined 5-foot-square section of wall or floor within 5 feet of the target.
- **5. Rot Grub Pot** The kobold throws a clay pot into a 5-foot-square space within 20 feet of it, and it breaks open on impact. A swarm of rot grubs (see appendix A) emerges from the shattered pot and remains a hazard in that square.
- **6. Scorpion on a Stick** The kobold makes a melee attack with a scorpion tied to the end of a 5-foot-long pole. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.



KOBOLD INVENTOR CONTINUED: ACTIONS



- **7. Skunk in a Cage** The kobold releases a skunk into an unoccupied space within 5 feet of it. The skunk has a walking speed of 20 feet, AC 10, 1 hit point, and no effective attacks. It rolls initiative and, on its turn, uses its action to spray musk at a random creature within 5 feet of it. The target must make a DC 9 Constitution saving throw. On a failed save, the target retches and can't take actions 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. A creature that doesn't need to breathe or is immune to poison automatically succeeds on the saving throw. Once the skunk has sprayed its musk, it can't do so again until it finishes a short or long rest.
- **8. Wasp Nest in a Bag** The kobold throws a small bag into a 5-foot-square space within 20 feet of it. A swarm of insects (wasps) with 11 hit points emerges from the bag and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.



KOBOLD SCALED SORCERER



Small Humanoid (Kobold), Lawful Evil

Armor class 15 (natural armor)

Hit points 27 (5d6 + 10)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (+0)	9 (-1)	14 (+2)

Skills Arcana +2, Medicine +1

Senses Darkvision 60ft, Passive Perception 9

Language Common, Draconic

Challenge 1 (200 xp)

Spellcasting. The kobold is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

- **Cantrips (at will):** *fire bolt, mage hand, mending, poison spray*
- **1st level (4 slots):** *charm person, chromatic orb, expeditious retreat*
- **2nd level (2 slots):** *scorching ray*



Sigantium©Dragonhatch Productions LLC 2014 All rights reserved

KOBOLD SCALED SORCERER CONTINUED:



Sorcery Points. Sorcery Points. The kobold has 3 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

- **Heightened Spell:** When it casts a spell that forces a creature to a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.
- **Subtle Spell:** When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

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

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



Sigantium©Dragonhatch Productions LLC 2014 All rights reserved

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft, one target. Hit: 4 (1d4+2) piercing damage.

KORRED



Small Fey, Chaotic Neutral

Armor class 17 (natural armor)

Hit points 102 (12d6 + 60)

Speed 30ft, **Burrow** 30ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	10 (+0)	15 (+2)	9 (-1)

Damage Resistances Physical from non-magical weapons

Skills Athletics +9, Perception +5, Stealth +5

Senses Darkvision 120ft, Tremorsense 120ft, Passive Perc. 15

Language Dwarvish, Gnomish, Sylvan, Terran,

Undercommon

Challenge 7 (2900 xp)

Command Hair. Korred has at least one 50-foot-long rope woven out of its hair. As a bonus action, the korred commands one such rope within 30 feet of it to move up to 20 feet and entangle a Large or smaller creature that the korred can see. The target must succeed on a DC 13 Dexterity saving throw or become grappled by the rope (escape DC 13). Until this grapple ends, Target is restrained. Korred can use a bonus action to release the target, which is also freed if the korred dies or becomes incapacitated. A rope of korred hair has AC 20 and 20 hit points. Regains 1 HP at the start of each of the korred's turns while it has at least 1 hit point and the korred is alive. If the rope drops to 0 hit points, it is destroyed.



KORRED CONTINUED: ACTIONS



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

At will: commune with nature, meld into stone, stone shape

1/day each: conjure elemental (as 6th-level spell; galeb duhr, gargoyle, earth elemental, or xorn only), Otto's irresistible dance

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

Stone's Strength. While on the ground, the korred deals 2 extra dice of damage with any weapon attack (included in its attacks).

ACTIONS

Multiattack. The korred makes two attacks with its greatclub or hurls two rocks.

Greatclub. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d8+6) bludgeoning damage, or 19 (3d8+6) bludgeoning damage if the korred is on the ground.

Rock. Ranged Weapon Attack: +9 to hit, range 60/120 ft., one target. Hit: 15 (2d8+6) bludgeoning damage, or 24 (4d8+6) bludgeoning damage if the korred is on the ground.



LEUCROTTA



Large Monstrosity, Chaotic Evil

Armor class 14 (natural armor)

Hit points 67 (9d10 + 18)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	9 (-1)	12 (+1)	6 (-2)

Skills Deception +2, Perception +3

Senses Darkvision 60ft, Passive Perception 13

Language Abyssal, Gnoll

Challenge 3 (700 xp)

Keen Smell. Advantage on Perception checks based on smell.

Kicking Retreat. Using hooves, Disengage as bonus action.

Mimicry. Mimics animal sounds and voices. DC14 Insight to tell the difference to tell they are imitations

Rampage. Reducing target to 0HP by melee on its turn, bonus action to move half its speed and make hooves attack.

ACTIONS

Multiattack. Two attacks: one bite and one hooves.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) piercing. If the leucrotta scores a critical hit, it rolls the damage dice three times, instead of twice.

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



MEENLOCK



Small Fey, Neutral Evil

Armor class 15 (natural armor)

Hit points 31 (7d6 + 7)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	9 (-1)	12 (+1)	6 (-2)

Skills Perception +4, Stealth +6, Survival +2

Condition Immunities Frightened

Senses Darkvision 120ft, Passive Perception 14

Language Telepathy 120ft

Challenge 2 (450 xp)

Fear Aura. Beast/humanoid starting in 10ft makes DC11 Wisdom save. Failure: frightened till creature's next turn.

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

Shadow Teleport (Recharge 5-6). Bonus action, teleports to an unoccupied space in 30ft, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

ACTIONS

Claws. Melee: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4+2) slashing. Target makes DC11 Constitution save or be paralyzed for 1 minute. Repeats save at the end of each of its turns, ending the effect on itself on a success.



ALHOON



Medium Undead, Any Evil Alignment

Armor class 15 (natural armor)

Hit points 120 (16d8 + 48)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	16 (+3)	19 (+4)	17 (+3)	17 (+3)

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

Skills Arcana +8, Deception +7, History +8, Insight +7, Perception +7, Stealth +5

Damage Resistances Cold, Lightning, Necrotic

Damage Immunities: Poison; Physical from non-magical

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Truesight 120ft, Passive Perception 17

Language Deep Speech, Undercommon, Telepathy 120ft

Challenge 10 (5900 xp)

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

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

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



ALHOON CONTINUED: ACTIONS



Spellcasting. The alhoon is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The alhoon has the following wizard spells prepared:

- **Cantrips (at will):** chill touch, dancing lights, mage hand, prestidigitation, shocking grasp
- **1st level (4 slots):** *detect magic, disguise self, magic missile, shield*
- **2nd level (3 slots):** *invisibility, mirror image, scorching ray*
- **3rd level (3 slots):** *counterspell, fly, lightning bolt*
- **4th level (3 slots):** *confusion, Evard's black tentacles, phantasmal killer*
- **5th level (2 slots):** *modify memory, wall of force*
- **6th level (1 slot):** *disintegrate, globe of invulnerability*

Turn Resistance. The alhoon has advantage on saving throws against any effect that turns undead.

ACTIONS

Chilling Grasp. Melee Spell Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (3d6) cold damage.

Mind Blast (Recharge 5-6). The alhoon magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 22 (4d8+4) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



ILLITHILICH



Medium Undead, Any Evil Alignment

Armor class 17 (natural armor)

Hit points 135 (18d8 + 54)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances Cold, Lightning, Necrotic

Damage Immunities: Poison; Physical from non-magical

Condition Immunities Charmed, Exhaustion, Frightened,

Paralyzed, Poisoned

Senses Truesight 120ft, Passive Perception 19

Language Deep Speech, Undercommon, Telepathy 120ft

Challenge 22 (41000 xp)

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

Rejuvenation. If it has a phylactery, a destroyed illithilich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.



ILLITHILICH CONTINUED: ABILITIES



Spellcasting. The illithilich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

- **Cantrips (at will):** *mage hand, prestidigitation, ray of frost*
- **1st level (4 slots):** *detect magic, magic missile, shield, thunderwave*
- **2nd level (3 slots):** *detect thoughts, invisibility, Melf's acid arrow, mirror image*
- **3rd level (3 slots):** *animate dead, counterspell, dispel magic, fireball*
- **4th level (3 slots):** *blight, dimension door*
- **5th level (3 slots):** *cloudkill, scrying*
- **6th level (1 slot):** *disintegrate, globe of invulnerability*
- **7th level (1 slot):** *finger of death, plane shift*
- **8th level (1 slot):** *dominate monster, power word stun*
- **9th level (1 slot):** *power word kill*

Turn Resistance. The illithilich has advantage on saving throws against any effect that turns undead.

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

Innate Spellcasting (Psionics). The illithilich's innate spellcasting ability is Intelligence (spell save DC 20). It can innately cast the following spells, requiring no components.

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



ILLITHILICH CONTINUED: ACTIONS



ACTIONS

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tentacles. Melee Weapon Attack: +12 to hit, reach 5 ft., one creature. Hit: 21 (3d10+5) psychic damage. If the target is Large or smaller, it is grappled (escape DC 15) and must succeed on a DC 20 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. Melee Weapon Attack: +12 to hit, reach 5 ft., one incapacitated humanoid grappled by the lich. Hit: 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the lich kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The illithilich magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 18 Intelligence saving throw or take 27 (5d8+5) 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.



ILLITHILICH CONTINUED: LEGENDARY



LEGENDARY ACTIONS

Legendary Actions (3/turn). The illithilich 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 illithilich regains spent legendary actions at the start of its turn.

Tentacles. The illithilich makes one attack with its tentacles.

Extract Brain (Costs 2 Actions). The illithilich uses Extract Brain.

Mind Blast (Costs 3 Actions). The illithilich recharges its Mind Blast and uses it.

Cast Spell (Costs 1-3 Actions). The illithilich uses a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that it has prepared. Doing so costs 1 legendary action per level of the spell.



ELDER BRAIN



Large Aberration, Lawful Evil

Armor class 10

Hit points 210 (20d10 + 100)

Speed 5ft, **Swim** 10ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	20 (+5)	21 (+5)	19 (+4)	24 (+7)

Saving Throws Int +10, Wis +9, Cha +12

Skills Arcana +10, Deception +12, Insight +14, Intimidation +12, Persuasion +12

Senses Blindsight 120ft, Passive Perception 14

Language Understands Common, Deep Speech, and Undercommon but can't speak, Telepathy 5 miles

Challenge 14 (11500 xp)

Creature Sense. Aware of creatures in 5 miles of it that have an Int score of 4 or higher. Knows the distance and direction to each creature, as well as each one's intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.

Innate Spellcasting (Psionics). The elder brain's innate spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no components:

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



ELDER BRAIN CONTINUED: ABILITIES



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

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

Telepathic Hub. The elder brain can use its telepathy to initiate and maintain telepathic conversations with up to ten creatures at a time. The elder brain can let those creatures telepathically hear each other while connected in this way.

Tentacle. Melee Weapon Attack: +7 to hit, reach 30 ft., one target. Hit: 20 (4d8+2) bludgeoning damage. If the target is a Huge or smaller creature, it is grappled (escape DC 15) and takes 9 (1d8+5) psychic damage at the start of each of its turns until the grapple ends. The elder brain can have up to four targets grappled at a time.



ACTIONS

Mind Blast (Recharge 5-6). The elder brain magically emits psychic energy. Creatures of the elder brain's choice within 60 feet of it must succeed on a DC 18 Intelligence saving throw or take 32 (5d10+5) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ELDER BRAIN CONTINUED: ACTIONS



Psychic Link. The elder brain targets one incapacitated creature it can perceive with its Creature Sense trait and establishes a psychic link with that creature. Until the psychic link ends, the elder brain can perceive everything the target senses. The target becomes aware that something is linked to its mind once it is no longer incapacitated, and the elder brain can terminate the link at any time (no action required). The target can use an action on its turn to attempt to break the psychic link, doing so with a successful DC 18 Charisma saving throw. On a successful save, the target takes 10 (3d6) psychic damage. The psychic link also ends if the target and the elder brain are more than 5 miles apart, with no consequences to the target. The elder brain can form psychic links with up to ten creatures at a time.

Sense Thoughts. The elder brain targets a creature with which it has a psychic link. The elder brain gains insight into the target's reasoning, its emotional state, and thoughts that loom large in its mind (including things the target worries about, loves, or hates). The elder brain can also make a Charisma (Deception) check with advantage to deceive the target's mind into thinking it believes one idea or feels a particular emotion. The target contests this attempt with a Wisdom (Insight) check. If the elder brain succeeds, the mind believes the deception for 1 hour or until evidence of the lie is presented to the target.



ELDER BRAIN CONTINUED: LEGENDARY



LEGENDARY ACTIONS

Legendary Actions (3/turn). The elder brain can take 3 legendary actions, choosing from the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The elder brain regains spent legendary actions at the start of its turn.

Tentacle. The elder brain makes a tentacle attack.

Break Concentration. The elder brain targets a creature within 120 feet of it with which it has a psychic link. The elder brain breaks the creature's concentration on a spell it has cast. The creature also takes 1d4 psychic damage per level of the spell.

Psychic Pulse. The elder brain targets a creature within 120 feet of it with which it has a psychic link. Enemies of the elder brain within 10 feet of that creature take 10 (3d6) psychic damage.

Sever Psychic Link. The elder brain targets a creature within 120 feet of it with which it has a psychic link. The elder brain ends the link, causing the creature to have disadvantage on all ability checks, attack rolls, and saving throws until the end of the creature's next turn.



ULITHARID



Large Aberration, Lawful Evil

Armor class 15 (breastplate)

Hit points 127 (17d10 + 14)

Speed 30ft

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

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

Skills Arcana +9, Insight +8, Perception +8, Stealth +5

Senses Darkvision 120ft, Passive Perception 18

Language Deep Speech, Undercommon, Telepathy 2 miles

Challenge 9 (5000 xp)

Creature Sense. The ulitharid is aware of the presence of creatures within 2 miles of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.

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



ULITHARID CONTINUED: ABILITIES



Psionic Hub. If an elder brain establishes a psychic link with the ulitharid, the elder brain can form a psychic link with any other creature the ulitharid can detect using its Creature Sense. Any such link ends if the creature falls outside the telepathy ranges of both the ulitharid and the elder brain. The ulitharid can maintain its psychic link with the elder brain regardless of the distance between them, so long as they are both on the same plane of existence. If the ulitharid is more than 5 miles away from the elder brain, it can end the psychic link at any time (no action required).

Innate Spellcasting (Psionics). The ulitharid's innate spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no components:

- **At will:** *detect thoughts, levitate*
- **1/day each:** *confusion, dominate monster, eyebite, feebblemind, mass suggestion, plane shift* (self only), *project image, scrying, telekinesis*



ULITHARID CONTINUED: ACTIONS



ACTIONS

Tentacles. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 27 (4d10+5) psychic damage. If the target is Large or smaller, it is grappled (escape DC 14) and must succeed on a DC 17 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. Melee Weapon Attack: +9 to hit, reach 5 ft., one incapacitated humanoid grappled by the ulitharid. Hit: 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the ulitharid kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The ulitharid magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 17 Intelligence saving throw or take 31 (4d12+5) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



MINDWITNESS



Large Aberration, Lawful Evil

Armor class 15 (natural armor)

Hit points 75 (10d10 + 20)

Speed 0 ft, Fly 20 ft

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

Saving Throws Int +5, Wis +5

Skills Perception +8

Condition Immunities Prone

Senses Darkvision 120ft, Passive Perception 18

Language Deep Speech, Undercommon, Telepathy 600ft

Challenge 9 (5000 xp)



Telepathic Hub. When the mindwitness receives a telepathic message, it can telepathically share that message with up to seven other creatures within 600 feet of it that it can see.

ACTIONS

Multiattack. The mindwitness makes two attacks: one with its tentacles and one with its bite.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 16 (4d6+2) piercing damage.

Tentacles. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 20 (4d8+2) psychic. If the target is Large or smaller, it is grappled (escape DC 13) and makes DC 13 Intelligence save or be stunned until this grapple ends.

MINDWITNESS CONTINUED: ACTIONS



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

- 1. Aversion Ray.** The targeted creature must make a DC 13 Charisma saving throw. On a failed save, the target has disadvantage on attack rolls 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 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- 3. Psychic Ray.** The target must succeed on a DC 13 Intelligence saving throw or take 27 (6d8) psychic damage.
- 4. Slowing Ray.** The targeted creature must make a DC 13 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn but not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



MINDWITNESS CONTINUED: ACTIONS



5. Stunning Ray. The targeted creature must succeed on a DC 13 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

6. Telekinetic Ray. If the target is a creature, it must make a DC 13 Strength saving throw. On a failed save, the mindwitness moves it up to 30 feet in any direction, and it is restrained by the ray's telekinetic grip until the start of the mindwitness's next turn or until the mindwitness is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is telekinetically moved up to 30 feet in any direction. The mindwitness can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.



MORKOTH



Medium Aberration, Chaotic Evil

Armor class 17 (natural armor)

Hit points 130 (20d8 + 40)

Speed 25ft, **Swim** 50ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	20 (+5)	15 (+2)	13 (+1)

Saving Throws Dex +6, Int +9, Wis +6

Skills Arcana +9, History +9, Perception +10, Stealth +6

Damage Resistances Physical from non-magical weapons

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

Language Telepathy 120ft

Challenge 11 (7200 xp)

Amphibious. The morkoth can breathe air and water.

Spellcasting. 11th-level spellcaster. Its spellcasting ability is Intelligence (save DC 17, +9 to hit with spell attacks). The morkoth has the following wizard spells prepared:

- **Cantrips (at will):** *acid splash, mage hand, mending, ray of frost, shocking grasp*
- **1st level (4 slots):** *detect magic, identify, shield, witch bolt*
- **2nd level (3 slots):** *darkness, detect thoughts, shatter*
- **3rd level (3 slots):** *dispel magic, lightning bolt, sending*
- **4th level (3 slots):** *dimension door, Evard's black tentacles*
- **5th level (3 slots):** *geas, scrying*
- **6th level (1 slot):** *chain lightning*



©2014 Wizards

MORKOTH CONTINUED: ACTIONS



ACTIONS

Multiaction. The morkoth makes three attacks: two with its bite and one with its tentacles or three with its bite.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft. one target. Hit: 9 (2d6+2) slashing damage.

Tentacles. Melee Weapon Attack: +6 to hit, reach 15 ft., one target. Hit: 15 (3d8+2) bludgeoning damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and takes 15 (3d8+2) bludgeoning damage at the start of each of the morkoth's turns, and the morkoth can't use its tentacles on another target.

Hypnosis. The morkoth projects a 30-foot cone of magical energy. Each creature in that area must make a DC 17 Wisdom saving throw. On a failed save, the creature is charmed by the morkoth for 1 minute. While charmed in this way, the target tries to get as close to the morkoth as possible, using its actions to Dash until it is within 5 feet of the morkoth. A charmed target can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature has advantage on saving throws against the morkoth's Hypnosis for 24 hours.



©2014 Wizards

MORKOTH CONTINUED: REACTIONS



REACTIONS

Spell Reflection. If the morkoth makes a successful saving throw against a spell, or a spell attack misses it, the morkoth can choose another creature (including the spellcaster) it can see within 120 feet of it. The spell targets the chosen creature instead of the morkoth. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.



©2014 Wizards

NEOGI HATCHLING



Tiny Aberration, Lawful Evil

Armor class 11

Hit points 7 (3d4)

Speed 20ft, **Climb** 20ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	6 (-2)	10 (+0)	9 (-1)

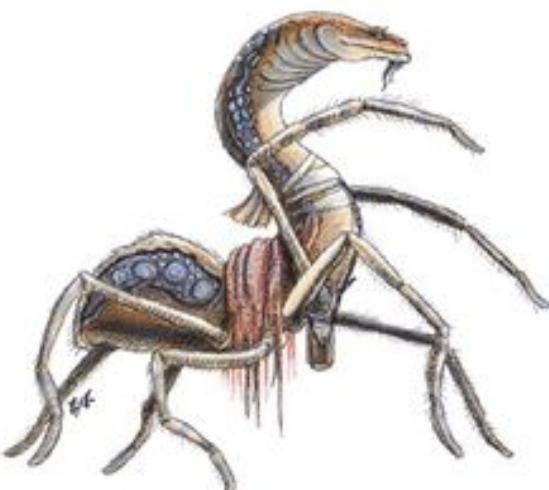
Senses Darkvision 60ft, Passive Perception 10

Language -

Challenge 1/8 (25 xp)

Mental Fortitude. The hatchling has advantage on saving throws against being charmed or frightened, and magic can't put the hatchling to sleep.

Spider Climb. Climbs difficult surfaces, without ability check.



ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

NEOGI



Small Aberration, Lawful Evil

Armor class 15 (natural armor)

Hit points 33 (6d6 + 12)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	15 (+2)

Skills Intimidation +4, Perception +3

Senses Darkvision 60ft, Passive Perception 13

Language Common, Deep Speech, Undercommon

Challenge 3 (700 xp)

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

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

ACTIONS

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

NEOGI CONTINUED: ACTIONS



Bite. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 6 (1d6+3) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Enslave (Recharges after a Short or Long Rest). The neogi targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the target. The charmed target obeys the neogi's commands and can't take reactions, and the neogi and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, it can repeat the saving throw, ending the effect on itself on a success.



NEOGI MASTER



Medium Aberration, Lawful Evil

Armor class 15 (natural armor)

Hit points 71 (13d6 + 26)

Speed 30ft, Climb 30ft

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

Saving Throws Wis +3

Skills Arcana +5, Deception +6, Intimidation +6, Perception +3, Persuasion +6

Senses Darkvision 120ft (*darkness*), Passive Perception 13

Language Common, Deep Speech, Undercommon, Telepathy 30ft

Challenge 4 (1100 xp)

Mental Fortitude. Advantage on saves against being charmed or frightened & magic can't put the neogi to sleep.

Spider Climb. Climbs difficult surfaces, without ability check.

ACTIONS

Mental Fortitude. The neogi has advantage on saving throws against being charmed or frightened, and magic can't put the neogi to sleep.

Spellcasting. The neogi is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. Knows following warlock spells:

NEOGI MASTER CONTINUED: ACTIONS



Cantrips (at will): eldritch blast (range 300 ft., +4 bonus to each damage roll), guidance, mage hand, minor illusion, prestidigitation, vicious mockery

1st—4th level (2 4th-level slots): Arms of Hadar, counterspell, dimension door, fear, hold person, hunger of Hadar, invisibility, unseen servant

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

ACTIONS

Multiattack. Two attacks: one Bite and one Claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 6 (1d6+3) piercing plus 14 (4d6) poison, and target makes DC12 Constitution save or become poisoned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Enslave (Recharges after a Short or Long Rest). Targets one creature visible in 30ft. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the neogi for 1 day, or until the neogi dies or is more than 1 mile from the target. The charmed target obeys the neogi's commands and can't take reactions, and the neogi and the target can communicate telepathically with each other at a distance of up to 1 mile. Whenever the charmed target takes damage, it can repeat the saving throw, ends on a success.



NEOTHELID



Gargantuan Aberration, Chaotic Evil

Armor class 16 (natural armor)

Hit points 325 (21d20 + 105)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	7 (-2)	21 (+5)	3 (-4)	16 (+3)	12 (+1)

Saving Throws Int +1, Wis +8, Cha +6

Senses Blindsight 120ft, Passive Perception 13

Language -

Challenge 13 (10000 xp)

Creature Sense. The neothelid is aware of the presence of creatures within 1 mile of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a mind blank spell, a nondetection spell, or similar magic can't be perceived in this manner.

Innate Spellcasting (Psionics). The neothelid's innate spellcasting ability is Wisdom (spell save DC 16). It can innately cast the following spells, requiring no components:

- **At will:** *levitate*
- **1/day each:** *confusion*, *feeblemind*, *telekinesis*

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



NEOTHELID CONTINUED: ACTIONS



ACTIONS

Tentacles. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 21 (3d8+8) bludgeoning damage plus 13 (3d8) psychic damage. If the target is a Large or smaller creature, it must succeed on a DC 18 Strength saving throw or be swallowed by the neothelid. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the neothelid, and it takes 35 (10d6) acid damage at the start of each of the neothelid's turns. If the neothelid takes 30 damage or more on a single turn from a creature inside it, the neothelid must succeed on a DC 18 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 neothelid. If the neothelid dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Acid Breath (Recharges 5-6). The neothelid exhales acid in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 35 (10d6) acid damage on a failed save, or half as much damage on a successful one.



NILBOG



Small Humanoid (Goblinoid), Chaotic Evil

Armor class 13 (leather armor)

Hit points 7 (2d6)

Speed 30ft

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

Skills Stealth +6

Senses Darkvision 60ft, Passive Perception 9

Language Common, Goblin

Challenge 1 (200 xp)

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

- **At will:** *mage hand, Tasha's hideous laughter, vicious mockery*
- **1/day:** *confusion*

Nilbogism. Any creature that attempts to damage the nilbog must first succeed on a DC 12 Charisma saving throw or be charmed until the end of the creature's next turn. A creature charmed in this way must use its action praising the nilbog. The nilbog can't regain hit points, including through magical healing, except through its Reversal of Fortune reaction.

Nimble Escape. The nilbog can take the Disengage or Hide action as a bonus action on each of its turns.



NILBOG CONTINUED: ACTIONS



ACTIONS

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

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



REACTIONS

Reversal of Fortune. In response to another creature dealing damage to the nilbog, the nilbog reduces the damage to 0 and regains 1d6 hit points.

Orc Blade of Ilneval



Medium Humanoid (Orc), Chaotic Evil

Armor class 18 (chain mail, shield)

Hit points 60 (8d8 + 24)

Speed 30ft

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

Saving Throws Wis +3

Skills Insight +3, Intimidation +4, Perception +3

Senses Darkvision 60ft, Passive Perception 13

Language Common, Orc

Challenge 4 (1100 xp)

Aggressive. Bonus action, move its speed towards a hostile

Foe Smiter of Ilneval. Extra damage w/ longsword (included)

ACTIONS

Multiattack. Two longsword or two ranged attacks with its javelins. If Command is available, use it after these attacks.

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

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

Ilneval's Command (Recharges 4-6). Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack.



Orc Claw of Luthic



Medium Humanoid (Orc), Chaotic Evil

Armor class 14 (hide armor)

Hit points 45 (6d8 + 18)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	11 (+0)

Skills Intimidation +2, Medicine +4, Survival +4

Senses Darkvision 60ft, Passive Perception 12

Language Common, Orc

Challenge 2 (450 xp)



Aggressive. Bonus action, move its speed towards a hostile

Spellcasting. The orc is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The orc has the following cleric spells prepared:

- **Cantrips (at will):** *guidance, mending, resistance, thaumaturgy*
- **1st level (4 slots):** *bane, cure wounds, guiding bolt*
- **2nd level (3 slots):** *augury, warding bond*
- **3rd level (2 slots):** *bestow curse, create food and water*

ACTIONS

Multiattack. The orc makes two claw attacks, or four claw attacks if it has fewer than half of its hit points remaining.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) slashing damage.

Orc Hand of Yurtrus



Medium Humanoid (Orc), Chaotic Evil

Armor class 12 (hide armor)

Hit points 30 (4d8 + 12)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	16 (+3)	11 (+0)	14 (+2)	9 (-1)

Skills Arcana +2, Intimidation +1, Medicine +4, Religion +2

Senses Darkvision 60ft, Passive Perception 12

Language Understands Common and Orc but can't speak

Challenge 2 (450 xp)

Aggressive. Bonus action, move its speed towards a hostile

Spellcasting. The orc is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It requires no verbal components to cast its spells. The orc has the following cleric spells prepared:

- **Cantrips (at-will):** *guidance, mending, resistance, thaumaturgy*
- **1st level (4 slots):** *bane, detect magic, inflict wounds, protection from evil and good*
- **2nd level (3 slots):** *blindness/deafness, silence*

ACTIONS

Touch of the White Hand. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 9 (2d8) necrotic damage.



Orc Nurtured One of Yurtrus



Medium Humanoid (Orc), Chaotic Evil

Armor class 9

Hit points 30 (4d8 + 12)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	16 (+3)	7 (-2)	11 (+0)	7 (-2)

Senses Darkvision 60ft, Passive Perception 10

Language Common, Orc

Challenge 1/2 (100 xp)

Aggressive. Bonus action, move its speed towards a hostile

Corrupted Carrier. When reduced to 0HP, it explodes, any creature in 10ft makes DC 13 Constitution save. Failure: creature takes 14 (4d6) poison and becomes poisoned. Success: half damage and isn't poisoned. If poisoned by this effect can repeat the save at the end of each of its turn, ending the effect on itself on a success. While poisoned by this effect, a creature can't regain hit points.

Nurtured One of Yurtrus. The orc has advantage on saving throws against poison and disease.

ACTIONS

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

Corrupted Vengeance. The orc reduces itself to 0 hit points, triggering its Corrupted Carrier trait.



Orc Red Fang of Shargaas



Medium Humanoid (Orc), Chaotic Evil

Armor class 15 (studded leather armor)

Hit points 52 (8d8 + 16)

Speed 30ft

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

Skills Intimidation +1, Perception +2, Stealth +5

Senses Darkvision 60ft, Passive Perception 12

Language Common, Orc

Challenge 3 (700 xp)

Cunning Action. On each of its turns, the orc can use a bonus action to take the Dash, Disengage, or Hide action.

Hand of Shargaas. 2 extra dice, w/ weapon attack (included).

Shargaas's Sight. Magical darkness ignored by orc's vision.

Slayer. First round, Advantage on attacks against those that haven't gone yet. Surprised creature get auto critical hit

ACTIONS

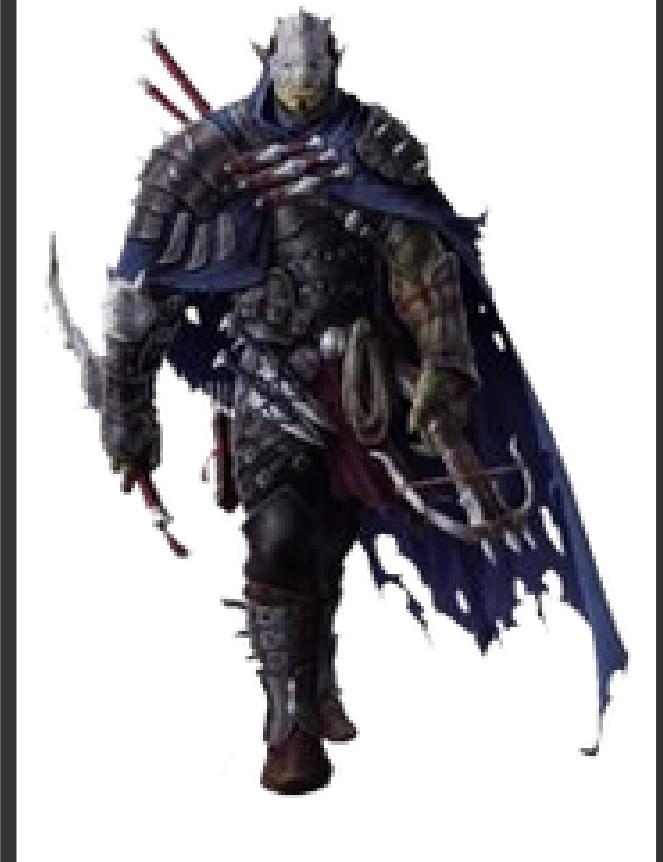
Multiattack. The orc makes two scimitar or dart attacks.

Scimitar. Melee: +5, 5ft, Single. Hit: 13 (3d6+3) slashing.

Dart. Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. Hit: 10 (3d4+3) piercing damage.

Veil of Shargaas (Recharges after a Short or Long Rest).

Casts darkness without components. Wisdom is its ability.



Tanarukk



Medium Fiend (Demon, Orc), Chaotic Evil

Armor class 14 (natural armor)

Hit points 95 (10d8+50)

Speed 30ft

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

Skills Intimidation +2, Perception +2

Damage Resistances Fire, Poison

Senses Darkvision 60ft, Passive Perception 13

Language Abyssal, Common, Orc

Challenge 5 (1800 xp)



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

Magic Resistance. Adv. against spells and magical effects.

ACTIONS

Multiattack. Two attacks: one Bite and one Greatsword.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) piercing damage.

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

REACTIONS

Unbridled Fury. When hit by a melee attack, can make one melee weapon attack with advantage against the attacker.

QUICKLING



Tiny Fey, Chaotic Evil

Armor class 16

Hit points 10 (3d4 + 3)

Speed 120ft

STR	DEX	CON	INT	WIS	CHA
4 (-3)	23 (+6)	13 (+1)	10 (+0)	12 (+1)	7 (-2)

Skills Acrobatics +8, Sleight of Hand +8, Stealth +8,
Perception +5

Senses Darkvision 60ft, Passive Perception 15

Language Common, Sylvan

Challenge 1 (200 XP)

Blurred Movement. Attack rolls against the quickling have disadvantage unless the quickling is incapacitated or restrained.

Evasion. If the quickling is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The quickling makes three dagger attacks.

Dagger. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 8 (1d4 + 6) piercing damage.



REDCAP



Small Fey, Chaotic Evil

Armor class 13 (natural armor)

Hit points 45 (6d6 + 24)

Speed 25ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +6, Perception +3

Senses Darkvision 60ft, Passive Perception 13

Language Common, Sylvan

Challenge 3 (700 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.



ACTIONS

Multiattack. Makes three attacks with its wicked sickle.

Wicked Sickle. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10 + 4) bludgeoning damage and be knocked prone.

SEA SPAWN



Medium Humanoid, Neutral Evil

Armor class 11 (natural armor)

Hit points 32 (5d8 + 10)

Speed 20ft, **Swim** 30ft

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

Senses Darkvision 120ft, Passive Perception 10

Language Understands Aquan and Common but can't speak

Challenge 1 (200 xp)

Limited Amphibiousness. The sea spawn can breathe air and water, but needs to be submerged in the sea at least once a day for 1 minute to avoid suffocating.

ACTIONS

Multiattack. The sea spawn makes three attacks: two unarmed strikes and one with its Piscine Anatomy.

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

Piscine Anatomy. The sea spawn has one or more of the following attack options, provided it has the appropriate anatomy:

SEA SPAWN CONTINUED: ACTIONS



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

Poison Quills. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 3 (1d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tentacle. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 5 (1d6+2) bludgeoning damage, and the target is grappled (escape DC 12) if it is a Medium or smaller creature. Until this grapple ends, the sea spawn can't use this tentacle on another target.



SHADOW MASTIFF



Medium Monstrosity, Neutral Evil

Armor class 11 (natural armor)

Hit points 32 (5d8 + 10)

Speed 20ft, **Swim** 30ft

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

Skills Perception +3, Stealth +6

Damage Resistances Physical from non-magical weapons

Senses Darkvision 60ft, Passive Perception 13

Language -

Challenge 2 (450 xp)

Ethereal Awareness. Can see ethereal creatures and objects.

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

Shadow Blend. In dim light or darkness, can use bonus action to become invisible, along with its gear. Invisibility lasts until mastiff uses a bonus action to end it or until the shadow mastiff attacks, is in bright light, or is incapacitated.

Sunlight Weakness. In bright light created by sunlight, has disadvantage on attack rolls, ability checks, and saves

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) piercing. If the target is a creature, it must succeed on a DC 13 Strength save or be knocked prone.



SHADOW MASTIFF ALPHA



Medium Monstrosity, Neutral Evil

Armor class 11 (natural armor)

Hit points 32 (8d8 + 10)

Speed 20ft, **Swim** 30ft

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

Skills Perception +3, Stealth +6

Damage Resistances Physical from non-magical weapons

Senses Darkvision 60ft, Passive Perception 13

Language -

Challenge 2 (450 xp)

Ethereal Awareness. Can see ethereal creatures and objects.

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

Shadow Blend. In dim light or darkness, can use bonus action to become invisible, along with its gear. Invisibility lasts until mastiff uses a bonus action to end it or until the shadow mastiff attacks, is in bright light, or is incapacitated.

Sunlight Weakness. In bright light created by sunlight, has disadvantage on attack rolls, ability checks, and saves



SHADOW MASTIFF ALPHA CONTINUED:



Terrifying Howl. The shadow mastiff howls. Any beast or humanoid within 300 feet of the mastiff and able to hear its howl must succeed on a DC 11 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to any shadow mastiff's Terrifying Howl for the next 24 hours.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6+3) piercing. If the target is a creature, it must succeed on a DC 13 Strength save or be knocked prone.



SLITHERING TRACKER



Medium Ooze, Chaotic Evil

Armor class 11 (natural armor)

Hit points 32 (5d8 + 10)

Speed 30ft, **Climb** 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	10 (+0)	14 (+2)	11 (+0)

Skills Stealth +8

Damage Resistances Physical from non-magical weapons

Damage Vulnerabilities Cold, Fire

Condition Immunities Blinded, Deafened, Exhaustion,

Grappled, Paralyzed, Petrified, Prone, Restrained,
Unconscious

Senses Blindsight 120ft, Passive Perception 12

Language Any languages it knew in life

Challenge 3 (700 xp)

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

Damage Transfer. While grappling a creature, the slithering tracker takes only half the damage dealt to it, and the creature it is grappling takes the other half.

False Appearance. While it remains motionless, it is indistinguishable from a puddle, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.



SLITHERING TRACKER CONTINUED: ACTION



Keen Tracker. The slithering tracker has advantage on Wisdom checks to track prey.

Liquid Form. The slithering tracker can enter an enemy's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

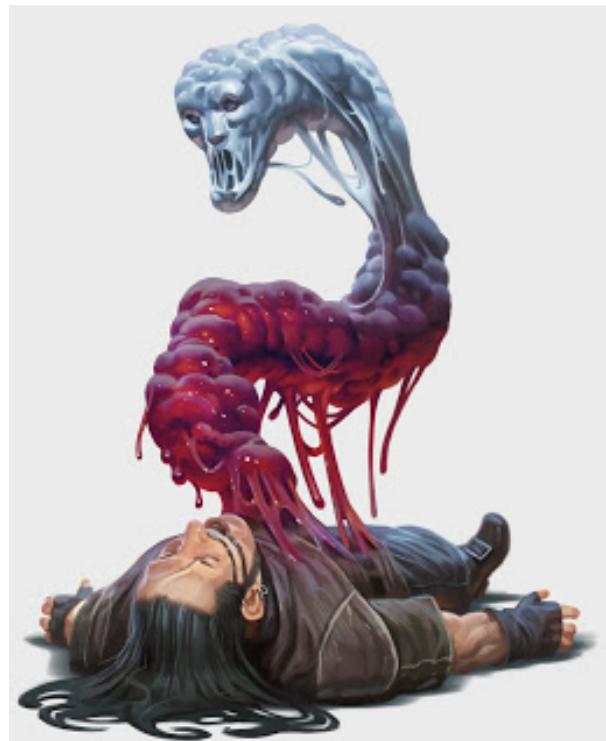
Spider Climb. The slithering tracker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Watery Stealth. While underwater, the slithering tracker has advantage on Dexterity (Stealth) checks made to hide, and it can take the Hide action as a bonus action.

ACTIONS

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

Life Leech. One Large or smaller creature that the slithering tracker can see within 5 feet of it must succeed on a DC 13 Dexterity saving throw or be grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. In addition, the grappled target takes 16 (3d10) necrotic damage at the start of each of its turns. The slithering tracker can grapple only one target at a time.



SPAWN OF KYUSS



Medium Undead, Chaotic Evil

Armor class 10

Hit points 76 (9d8 + 36)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	5 (-3)	7 (-2)	3 (-4)

Saving Throws Wis +1

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60ft, Passive Perception 8

Language Any languages it knew in life

Challenge 5 (1800 xp)



Regeneration. The spawn of Kyuss regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or a body of running water. If the spawn takes acid, fire, or radiant damage, this trait doesn't function at the start of the spawn's next turn. The spawn is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Worms. If the spawn of Kyuss is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away, and it loses its Burrowing Worm action.

SPAWN OF KYUSS CONTINUED: ACTIONS



ACTIONS

Multiattack. The spawn of Kyuss makes two attacks with its claws and uses Burrowing Worm.

Burrowing Worm. A worm launches from the spawn of Kyuss at one humanoid that the spawn can see within 10 feet of it. The worm latches onto the target's skin unless the target succeeds on a DC 11 Dexterity saving throw. The worm is a Tiny undead with AC 6, 1 hit point, a 2 (-4) in every ability score, and a speed of 1 foot. While on the target's skin, the worm can be killed by normal means or scraped off using an action (the spawn can use this action to launch a scraped-off worm at a humanoid it can see within 10 feet of the worm). Otherwise, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. At the end of each of its turns thereafter, the target takes 7 (2d6) necrotic damage per worm infesting it (maximum of 10d6). A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a spawn of Kyuss. If a worm-infested creature is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) slashing damage plus 7 (2d6) necrotic damage.



TLINCALLI



Large Monstrosity, Neutral Evil

Armor class 15 (natural armor)

Hit points 85 (10d10 + 30)

Speed 40ft

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

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

Senses Darkvision 60ft, Passive Perception 13

Language Tlincalli

Challenge 5 (1800 xp)



ACTIONS

Multiattack. The tlincalli makes two attacks: one with its longsword or spiked chain, and one with its sting.

Longsword. Melee: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing, or 8 (1d10+3) slashing with two hands.

Spiked Chain. Melee: +6, 10ft. Hit: 6 (1d6+3) piercing, and grappled (escape DC 11) if Large or smaller. While grappled, target restrained, and can't use spiked chain on diff. target.

Sting. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 6 (1d6+3) piercing plus 14 (4d6) poison, and makes DC 14 Constitution save or be poisoned for 1 minute. Failure of 5 or more, the target is also paralyzed while poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TRAPPER



Large Monstrosity, Unaligned

Armor class 13 (natural armor)

Hit points 85 (10d10 + 30)

Speed 10ft, **Climb** 10ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	2 (-4)	13 (+1)	4 (-3)

Skills Stealth +2

Senses Blindsight 30ft, Darkvision 60ft, Passive Perception 11

Language -

Challenge 3 (700 xp)

Fake Appearance. When on a ceiling, floor, or wall and remains motionless, it is almost indistinguishable from an ordinary section of ceiling, floor, or wall. A creature that can see it and succeeds on a DC 20 Intelligence (investigation) or Intelligence (Nature) check can discern its presence.

Spider Climb. Climbs difficult surfaces, without ability check.

ACTIONS

Smother. One Large or smaller creature within 5 feet of the trapper must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 14). Until the grapple ends, the target takes 17 (4d6+3) bludgeoning damage plus 3 (1d6) acid damage at the start of each of its turns. While grappled in this way, the target is restrained, blinded, and at risk of suffocating. Smother only one creature at a time.



VARGOUILLE



Tiny Fiend, Chaotic Evil

Armor class 12

Hit points 13 (3d4 + 6)

Speed 5ft, **Fly** 40ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	4 (-3)	7 (-2)	2 (-4)

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 8

Language Understands Abyssal, Infernal, and any languages it knew before becoming a vargouille but can't speak

Challenge 1 (200 xp)



ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage plus 10 (3d6) poison damage.

VARGOUILLE CONTINUED: ACTIONS



Kiss. The vargouille kisses one incapacitated humanoid within 5 feet of it. The target must succeed on a DC 12 Charisma saving throw or become cursed. The cursed target loses 1 point of Charisma after each hour, as its head takes on fiendish aspects. The curse doesn't advance while the target is in sunlight or the area of a daylight spell; don't count that time. When the cursed target's Charisma becomes 2, it dies, and its head tears from its body and becomes a new vargouille. Casting remove curse, greater restoration, or a similar spell on the target before the transformation is complete can end the curse. Doing so undoes the changes made to the target by the curse.

Stunning Shriek. The vargouille shrieks. Each humanoid and beast within 30 feet of the vargouille and able to hear it must succeed on a DC 12 Wisdom saving throw or be frightened until the end of the vargouille's next turn. While frightened in this way, a target is stunned. If a target's saving throw is successful or the effect ends for it, the target is immune to the Stunning Shriek of all vargouilles for 1 hour.



VEGEPYGMY



Small Plant, Neutral

Armor class 13 (natural armor)

Hit points 9 (2d6 + 2)

Speed 30ft

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

Damage Resistances Lightning; Piercing

Skills Perception +2, Stealth +4

Senses Darkvision 60ft, Passive Perception 12

Language Vegepygmy

Challenge 1/4 (50 xp)



Plant Camouflage. Has advantage on Dexterity (Stealth) checks in any terrain with ample obscuring plant life.

Regeneration. Regains 3 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

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

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4+2) bludgeoning damage.

VEGEPYGMY CHIEF



Small Plant, Neutral

Armor class 14 (natural armor)

Hit points 33 (6d6 + 12)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	7 (-2)	12 (+1)	9 (-1)

Damage Resistances Lightning; Piercing

Skills Perception +3, Stealth +4

Senses Darkvision 60ft, Passive Perception 13

Language Vegepygmy

Challenge 2 (450 xp)

Plant Camouflage. The vegepygmy has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The vegepygmy regains 5 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the vegepygmy's next turn. The vegepygmy dies only if it starts its turn with 0 hit points and doesn't regenerate.



VEGEPYGMY CHIEF CONTINUED: ACTIONS



ACTIONS

Multiattack. The vegepygmy makes two attacks with its claws or two melee attacks with its spear.

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

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

Spores (1/Day). A 15-foot-radius cloud of toxic spores extends out from the vegepygmy. The spores spread around corners. Each creature in that area that isn't a plant must succeed on a DC 12 Constitution saving throw or be poisoned. While poisoned in this way, a target takes 9 (2d8) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



THORNY



Medium Plant, Neutral

Armor class 14 (natural armor)

Hit points 27 (5d8 + 5)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	6 (-2)

Damage Resistances Lightning; Piercing

Skills Perception +4, Stealth +3

Senses Darkvision 60ft, Passive Perception 14

Language -

Challenge 1 (200 xp)

Plant Camouflage. Advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The thorny regains 5 hit points at the start of its turn. If it takes cold, fire, or necrotic damage, this trait doesn't function at the start of the thorny's next turn. The thorny dies only if it starts its turn with 0 hit points and doesn't regenerate.

Thorny Body. At the start of its turn, the thorny deals 2 (1d4) piercing damage to any creature grappling it.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 8 (2d6+1) piercing damage.



Wood Woad



Medium Plant, Lawful Neutral

Armor class 18 (natural armor, shield)

Hit points 75 (10d8 + 30)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	8 (-1)

Skills Athletics +7, Perception +4, Stealth +4

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing

Condition Immunities Charmed, Frightened

Senses Darkvision 60ft, Passive Perception 14

Language Sylvan

Challenge 5 (1800 xp)

Magic Club. In the wood woad's hand, its club is magical and deals 7 (3d4) extra damage (included in its attacks).

Plant Camouflage. The wood woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The wood woad regains 10 hit points at the start of its turn if it is in contact with the ground. If the wood woad takes fire damage, this trait doesn't function at the start of the wood woad's next turn. The wood woad dies only if it starts its turn with 0 hit points and doesn't regenerate.



WOOD WOAD CONTINUED: ACTIONS



Tree Stride. Once on each of its turns, the wood woad can use 10 feet of its movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

Multiaction. The wood woad makes two attacks with its club.

Club. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.
Hit: 14 (4d4+4) bludgeoning damage



XVART



Small Humanoid (Xvart), Chaotic Evil

Armor class 13 (leather armor)

Hit points 7 (2d6)

Speed 30ft

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

Skills Stealth +4

Senses Darkvision 30ft, Passive Perception 8

Language Abyssal

Challenge 1/8 (25 xp)



Low Cunning. The xvart can take the Disengage action as a bonus action on each of its turns.

Overbearing Pack. The xvart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's allies is within 5 feet of the target and the ally isn't incapacitated.

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

ACTIONS

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

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4+2) bludgeoning damage.

XVART SPEAKERS



Small Humanoid (Xvart), Chaotic Evil

Armor class 13 (leather armor)

Hit points 7 (2d6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	13 (+1)	7 (-2)	7 (-2)

Skills Stealth +4

Senses Darkvision 30ft, Passive Perception 8

Language Abyssal, One additional (usually Common or Goblin)

Challenge 1/8 (25 xp)

Low Cunning. The xvart can take the Disengage action as a bonus action on each of its turns.

Overbearing Pack. The xvart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's allies is within 5 feet of the target and the ally isn't incapacitated.

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

ACTIONS

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

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4+2) bludgeoning damage.



XVART WARLOCK OF RAXIVORT



Small Humanoid (Xvart), Chaotic Evil

Armor class 12 (15 with mage armor)

Hit points 22 (5d6 + 5)

Speed 30ft

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

Skills Stealth +3

Senses Darkvision 30ft, Passive Perception 10

Language Abyssal

Challenge 1 (200 xp)

Innate Spellcasting. The xvart's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

- **At will:** *detect magic, mage armor* (self only)

Spellcasting. The xvart is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

- **Cantrips (at will):** *eldritch blast, mage hand, minor illusion, poison spray, prestidigitation*
- **1st-2nd level (2 2nd-level slots):** *burning hands, expeditious retreat, invisibility, scorching ray*



XVART WARLOCK OF RAXIVORT CONTINUEI



Low Cunning. The xvart can take the Disengage action as a bonus action on each of its turns.

Overbearing Pack. The xvart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's allies is within 5 feet of the target and the ally isn't incapacitated.

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

ACTIONS

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



YETH HOUND



Large Fey, Neutral Evil

Armor class 14 (natural armor)

Hit points 51 (6d10 + 18)

Speed 40ft, Fly 40ft, (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Damage Immunities All physical from non-silvered weapons

Condition Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 60ft, Passive Perception 11

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

Challenge 4 (1100 xp)

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

Sunlight Banishment. If starting its turn in sunlight, transported to the Ethereal Plane. While sunlight shines on the spot from which it vanished, the hound must remain in the Deep Ethereal. After sunset, it returns to the Border Ethereal at the same spot, whereupon it typically sets out to find its pack or its master. The hound is visible on the Material Plane while it is in the Border Ethereal, and vice versa, but it can't affect or be affected by anything on the other plane. Once it is adjacent to its master or a pack mate that is on the Material Plane, a yeth hound in the Border Ethereal can return to the Material Plane as an action.



YETH HOUND CONTINUED: ACTIONS



Telepathic Bond. While the yeth hound is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) piercing damage, plus 14 (4d6) psychic damage if the target is frightened.

Baleful Baying. The yeth hound bays magically. Every enemy within 300 feet of the hound that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the hound's next turn or until the hound is incapacitated. A frightened target that starts its turn within 30 feet of the hound must use all its movement on that turn to get as far from the hound as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way. A target that successfully saves is immune to the baying of all yeth hounds for the next 24 hours.



YUAN-TI ANATHEMA



Huge Monstrosity (Yuan-Ti), Neutral Evil

Armor class 16 (natural armor)

Hit points 189 (18d12 + 72)

Speed 40ft, **Climb** 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	19 (+4)	17 (+3)	20 (+5)

Skills Perception +7, Stealth +5

Damage Resistances Acid, Fire, Lightning

Damage Immunities Poison

Condition Immunities Poisoned

Senses Blindsight 30ft, Darkvision 60ft, Passive Perc. 17

Language Abyssal, Common, Draconic

Challenge 12 (8400 xp)



Innate Spellcasting (Anathema Form Only). The anathema's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

- **At will:** *animal friendship* (snakes only)
- **3/day each:** *darkness, entangle, fear, haste, suggestion, polymorph*
- **1/day:** *divine word*

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

YUAN-TI ANATHEMA CONTINUED: ABILITIES

Ophidiophobia Aura. Any creature of the anathema's choice, other than a snake or a yuan-ti, that starts its turn within 30 feet of the anathema and can see or hear it must succeed on a DC 17 Wisdom saving throw or become frightened of snakes and yuan-ti. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this aura for the next 24 hours.

Shapechanger. The anathema can use its action to polymorph into a Huge giant constrictor 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.

Six Heads. The anathema has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.



YUAN-TI ANATHEMA CONTINUED: ACTIONS

ACTIONS

Multiattack (Anathema Form Only). The anathema makes two claw attacks, one constrict attack, and one Flurry of Bites attack.

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

Constrict. Melee Weapon Attack: +10 to hit, reach 15 ft., one Large or smaller creature. Hit: 16 (3d6+6) bludgeoning damage plus 7 (2d6) acid damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and takes 16 (3d6+6) bludgeoning damage plus 7 (2d6) acid damage at the start of each of its turns, and the anathema can't constrict another target.

Flurry of Bites. Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. Hit: 27 (6d6+6) piercing damage plus 14 (4d6) poison damage.



YUAN-TI BROODGUARD



Huge Humanoid (Yuan-Ti), Neutral Evil

Armor class 14 (natural armor)

Hit points 45 (7d8 + 14)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	6 (-2)	11 (+0)	4 (-3)

Saving Throws Str +4, Dex +4, Wis +2

Skills Perception +2

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 12

Language Abyssal, Common, Draconic

Challenge 2 (450 xp)

Mental Resistance. Advantage on saving throws against being charmed, and magic can't paralyze it.

Reckless. At the start of its turn, gains advantage on all melee weapon attack rolls it makes during that turn, but attacks have advantage against it till next turn.

ACTIONS

Multiattack. Three attacks: one Bite and two Claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) piercing damage.

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



YUAN-TI MIND WHISPERER



Medium Monstrosity (Yuan-Ti), Neutral Evil

Armor class 14 (natural armor)

Hit points 71 (13d8 + 13)

Speed 30ft

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

Saving Throws Wis +4, Cha +5

Skills Deception +5, Stealth +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft (thru darkness), Passive Perc. 12

Language Abyssal, Common, Draconic

Challenge 4 (1100 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. If it dies, it stays in its current form.

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 MIND WHISPERER CONTINUED:



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

Mind Fangs (2/Day). The first time the yuan-ti hits with a melee attack on its turn, it can deal an extra 16 (3d10) psychic damage to the target.

Spellcasting (Yuan-ti Form Only). The yuan-ti is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): eldritch blast (range 300 ft., +3 bonus to each damage roll), friends, message, minor illusion, poison spray, prestidigitation

1st-3rd level (2 3rd-level slots): charm person, crown of madness, detect thoughts, expeditious retreat, fly, hypnotic pattern, illusory script

Sseth's Blessing. When the yuan-ti reduces an enemy to 0 hit points, the yuan-ti gains 9 temporary hit points.

ACTIONS

Multiattack (Yuan-ti Form Only). The yuan-ti makes one bite attack and one scimitar attack.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. 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.



YUAN-TI NIGHTMARE SPEAKER



Medium Monstrosity (Yuan-Ti), Neutral Evil

Armor class 14 (natural armor)

Hit points 71 (13d8 + 13)

Speed 30ft

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

Saving Throws Wis +3, Cha +5

Skills Deception +5, Stealth +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft (thru darkness), Passive Perc. 11

Language Abyssal, Common, Draconic

Challenge 4 (1100 xp)



Shapechanger. Polymorphs into Medium snake or reverts. Its stats are same in each form. No gear is transformed. If it dies, it stays in its current form.

Death Fangs (2/Day). The first time the yuan-ti hits with a melee attack on its turn, it can deal an extra 16 (3d10) necrotic damage to the target.

Innate Spellcasting (Yuan-ti Form Only). 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 NIGHTMARE SPEAKER CONTINUEI



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

Spellcasting (Yuan-ti Form Only). The yuan-ti is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

- **Cantrip (at will):** *chill touch, eldritch blast* (range 300 ft., +3 bonus to each damage roll), *mage hand, message, poison spray, prestidigitation*
- **1st-3rd level (2 3rd-level slots):** *arms of Hadar, darkness, fear, hex, hold person, hunger of Hadar, witch bolt*

ACTIONS

Multiattack (Yuan-ti Form Only). The yuan-ti makes one constrict attack and one scimitar attack.

Constrict. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 10 (2d6+3) bludgeoning damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.



YUAN-TI NIGHTMARE SPEAKER CONTINUEI



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

Invoke Nightmare (Recharges after a Short or Long Rest). The yuan-ti taps into the nightmares of a creature it can see within 60 feet of it and creates an illusory, immobile manifestation of the creature's deepest fears, visible only to that creature. The target must make a DC 13 Intelligence saving throw. On a failed save, the target takes 11 (2d10) psychic damage and is frightened of the manifestation, believing it to be real. The yuan-ti must concentrate to maintain the illusion (as if concentrating on a spell), which lasts for up to 1 minute and can't be harmed. The target can repeat the saving throw at the end of each of its turns, ending the illusion on a success, or taking 11 (2d10) psychic damage on a failure.



YUAN-TI PIT MASTER



Medium Monstrosity (Yuan-Ti), Neutral Evil

Armor class 14 (natural armor)

Hit points 88 (16d8 + 16)

Speed 30ft

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

Saving Throws Wis +3, Cha +5

Skills Deception +5, Stealth +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft (thru darkness), Passive Perc. 11

Language Abyssal, Common, Draconic

Challenge 5 (1800 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*

Magic Resistance. Adv. against spells and magical effects.



YUAN-TI PIT MASTER CONTINUED: ABILITIES



Poison's Disciple (2/Day). The first time the yuan-ti hits with a melee attack on its turn, it can deal an extra 16 (3d10) poison damage to the target.

Spellcasting (Yuan-ti Form Only). The yuan-ti is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

- **Cantrips (at will):** *eldritch blast* (range 300 ft., +3 bonus to each damage roll), *friends*, *guidance*, *mage hand*, *message*, *poison spray*
- **1st-3rd level (2 3rd-level slots):** *command*, *counterspell*, *hellish rebuke*, *invisibility*, *misty step*, *unseen servant*, *vampiric touch*

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 target. Hit: 5 (1d4+3) piercing damage plus 7 (2d6) poison damage.

Merrshaulk's Slumber (1/Day). The yuan-ti targets up to five creatures that it can see within 60 feet of it. Each target must succeed on a DC 13 Constitution saving throw or fall into a magical sleep and be unconscious for 10 minutes. A sleeping target awakens if it takes damage or if someone uses an action to shake or slap it awake. This magical sleep has no effect on a creature immune to being charmed.



AUROCHS



Large Beast, Unaligned

Armor class 11 (natural armor)

Hit points 38 (4d10 + 16)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	5 (-3)

Senses Passive Perception 11

Language -

Challenge 2 (450 xp)

Charge. If the aurochs moves at least 20 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 15 Strength saving throw or be knocked prone.



ACTIONS

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

Cow



Large Beast, Unaligned

Armor class 10

Hit points 15 (2d10 + 4)

Speed 30ft

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

Senses Passive Perception 10

Language -

Challenge 1/4 (50 xp)

Charge. If the cow moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage.



ACTIONS

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

Ox



Large Beast, Unaligned

Armor class 10

Hit points 15 (2d10 + 4)

Speed 30ft

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

Senses Passive Perception 10

Language -

Challenge 1/4 (50 xp)

Charge. If the ox moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

Beast of Burden. The oxen is considered to be a Huge animal for the purposes of determining its carrying capacity.



ACTIONS

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

ROTHE



Large Beast, Unaligned

Armor class 10

Hit points 15 (2d10 + 4)

Speed 30ft

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

Senses Passive Perception 10

Language -

Challenge 1/4 (50 xp)

Charge. If the rothé moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage.



ACTIONS

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

DEEP ROTHE



Medium Beast, Unaligned

Armor class 10

Hit points 13 (2d8 + 4)

Speed 30ft

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

Senses Darkvision 60ft, Passive Perception 10

Language -

Challenge 1/4 (50 xp)

Charge. If the rothé moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

Innate Spellcasting. The deep rothé's spellcasting ability is Charisma. It can innately cast *dancing lights* at will, requiring no components.



ACTIONS

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

STENCH KOW



Large Beast, Unaligned

Armor class 10

Hit points 15 (2d10 + 4)

Speed 30ft

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

Damage Resistances Cold, Fire, Poison

Senses Darkvision 60ft, Passive Perception 10

Language -

Challenge 1/4 (50 xp)



Charge. If the kow moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage.

Stench. Any creature other than a stench kow that starts its turn within 5 feet of the stench kow must succeed on a DC 26 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all stench kows for 1 hour.

ACTIONS

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

DOLPHIN



Medium Beast, Unaligned

Armor class 12 (natural armor)

Hit points 11 (2d8 + 2)

Speed 0ft, **Swim** 60ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

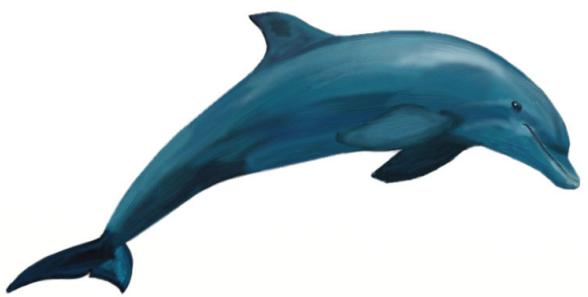
Senses Blindsight 60ft, Passive Perception 13

Language -

Challenge 1/8 (25 xp)

Charge. If the dolphin moves at least 30 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage.

Hold Breath. The dolphin can hold its breath for 20 minutes.



ACTIONS

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

SWARM OF ROT GRUBS



Medium swarm of Tiny Beasts, Unaligned

Armor class 8

Hit points 22 (5d8)

Speed 5ft, **Climb** 5ft

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

Damage Resistances Piercing, Slashing

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

Senses Blindsight 10ft, Passive Perception 6

Language -

Challenge 1/2 (100 xp)

Swarm. Can share a creature's space, & move through openings size of Tiny maggot. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. Melee Weapon Attack: +0 to hit, reach 0 ft., one creature in the swarm's space. Hit: The target is infested by 1d4 rot grubs. At the start of each of the target's turns, the target takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these rot grubs. After this time, these rot grubs are too far under the skin to be burned. Infested target going to 0HP are killed. Curing disease effects will kill rot grubs



ABJURER



Medium Humanoid (Any), Any Alignment

Armor class 12 (15 with mage armor)

Hit points 84 (13d8 + 26)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +8, Wis +5

Skills Arcana +8, History +8

Senses Passive Perception 11

Language Any four languages

Challenge 9 (5000 xp)

Spellcasting. 13th-level spellcaster. Ability is Intelligence (DC16, +8 to hit with spell attacks). The abjurer has the following wizard spells prepared:

- **Cantrips (at will):** *blade ward, dancing lights, mending, message, ray of frost*
- **1st level {4 slots}:** *alarm*, mage armor, magic missile, shield**
- **2nd level (3 slots):** *arcane lock*, invisibility*
- **3rd level (3 slots):** *counterspell*, dispel magic*, fireball*
- **4th level (3 slots):** *banishment*, stoneskin**
- **5th level (2 slots):** *cone of cold, wall of force*
- **6th level (1 slot):** *flesh to stone, globe of invulnerability**
- **7th level (1 slot):** *symbol* teleport*

*Abjuration spell of 1st level or higher



ABJURER CONTINUED: ABILITIES



Arcane Ward. The abjurer has a magical ward that has 30 hit points. Whenever the abjurer takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, the abjurer takes any remaining damage. When the abjurer casts an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

ACTIONS

Quarterstaff. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.



APPRENTICE WIZARD



Medium Humanoid (Any), Any Alignment

Armor class 10

Hit points 9 (2d8)

Speed 30ft

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

Skills Arcana +4, History +4

Senses Passive Perception 10

Language Any one languages (usually Common)

Challenge 1/4 (50 xp)

Spellcasting. The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): fire bolt, mending, prestidigitation

1st level (2 slots): burning hands, disguise self, shield

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft, one target. Hit: 2 (1d4) piercing damage.



ARCHDRUID



Medium Humanoid (Any), Any Alignment

Armor class 16 (hide armor, shield)

Hit points 132 (24d8 + 24)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

Saving Throws Int +5, Wis +9

Skills Medicine +9, Nature +5, Perception +9

Senses Passive Perception 19

Language Druidic plus any two languages

Challenge 12 (8400 xp)



Spellcasting. 18th-level spellcaster. Ability is Wisdom (DC17, +9 to hit with spell attacks). Following druid spells prepared:

- **Cantrips (at will):** *druidcraft, mending, poison spray, produce flame*
- **1st lvl (4):** *cure wounds, entangle, faerie fire, speak with animals*
- **2nd lvl (3):** *animal messenger, beast sense, hold person*
- **3rd lvl (3):** *conjure animals, meld into stone, water breathing*
- **4th lvl (3):** *dominate beast, locate creature, stoneskin, wall of fire*
- **5th lvl (3):** *commune with nature, mass cure wounds, tree stride*

ARCHDRUID CONTINUED: ABILITIES



Spellcasting. The archdruid is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

- 6th level (1 slot): *heal, heroes' feast, sunbeam*
- 7th level (1 slot): *fire storm*
- 8th level (1 slot): *animal shapes*
- 9th level (1 slot): *foresight*

ACTIONS

Scimitar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) slashing damage.

Change Shape (2/Day). The archdruid magically polymorphs into a beast or elemental with a challenge rating of 6 or less, and can remain in this form for up to 9 hours. The archdruid can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The archdruid reverts to its true form if it dies or falls unconscious. Can revert to its true form using a bonus action on its turn. While in a new form, the archdruid retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form. Attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.



ARCHER



Medium Humanoid (Any), Any Alignment

Armor class 16 (studded leather armor)

Hit points 75 (10d8 + 30)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5

Senses Passive Perception 15

Language Any one language (usually Common)

Challenge 3 (700 xp)



Archer's Eye. As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

ACTIONS

Multiattack. The archer makes two attacks with its longbow.

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

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft, one target. Hit: 8 (1d8+4) piercing damage.

BARD



Medium Humanoid (Any), Any Alignment

Armor class 15 (chain shirt)

Hit points 44 (8d8 + 8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses Passive Perception 15

Language Any two language

Challenge 2 (450 xp)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

- **Cantrips (at will):** *friends, mage hand, vicious mockery*
- **1st level (4 slots):** *charm person, healing word, heroism, sleep, thunderwave*
- **2nd level (3 slots):** *invisibility, shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.



BARD CONTINUED: ABILITIES



Taunt (2/day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.



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.

BLACKGUARD



Medium Humanoid (Any), Any non-good Alignment

Armor class 18 (plate)

Hit points 153 (18d8 + 72)

Speed 30ft

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

Saving Throws Wis +5, Cha +5

Skills Athletics +7, Deception +5, Intimidation +5

Senses Passive Perception 12

Language Any one language (usually Common)

Challenge 8 (3900 xp)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 33, +5 to hit with spell attacks). It has the following paladin spells prepared:

- **1st level (4 slots):** *command, protection from evil and good, thunderous smite*
- **2nd level (3 slots):** *branding smite, find steed*
- **3rd level (2 slots):** *blinding smite, dispel magic*

파워풀
powerful



BLACKGUARD CONTINUED: ABILITIES



ACTIONS

Multattack. The blackguard makes three attacks with its glaive or its shortbow.

Glaive. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 9 (1d10+4) slashing damage.

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 5 (1d6+2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest). The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

파워풀
powerful



CHAMPION



Medium Humanoid (Any), Any Alignment

Armor class 18 (plate)

Hit points 143 (22d8 + 44)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses Passive Perception 16

Language Any one language (usually Common)

Challenge 9 (5000 xp)

Indomitable (2/Day). Rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

ACTIONS

Multiattack. Three attacks w/ greatsword or light crossbow.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6+5) slashing, plus 7 (2d6) slashing if champion has more than half of its total HP remaining.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 6 (1d8+2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.



CONJURER



Medium Humanoid (Any), Any Alignment

Armor class 12 (15 with mage armor)

Hit points 40 (9d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses Passive Perception 11

Language Any four language

Challenge 6 (2300 xp)

Spellcasting. The conjurer is a 9th-level spellcaster. Its spellcasting ability is intelligence (spell save DC 14, +6 to hit with spell attacks). The conjurer has the following wizard spells prepared:

- **Cantrips (at will):** *acid splash, mage hand, poison spray, prestidigitation*
- **1st level (4 slots):** *mage armor, magic missile, unseen servant**
- **2nd level (3 slots):** *cloud of daggers*, misty step*, web**
- **3rd level (3 slots):** *fireball, stinking cloud**
- **4th level (3 slots):** *Evard's black tentacles*, stoneskin*
- **5th level (2 slots):** *cloudbreak*, conjure elemental**

*Conjunction spell of 1st level or higher



CONJURER CONTINUED: ABILITIES



Benign Transportation (Recharges after the Conjurer Casts a Conjunction Spell of 1st Level or Higher). As a bonus action, the conjurer teleports up to 30 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.



ACTIONS

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4+2) piercing damage.

DIVINER



Medium Humanoid (Any), Any Alignment

Armor class 12 (15 with mage armor)

Hit points 67 (15d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7

Senses Passive Perception 11

Language Any four language

Challenge 8 (3900 xp)



Spellcasting. 15th-level spellcaster. Ability is INT (DC15, +7 to hit). Has following wizard spells prepared:

- **Cantrips (at will):** *fire bolt, light, mage hand, message, true strike*
- **1st level (4 slots):** *detect magic*, feather fall, mage armor*
- **2nd level (3 slots):** *detect thoughts*, locate object*, scorching ray*
- **3rd level (3 slots):** *clairvoyance*, fly, fireball*
- **4th level (3 slots):** *arcane eye*, ice storm, stoneskin*
- **5th level (2 slots):** *Rary's telepathic bond*, seeming**
- **6th level (1 slot):** *mass suggestion, true seeing**
- **7th level (1 slot):** *delayed blast fireball, teleport*
- **8th level (1 slot):** *maze**

Divination spell of 1st level or higher

DIVINER CONTINUED: ABILITIES



Portent (Recharges after the Diviner Casts a Divination Spell of 1st Level or Higher). When the diviner or a creature it can see makes an attack roll, a saving throw, or an ability check, the diviner can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

ACTIONS

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.



ENCHANTER



Medium Humanoid (Any), Any Alignment

Armor class 12 (15 with mage armor)

Hit points 40 (9d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses Passive Perception 11

Language Any four language

Challenge 5 (1800 xp)



Spellcasting. The enchanter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The enchanter has the following wizard spells prepared:

- **Cantrips (at will):** *friends, mage hand, mending, message*
- **1st level (4 slots):** *charm person**, *mage armor*, *magic missile*
- **2nd level (3 slots):** *hold person**, *invisibility*, *suggestion**
- **3rd level (3 slots):** *fireball*, *haste*, *tongues*
- **4th level (3 slots):** *dominate beast**, *stoneskin*
- **5th level (2 slots):** *hold monster**

*Enchantment spell of 1st level or higher

ENCHANTER CONTINUED: ABILITIES



ACTIONS

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.

REACTIONS

Instinctive Charm (Recharges after the Enchanter Casts an Enchantment Spell of 1st Level or Higher). The enchanter tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The enchanter must decide to do so before the attack hits or misses.

The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than the enchanter or itself. If multiple creatures are closest, the attacker chooses which one to target.



EVOKER



Medium Humanoid (Any), Any Alignment

Armor class 12 (15 with mage armor)

Hit points 66 (12d8 + 12)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Senses Passive Perception 11

Language Any four language

Challenge 9 (5000 xp)



Spellcasting. 12th-level spellcaster. Ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

- **Cantrips (at will):** *fire bolt**, *light**, *prestidigitation*, *ray of frost**
- **1st level (4 slots):** *burning hands**, *mage armor*, *magic missile**
- **2nd level (3 slots):** *mirror image*, *misty step*, *shatter**
- **3rd level (3 slots):** *counterspell*, *fireball**, *lightning bolt**
- **4th level (3 slots):** *ice storm**, *stoneskin*
- **5th level (2 slots):** *Bigby's hand**, *cone of cold**
- **6th level (1 slot):** *chain lightning**, *wall of ice**

*Evocation spell of 1st level or higher

EVOKER CONTINUED: ABILITIES



Sculpt Spells. When the evoker casts an evocation spell that forces other creatures it can see to make a saving throw, it can choose a number of them equal to 1+the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

ACTIONS

Quarterstaff. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.



ILLUSIONIST



Medium Humanoid (Any), Any Alignment

Armor class 12 (15 with mage armor)

Hit points 38 (7d8 + 7)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5

Senses Passive Perception 10

Language Any four language

Challenge 3 (700 xp)



Spellcasting. The illusionist is a 7th-level spellcaster. its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The illusionist has the following wizard spells prepared:

- **Cantrips (at will):** *dancing lights, mage hand, minor illusion, poison spray*
- **1st level (4 slots):** *color spray*, disguise self*, mage armor, magic missile*
- **2nd level (3 slots):** *invisibility*, mirror image*, phantasmal force*
- **3rd level (3 slots):** *major image*, phantom steed**
- **4th level (1 slot):** *phantasmal killer**

*Illusion spell of 1st level or higher

ILLUSIONIST CONTINUED: ABILITIES



Displacement (Recharges after the Illusionist Casts an Illusion Spell of 1st Level or Higher). As a bonus action, the illusionist projects an illusion that makes the illusionist appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the illusionist. The effect ends if the illusionist takes damage, it is incapacitated, or its speed becomes 0.

ACTIONS

Quarterstaff. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.



KRAKEN PRIEST



Medium Humanoid (Any), Any Evil Alignment

Armor class 10

Hit points 75 (10d8 + 30)

Speed 30ft, Swim 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	16 (+3)	10 (+0)	15 (+2)	14 (+2)

Skills Perception +5

Damage Resistances Physical from non-magical weapons

Senses Passive Perception 15

Language Any two language

Challenge 5 (1800 xp)

Amphibious. The priest can breathe air and water.

Innate Spellcasting. The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- **At will:** command, create or destroy water
- **3/day each:** control water, darkness, water breathing, water walk
- **1/day each:** call lightning, Evard's black tentacles



KRAKEN PRIEST CONTINUED: ABILITIES



ACTIONS

Thunderous Touch. Melee Spell Attack: +5 to hit, reach 5 ft., one creature. Hit: 27 (5d10) thunder damage.

Voice of the Kraken (Recharges after a Short or Long Rest). A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear the kraken's words (which are spoken in Abyssal, Infernal, or Primordial) must succeed on a DC 14 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



MARTIAL ARTS ADEPT



Medium Humanoid (Any), Any Alignment

Armor class 16

Hit points 60 (11d8 + 11)

Speed 40ft

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

Skills Acrobatics +5, Insight +5, Stealth +5

Senses Passive Perception 13

Language Any one language (usually Common)

Challenge 3 (700 xp)

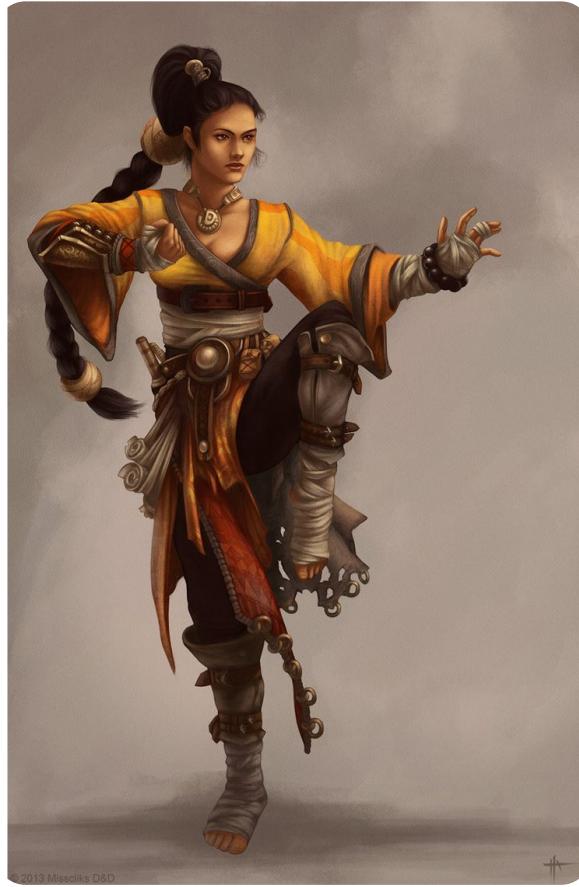
Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. Three unarmed strikes or three dart attacks.

Unarmed Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- Target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- Target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- Target must succeed on a DC 13 Constitution save or be stunned until the end of the adept's next turn.

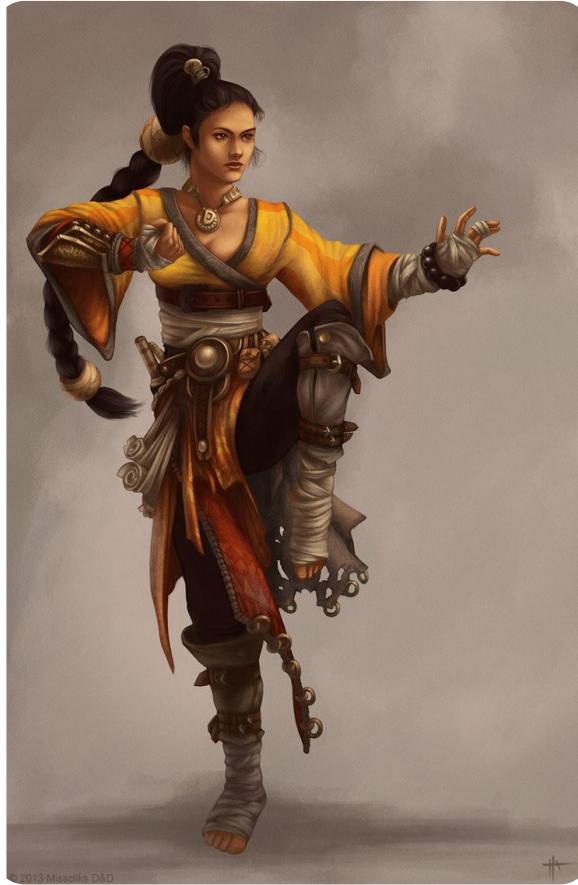


MARTIAL ARTS ADEPT CONTINUED: ABILITY

Dart. Ranged Weapon Attack: +5 to hit, range 20/60 ft, one target. Hit: 5 (1d4+3) piercing damage.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10+3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.



MASTER THIEF



Medium Humanoid (Any), Any Alignment

Armor class 16 (studded leather armor)

Hit points 83 (13d8 + 26)

Speed 30ft

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

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses Passive Perception 13

Language Any one language (usually Common) plus thieves' cant

Challenge 5 (1800 xp)



Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

MASTER THIEF CONTINUED: ABILITIES



ACTIONS

Multiattack. The thief makes three attacks with its shortsword.

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

Light Crossbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 8 (1d8+4) piercing damage.



REACTIONS

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

NECROMANCER



Medium Humanoid (Any), Any Alignment

Armor class 12 (15 with mage armor)

Hit points 66 (12d8 + 12)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Damage Resistances Necrotic

Senses Passive Perception 13

Language Any four languages

Challenge 9 (5000 xp)



Spellcasting. 12th-level spellcaster. Ability is Intelligence (DC15, +7 to hit). Has following wizard spells prepared:

- **Cantrips (at will):** *chill touch, dancing lights, mage hand, mending*
- **1st level (4 slots):** *false life**, *mage armor, ray of sickness**
- **2nd level (3 slots):** *blindness/deafness*, ray of enfeeblement*, web*
- **3rd level (3 slots):** *animate dead*, bestow curse*, vampiric touch**
- **4th level (3 slots):** *blight*, dimension door, stoneskin*
- **5th level (2 slots):** *Bigby's hand, cloudkill*
- **6th level (1 slot):** *circle of death**

*Necromancy spell of 1st level or higher

NECROMANCER CONTINUED: ABILITIES



Grim Harvest (1/turn). When necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

ACTIONS

Withering Touch. Melee Spell Attack: +7 to hit, reach 5 ft., one creature. Hit: 5 (2d4) necrotic damage.



SWASHBUCKLER



Medium Humanoid (Any), Any non-lawful Alignment

Armor class 17 (leather armor)

Hit points 66 (12d8 + 12)

Speed 30ft

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

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses Passive Perception 10

Language Any one language (usually Common)

Challenge 3 (700 xp)



ACTIONS

Multattack. The swashbuckler makes three attacks: one with a dagger and two with its rapier.

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4+4) piercing damage.

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

TRANSMUTER



Medium Humanoid (Any), Any Alignment

Armor class 12 (15 with mage armor)

Hit points 40 (9d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses Passive Perception 10

Language Any four languages

Challenge 5 (1800 xp)

Spellcasting. The transmuter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The transmuter has the following wizard spells prepared:

- **Cantrips (at will):** light, mending, prestidigitation, ray of frost
- **1st level (4 slots):** chromatic orb, expeditious retreat*, mage armor
- **2nd level (3 slots):** alter self*, hold person, knock*
- **3rd level (3 slots):** blink*, fireball, slow*
- **4th level (3 slots):** polymorph*, stoneskin
- **5th level (1 slot):** telekinesis*

*Transmutation spell of 1st level or higher



TRANSMUTER CONTINUED: ABILITIES



Transmuter's Stone. The transmuter carries a magic stone it crafted that grants its bearer one of the following effects:

- Darkvision out to a range of 60 feet
- An extra 10 feet of speed while the bearer is unencumbered
- Proficiency with Constitution saving throws
- Resistance to acid, cold, fire, lightning, or thunder damage (transmuter's choice whenever the transmuter chooses this benefit)

If the transmuter has the stone and casts a transmutation spell of 1st level or higher, it can change the effect of the stone.



ACTIONS

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.

WAR PRIEST



Medium Humanoid (Any), Any Alignment

Armor class 18 (plate)

Hit points 117 (18d8 + 36)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7

Skills Intimidation +5, Religion +4

Senses Passive Perception 13

Language Any two languages

Challenge 9 (5000 xp)

Spellcasting. 9th-level spellcaster. Ability is Wisdom (DC15, +7 to hit). Has following cleric spells prepared:

- **Cantrips (at will):** light, mending, sacred flame, spare the dying
- **1st level (4 slots):** divine favor, guiding bolt, healing word, shield of faith
- **2nd level (3 slots):** lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon
- **3rd level (3 slots):** beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water wall
- **4th level (3 slots):** banishment, freedom of movement, guardian of faith, stoneskin
- **5th level (1 slot):** flame strike, mass cure wounds, hold monster



BLACK HOLE

WAR PRIEST CONTINUED: ABILITIES



ACTIONS

Multiaction. The priest makes two melee attacks.

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



BLACK HOLE

REACTIONS

Guided Strike (Recharges after a Short or Long Rest). The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

WARLOCK OF THE ARCHFEY



Medium Humanoid (Any), Any Alignment

Armor class 11 (14 with mage armor)

Hit points 49 (11d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Wis +3, Cha +6

Skills Arcana +2, Deception +6, Nature +2, Persuasion +6

Condition Immunities Charmed

Senses Passive Perception 11

Language Any two languages (usually Sylvan)

Challenge 4 (1100 xp)

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

- **At will:** *disguise self, mage armor* (self only), *silent image, speak with animals*
- **1/day:** *conjure fey*



© 2010 WIZARDS OF THE COAST

WARLOCK OF THE ARCHFEY CONTINUED:



Spellcasting. The warlock is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

- **Cantrips (at will):** *dancing lights, eldritch blast, friends, mage hand, minor illusion, prestidigitation, vicious mockery*
- **1st-5th level (3 5th-level slots):** *blink, charm person, dimension door, dominate beast, faerie fire, fear, hold monster, misty step, phantasmal force, seeming, sleep*

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4+2) piercing damage.

REACTIONS

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the warlock turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.



© 2010 WIZARDS OF THE COAST

WARLOCK OF THE GREAT OLD ONE



Medium Humanoid (Any), Any Alignment

Armor class 12 (15 with mage armor)

Hit points 91 (14d8 + 28)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, History +4

Damage Resistances Psychic

Senses Darkvision 60ft, Passive Perception 11

Language Any two languages, Telepathy 30ft

Challenge 6 (2300 xp)

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

- **At will:** detect magic, jump, levitate, mage armor (self only), speak with dead
- **1/day each:** arcane gate, true seeing



WARLOCK OF THE GREAT OLD ONE



Spellcasting. The warlock is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

- **Cantrips (at will):** chill touch, eldritch blast, guidance, mage hand, minor illusion, prestidigitation, shocking grasp
- **1st-5th level (3 5th-level slots):** armor of Agathys, arms of Hadar, crown of madness, clairvoyance, contact other plane, detect thoughts, dimension door, dissonant whispers, dominate beast, telekinesis, vampiric touch

Whispering Aura. At the start of each of the warlock's turns, each creature of its choice within 5 feet of it must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage, provided that the warlock isn't incapacitated.



ACTIONS

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4+2) piercing damage.

WARLORD



Medium Humanoid (Any), Any Alignment

Armor class 18 (plate)

Hit points 229 (27d8 + 108)

Speed 30ft

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

Saving Throws Str +9, Dex +7, Con +8

Skills Athletics +9, Intimidation +8, Perc. +5, Persuasion +8

Damage Resistances Psychic

Senses Passive Perception 15

Language Any two languages

Challenge 12 (4800 xp)

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

ACTIONS

Multiattack. The warlord makes two weapon attacks.

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

Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 6 (1d6+3) piercing damage.

WARLORD: LEGENDARY



LEGENDARY ACTIONS

Legendary Actions (3/Turn). The warlord 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 warlord regains spent legendary actions at the start of its turn.

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of warlord's next turn.



NIHILITH ABOLETH



Large Undead, Chaotic Evil

Armor class 17 (natural armor)

Hit points 135 (18d10 + 36)

Speed 10ft, **Swim** 40ft, **Fly** 40ft (ethereal only)

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

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

Skill History +12, Perception +10

Damage Resistances Acid, Fire, Lightning, Thunder (ethereal form); Physical from non-magical weapons

Damage Immunities Cold, Necrotic, Poison; Physical from non-magical weapons (ethereal form)

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

Senses Darkvision 120ft, Passive Perception 20

Language Void Speech, Telepathy 120ft

Challenge 12 (8400 XP)

Aboleth Traits. Unless noted otherwise or where contradicted below, a nihileth has the same traits as a living aboleth. This includes legendary actions and lair actions.

Undead Nature. Does not require air, food, drink, or sleep.

Undead Fortitude. If non-radiant damage reduces a nihileth to 0 HP, makes a Constitution save with a DC of 5+ the damage taken. If it succeeds, drops to 1 HP instead.



NIHILITH ABOLETH CONTINUED: ABILITIES



Dual State. A nihileth exists upon the Material Plane in one of two forms and can switch between them at will. In its material form, it has resistance to damage from nonmagical weapons. In its ethereal form, it is immune to damage from nonmagical weapons. The creature's ethereal form appears as a dark purple outline of its material form, with a blackish-purple haze within. A nihileth in ethereal form can move through air as though it were water, with a fly speed of 40 feet.

Void Aura. A nihileth doesn't secrete the mucous cloud of an aboleth. Instead, the undead nihileth is surrounded by a chilling cloud. A living creature that starts its turn within 5 feet of a nihileth must make a successful DC 14 Constitution saving throw or be slowed until the start of its next turn. In addition, any creature that has been diseased by a nihileth or a nihilistic zombie takes 7 (2d6) cold damage every time it starts its turn within the aura.

Infecting Telepathy. If a creature communicates telepathically with the nihileth, or uses a psychic attack against it, the nihileth can spread its disease to the creature. The creature must succeed on a DC 14 Wisdom save or become infected with the same disease caused by the nihileth's tentacle attack. This ability replaces an aboleth's Probing Telepathy ability.



NIHILITH ABOLETH CONTINUED: ACTION



ACTIONS

Multiaction. The nihileth makes three tentacle attacks or three withering touches, depending on what form it is in.

Tentacle (Material Form Only). Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. If the target creature is hit, it must make a successful DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute; during that time, it can be removed by lesser restoration or comparable magic. After 1 minute, the diseased creature's skin becomes translucent and slimy. The creature cannot regain hit points unless it is entirely underwater, and the disease can only be removed by heal or comparable magic. Unless the creature is fully submerged or frequently doused with water, it takes 6 (1d12) acid damage every 10 minutes. If a creature dies while diseased, it rises in 1d6 rounds as a nihilethic zombie. This zombie is permanently dominated by the nihileth.

Withering Touch (Ethereal Form Only). Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 14 (3d6+4) necrotic damage.

Form Swap. As a bonus action, the nihileth can alter between its material and ethereal forms at will.

Void Body. As a reaction, the nihileth can reduce the damage it takes from a single source to 0. Divine damage can only be reduced by half.



NIHILITH ABOLETH CONTINUED: LEGENDARY



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

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

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



LEGENDARY ACTIONS

A nihileth may 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 nihileth regains spent legendary actions at the start of its turn.

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

Tail Swipe. The Aboleth makes one tail attack.

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

NIHILETHIC ZOMBIE



Medium Undead, Neutral Evil

Armor class 9 (natural armor)

Hit points 22 (3d8 + 9)

Speed 20ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Skill History +12, Perception +10

Damage Resistances Physical from non-magical weapons

Damage Immunities Cold, Necrotic, Poison; Physical from non-magical weapons (ethereal form)

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 8

Language Understand Void Speech and the languages it knew in life but can't speak

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the nihileth to 0 hit points, it must make a Constitution save with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. Success: drops to 1 hit point instead.

Dual State. Can assume either a material or ethereal form. When in its material form, it has resistance to nonmagical weapons. In its ethereal form, it is immune to nonmagical weapons. Its ethereal form appears as a dark purple outline of its material form, with a blackish-purple haze within.



NIHILITH ZOMBIE CONTINUED: ACTIONS



ACTIONS

Slam (Material Form Only). Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage and the target must make a successful DC 13 Constitution saving throw or become diseased. The disease has little effect for 1 minute; during that time, it can be removed by bless, lesser restoration, or comparable magic. After 1 minute, the diseased creature's skin becomes translucent and slimy. The creature cannot regain hit points unless it is at least partially underwater, and the disease can only be removed by heal or comparable magic. Unless the creature is either fully submerged or frequently doused with water, it takes 6 (1d12) acid damage every 10 minutes. If a creature dies while diseased, it rises in 2d6 rounds as a nihilethic zombie. This zombie is permanently dominated by the nihileth that commands the attacking zombie.

Withering Touch (Ethereal Form). Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) necrotic damage.

Form Swap. As a bonus action, the nihilethic zombie can alter between its material and ethereal forms at will.



NIHILITH ZOMBIE CONTINUED: REACTIONS



Sacrifice Life. A nihilistic zombie can sacrifice itself to heal a nihiloth within 30 feet of it. All of its remaining hit points transfer to the nihiloth in the form of healing. The nihilistic zombie is reduced to 0 hit points and it doesn't make an Undead Fortitude saving throw. A nihiloth cannot be healed above its maximum hit points in this manner.



REACTIONS

Void Body. The nihilistic zombie can reduce the damage it takes from a single source by 1d12 points. This reduction cannot be applied to radiant damage.

ABOMINABLE BEAUTY



Medium Fey, Neutral Evil

Armor class 18 (natural armor)

Hit points 187 (22d8 + 88)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	18 (+4)	17 (+3)	16 (+3)	26 (+8)

Saving Throws Deception +12, Perception +7, Performance +12, Persuasion +12

Skill History +12, Perception +10

Damage Immunities Fire

Senses Darkvision 60ft, Passive Perception 8

Language Common, Draconic, Elven, Sylvan

Challenge 11 (7200 XP)

Burning Touch. The abominable beauty's slam attacks do 28 (8d6) fire damage. A creature who touches her also takes 28 (8d6) fire damage.



ACTIONS

Multiattack. Abominable beauty makes two slam attacks.

Slam. +8 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) damage plus 28 (8d6) fire damage.

ABOMINABLE BEAUTY CONTINUED: ACTION

Blinding Gaze (Recharge 5-6). A creature within 30 feet of the abominable beauty who is targeted by this attack and who meets the abominable beauty's gaze must succeed on a DC 17 Charisma saving throw or be blinded. If the saving throw succeeds, the target creature is permanently immune to this abominable beauty's Blinding Gaze.

Deafening Voice (Recharge 5-6). An abominable beauty's voice is lovely, but any creature within 90 feet and able to hear her when she makes her Deafening Voice attack must succeed on a DC 16 Constitution saving throw or be permanently deafened.



ACCURSED DEFILER



Medium Undead, Neutral Evil

Armor class 12

Hit points 75 (10d8 + 30)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	6 (-2)	15 (+2)	14 (+2)

Skill Perception +4, Stealth +4

Damage Resistances Necrotic; Physical from non-magical

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Darkvision 60ft, Passive Perception 14

Language Understands an ancient language, can't speak

Challenge 4 (1100 XP)

Cursed Existence. At 0 HP in desert terrain, its body disintegrates into sand and a sudden parched breeze. Unless killed in a hallowed location, with radiant damage, or by a blessed creature, the accursed defiler reforms at the next sundown 1d100 miles away in a random direction.

Sand Shroud. A miniature sandstorm constantly whirls around the accursed defiler in a 10-foot radius. This area is lightly obscured to creatures other than an accursed defiler. Wisdom (Survival) checks made to follow tracks left by an accursed defiler or other creatures that were traveling in its sand shroud are made with disadvantage.



ACCURSED DEFILER CONTINUED: ACTIONS



ACTIONS

Multiaction. The accursed defiler makes two *slam* attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) bludgeoning damage. If a creature is hit by this attack twice in the same round (from the same or different accursed defilers), the target must make a DC 13 Constitution saving throw or gain one level of exhaustion.

Sandslash (Recharge 5-6). As an action, the accursed defiler intensifies the vortex of sand that surrounds it. All creatures within 10 feet of the accursed defiler take 21 (6d6) slashing damage, or half damage with a successful DC 14 Dexterity saving throw.



ALA



Medium Fey, Chaotic Evil

Armor class 17 (natural armor)

Hit points 127 (15d8 + 60)

Speed 30ft, Fly 40ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	16 (+3)	8 (-1)

Skill Athletics +8, Perception +9, Stealth +6

Damage Immunities Lightning, Poison, Thunder

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 19

Language Common, Draconic

Challenge 8 (3900 XP)

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

Poison Flesh. The ala's poison infuses its flesh. A creature that makes a successful bite attack against an ala must make a DC 16 Constitution saving throw; if it fails, the creature takes 10 (3d6) poison damage.

Storm's Strength. If an electrical storm is raging around an ala and its target, the saving throw against Lightning's Kiss is made with disadvantage.



ALA CONTINUED: ACTIONS



ACTIONS

Multiaction. The ala makes two claw attacks or one claw and one bite attack.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage, and the target must succeed on a DC 16 saving throw or take 10 (3d6) poison damage.

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

Lightning's Kiss (Recharge 5-6). One target within 50 feet must make a DC 16 Dexterity saving throw. It takes 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.



ALGORITH



Medium Construct, Lawful Neutral

Armor class 18 (natural armor)

Hit points 136 (16d8 + 64)

Speed 40ft, Fly 40ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	13 (+1)	16 (+3)	18 (+4)

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

Skill Athletics +9, Insight +7, Investigation +5, Perception +7

Damage Resistances Acid, Cold, Lightning

Damage Immunities Poison

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

Senses Darkvision 60ft, Passive Perception 17

Language Common, Celestial, Draconic, Infernal

Challenge 10 (5900 XP)

Immutable Form. The algorith is immune to any spell or effect that would alter its form.

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

- **At will:** aid, blur, detect magic, dimension door
- **5/day each:** dispel magic
- **1/day:** commune (5 questions), wall of force



ALGORITH CONTINUED: ACTIONS



ACTIONS

Multiaction. The algorith makes two logic razor attacks.

Logic Razor. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 31 (4d12 + 5) force damage.

Cone of Negation (Recharge 5-6). An algorith can project a cone of null energy. Targets inside the 30 foot cone take 42 (12d6) force damage and suffer the effect of a dispel magic spell. A successful DC 16 Dexterity saving throw reduces the damage to half and negates the dispel magic effect on that target.

Reality Bomb (5/Day). The algorith can summon forth a tiny rune of law and throw it as a weapon. Any creature within 30 feet of the square where the reality bomb lands takes 21 (6d6) force damage and is stunned until the start of the algorith's next turn. A target that makes a successful DC 16 Dexterity saving throw takes half damage and isn't stunned.



ALSEID



Medium Monstrosity, Chaotic Neutral

Armor class 18 (natural armor)

Hit points 136 (16d8 + 64)

Speed 40ft

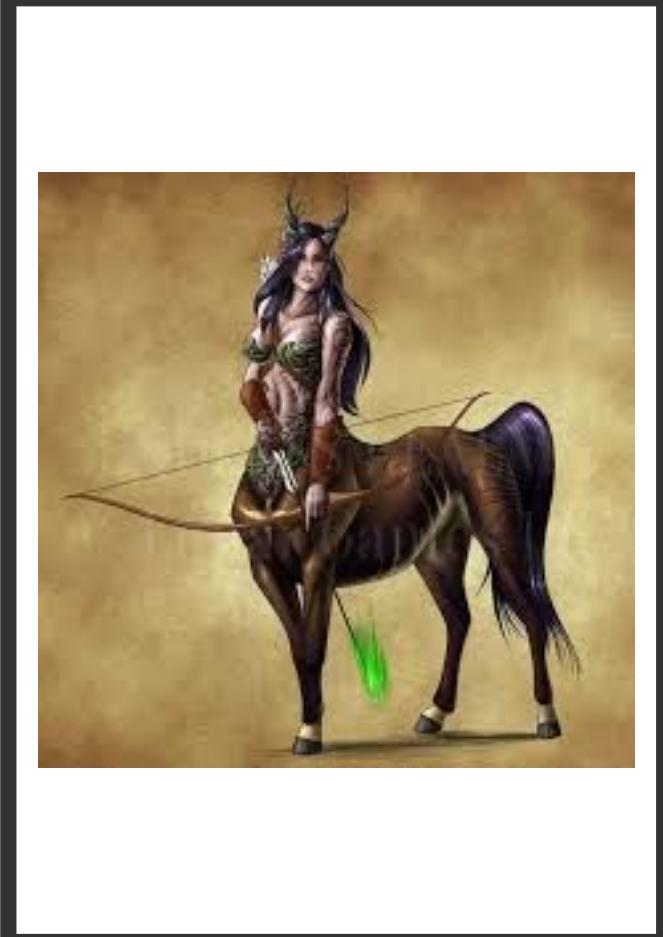
STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	13 (+1)	16 (+3)	18 (+4)

Skill Nature +3, Perception +5, Stealth +5, Survival +5

Senses Darkvision 60ft, Passive Perception 15

Language Common, Elvish, Sylvan

Challenge 1/2 (100 XP)



ACTIONS

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

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6+3) piercing damage.

ALSEID GROVEKEEPER



Medium Monstrosity, Chaotic Neutral

Armor class 15 (Studded leather Armor)

Hit points 71 (13d8 + 13)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	8 (-1)	16 (+3)	8 (-1)

Skill Nature +3, Perception +5, Stealth +5, Survival +5

Senses Darkvision 60ft, Passive Perception 15

Language Common, Elvish, Sylvan

Challenge 3 (700 XP)

Spellcasting. 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

- **Cantrips (at will):** druidcraft, guidance, produce flame, shillelagh
- **1st (4 slots):** animal friendship, cure wounds, faerie fire
- **2nd (3 slots):** animal messenger, heat metal, lesser restoration
- **3rd (2 slots):** call lightning, dispel magic

Woodfriend. When in a forest, alseid leave no tracks and automatically discern true north.



ALSEID GROVEKEEPER CONTINUED: ACTION



ACTIONS

Quarterstaff. Melee Weapon Attack: +3 to hit (+5 with shillelagh), reach 5 ft., one creature. Hit: 4 (1d6 + 1) bludgeoning damage or 5 (1d8 + 1) bludgeoning damage if used in two hands, or 7 (1d8 + 3) bludgeoning damage with shillelagh.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6+3) piercing damage.



AMPHIPTERE



Medium Beast, Unaligned

Armor class 15 (natural armor)

Hit points 60 (8d8 + 24)

Speed 20ft, **Climb** 20ft, **Fly** 60ft, **Swim** 20ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	17 (+3)	2 (-4)	16 (+3)	6 (-2)

Skill Perception +5

Senses Blindsight 10ft, Passive Perception 15

Language -

Challenge 3 (700 XP)

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

Swarming. Up to two amphipteres can share the same space at the same time. The amphiptere has advantage on melee attack rolls if it is sharing its space with another amphiptere that isn't incapacitated.

ACTIONS

Multiaction. Makes one bite attack and one stinger attack.

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

Stinger. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage, and the target must make a successful DC 13 Constitution saving throw or be poisoned for 1 hour.



© William O'Connor/Dracopedia

ANDRENJINYI



Gargantuan Celestial, Neutral

Armor class 18 (natural armor)

Hit points 228 (13d20 + 91)

Speed 60ft, **Burrow** 20ft, **Climb** 20ft, **Swim** 60ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	17 (+3)	2 (-4)	16 (+3)	6 (-2)

Saving Throws Con +12, Wis +9, Cha +11

Skills Arcana +5, Perception +9, Religion +5

Damage Resistances Acid, Cold, Fire, Lightning

Damage Immunities Psychic

Senses Darkvision 60ft, Tremorsense 120ft, Passive Perc. 15

Language Common, Celestial, Giant, Sylvan

Challenge 15 (13000 XP)



Amphibious. The andrenjinyi can breathe air and water.

Innate Spellcasting. Spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring only verbal components:

- **At will:** *create water, speak with animals, stoneshape*
- **3/day each:** *control weather, dispel magic, reincarnate*
- **1/day each:** *blight, commune with nature, contagion, flesh to stone, plant growth*

Magic Resistance. Adv. against spells and magical effects.

Magic Weapons. Andrenjinyi's weapon attacks are magical.

ANDRENJINYI CONTINUED: ACTIONS



ACTIONS

Multiattack. The andrenjinyi makes two attacks, one with its bite and one with its constriction. If both attacks hit the same target, then the target is Swallowed Whole.

Bite. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 36 (4d12 + 10) piercing damage.

Constrict. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 36 (4d12 + 10) bludgeoning damage, and the target is grappled (escape DC 20). Until this grapple ends the target is restrained, and the andrenjinyi can't constrict another target.

Rainbow Arch. The andrenjinyi can instantaneously teleport between sources of fresh water within 1 mile as an action. It can't move normally or take any other action on the turn when it uses this power. When this power is activated, a rainbow manifests between the origin and destination, lasting for 1 minute.



ANDRENJINYI CONTINUED: ACTIONS



Swallow Whole. If the bite and constrict attacks hit the same target in one turn, the creature is swallowed whole. The target is blinded and restrained, and has total cover against attacks and other effects outside the andrenjinyi. The target takes no damage inside the andrenjinyi. The andrenjinyi can have three Medium-sized creatures or four Small-sized creatures swallowed at a time. If the andrenjinyi takes 20 damage or more in a single turn from a swallowed creature, the andrenjinyi must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the andrenjinyi. If the andrenjinyi is slain, a swallowed creature is no longer restrained by it and can escape from the andrenjinyi by using 15 feet of movement, exiting prone. The andrenjinyi can regurgitate swallowed creatures as a free action.

Transmuting Gullet. When a creature is swallowed by an andrenjinyi, it must make a successful DC 19 Wisdom saving throw each round at the end of its turn or be affected by true polymorph into a new form chosen by the andrenjinyi. The effect is permanent until dispelled or ended with a wish or comparable magic.



ANGATRA



Medium Undead, Neutral Evil

Armor class 18 (natural armor)

Hit points 228 (13d20 + 91)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	17 (+3)	2 (-4)	16 (+3)	6 (-2)

Skills Perception +4, Stealth +8

Damage Resistances Necrotic; Physical from non-magical

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Darkvision 60ft, Passive Perception 14

Language All languages it knew in life

Challenge 6 (2300 XP)

Agonizing Gaze. If Angatra isn't incapacitated and has vision of enemy eyes, in 30ft, forces target to make DC13 Charisma save at start of targets turn. Failure: the creature has its pain threshold lowered, becoming vulnerable to all damage types until the end of its next turn. Unless it's surprised, a creature can avoid the save by averting its eyes at the start of its turn. A creature that averts its eyes can't see the angatra for one full round, when it chooses anew whether to avert its eyes again. If the creature looks at the angatra in the meantime, it must immediately make the save.



ANGATRA CONTINUED: ACTIONS



Ancestral Wrath. The angatra immediately recognizes any individual that is descended from its tribe. It has advantage on attack rolls against such creatures, and those creatures have disadvantage on saving throws against the angatra's traits and attacks.



ACTIONS

Multiattack. The angatra makes two attacks with its claws.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature.

Hit: 10 (2d4 + 5) piercing damage, and the creature must succeed on a DC 15 Constitution saving throw or be paralyzed by pain until the end of its next turn.

CHAINED ANGEL



Medium Celestial, Neutral Evil

Armor class 16 (natural armor)

Hit points 88 (16d8 + 16)

Speed 30ft, Fly 60ft

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

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

Skills Perception +7

Damage Resistances Piercing

Damage Immunities Fire, Radiant

Senses Darkvision 200ft, Passive Perception 17

Language Common, Celestial, Infernal

Challenge 6 (2300 XP)

Dark Halo. A chained angel is immune to direct damage spells from divine casters.

Redemption. Any caster brave enough to cast a knock spell on a chained angel can remove the creature's shackles—but this always exposes the caster to an immediate fiery greatsword attack as a reaction. If the caster survives that attack, the angel makes an immediate DC 20 Wisdom saving throw; if it succeeds, the angel's chains fall away and it is restored to its senses and to a Good alignment. If the saving throw fails, any further attempts to cast knock on the angel's chains fail automatically for one week.



CHAINED ANGEL CONTINUED: ACTIONS



ACTIONS

Multiaction. The chained angel makes two fiery greatsword attacks.

Fiery Greatsword. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 16 (3d10) fire damage.

Fallen Glory (Recharge 5-6). Ranged Spell Attack. All creatures within 50 feet of the chained angel and in its line of sight take 19 (3d12) radiant damage and are knocked prone, or take half damage and aren't knocked prone with a successful DC 15 Strength saving throw.



REACTION

Fiendish Cunning. A chained angel can counter and destroy the ongoing effect of one divine spell each round. This functions as a counterspell with +7 spellcasting ability

FIDELE ANGEL



Medium Celestial, Lawful Good

Armor class 16 (natural armor)

Hit points 104 (16d8 + 32)

Speed 40ft, **Fly** 40ft (angelic), or 10ft, **Fly** 80ft (eagle)

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

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

Skills Insight +6, Perception +6

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

Damage Immunities Acid, Cold

Condition Immunities Charmed, Petrified, Poisoned

Senses Darkvision 60ft, Passive Perception 16

Language Common, Celestial, Infernal

Challenge 5 (1800 XP)

Shapechange. The angel can change between winged celestial form, its original mortal form, and that of a Medium-sized eagle. Its statistics are the same in each form, with the exception of its attacks in eagle form.

Ever Touching. Maintain awareness of their mate's disposition and health. Damage taken by one is split evenly between both, with the original target of the attack taking the extra point when damage doesn't divide evenly. Any other baneful effect, such as ability damage, affects both equally.



FIDELE ANGEL CONTINUED: ABILITIES



Innate Spellcasting. The angel's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- **At will:** guidance, light, purify food and drink, spare the dying
- **3/day:** cure wounds, scorching ray (5 rays)
- **1/day:** bless, daylight, detect evil and good, enhance ability, hallow, protection from evil and good

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

Magic Weapons. The angel's weapon attacks are magical while it is in eagle form.

To My Lover's Side. If separated from its mate, each fidele angel can use both plane shift and teleport 1/day to reunite.

Unshakeable Fidelity. Fidele angels are never voluntarily without their partners. No magical effect or power can cause a fidele angel to act against its mate, and no charm or domination effect can cause them to leave their side or to change their feelings of love and loyalty toward each other.



FIDELE ANGEL CONTINUED: ACTIONS



ACTIONS

Multiaction. The angel makes two longsword attacks or two longbow attacks; in eagle form, it instead makes two talon attacks and one beak attack.

+1 Longsword (Mortal or Angel Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage or 11 (1d10+ 6) slashing damage if used with two hands.

+1 Longbow (Mortal or Angel Form Only). Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Beak (Eagle Form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Talons (Eagle Form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.



ANGLER WORM



Huge Monstrosity, Unaligned

Armor class 14 (natural armor)

Hit points 133 (14d12 + 42)

Speed 20ft, **Climb** 20ft

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

Damage Immunities Poison

Condition Immunities Blinded, Charmed, Deafened, Poisoned, Prone

Senses Tremorsense 60ft, Passive Perception 12

Language -

Challenge 4 (1100 XP)



Spider Climb. Climbs difficult surfaces, without ability check, never restrained by its own or other angler worms' snare lines.

Keen Touch. The angler worm has advantage on Wisdom (Perception) checks that rely on vibrations.

Transparent Trap. DC12 Perception to see trap, and check has disadvantage unless the target can see invisible trap. A creature that enters a space containing angler worm snare lines must make a successful DC 12 Dexterity saving throw or be restrained by the sticky snares (escape DC 14). This saving throw is made with disadvantage if the creature was unaware of the snare lines' presence.

ANGLER WORM CONTINUED: ACTIONS



ACTIONS

Multiattack. Makes one bite attack. It also makes one coils attack against every enemy creature restrained by its threads and within reach of its coils. Once it has coiled around one creature it stops coil attacks against others.

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

Coils. Melee Weapon Attack: +4 to hit, reach 10 ft., one creature. Hit: 13 (3d8) acid damage, and the target creature must make a successful DC 12 Dexterity saving throw or be pulled adjacent to the angler worm (if it wasn't already) and grappled in the angler worm's coils (escape DC 12). While grappled this way, the creature is restrained by the angler worm (but not by its snare lines), it can't breathe, and it takes 22 (5d8) acid damage at the start of each of the angler worm's turns. A creature that escapes from the angler worm's coils may need to make an immediate DC 12 Dexterity saving throw to avoid being restrained again, if it escapes into a space occupied by more snare lines.

Ethereal Lure (Recharge 4-6). The angler worm selects a spot within 20 feet of itself; that spot glows with a faint, blue light until the start of the worm's next turn. All other creatures that can see the light at the start of their turn must make a successful DC 12 Wisdom saving throw or be charmed until the start of their next turn. A creature charmed this way must Dash toward the light by the most direct route, automatically fails saving throws against being restrained by snare lines, and treats the angler worm as invisible.



Giant Ant



Large Beast, Unaligned

Armor class 14 (natural armor)

Hit points 52 (7d10 + 14)

Speed 40ft

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

Senses Blindsight 60ft, Passive Perception 9

Language -

Challenge 2 (450 XP)

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



ACTIONS

Multiattack. The giant ant makes one bite attack and one sting attack.

Bite. 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). Until this grapple ends, the target is restrained and the giant ant can't bite a different target.

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 22 (4d10) poison damage, or half as much poison damage with a successful DC 12 Constitution saving throw.

Giant Ant Queen



Large Beast, Unaligned

Armor class 15 (natural armor)

Hit points 85 (10d10 + 30)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	2 (-4)	11 (+0)	4 (-3)

Senses Blindsight 60ft, Passive Perception 10

Language -

Challenge 2 (450 XP)

Keen Smell. The giant ant queen has advantage on Wisdom (Perception) checks that rely on smell.

Queen's Scent. Giant ants defending a queen gain advantage on all attack rolls.

ACTIONS

Multiaction. The giant ant queen makes two bite attacks and one sting attack.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the giant ant can't bite a different target.

Sting. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 22 (4d10) poison damage, or half as much poison damage with a successful DC 14 Constitution saving throw.



Anubian



Medium Elemental, Chaotic Evil

Armor class 13

Hit points 44 (8d8 + 8)

Speed 30ft

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

Skills Stealth +5

Damage Resistances Physical from non-magical weapons

Damage Immunities Poison

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

Senses Darkvision 60ft, Tremorsense 30ft, Passive Perc. 11

Language Primordial

Challenge 2 (450 XP)

Sand Stealth. The anubian gains an additional +2 (+7 in total) to Stealth in sand terrain

Sand Step. Instead of moving, the anubian's humanoid form collapses into loose sand and immediately reforms at another unoccupied space within 10 feet. This movement doesn't provoke opportunity attacks. After using this trait in sand terrain, the anubian can Hide as part of this movement even if under direct observation. Anubians can sand step under doors or through similar obstacles, provided there's a gap large enough for sand to sift through.



ANUBIAN CONTINUED: ACTIONS



Vulnerability to Water. For every 5 feet the anubian moves while touching water or for every gallon of water splashed on it, it takes 2 (1d4) cold damage. An anubian completely immersed in water takes 10 (4d4) cold damage at the start of its turn.

ACTIONS

Multiattack. The anubian makes two claw attacks.

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

Haboob (1/Day). The anubian creates a sandstorm in a cylinder 30-feet high, that reaches to within 5 feet of it. The storm moves with the anubian. The area is heavily obscured, and each creature other than an anubian that enters the sandstorm or ends its turn there must make a successful DC 13 Strength saving throw or be restrained by it. Also, each creature other than an anubian that ends its turn inside the sandstorm takes 3 (1d6) slashing damage. The anubian can maintain the haboob for up to 10 minutes as if concentrating on a spell. While maintaining the haboob, the anubian's speed is reduced to 5 feet and it can't sand step. Creatures restrained by the sandstorm move with the anubian. A creature can free itself or an adjacent creature from the sandstorm by using its action and making a DC 13 Strength check. A successful check ends the restraint on the target creature.



BRYAN SYME

ARBOREAL GRAPPLER



Medium Aberration, Neutral Evil

Armor class 14 (natural armor)

Hit points 90 (12d8 + 36)

Speed 10ft, Climb 40ft

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

Acrobatics +5, Stealth +5 undefined

Senses Darkvision 60ft, Passive Perception 10

Language -

Challenge 3 (700 XP)

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

Boscage Brachiation. Doesn't provoke opportunity attacks when it moves out of an enemy's reach by climbing.

ACTIONS

Multiattack. One bite attack and two tentacle attacks.

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

Tentacle. Melee: +5 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) bludgeoning, and target is grappled (DC 13). While grappled, the target is restrained and the tentacle can't be used to attack a different target. The arboreal grappler has two tentacles, each of which can grapple one target. Can drag a Medium or smaller grappled target at full speed.

