

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. The 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, the target is restrained. The 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. It regains 1 hit point 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.

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.

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

Multiaction. 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.

VAMPIRE SPELLCASTER CONTINUED:



Charm. One humanoid visible in 30ft. If the target can see the vampire, target makes DC 17 Wisdom save against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bit attack. Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

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

LEGENDARY ACTIONS

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

Move. Moves its speed suppresses opportunity attacks.

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



AARAKOCRA



Medium Humanoid (Aarakocra), Neutral Good

Armor class 12

Hit points 13 (3d8)

Speed 20ft, Fly 50ft

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

Skills Perception +5

Senses Passive Perception 15

Language Auran

Challenge 1/4 (50 XP)

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

ACTIONS

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

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

ABOLETH CONTINUED: ACTIONS



ACTIONS

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

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

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

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

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

ABOLETH



Large Aberration, Lawful Evil

Armor class 17

Hit points 135 (18d10 + 36)

Speed 10ft, Swim - 40ft

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

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

Skills History +12, Perception +10

Senses Darkvision 120, Passive Perception 20

Language Deep Speech, Telepathy 120ft

Challenge 10 (5900 XP)

Amphibious. The aboleth can breathe air and water.

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

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

ABOLETH CONTINUED: LEGENDARY ACTION



LEGENDARY ACTIONS

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

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

Tail Swipe. The Aboleth makes one tail attack.

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



DEVA



Medium Celestial, Lawful Good

Armor class 17(natural armor)

Hit points 136 (16d8 + 64)

Speed 30ft, Fly - 90ft

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

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

Skills Insight +7, Perception +9

Resistances Radiant; Physical from non-magical weapons

Condition Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 120ft, Passive Perception 15

Language All, Telepathy 120ft

Challenge 10 (5900 XP)

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

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

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

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

PLANETAR



Large Celestial, Lawful Good

Armor class 19(natural armor)

Hit points 200 (16d10 + 112)

Speed 40ft, Fly - 120ft

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

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

Skills Perception +11

Resistances Radiant; All physical from non-magical weapons

Condition Immunities Charmed, Exhaustion, Frightened

Senses Truesight 120ft, Passive Perception 21

Language All, Telepathy 120ft

Challenge 16 (15000 XP)

Angelic Weapons. Weapons magical, extra 5d8 radiant.

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

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

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

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

DEVA CONTINUED: ACTIONS



ACTIONS

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

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

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

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

PLANETAR CONTINUED: ACTIONS



ACTIONS

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

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

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



SOLAR



Large Celestial, Lawful Good

Armor class 21(natural armor)

Hit points 243 (18d10 + 144)

Speed 50ft, Fly - 150ft

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

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

Skills Perception +14

Resistances Radiant; All physical from non-magical weapons

Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Truesight 120ft, Passive Perception 21

Language All, Telepathy 120ft

Challenge 21 (33000 XP)

Angelic Weapons. Weapons magical, extra 6d8 radiant.

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

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

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

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

ANIMATED ARMOR



Medium Construct, Unaligned Unaligned

Armor class 18(natural armor)

Hit points 33 (6d8 + 6)

Speed 25ft

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

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

Immunities Poison, Psychic

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

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

Language -

Challenge 1 (200 XP)

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

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

ACTIONS

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

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

SOLAR CONTINUED: ACTIONS



ACTIONS

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

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

Slaying Longbow. Ranged: +13, 150/600ft, Hit: 15(2d8+8) PRCN, plus 6d8 Radiant. If target has 100HP or fewer, must pass DC 15 Constitution saving throw or die.

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

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

LEGENDARY ACTIONS

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

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

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

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

FLYING SWORD



Small Construct, Unaligned Unaligned

Armor class 17(natural armor)

Hit points 17 (5d6)

Speed 0ft Fly - 150ft (hover)

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

Saving Throws Dex +14

Immunities Poison, Psychic

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

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

Language -

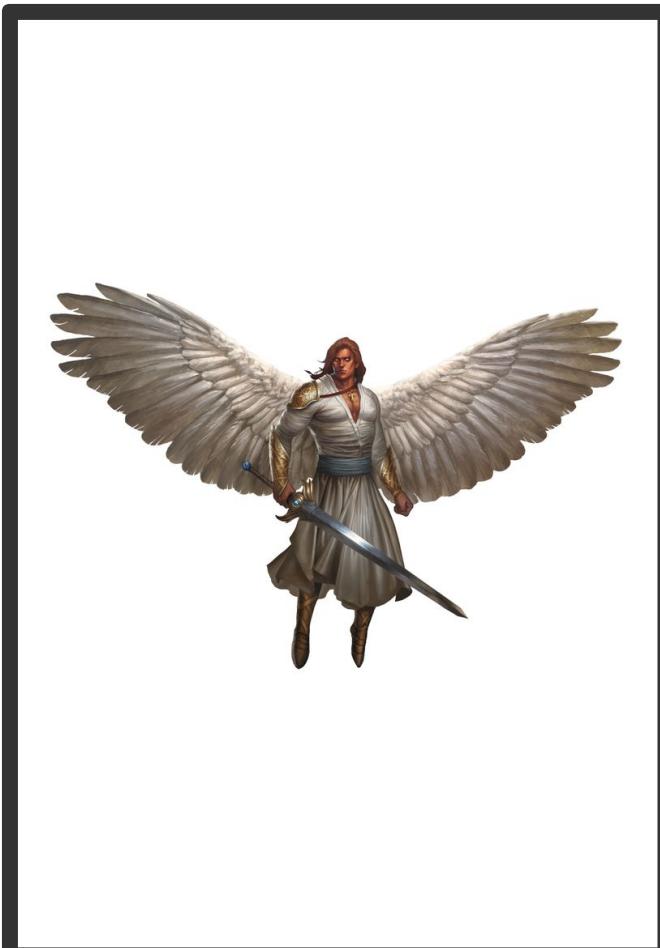
Challenge 1/4 (50 XP)

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

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

ACTIONS

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



RUG OF SMOTHERING



Large Construct, Unaligned Unaligned

Armor class 12

Hit points 33 (6d10)

Speed 10ft

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

Saving Throws Dex +14

Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened,

Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

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

Language -

Challenge 2 (450 XP)

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

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

False Appearance. While motionless appears as normal rug

ACTIONS

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

AZER



Medium Elemental, Lawful Neutral

Armor class 17 (natural armor, shield)

Hit points 39 (6d8 + 12)

Speed 30ft

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

Saving Throws Con +4

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Passive Perception 11

Language Ignan

Challenge 2 (450 XP)

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

Heated Weapons. When the Azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

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

ACTIONS

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

ANKHEG



Large Monstrosity, Unaligned Unaligned

Armor class 14 (natural armor), 11 while prone

Hit points 39 (6d10 + 6)

Speed 30ft, **Burrow** 10ft

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

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

Language -

Challenge 2 (450 XP)

ACTIONS

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

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

BANSHEE



Medium Undead, Chaotic Evil

Armor class 12

Hit points 58 (13d8)

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

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

Saving Throws Wis +4, Cha +5

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

Damage Immunities Cold, Necrotic, Poison

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

Senses Darkvision 60ft, Passive Perception 10

Language Common, Elvish

Challenge 4 (1100 XP)

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

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



BANSHEE CONTINUED: ACTIONS



ACTIONS

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

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

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

BEHIR



Huge Monstrosity, Neutral Evil

Armor class 17 (natural armor)

Hit points 168 (16d12 + 64)

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

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

Skills Perception +6, Stealth +7

Damage Immunities Lightning

Senses Darkvision 90ft, Passive Perception 16

Language Draconic

Challenge 11 (450 XP)

ACTIONS

Multiaction Two attacks: one bite and one to constrict.

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

Constrict Melee: +10, reach 5 ft., one Large or smaller. Hit:

17 (2d10 + 6) BLDG plus 17 (2d10 + 6) SLSH. Grappled (escape DC 16) if the Behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5-6)

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

BASILISK



Medium Monstrosity, Unaligned Unaligned

Armor class 15 (natural armor)

Hit points 52 (8d8 + 16)

Speed 20ft

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

Senses Darkvision 60ft, Passive Perception 9

Language -

Challenge 3 (700 XP)

Petrifying Gaze. Targets with 30ft and both can see each other, the Basilisk can force the creature to make a DC 12 Constitution save if the Basilisk isn't incapacitated. Failure: the creature magically begins to turn to stone and is restrained. Must repeat the saving throw at the end of its next turn. Success: effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic. Can avert gaze if not surprised. If it does so, it can't see the Basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the Basilisk in the meantime, it must immediately make the save. If the Basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTIONS

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

BEHOLDER



Large Aberration, Lawful Evil

Armor class 18 (natural armor)

Hit points 180 (19d10 + 76)

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

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

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

Skills Perception +12

Condition Immunities Prone

Senses Darkvision 120ft, Passive Perception 22

Language Deep Speech, Undercommon

Challenge 13 (10000 XP)

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

ACTIONS

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

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



BEHOLDER CONTINUED: ACTIONS



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

2. Paralyzing Ray. The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. Fear Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

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

BEHOLDER CONTINUED: ACTIONS



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

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

LEGENDARY ACTIONS

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

Eye Ray. The Beholder uses one random eye ray.

BEHOLDER CONTINUED: ACTIONS



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

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

8. Petrification Ray. The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

DEATH TYRANT



Large Undead, Lawful Evil

Armor class 19 (natural armor)

Hit points 187 (25d10 + 50)

Speed 0 ft, Fly - 20 ft (Hover)

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

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

Skills Perception +12

Damage Immunities Poison

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

Senses Darkvision 120 ft, Passive Perception 22

Language Deep Speech, Undercommon

Challenge 14 (11500 XP)

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



DEATH TYRANT CONTINUED: ACTIONS



ACTIONS

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

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

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

2. Paralyzing Ray. The targeted creature must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. Fear Ray. The targeted creature must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

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

DEATH TYRANT CONTINUED: ACTIONS



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

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

LEGENDARY ACTIONS

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

Eye Ray. The Tyrant uses one random eye ray.

DEATH TYRANT CONTINUED: ACTIONS



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

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

8. Petrification Ray. The targeted creature must make a DC 17 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

SPECTATOR



Medium Aberration, Lawful Neutral

Armor class 14 (natural armor)

Hit points 39 (6d8 + 12)

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

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

Skills Perception +6

Condition Immunities Prone

Senses Darkvision 120ft, Passive Perception 16

Language Deep Speech, Undercommon, Telepathy 120ft

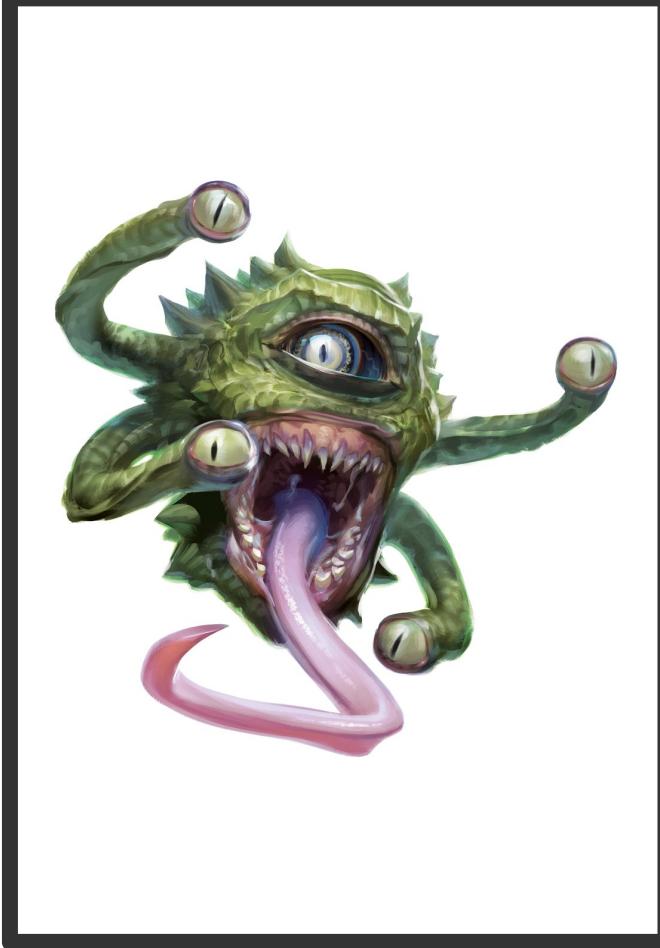
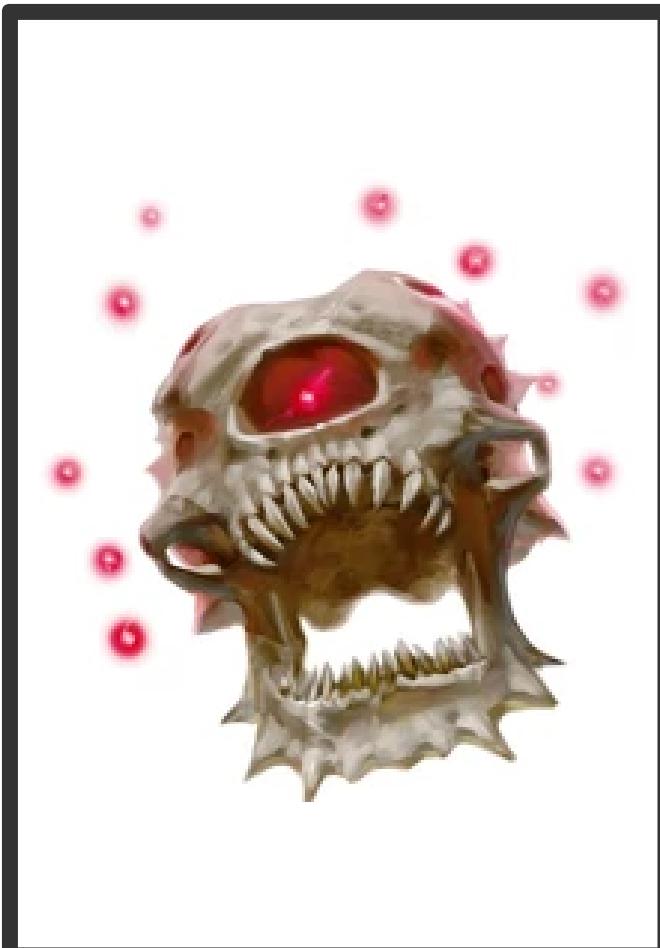
Challenge 3 (700 XP)

ACTIONS

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

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

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



SPECTATOR CONTINUED: ACTIONS



2- Paralyzing Ray. The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

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

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

REACTIONS

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

TWIG BLIGHT



Small Plant, Neutral Evil

Armor class 13 (natural armor)

Hit points 4 (1d6 + 1)

Speed 20ft

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

Damage Vulnerabilities Fire

Condition Immunities Blinded, Deafened

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

Language understands Common but can't speak

Challenge 1/8 (25 XP)

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

ACTIONS

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

NEEDLE BLIGHT



Medium Plant, Neutral Evil

Armor class 12 (natural armor)

Hit points 11 (2d8 + 2)

Speed 30ft

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

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Blinded, Deafened

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

Language Understands Common but can't speak

Challenge 1/4 (50 XP)

ACTIONS

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

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

VINE BLIGHT



Medium Plant, Neutral Evil

Armor class 12 (natural armor)

Hit points 26 (4d8 + 8)

Speed 10ft

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

Condition Immunities Blinded, Deafened

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

Language Common

Challenge 1/2 (100 XP)

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

ACTIONS

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

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



BUGBEAR



Medium Humanoid (Goblinoid), Chaotic Evil

Armor class 16 (hide armor, shield)

Hit points 27 (5d8 + 5)

Speed 30ft

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

Skills Stealth +6, Survival +2

Senses Darkvision 60ft, Passive Perception 10

Language Common, Goblin

Challenge 1 (200 XP)

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

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

ACTIONS

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

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

BULETTE



Large Monstrosity, Unaligned

Armor class 17 (natural armor)

Hit points 94 (9d10 + 45)

Speed 40ft, **Burrow** 40ft

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

Skills Perception +6

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

Language -

Challenge 5 (1800 XP)

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

ACTIONS

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

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

BUGBEAR CHIEF



Medium Humanoid (Goblinoid), Chaotic Evil

Armor class 17 (chain shirt, shield)

Hit points 65 (10d8 + 20)

Speed 30ft

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

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

Senses Darkvision 60ft, Passive Perception 11

Language Common, Goblin

Challenge 3 (700 XP)

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

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

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

ACTIONS

Multiaction. The Bugbear makes two melee attacks

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

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

BULLYWUG



Medium Humanoid (Bullywug), Neutral Evil

Armor class 15 (hide armor, shield)

Hit points 11 (2d8 + 2)

Speed 20ft, **Swim** 40ft

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

Skills Stealth +3

Senses Passive Perception 10

Language Bullywug

Challenge 1/4 (50 XP)

Amphibious. The Bullywug can breathe air and water.

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

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

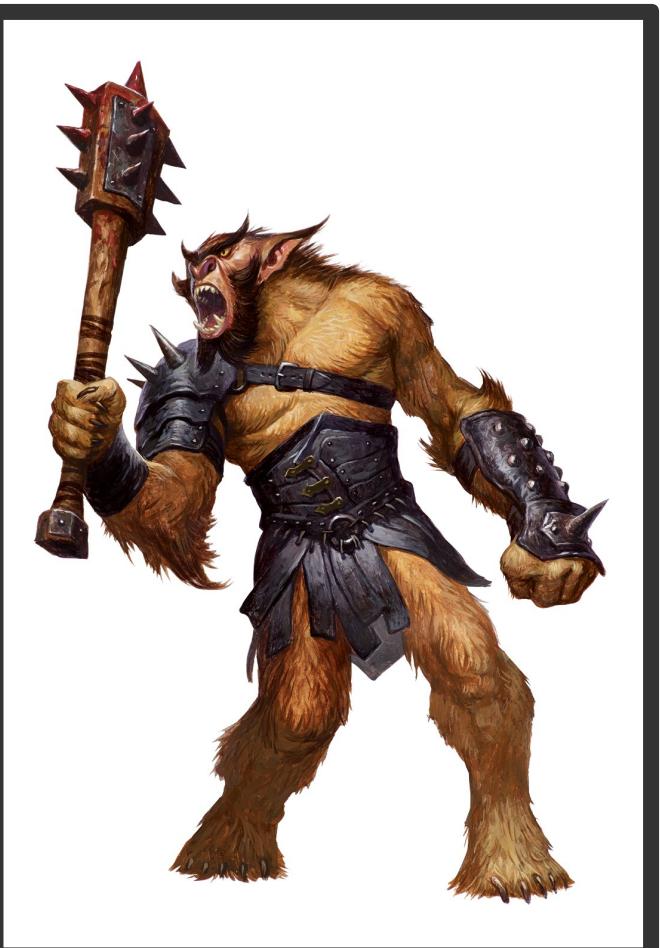
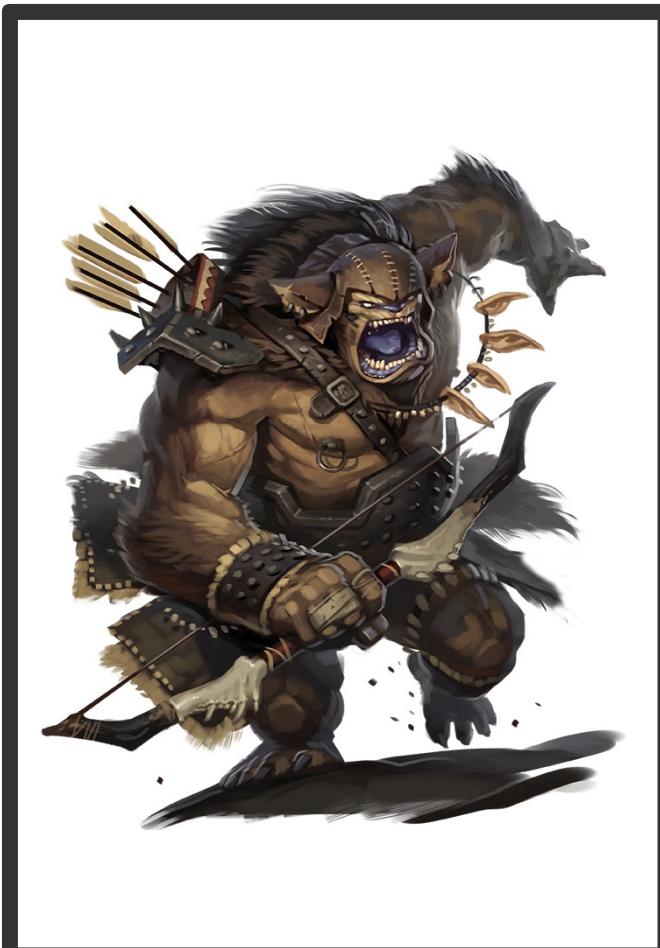
Standing Leap. long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

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

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

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



CAMBION



Medium Fiend, Any Evil alignment

Armor class 19 (scale mail)

Hit points 82 (11d8 + 33)

Speed 30ft, Fly 60ft

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

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

Skills Deception +6, Intimidation +6, Perception +4, Stealth +7

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

Senses Darkvision 60ft, Passive Perception 10

Language Abyssal, Common, Infernal

Challenge 5 (1800 XP)

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

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

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

CAMBION CONTINUED: ACTIONS



ACTIONS

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

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

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

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

CARRION CRAWLER



Large Monstrosity, Unaligned

Armor class 13 (natural armor)

Hit points 51 (6d10 + 18)

Speed 30ft, Climb 30ft

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

Skills Perception +3

Senses Darkvision 60ft, Passive Perception 13

Language -

Challenge 2 (450 XP)

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

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

ACTIONS

Multiaction. Two attacks: one tentacles and one bite.

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

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

CENTAUR



Large Monstrosity, Neutral Good

Armor class 12

Hit points 45 (6d10 + 12)

Speed 50ft

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

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

Senses Passive Perception 13

Language Elvish, Sylvan

Challenge 2 (450 XP)

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

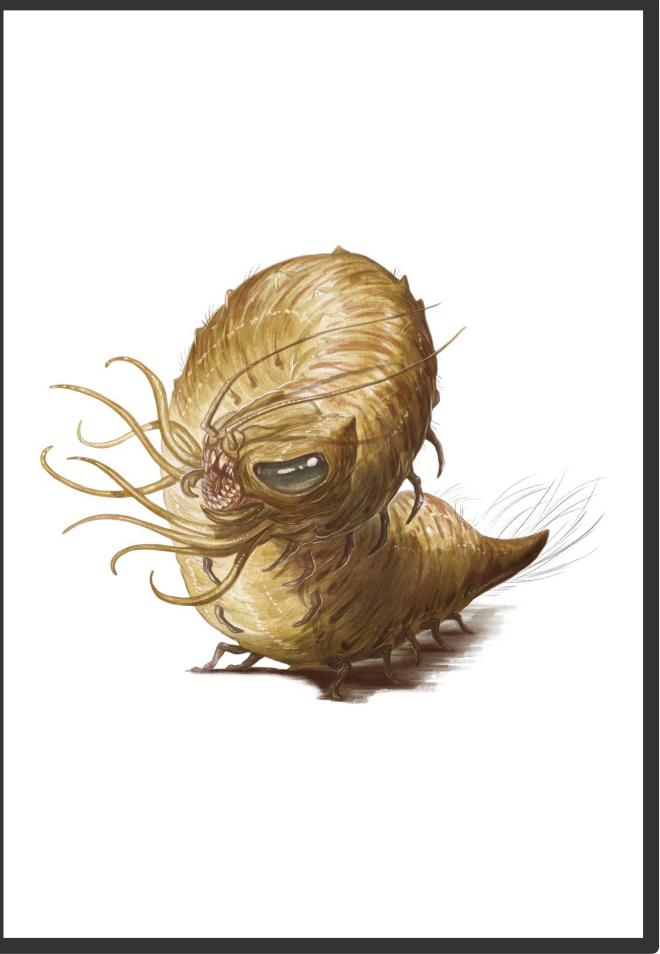
ACTIONS

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

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

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

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



CHIMERA



Large Monstrosity, Chaotic Evil

Armor class 14 (natural armor)

Hit points 114 (12d10 + 48)

Speed 30ft, Fly 60ft

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

Skills Perception +8

Senses Darkvision 60ft, Passive Perception 13

Language understands Draconic but can't speak

Challenge 6 (2300 XP)

ACTIONS

Multiaction. Three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

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

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

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

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

CLOAKER



Large Aberration, Chaotic Neutral

Armor class 14 (natural armor)

Hit points 78 (12d10 + 12)

Speed 10ft, Fly 40ft

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

Skills Stealth +4

Senses Darkvision 60ft, Passive Perception 11

Language Deep Speech, Undercommon

Challenge 8 (3900 XP)

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

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

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

ACTIONS

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

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

CHUUL



Large Aberration, Chaotic Evil

Armor class 16 (natural armor)

Hit points 93 (11d10 + 33)

Speed 30ft, Swim 30ft

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

Skills Perception +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 14

Language understands Deep Speech but can't speak

Challenge 4 (1100 XP)

Amphibious. The Chuul can breathe air and water.

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

ACTIONS

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

Pincer. Melee: +6, 10ft. Hit: 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and can only grapple two targets

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

CLOAKER CONTINUED: ACTIONS



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

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

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



COCKATRICE



Small Monstrosity, Unaligned

Armor class 11

Hit points 27 (6d6 + 6)

Speed 20ft, **Fly** 40ft

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

Senses Darkvision 60ft, Passive Perception 11

Language -

Challenge 1/2 (100 XP)

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours

COUATL CONTINUED: ACTIONS



ACTIONS

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

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

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

COUATL



Medium Celestial, Lawful Good

Armor class 19 (natural armor)

Hit points 97 (13d8 + 39)

Speed 30ft, **Fly** 90ft

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

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

Damage Resistances Radiant

Damage Immunities Psychic, All physical from non-magical weapons

Senses Truesight 120ft, Passive Perception 15

Language All, **Telepathy** 120ft.

Challenge 4 (1100 XP)

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

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

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

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

CRAWLING CLAW



Tiny Undead, Neutral Evil

Armor class 12

Hit points 2 (1d4)

Speed 20ft, **Climb** 20ft

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

Damage Immunities Poison

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

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

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

ACTIONS

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



CYCLOPS



Huge Giant, Chaotic Neutral

Armor class 14 (natural armor)

Hit points 138 (12d12 + 60)

Speed 30ft

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

Senses Passive Perception 8

Language Giant

Challenge 6 (2300 XP)

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

ACTIONS

Multiattack. The Cyclops makes two greatclub attacks.

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

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

DEATH KNIGHT



Medium Undead, Chaotic Evil

Armor class 20 (plate, shield)

Hit points 180 (19d8 + 95)

Speed 30ft

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

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

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Frightened, Poisoned

Senses Darkvision 120ft, Passive Perception 13

Language Abyssal, Common

Challenge 1/2 (100 XP)

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

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

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

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

DARKMANTLE



Small Monstrosity, Unaligned

Armor class 11

Hit points 22 (5d6 + 5)

Speed 10ft, Fly 30ft

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

Skills Stealth +3

Senses Blindsight 60ft, Passive Perception 10

Language -

Challenge 1/2 (100 XP)

Echolocation. Can't use its blindsight while deafened.

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

ACTIONS

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

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

DEATH KNIGHT CONTINUED: ACTIONS



ACTIONS

Multiattack. The Death Knight makes three longsword attacks.

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

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

REACTIONS

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



DEMILICH



Tiny Undead, Neutral Evil

Armor class 20 (natural armor)

Hit points 80 (20d4)

Speed 0ft, Fly 30ft (hover)

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

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

Damage Resistances All physical from Magical weapons

Damage Immunities Necrotic, Poison, Psychic

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

Senses Truesight 120ft, Passive Perception 13

Language -

Challenge 18 (20000 XP)

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

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

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

DEMILICH CONTINUED: ACTIONS



ACTIONS

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

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

LEGENDARY ACTIONS

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

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

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

Energy Drain (Costs 2). Each creature in 30ft of the Demilich must make a DC 15 Constitution saving throw. On a failed save, the creature's hit point maximum is magically reduced by 10 (3d6). If HP maximum is reduced to 0 by this effect, the creature dies. A creature's hit point maximum can be restored with the *greater restoration* spell or similar magic.

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

BALOR



Huge Fiend (Demon), Chaotic Evil

Armor class 19 (natural armor)

Hit points 262 (21d12 + 126)

Speed 40ft, Fly 80ft

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

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

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

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Truesight 120ft, Passive Perception 13

Language Abyssal, Telepathy 120ft

Challenge 19 (22000 XP)

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

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

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

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

BALOR CONTINUED: ACTIONS



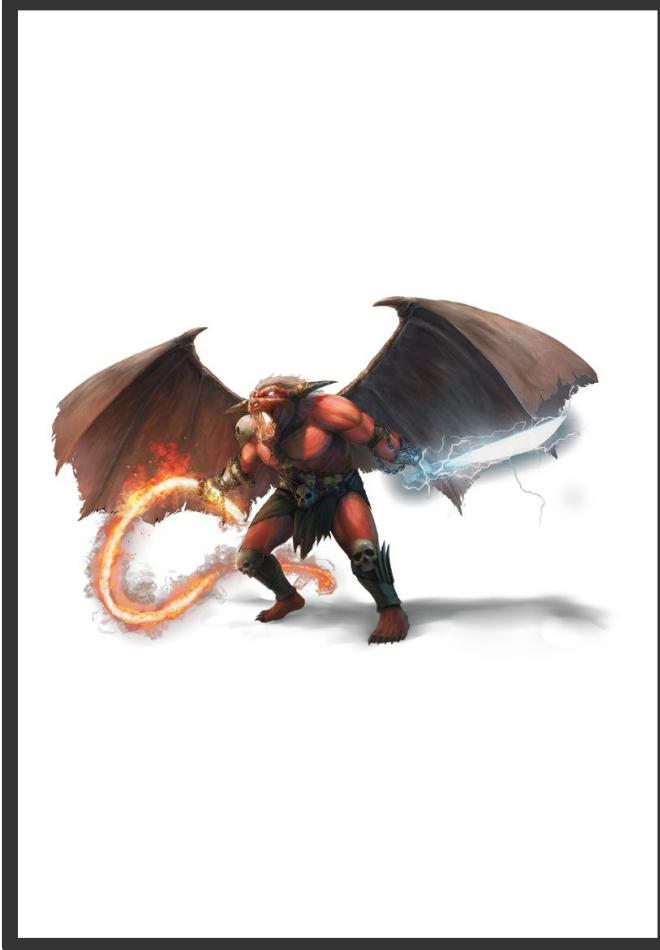
ACTIONS

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

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

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

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



BARLGURA



Large Fiend (Demon), Chaotic Evil

Armor class 15 (natural armor)

Hit points 68 (8d10 + 24)

Speed 30ft, Climb 30ft

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

Saving Throws Dex +5, Con +6

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Poisoned

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

Language Abyssal, Telepathy 120ft

Challenge 5 (1800 XP)

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

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

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

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

CHASME



Large Fiend (Demon), Chaotic Evil

Armor class 15 (natural armor)

Hit points 84 (13d10 + 13)

Speed 20ft, Fly 60ft

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

Saving Throws Dex +5, Wis +5

Skills Perception +5

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Poisoned

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

Language Abyssal, Telepathy 120ft

Challenge 6 (2300 XP)

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

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

Spider Climb. Climbs difficult surfaces, including upside down on ceilings, without ability check.

BALOR CONTINUED: ACTIONS



ACTIONS

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

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

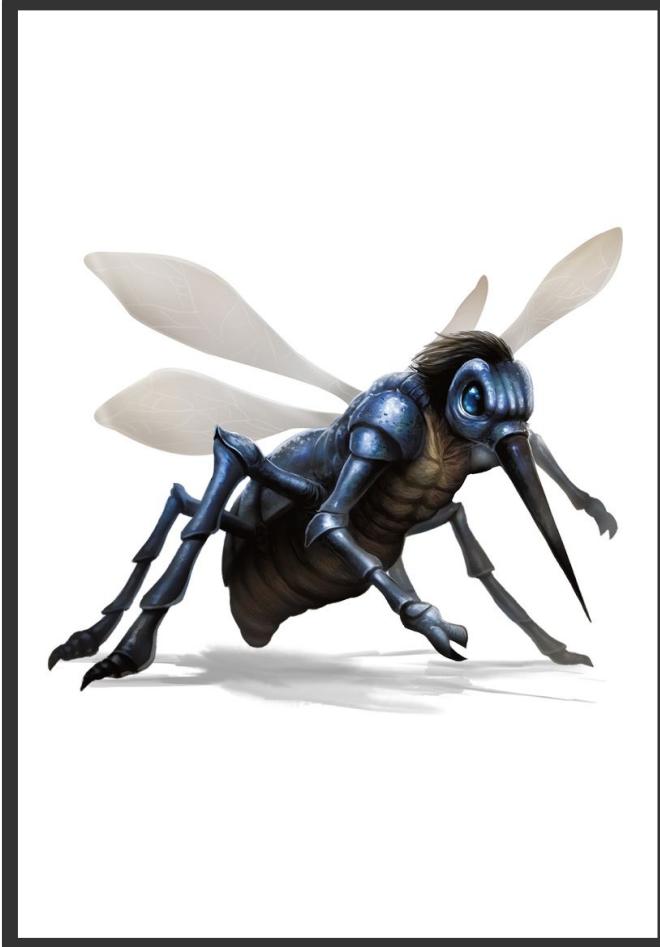
Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) bludgeoning damage.

CHASME CONTINUED: ACTIONS



ACTIONS

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



DRETCHE



Small Fiend (Demon), Chaotic Evil

Armor class 11 (natural armor)

Hit points 18 (4d6 + 4)

Speed 20ft

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

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perc. 9

Language Abyssal, Telepathy 60ft (only Abyssal)

Challenge 1/4 (50 XP)

ACTIONS

Multiattack. Two attacks: one Bite and one Claws.

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

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

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

GLABREZU CONTINUED: ACTIONS



ACTIONS

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

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

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

GLABREZU



Large Fiend (Demon), Chaotic Evil

Armor class 17 (natural armor)

Hit points 157 (15d10 + 75)

Speed 40ft

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

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

Damage Immunities Poison

Condition Immunities Poisoned

Senses Truesight 60ft, Passive Perc. 13

Language Abyssal, Telepathy 120ft

Challenge 9 (5000 XP)

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

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

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

GORISTRO



Huge Fiend (Demon), Chaotic Evil

Armor class 19 (natural armor)

Hit points 310 (23d12 + 161)

Speed 40ft

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

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

Skills Perception +7

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

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perc. 17

Language Abyssal

Challenge 17 (1800 XP)

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

Labyrinthine Recall. Perfectly recalls any path it has traveled.

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

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



GORISTRO CONTINUED: ACTIONS



ACTIONS

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

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

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

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

MANES



Small Fiend (Demon), Chaotic Evil

Armor class 9

Hit points 9 (2d6 + 2)

Speed 20ft

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

Damage Resistances Cold, Fire, Lightning

Damage Immunities Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 60ft, Passive Perception 9

Language understands Abyssal but can't speak

Challenge 1/8 (25 XP)

ACTIONS

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

HEZROU



Large Fiend (Demon), Chaotic Evil

Armor class 16 (natural armor)

Hit points 136 (13d10 + 65)

Speed 30ft

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

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

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

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perc. 11

Language Abyssal, Telepathy 120ft

Challenge 8 (3900 XP)

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

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

ACTIONS

Multiaction. Three attacks: one Bite and two Claws.

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

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

MARILITH



Large Fiend (Demon), Chaotic Evil

Armor class 18 (natural armor)

Hit points 189 (18d10 + 90)

Speed 40ft

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

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

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 13

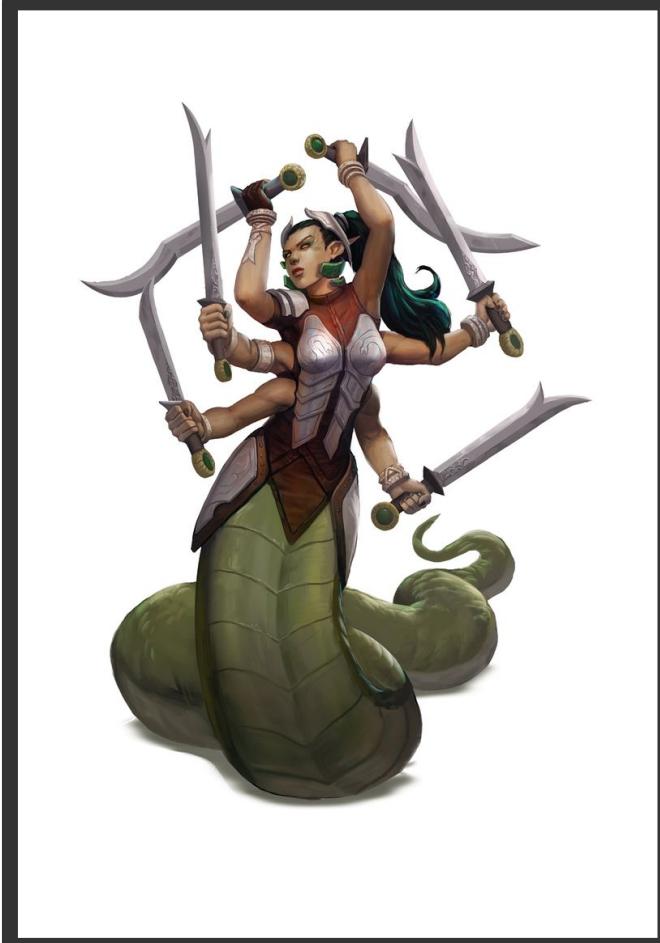
Language Abyssal

Challenge 16 (15000 XP)

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

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

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



MARILITH CONTINUED: ACTIONS



ACTIONS

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

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

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

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

REACTIONS

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

QUASIT



Tiny Fiend (Demon), Chaotic Evil

Armor class 13

Hit points 7 (3d4)

Speed 40ft

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

Skills Stealth +5

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

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 10

Language Abyssal, Common

Challenge 1 (200 XP)

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

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

NALFESHNEE



Large Fiend (Demon), Chaotic Evil

Armor class 18 (natural armor)

Hit points 184 (16d10 + 96)

Speed 40ft, Fly 30ft

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

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

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

Damage Immunities Poison

Condition Immunities Poisoned

Senses Truesight 120ft, Passive Perception 11

Language Abyssal, Telepathy 120ft

Challenge 13 (10000 XP)

Magic Resistance. Adv. against spells and magical effects.

ACTIONS

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

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

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

Horror Nimbus (Recharge 5-6). Everything in 15ft that can see spell make DC 15 Wisdom save. Failure: Frightened for 1 minute. Repeat at end of its turns, ends on success. Saving creatures are immune to Horror Nimbus for 24 hours.

Teleport. Magically teleports, along with any equipment, up to 120 feet to an unoccupied space it can see.

QUASIT CONTINUED: ACTIONS



ACTIONS

Claws (Bite in Beast Form). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

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



SHADOW DEMON



Medium Fiend (Demon), Chaotic Evil

Armor class 13

Hit points 66 (12d8 + 12)

Speed 30ft, Fly 30ft

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

Saving Throws Dex +5, Cha +4

Skills Stealth +7

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

Damage Immunities Cold, Fire, Lightning

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

Senses Darkvision 120ft, Passive Perception 11

Language Abyssal

Challenge 4 (1100 XP)

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

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

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

ACTIONS

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

VROCK CONTINUED: ACTIONS



ACTIONS

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

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

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

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

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

VROCK



Large Fiend (Demon), Chaotic Evil

Armor class 15 (natural armor)

Hit points 104 (11d10 + 44)

Speed 40ft, Fly 60ft

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

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

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

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 11

Language Abyssal, Telepathy 120ft

Challenge 6 (2300 XP)

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

YOCHLOL



Medium Fiend (Demon), Chaotic Evil

Armor class 15 (natural armor)

Hit points 136 (16d8 + 64)

Speed 40ft, Climb 30ft

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

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

Skills Deception +10, insight +6

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

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 12

Language Abyssal, Elvish, Undercommon

Challenge 10 (5900 XP)

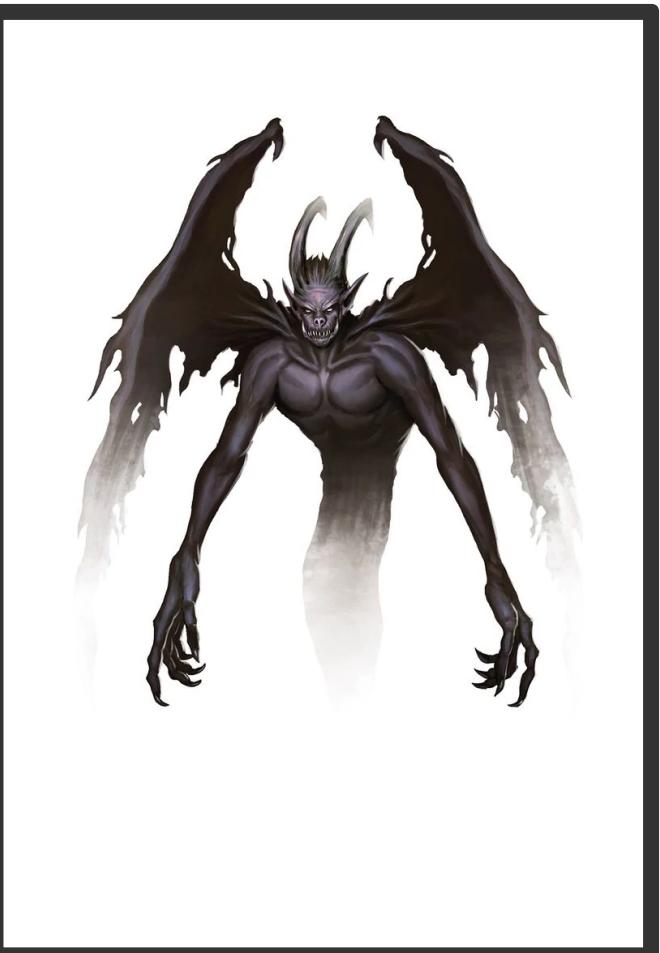
Magic Resistance. The Yochlol has advantage on saving throws against spells and other magical effects.

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

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

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

Web Walker. Ignores movement restrictions by webbing.



YOCHLOL CONTINUED: ACTIONS



ACTIONS

Multiaction. The Yochlol makes two melee attacks.

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

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

BARBED DEVIL CONTINUED: ACTIONS



ACTIONS

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

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

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

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

BARBED DEVIL



Medium Fiend (Demon), Lawful Evil

Armor class 15 (natural armor)

Hit points 136 (16d8 + 64)

Speed 30ft

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

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

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

Damage Resistances Cold; All physical from non-silvered weapons

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 18

Language Infernal, Telepathy 120ft

Challenge 5 (1800 XP)

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

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

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

BEARDED DEVIL



Medium Fiend (Devil), Lawful Evil

Armor class 13 (natural armor)

Hit points 52 (8d8 + 16)

Speed 30ft

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

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

Damage Resistances Cold; All physical from non-silvered weapons

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 10

Language Infernal, Telepathy 120ft

Challenge 3 (700 XP)

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

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

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



BEARDED DEVIL CONTINUED: ACTIONS



ACTIONS

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

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

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

CHAIN DEVIL



Large Fiend (Devil), Lawful Evil

Armor class 16 (natural armor)

Hit points 85 (10d8 + 40)

Speed 30ft

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

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

Damage Resistances Cold; All physical from non-silvered weapons

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 11

Language Infernal, Telepathy 120ft

Challenge 8 (3900 XP)

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

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

BONE DEVIL



Large Fiend (Devil), Lawful Evil

Armor class 19 (natural armor)

Hit points 142 (15d10 + 60)

Speed 40ft, Fly 40ft

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

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

Skills Deception +7, Insight +6

Damage Resistances Cold; All physical from non-silvered weapons

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 12

Language Infernal, Telepathy 120ft

Challenge 9 (5000 XP)

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

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

ACTIONS

Multiattack. Three attacks: Two Claws and one Sting.

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

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

CHAIN DEVIL CONTINUED: ACTIONS



ACTIONS

Multiattack. The Devil makes two attacks with its chains.

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

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

REACTIONS

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



ERINYES



Medium Fiend (Devil), Lawful Evil

Armor class 18 (Plate)

Hit points 153 (18d8 + 72)

Speed 30ft, Fly 60ft

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

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

Damage Resistances Cold; All physical from non-silvered weapons

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Truesight 120ft, Passive Perception 12

Language Infernal, Telepathy 120ft

Challenge 12 (8400 XP)

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

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



CHAIN DEVIL CONTINUED: ACTIONS

ACTIONS

Multiattack. The erinyes makes three attacks.

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

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

HORNED DEVIL



Large Fiend (Devil), Lawful Evil

Armor class 18 (natural armor)

Hit points 178 (17d10 + 85)

Speed 20ft, Fly 60ft

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

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

Damage Resistances Cold; All physical from non-silvered weapons

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 13

Language Infernal, Telepathy 120ft

Challenge 11 (7200 XP)

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

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



HORNED DEVIL CONTINUED: ACTIONS

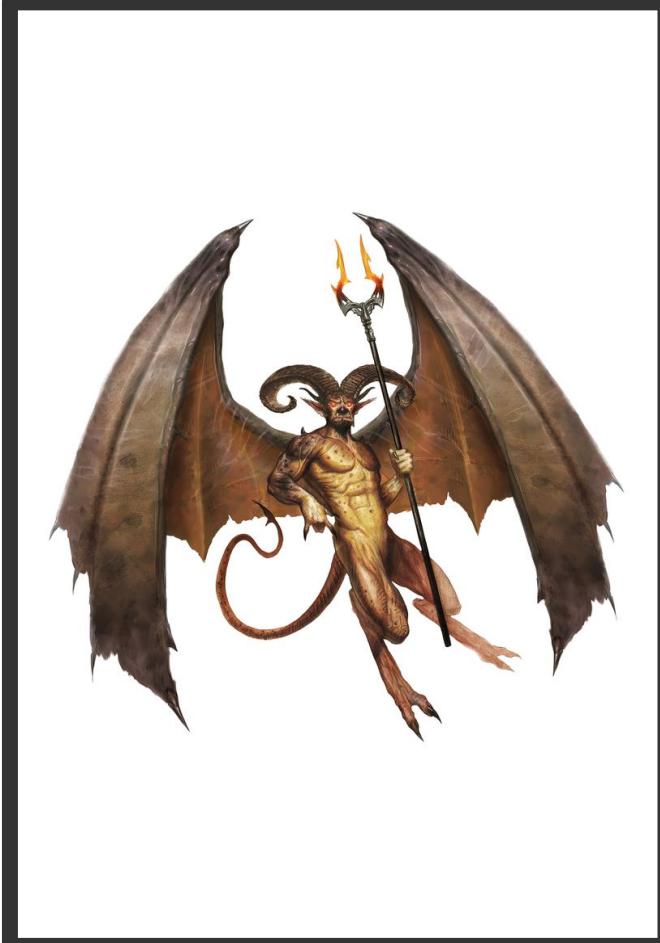
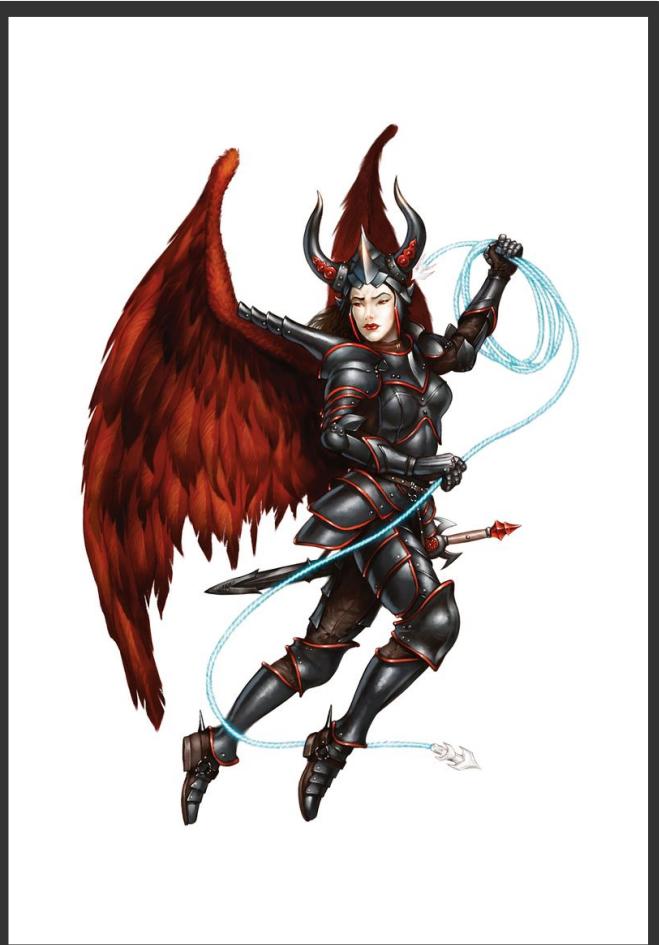
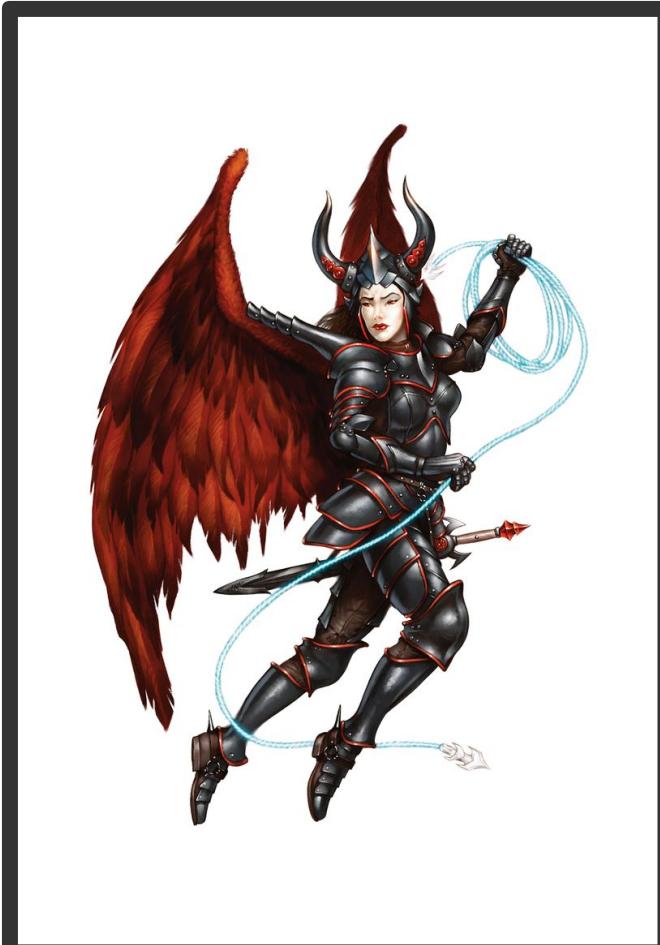
ACTIONS

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

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

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

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



ICE DEVIL



Large Fiend (Devil), Lawful Evil

Armor class 18 (natural armor)

Hit points 180 (19d10 + 76)

Speed 40ft

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

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

Damage Resistances All physical from non-silvered weapons

Damage Immunities Cold, Fire, Poison

Condition Immunities Poisoned

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

Language Infernal, Telepathy 120ft

Challenge 14 (11500 XP)

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

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

IMP



Tiny Fiend (Devil, Shapechanger), Lawful Evil

Armor class 13

Hit points 10 (3d4 + 3)

Speed 20ft, Fly 40ft

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

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

Damage Resistances Cold; All physical from non-silvered weapons

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 11

Language Infernal, Common

Challenge 1 (200 XP)

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

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

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

ICE DEVIL CONTINUED: ACTIONS



ACTIONS

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

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

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

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

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

IMP CONTINUED: ACTIONS



ACTIONS

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

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



LEMURE



Medium Fiend (Devil), Lawful Evil

Armor class 7

Hit points 13 (3d8)

Speed 15ft

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

Damage Resistances Cold

Damage Immunities Fire, Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 120ft, Passive Perception 10

Language understands Infernal but can't speak

Challenge 0 (10 XP)

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

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

ACTIONS

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

PIT FIEND CONTINUED: ACTIONS



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

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

ACTIONS

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

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

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

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

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

PIT FIEND



Large Fiend (Devil), Lawful Evil

Armor class 19 (natural armor)

Hit points 300 (24d10 + 168)

Speed 30ft, Fly 60ft

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

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

Damage Resistances Cold; All physical from non-silvered weapons

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Truesight 120ft, Passive Perception 14

Language Infernal, Telepathy 120ft

Challenge 20 (25000 XP)

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

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

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

SPINED DEVIL



Small Fiend (Devil), Lawful Evil

Armor class 13 (natural armor)

Hit points 22 (5d6 + 5)

Speed 20ft, Fly 40ft

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

Damage Resistances Cold; Physical: non-silvered weapons

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 12

Language Infernal, Telepathy 120ft

Challenge 2 (450 XP)

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

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

Limited Spines. Has twelve spines. Regrow on long rest

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

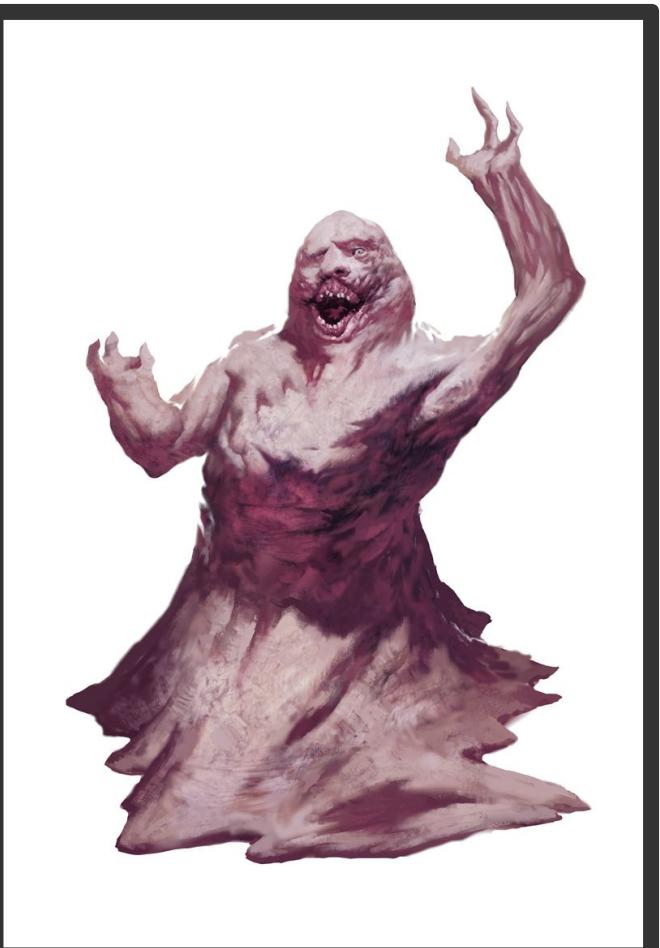
ACTIONS

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

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

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

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



ALLOSAURUS



Large Beast, Unaligned

Armor class 13 (natural armor)

Hit points 51 (6d10 + 18)

Speed 60ft

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

Skills Perception +5

Senses Passive Perception 15

Language -

Challenge 2 (450 XP)

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

ACTIONS

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

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

PLESIOSAURUS



Large Beast, Unaligned

Armor class 13 (natural armor)

Hit points 68 (8d10 + 24)

Speed 20ft, **Swim** 40ft

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

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Language -

Challenge 2 (450 XP)

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

ACTIONS

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

ANKYLOSAURUS



Large Beast, Unaligned

Armor class 15 (natural armor)

Hit points 68(8d12 + 16)

Speed 30ft

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

Senses Passive Perception 11

Language -

Challenge 3 (700 XP)

ACTIONS

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

PTERANODON



Medium Beast, Unaligned

Armor class 13 (natural armor)

Hit points 13 (3d8)

Speed 10ft, **Fly** 60ft

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

Skills Perception +1

Senses Passive Perception 11

Language -

Challenge 1/4 (50 XP)

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

ACTIONS

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



TRICERATOPS



Huge Beast, Unaligned

Armor class 13 (natural armor)

Hit points 95 (10d12 + 30)

Speed 50ft

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

Senses Passive Perception 10

Language -

Challenge 5 (1800 XP)

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

ACTIONS

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

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

DISPLACER BEAST



Large Monstrosity, Lawful Evil

Armor class 13 (natural armor)

Hit points 85 (10d10 + 50)

Speed 40ft

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

Senses Passive Perception 11

Language -

Challenge 3 (700 XP)

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

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

ACTIONS

Multiattack. The Displacer Beast makes two attacks with its tentacles.

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

TYRANNOSAURUS REX



Huge Beast, Unaligned

Armor class 13 (natural armor)

Hit points 136 (13d12 + 52)

Speed 50ft

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

Skills Perception +4

Senses Passive Perception 14

Language -

Challenge 8 (3900 XP)

ACTIONS

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

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

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

DOPPELGÄNGER



Medium Monstrosity, Neutral Neutral

Armor class 14

Hit points 52 (8d8 + 16)

Speed 30ft

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

Skills Deception +6, Insight +3

Condition Immunities Charmed

Senses Darkvision 60ft, Passive Perception 11

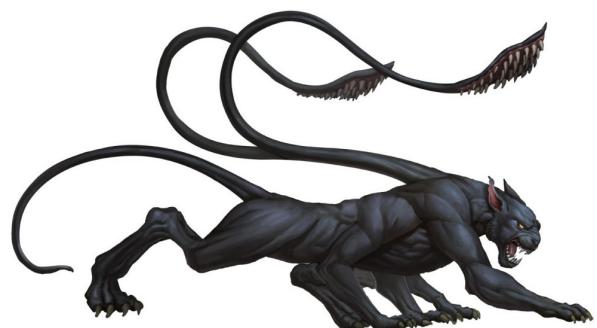
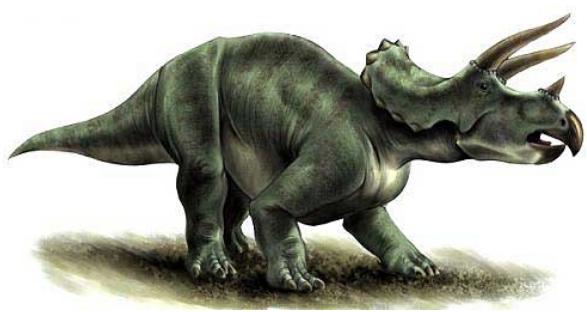
Language Common

Challenge 3 (700 XP)

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

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

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



DOPPELGÄNGER CONTINUED: ACTIONS



ACTIONS

Multiaction. The Doppelgänger makes two melee attacks.

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

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

ADULT BLUE DRACOLICH CONTINUED: ACT



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

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

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

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

LEGENDARY ACTIONS

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

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

Tail Attack. The Dracolich makes a tail attack.

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

ADULT BLUE DRACOLICH



Huge Undead, Lawful Evil

Armor class 19 (natural armor)

Hit points 225 (18d12 + 108)

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

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

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

Skills Perception +12, Stealth +5

Damage Resistances Necrotic

Damage Immunities Lightning, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

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

Language Common, Draconic

Challenge 17 (18000 XP)

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

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

ACTIONS

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

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

YOUNG RED SHADOW DRAGON



Large Dragon, Chaotic Evil

Armor class 18 (natural armor)

Hit points 178 (17d10 + 85)

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

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

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

Skills Perception +8, Stealth +8

Damage Resistances Necrotic

Damage Immunities Fire

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

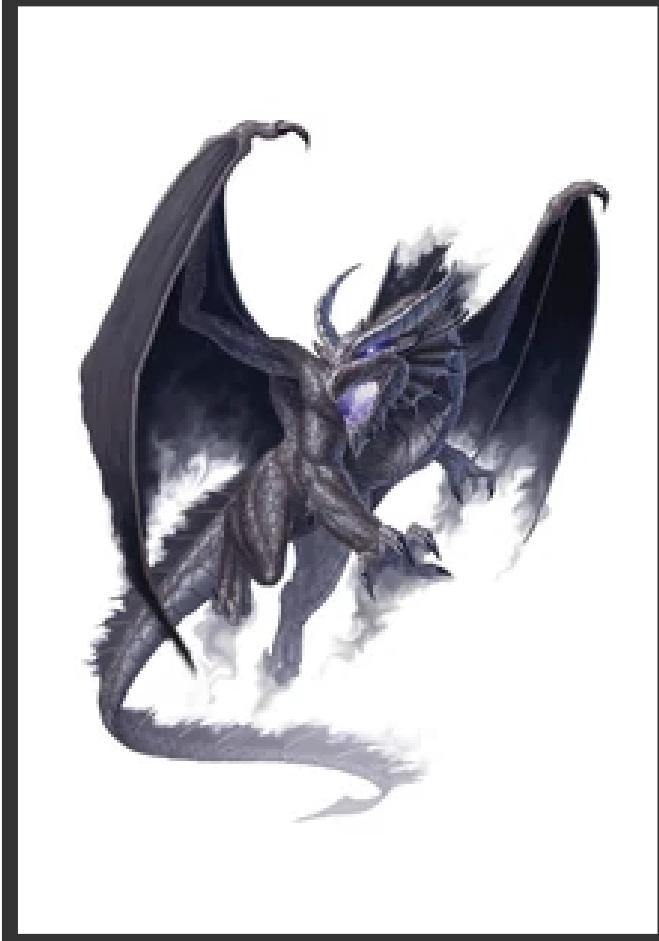
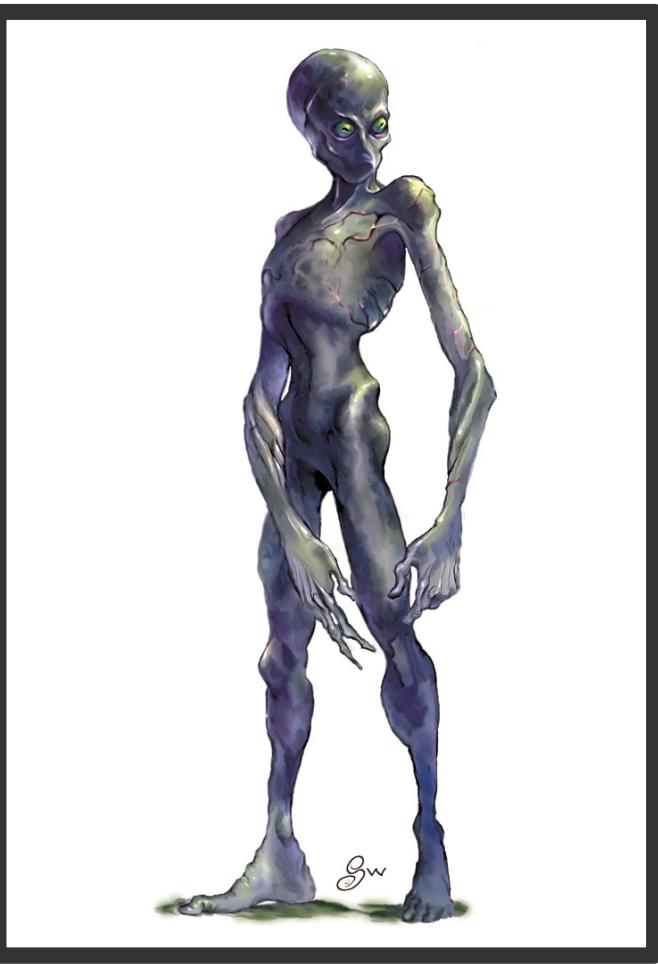
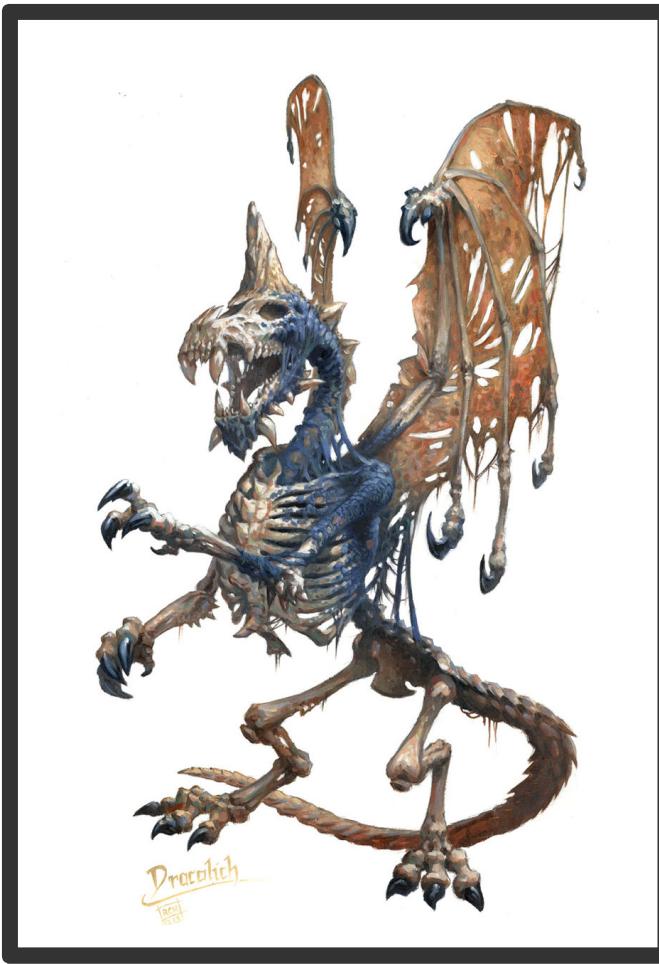
Language Common, Draconic

Challenge 13 (10000 XP)

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

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

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



YOUNG RED SHADOW DRAGON CONTINUEI



ACTIONS

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

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

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

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

ANCIENT BLACK DRAGON CONTINUED:



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

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

LEGENDARY ACTIONS

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

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

Tail Attack. The Dragon makes a tail attack.

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

ANCIENT BLACK DRAGON



Gargantuan Dragon, Chaotic Evil

Armor class 22 (natural armor)

Hit points 367 (21d20 + 147)

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

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

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

Skills Perception +16, Stealth +9

Damage Immunities Acid

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

Language Common, Draconic

Challenge 21 (33000 XP)

Amphibious. The Dragon can breathe air and water.

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

ACTIONS

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

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

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

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

ADULT BLACK DRAGON



Huge Dragon, Chaotic Evil

Armor class 19 (natural armor)

Hit points 195 (17d12 + 85)

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

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

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

Skills Perception +11, Stealth +7

Damage Immunities Acid

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

Language Common, Draconic

Challenge 14 (11500 XP)

Amphibious. The Dragon can breathe air and water.

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

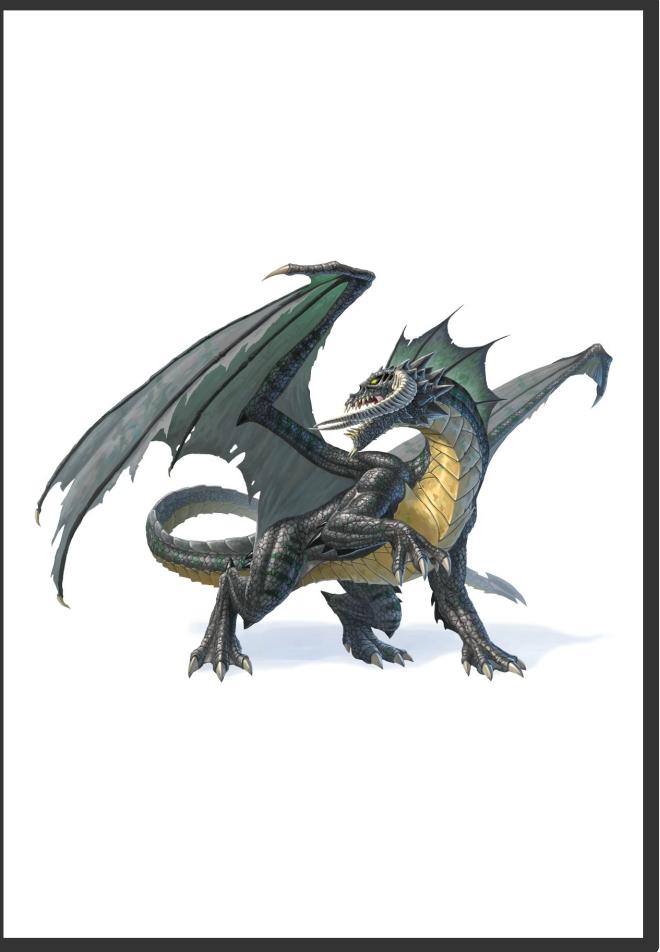
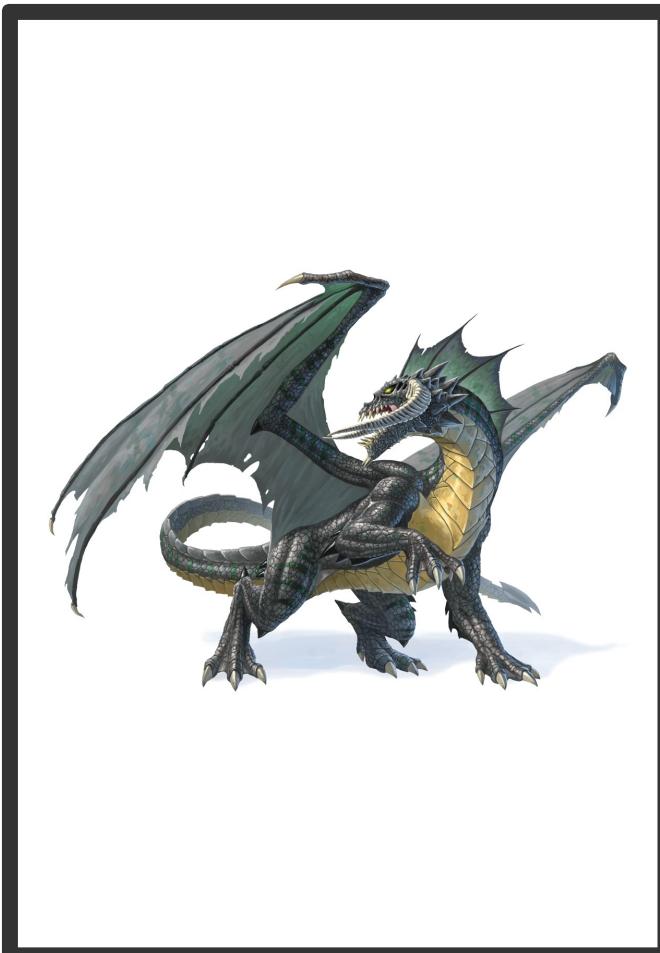
ACTIONS

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

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

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

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



ADULT BLACK DRAGON CONTINUED: ACTIC



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

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

LEGENDARY ACTIONS

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

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

Tail Attack. The Dragon makes a tail attack.

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

YOUNG BLACK DRAGON



Large Dragon, Chaotic Evil

Armor class 18 (natural armor)

Hit points 127 (15d10 + 45)

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

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

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

Skills Perception +6, Stealth +5

Damage Immunities Acid

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

Language Common, Draconic

Challenge 7 (2900 XP)

Amphibious. The Dragon can breathe air and water.

ACTIONS

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

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

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

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

BLACK DRAGON WYRMING



Medium Dragon, Chaotic Evil

Armor class 17 (natural armor)

Hit points 33 (6d8 + 6)

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

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

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

Skills Perception +4, Stealth +4

Damage Immunities Acid

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

Language Draconic

Challenge 2 (450 XP)

Amphibious. The Dragon can breathe air and water.

ACTIONS

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

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

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

ANCIENT BLUE DRAGON



Gargantuan Dragon, Lawful Evil

Armor class 22 (natural armor)

Hit points 481 (26d20 + 208)

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

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

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

Skills Perception +17, Stealth +7

Damage Immunities Lightning

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

Language Common, Draconic

Challenge 23 (50000 XP)

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

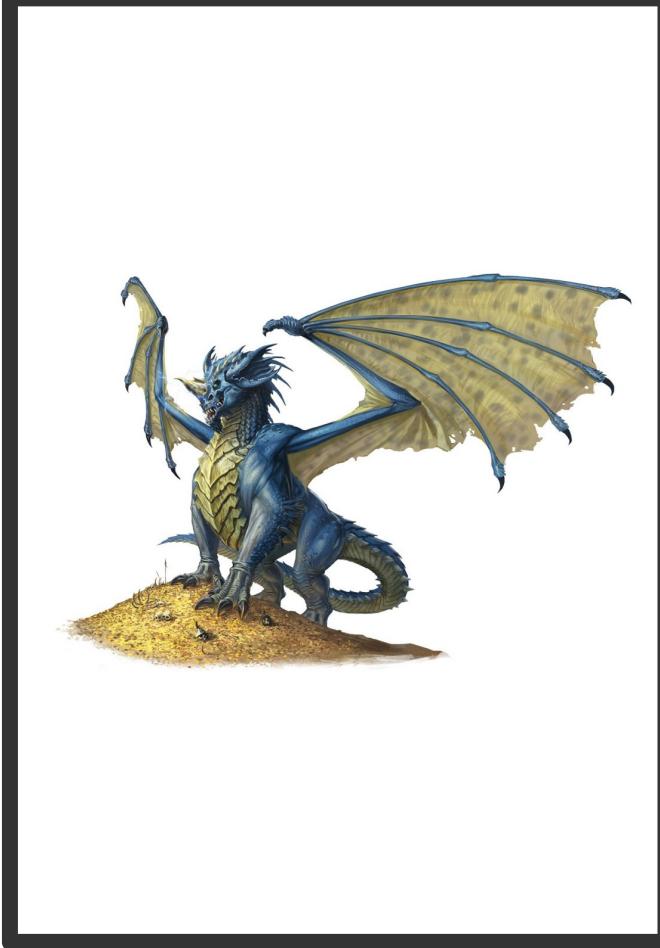
ACTIONS

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

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

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

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



ANCIENT BLUE DRAGON CONTINUED: ACTI



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

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

LEGENDARY ACTIONS

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

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

Tail Attack. The Dragon makes a tail attack.

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

ADULT BLUE DRAGON CONTINUED: ACTION



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

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

LEGENDARY ACTIONS

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

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

Tail Attack. The Dragon makes a tail attack.

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

ADULT BLUE DRAGON



Huge Dragon, Lawful Evil

Armor class 19 (natural armor)

Hit points 225 (18d12 + 108)

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

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

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

Skills Perception +12, Stealth +5

Damage Immunities Lightning

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

Language Common, Draconic

Challenge 16 (15000 XP)

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

ACTIONS

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

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

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

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

YOUNG BLUE DRAGON



Large Dragon, Lawful Evil

Armor class 18 (natural armor)

Hit points 152 (16d10 + 64)

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

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

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

Skills Perception +9, Stealth +4

Damage Immunities Lightning

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

Language Common, Draconic

Challenge 9 (5000 XP)

ACTIONS

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

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

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

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



BLUE DRAGON WYRMLING



Medium Dragon, Lawful Evil

Armor class 17 (natural armor)

Hit points 52 (8d8 + 16)

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

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

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

Skills Perception +4, Stealth +2

Damage Immunities Lightning

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

Language Draconic

Challenge 3 (700 XP)

ACTIONS

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

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

ANCIENT GREEN DRAGON CONTINUED:



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

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

LEGENDARY ACTIONS

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

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

Tail Attack. The Dragon makes a tail attack.

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

ANCIENT GREEN DRAGON



Gargantuan Dragon, Lawful Evil

Armor class 21 (natural armor)

Hit points 385 (22d20 + 154)

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

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

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

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

Damage Immunities Poison

Condition Immunities Poisoned

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

Language Common, Draconic

Challenge 22 (41000 XP)

Amphibious. Dragon can breathe air and water.

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

ACTIONS

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

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

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

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

ADULT GREEN DRAGON



Huge Dragon, Lawful Evil

Armor class 19 (natural armor)

Hit points 385 (22d20 + 154)

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

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

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

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

Damage Immunities Poison

Condition Immunities Poisoned

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

Language Common, Draconic

Challenge 15 (13000 XP)

Amphibious. Dragon can breathe air and water.

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

ACTIONS

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

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

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

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



©2008 Wizards of the Coast



ADULT GREEN DRAGON CONTINUED: Actions

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

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

LEGENDARY ACTIONS

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

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

Tail Attack. The Dragon makes a tail attack.

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

GREEN DRAGON WYRMLING

Medium Dragon, Lawful Evil

Armor class 17 (natural armor)

Hit points 38 (7d8 + 7)

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

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

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

Skills Perception +4, Stealth +3

Damage Immunities Poison

Condition Immunities Poisoned

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

Language Draconic

Challenge 2 (450 XP)

Amphibious. Dragon can breathe air and water.

ACTIONS

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

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

YOUNG GREEN DRAGON

Large Dragon, Lawful Evil

Armor class 18 (natural armor)

Hit points 136 (16d10 + 48)

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

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

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

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

Damage Immunities Poison

Condition Immunities Poisoned

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

Language Common, Draconic

Challenge 8 (3900 XP)

Amphibious. Dragon can breathe air and water.

ACTIONS

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

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

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

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

ANCIENT RED DRAGON

Gargantuan Dragon, Chaotic Evil

Armor class 22 (natural armor)

Hit points 546 (28d20 + 252)

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

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

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

Skills Perception +16, Stealth +7

Damage Immunities Fire

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

Language Common, Draconic

Challenge 24 (62000 XP)

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

ACTIONS

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

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

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

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



ANCIENT RED DRAGON CONTINUED: ACTIO



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

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

LEGENDARY ACTIONS

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

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

Tail Attack. The Dragon makes a tail attack.

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

ADULT RED DRAGON CONTINUED: ACTIONS



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

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

LEGENDARY ACTIONS

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

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

Tail Attack. The Dragon makes a tail attack.

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

ADULT RED DRAGON



Huge Dragon, Chaotic Evil

Armor class 19 (natural armor)

Hit points 256 (19d12 + 133)

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

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

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

Skills Perception +13, Stealth +6

Damage Immunities Fire

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

Language Common, Draconic

Challenge 17 (18000 XP)

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

ACTIONS

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

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

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

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

YOUNG RED DRAGON



Large Dragon, Chaotic Evil

Armor class 18 (natural armor)

Hit points 178 (17d10 + 85)

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

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

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

Skills Perception +8, Stealth +4

Damage Immunities Fire

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

Language Common, Draconic

Challenge 10 (5900 XP)

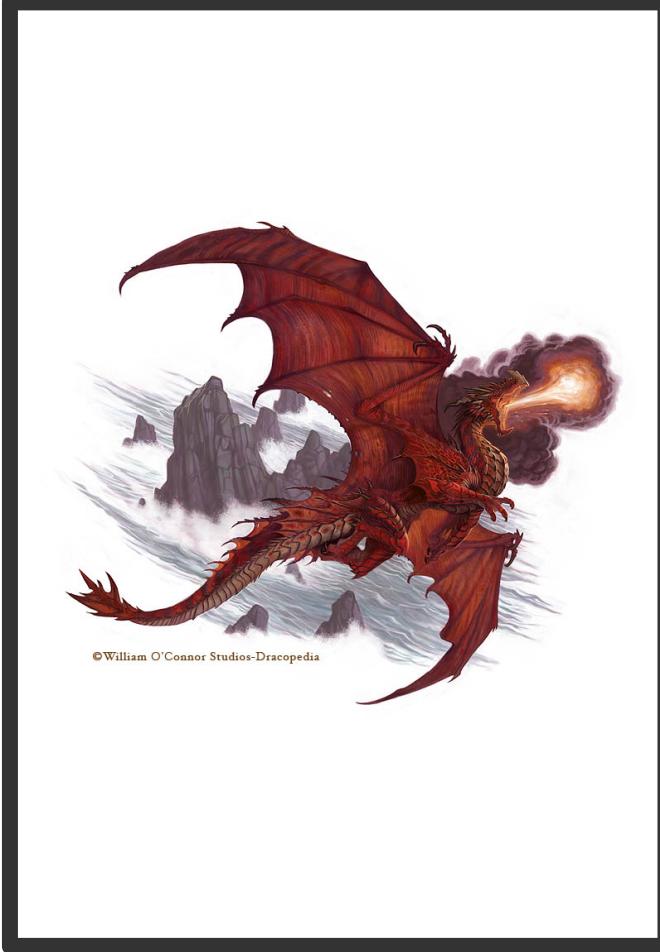
ACTIONS

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

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

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

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



RED DRAGON WYRMLING



Medium Dragon, Chaotic Evil

Armor class 17 (natural armor)

Hit points 75 (10d8 + 30)

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

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

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

Skills Perception +4, Stealth +2

Damage Immunities Fire

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

Language Draconic

Challenge 4 (1100 XP)

ACTIONS

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

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

ADULT WHITE DRAGON CONTINUED: ACTIONS



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

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

LEGENDARY ACTIONS

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

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

Tail Attack. The Dragon makes a tail attack.

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

ANCIENT WHITE DRAGON



Gargantuan Dragon, Chaotic Evil

Armor class 20 (natural armor)

Hit points 333 (18d20 + 144)

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

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

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

Skills Perception +13, Stealth +6

Damage Immunities Cold

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

Language Common, Draconic

Challenge 20 (25000 XP)

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

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

ACTIONS

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

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

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

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

ADULT WHITE DRAGON



Huge Dragon, Chaotic Evil

Armor class 18 (natural armor)

Hit points 200 (16d12 + 96)

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

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

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

Skills Perception +11, Stealth +5

Damage Immunities Cold

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

Language Common, Draconic

Challenge 13 (10000 XP)

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

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

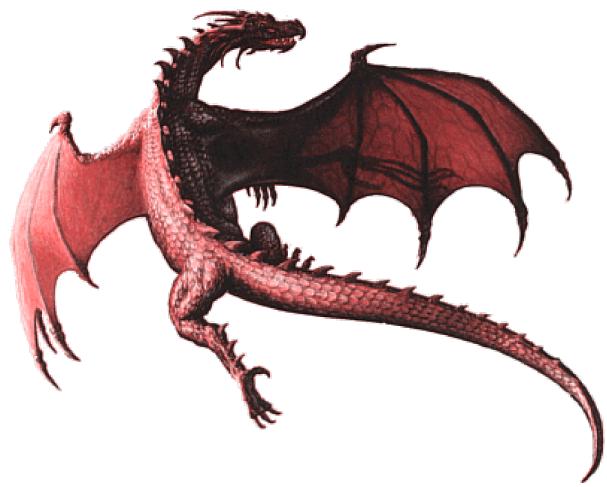
ACTIONS

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

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

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

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



ADULT WHITE DRAGON CONTINUED: ACTION



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

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

ACTIONS

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

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

Tail Attack. The Dragon makes a tail attack.

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



YOUNG WHITE DRAGON

Large Dragon, Chaotic Evil

Armor class 17 (natural armor)

Hit points 133 (14d10 + 56)

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

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

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

Skills Perception +6, Stealth +3

Damage Immunities Cold

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

Language Common, Draconic

Challenge 6 (2300 XP)

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

ACTIONS

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

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

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

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

WHITE DRAGON WYRMLING



Medium Dragon, Chaotic Evil

Armor class 16 (natural armor)

Hit points 32 (5d8 + 10)

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

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

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

Skills Perception +4, Stealth +2

Damage Immunities Cold

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

Language Draconic

Challenge 2 (450 XP)



ANCIENT BRASS DRAGON

Gargantuan Dragon, Chaotic Good

Armor class 20 (natural armor)

Hit points 297 (17d20 + 119)

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

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

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

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

Damage Immunities Fire

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

Language Common, Draconic

Challenge 20 (25000 XP)

ACTIONS

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

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

ACTIONS

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

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

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

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



ANCIENT BRASS DRAGON CONTINUED:



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

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

- **Fire Breath:** Exhales fire in an 90-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.
- **Sleep Breath:** The Dragon exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.
- **Change Shape:** Polymorphs into humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the Dragon's choice). In a new form, the Dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

ANCIENT BRASS DRAGON CONTINUED:



LEGENDARY ACTIONS

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

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

Tail Attack. The Dragon makes a tail attack.

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

ADULT BRASS DRAGON



Huge Dragon, Chaotic Good

Armor class 18 (natural armor)

Hit points 172 (15d12 + 75)

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

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

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

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

Damage Immunities Fire

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

Language Common, Draconic

Challenge 13 (10000 XP)

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

ACTIONS

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

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

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

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

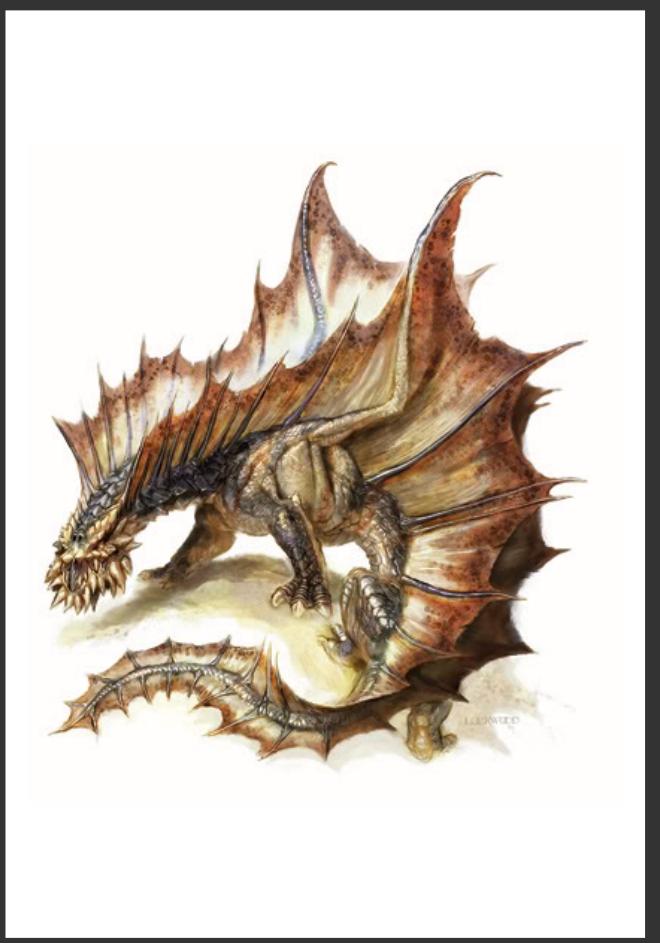
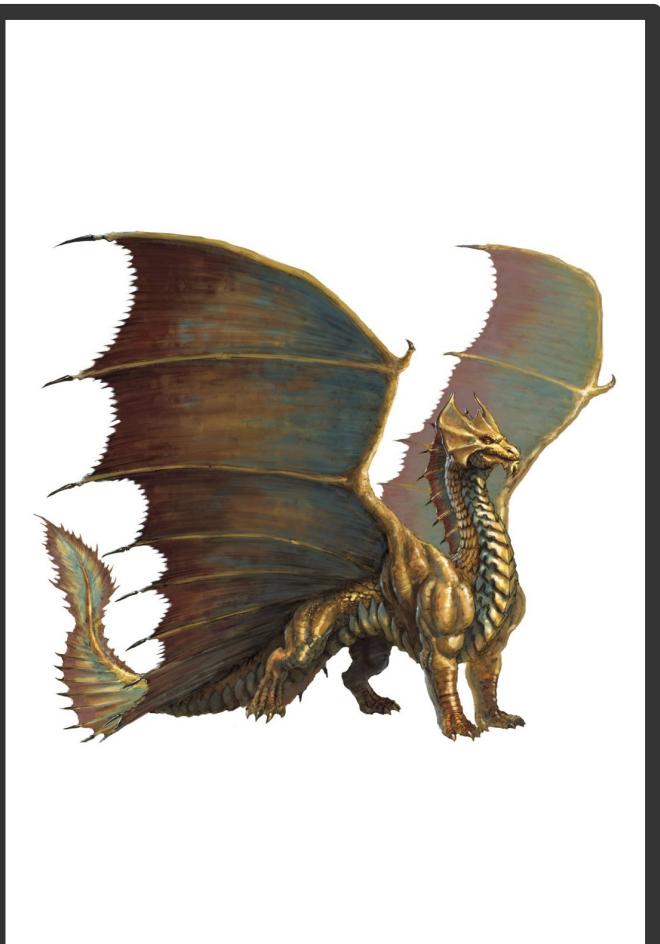
ADULT BRASS DRAGON CONTINUED: ACTION



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

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

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



ADULT BRASS DRAGON CONTINUED:



LEGENDARY ACTIONS

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

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

Tail Attack. The Dragon makes a tail attack.

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

BRASS DRAGON WYRMING



Medium Dragon, Chaotic Good

Armor class 16 (natural armor)

Hit points 16 (3d8 + 3)

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

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

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

Skills Perception +4, Stealth +2

Damage Immunities Fire

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

Language Draconic

Challenge 1 (200 XP)

ACTIONS

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

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

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

Sleep Breath. The Dragon exhales sleep gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

YOUNG BRASS DRAGON



Large Dragon, Chaotic Good

Armor class 17 (natural armor)

Hit points 110 (13d10 + 39)

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

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

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

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

Damage Immunities Fire

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

Language Common, Draconic

Challenge 6 (2300 XP)

ACTIONS

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

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

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

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

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

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

ANCIENT BRONZE DRAGON



Gargantuan Dragon, Chaotic Good

Armor class 22 (natural armor)

Hit points 444 (24d20 + 192)

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

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

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

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

Damage Immunities Lightning

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

Language Common, Draconic

Challenge 22 (41000 XP)

Amphibious. The Dragon can breathe air and water.

Legendary Resistance (3/Day). Can choose to succeed a failed saving throw.

ACTIONS

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

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

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

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



ANCIENT BRONZE DRAGON CONTINUED:



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

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

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

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

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

ADULT BRONZE DRAGON



Huge Dragon, Lawful Good

Armor class 19 (natural armor)

Hit points 212 (17d12 + 102)

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

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

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

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

Damage Immunities Lightning

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

Language Common, Draconic

Challenge 15 (13000 XP)

Amphibious. The Dragon can breathe air and water.

Legendary Resistance (3/Day). Can choose to succeed a failed saving throw.

ACTIONS

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

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

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

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

ANCIENT BRONZE DRAGON CONTINUED:



LEGENDARY ACTIONS

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

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

Tail Attack. The Dragon makes a tail attack.

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

ADULT BRONZE DRAGON



ADULT BRONZE DRAGON CONTINUED: ACT



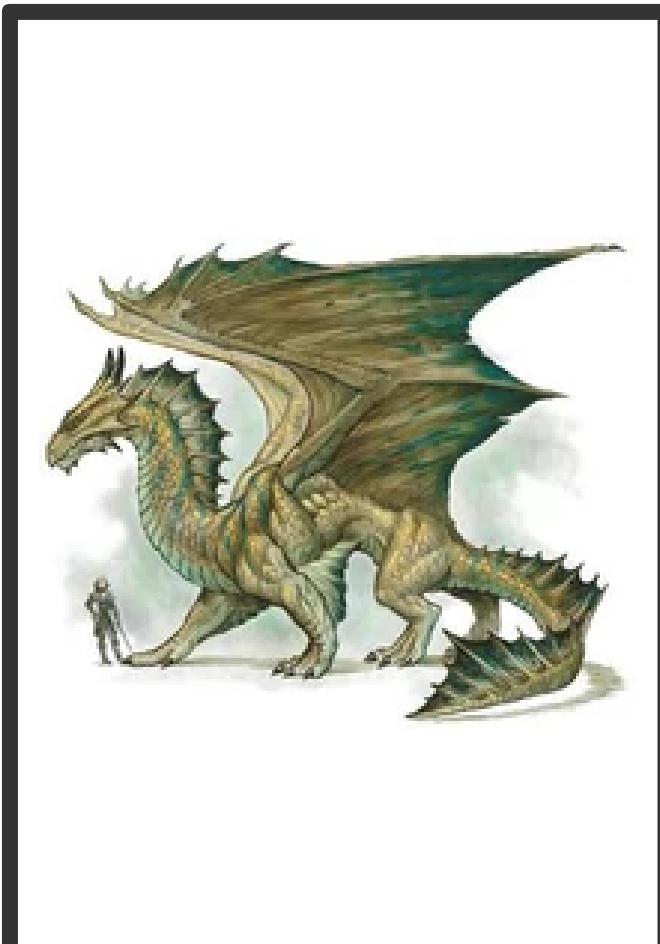
Frightful Presence. Each creature of the Dragon's choice in 120ft and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If saving throw is successful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

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

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

Repulsion Breath. The Dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 19 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the Dragon.

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



ADULT BRONZE DRAGON CONTINUED:



LEGENDARY ACTIONS

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

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

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 15 feet of the Dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

BRONZE DRAGON WYRMLING



Medium Dragon, Lawful Good

Armor class 17 (natural armor)

Hit points 32 (5d8 + 10)

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

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

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

Skills Perception +4, Stealth +2

Damage Immunities Lightning

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

Language Draconic

Challenge 2 (450 XP)

Amphibious. The Dragon can breathe air and water.

ACTIONS

Bite. Melee: +5, 5ft. Hit: 8 (1d10 + 3) piercing damage.

Breath Weapons (Recharge 5-6). Uses one breath weapons.

Lightning Breath. Exhales lightning in a 40ft line that is 5ft wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The Dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 12 Strength saving throw. On a failed save, the creature is pushed 30 feet away from the Dragon.

YOUNG BRONZE DRAGON



Large Dragon, Lawful Good

Armor class 18 (natural armor)

Hit points 142 (15d10 + 60)

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

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

Saving Throws Dex +3, Con +7, Wis +4, Cha +6

Skills Insight +4, Perception +7, Stealth +3

Damage Immunities Lightning

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

Language Common, Draconic

Challenge 8 (3900 XP)

Amphibious. The Dragon can breathe air and water.

ACTIONS

Multiaction. Three attacks: one Bite and two with its Claws.

Bite. Melee: +8, 10ft. Hit: 16 (2d10 + 5) piercing damage.

Claw. Melee: +8, 5ft. Hit: 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5-6). Pick one breath weapons.

Lightning Breath. Lightning in 60ft line, 5ft wide. Each creature in that line must make a DC 15 Dexterity save, taking 55 (10d10) lightning, or half damage on success

Repulsion Breath. Exhales energy in 30ft cone. Each creature in area must succeed on a DC 15 Strength save. Failure: the creature is pushed 40 feet away from the Dragon.

ANCIENT COPPER DRAGON



Gargantuan Dragon, Chaotic Good

Armor class 21 (natural armor)

Hit points 350 (20d20 + 140)

Speed 40ft, **Climb** 40ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Deception +11, Perception +17, Stealth +8

Damage Immunities Acid

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 27

Language Common, Draconic

Challenge 21 (33000 XP)

Legendary Resistance (3/Day). If the Dragon fails a saving throw, it can choose to succeed instead.

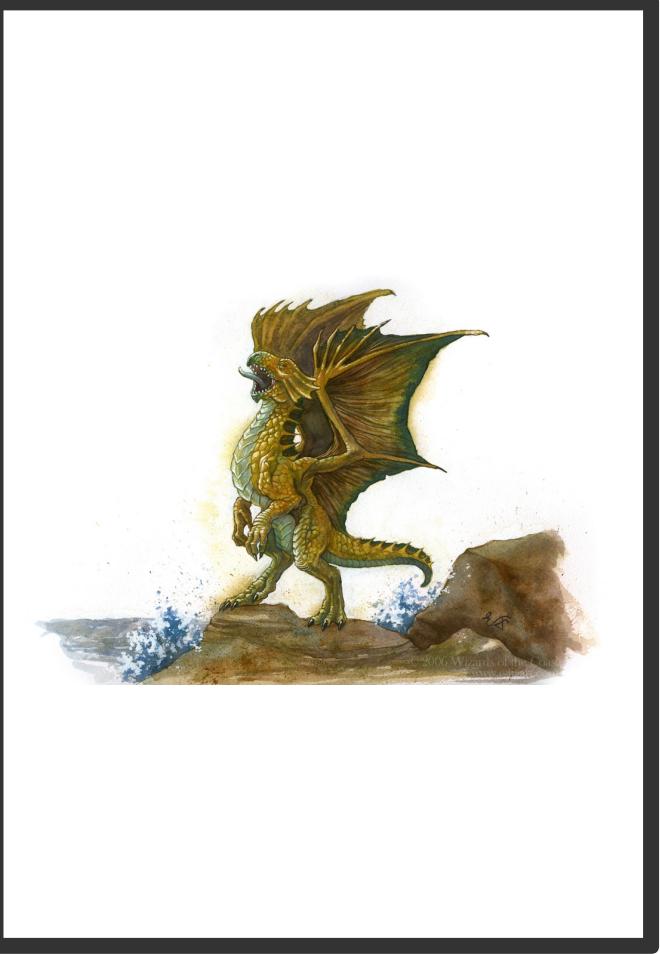
ACTIONS

Multiaction. Can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.



ANCIENT COPPER DRAGON CONTINUED:



Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The Dragon uses one of the following breath weapons.

Acid Breath. The Dragon exhales acid in an 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The Dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

ANCIENT COPPER DRAGON CONTINUED:



Change Shape. The Dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the Dragon's choice). In a new form, the Dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 15 feet of the Dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

ADULT COPPER DRAGON



Huge Dragon, Chaotic Good

Armor class 18 (natural armor)

Hit points 184 (16d12 + 80)

Speed 40ft, **Climb** 40ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8

Skills Deception +8, Perception +12, Stealth +6

Damage Immunities Acid

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 22

Language Common, Draconic

Challenge 14 (11500 XP)

Legendary Resistance (3/Day). If the Dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. Can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

ADULT COPPER DRAGON CONTINUED: ACTI

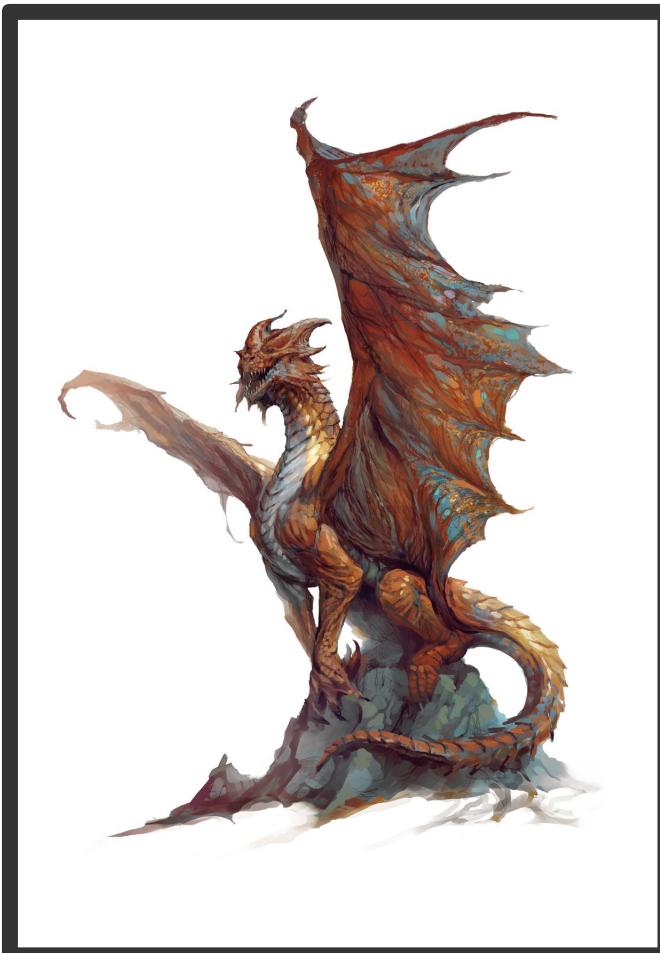


Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The Dragon uses one of the following breath weapons.

Acid Breath. The Dragon exhales acid in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The Dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.



ADULT COPPER DRAGON CONTINUED:



LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 10 feet of the Dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

COPPER DRAGON WYRMLING



Medium Dragon, Chaotic Good

Armor class 16 (natural armor)

Hit points 22 (4d8 + 4)

Speed 30ft, **Climb** 30ft, **Fly** 60ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +3

Damage Immunities Acid

Senses Darkvision 60ft, Blindsight 10ft, Passive Perc. 14

Language Draconic

Challenge 1 (200 XP)

ACTIONS

Bite. Melee: +4, 5ft. Hit: 7 (1d10 + 2) piercing damage.

Breath Weapons (Recharge 5-6). Pick one breath weapons.

Acid Breath. Exhales Acid in 20ft line 5ft wide. Everything in line makes DC11 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half damage on success

Slowing Breath. Exhales gas in a 15ft cone. Everything in area makes DC11 Constitution save. Failure: can't use reactions, speed is halved, and can't make more than one attack. Also, can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

YOUNG COPPER DRAGON



Large Dragon, Chaotic Good

Armor class 17 (natural armor)

Hit points 119 (14d10 + 42)

Speed 40ft, **Climb** 40ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities Acid

Senses Darkvision 120ft, Blindsight 30ft, Passive Perc. 17

Language Common, Draconic

Challenge 7 (2900 XP)

ACTIONS

Multiattack. Three attacks: one Bite and two Claws.

Bite. Melee: +7, 10ft. Hit: 15 (2d10 + 4) piercing damage.

Claw. Melee: +7, 5ft. Hit: 11 (2d6 + 4) slashing damage.

Breath Weapons (Recharge 5-6). Pick one breath weapons.

Acid Breath. Exhales Acid in 40ft line 5ft wide. Each target makes DC14 Dex save, taking 40 (9d8) Acid, or half on save

Slowing Breath. Exhales gas in 30ft cone. Each creature make DC14 Con save. Failure: can't use reactions, speed is halved and can only attack once. Chooses action or bonus action, but not both. Lasts for 1 minute. Repeats save at end of its turn, ending the effect on itself with a successful save.

ANCIENT GOLD DRAGON



Gargantuan Dragon, Lawful Good

Armor class 22 (natural armor)

Hit points 546 (28d20 + 252)

Speed 40ft, **Fly** 80ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	29 (+9)	18 (+4)	17 (+3)	28 (+9)

Saving Throws Dex +9, Con +16, Wis +10, Cha +16

Skills Insight +10, Perception +17, Persuasion +16, Stealth +9

Damage Immunities Fire

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 27

Language Common, Draconic

Challenge 24 (62000 XP)

Amphibious. The Dragon can breathe air and water.

Legendary Resistance (3/Day). If the Dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. Can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.



ANCIENT GOLD DRAGON CONTINUED: ACT



Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The Dragon uses one of the following breath weapons.

Fire Breath. The Dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The Dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ANCIENT GOLD DRAGON CONTINUED:



Change Shape. The Dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the Dragon's choice). In a new form, the Dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 15 feet of the Dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

ADULT GOLD DRAGON



Huge Dragon, Lawful Good

Armor class 19 (natural armor)

Hit points 256 (19d12 + 133)

Speed 40ft, **Fly** 80ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	24 (+7)

Saving Throws Dex +8, Con +13, Wis +8, Cha +13
Skills Insight +8, Perception +14, Persuasion +13, Stealth +8

Damage Immunities Fire

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 24

Language Common, Draconic

Challenge 17 (18000 XP)

Amphibious. The Dragon can breathe air and water.

Legendary Resistance (3/Day). If the Dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. Can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.

ADULT GOLD DRAGON CONTINUED: ACT

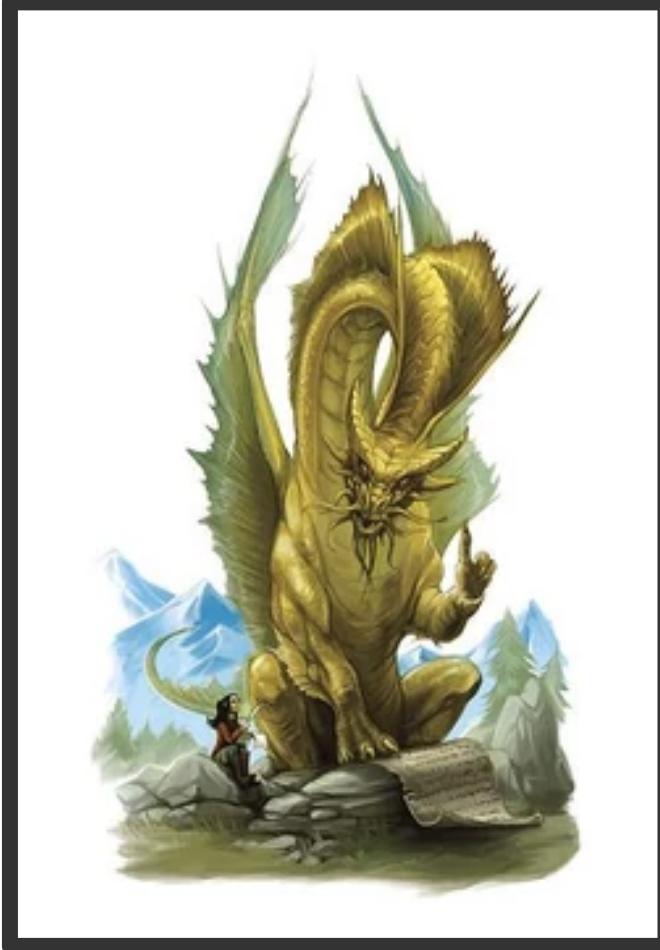


Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The Dragon uses one of the following breath weapons.

Fire Breath. The Dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The Dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 21 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



ADULT GOLD DRAGON CONTINUED:



Change Shape. The Dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the Dragon's choice). In a new form, the Dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 10 feet of the Dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

GOLD DRAGON WYRMNLING



Medium Dragon, Lawful Good

Armor class 17 (natural armor)

Hit points 60 (8d8 + 24)

Speed 30ft, **Fly** 60ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +4, Con +6, Wis +2, Cha +5

Skills Perception +4, Stealth +4

Damage Immunities Fire

Senses Darkvision 60ft, Blindsight 10ft, Passive Perc. 14

Language Draconic

Challenge 3 (700 XP)

Amphibious. The Dragon can breathe air and water.

ACTIONS

Bite. Melee: +6, 5ft. Hit: 9 (1d10 + 4) piercing damage.

Breath Weapons (Recharge 5-6). Uses one breath weapons.

Fire Breath. Exhales fire in 15ft cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on failure, or half on success.

Weakening Breath. The Dragon exhales gas in a 15-foot cone. Each creature in that area must succeed DC 13 Str save or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. Repeats save at end of each of its turns, ending on success

YOUNG GOLD DRAGON



Large Dragon, Lawful Good

Armor class 18 (natural armor)

Hit points 178 (17d10 + 85)

Speed 40ft, **Fly** 80ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	16 (+3)	13 (+1)	20 (+5)

Saving Throws Dex +6, Con +9, Wis +5, Cha +9

Skills Insight +5, Perception +9, Persuasion +9, Stealth +6

Damage Immunities Fire

Senses Darkvision 120ft, Blindsight 30ft, Passive Perc. 19

Language Common, Draconic

Challenge 10 (5900 XP)

Amphibious. The Dragon can breathe air and water.

ACTIONS

Multiattack. Three attacks: one Bite and two Claws.

Bite. Melee: +10, 10ft. Hit: 17 (2d10 + 6) piercing damage.

Claw. Melee: +10, 5ft. Hit: 13 (2d6 + 6) slashing damage.

Breath Weapons (Recharge 5-6). Uses one breath weapon.

Fire Breath. Fire in 30ft cone. Each creature makes DC17 Dex save, taking 55 (10d10) Fire on failure, or half on save.

Weakening Breath. Gas in 30ft cone. Each creature must succeed DC17 Str save or have disadvantage on Str-based attack rolls, Str checks, and Str saves for 1 minute. Can repeat save at end of each of its turns, ending on success.

ANCIENT SILVER DRAGON



Gargantuan Dragon, Lawful Good

Armor class 22 (natural armor)

Hit points 487 (25d20 + 225)

Speed 40ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Arcana +11, History +11, Perception +16, Stealth +7

Damage Immunities Cold

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 26

Language Common, Draconic

Challenge 23 (50000 XP)

Legendary Resistance (3/Day). If the Dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The Dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 19 (2d8 + 10) bludgeoning damage.



ANCIENT SILVER DRAGON CONTINUED:



Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The Dragon uses one of the following breath weapons.

Cold Breath. The Dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The Dragon exhales paralyzing gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ANCIENT SILVER DRAGON CONTINUED:



Change Shape. The Dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the Dragon's choice). In a new form, the Dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 15 feet of the Dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

ADULT SILVER DRAGON



Huge Dragon, Lawful Good

Armor class 19 (natural armor)

Hit points 243 (18d12 + 126)

Speed 40ft, Fly 80ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +5, Con +12, Wis +6, Cha +10

Skills Arcana +8, History +8, Perception +11, Stealth +5

Damage Immunities Cold

Senses Darkvision 120ft, Blindsight 60ft, Passive Perc. 21

Language Common, Draconic

Challenge 16 (15000 XP)

Legendary Resistance (3/Day). If the Dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The Dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

ADULT SILVER DRAGON CONTINUED: Actions



Frightful Presence. Each creature of the Dragon's choice that is within 120 feet of the Dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5-6). The Dragon uses one of the following breath weapons.

Cold Breath. The Dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The Dragon exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



ADULT SILVER DRAGON CONTINUED:



Change Shape. The Dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the Dragon's choice). In a new form, the Dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Dragon regains spent legendary actions at the start of its turn.

Detect. The Dragon makes a Wisdom (Perception) check.

Tail Attack. The Dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The Dragon beats its wings. Each creature within 10 feet of the Dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The Dragon can then fly up to half its flying Speed.

SILVER DRAGON WYRMING



Medium Dragon, Lawful Good

Armor class 17 (natural armor)

Hit points 45 (6d8 + 18)

Speed 30ft, **Fly** 60ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +5, Wis +2 , Cha +4

Skills Perception +4, Stealth +2

Damage Immunities Cold

Senses Darkvision 60ft, Blindsight 10ft, Passive Perc. 14

Language Draconic

Challenge 2 (450 XP)

ACTIONS

Bite. Melee: +6, 5ft. Hit: 9 (1d10 + 4) piercing damage.

Breath Weapons (Recharge 5-6). Use one breath weapons.

Cold Breath. The Dragon exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The Dragon exhales paralyzing gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

YOUNG SILVER DRAGON



Large Dragon, Lawful Good

Armor class 18 (natural armor)

Hit points 168 (16d10 + 80)

Speed 40ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Arcana +6, History +6, Perception +8, Stealth +4

Damage Immunities Cold

Senses Darkvision 120ft, Blindsight 30ft, Passive Perc. 18

Language Common, Draconic

Challenge 9 (5000 XP)

ACTIONS

Multiattack. Three attacks: one Bite and two Claws.

Bite. Melee: +10, 10ft. Hit: 17 (2d10 + 6) piercing damage.

Claw. Melee: +10, 5ft. Hit: 13 (2d6 + 6) slashing damage.

Breath Weapons (Recharge 5-6). Uses one breath weapon.

Cold Breath. Icy blast in 30ft cone. Each creature in area makes DC17 Con save, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. Gas in 30ft cone. Each creature makes DC17 Con save or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DRAGON TURTLE



Gargantuan Dragon, Neutral

Armor class 20 (natural armor)

Hit points 341 (22d20 + 110)

Speed 20ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +6, Con +11, Wis +7

Damage Immunities Fire

Senses Darkvision 120ft, Passive Perc. 11

Language Aquan, Draconic

Challenge 17 (18000 XP)

Amphibious. The Dragon turtle can breathe air and water.

ACTIONS

Multiattack. Three attacks: one Bite and two Claws. Or one tail attack instead of two claw attacks.

Bite. Melee: +13, 15ft. Hit: 26 (3d12 + 7) piercing damage.

Claw. Melee: +13, 10ft. Hit: 16 (2d8 + 7) slashing damage.

Tail. Melee: +13, 15ft. Hit: 26 (3d12 + 7) bludgeoning. Target is a creature, makes DC 20 Strength save or be pushed up to 10 feet away from the Dragon turtle and knocked prone.

Steam Breath (Recharge 5-6). Exhales steam 60ft cone. Each creature makes DC18 Con save, takes 52 (15d6) Fire on failure, or half on successful save. Being underwater doesn't grant resistance against this damage.



DRIDER



Large Monstrosity, Chaotic Evil

Armor class 19 (natural armor)

Hit points 123 (13d10 + 52)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	12 (+1)

Skills Perception +5, Stealth +9

Senses Darkvision 120ft, Passive Perc. 15

Language Elvish, Undercommon

Challenge 6 (2300 XP)

Fey Ancestry. Has advantage on saving throws against being charmed, and magic can't put the drider to sleep.

Innate Spellcasting. The drider's innate spellcasting ability is Wisdom (spell save DC 13). The drider can innately cast the following spells, requiring no material components:

- **At will:** *dancing lights*
- **1/day each:** *darkness, faerie fire*

Spider Climb. The drider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the drider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Walker. Ignores movement restrictions by webbing.

DRYAD



Medium Fey, Neutral

Armor class 11 (16 with *barkskin*)

Hit points 22 (5d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses Darkvision 60ft, Passive Perception 14

Language Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

- **At will:** *druidcraft*
- **3/day each:** *entangle, goodberry*
- **1/day each:** *barkskin, pass without trace, shillelagh*

Magic Resistance. The dryad has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once a turn, can use 10ft of movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

DRIDER CONTINUED: ACTIONS



ACTIONS

Multiaction. The drider makes three attacks, either with its longsword or its longbow. It can replace one of those attacks with a bite attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

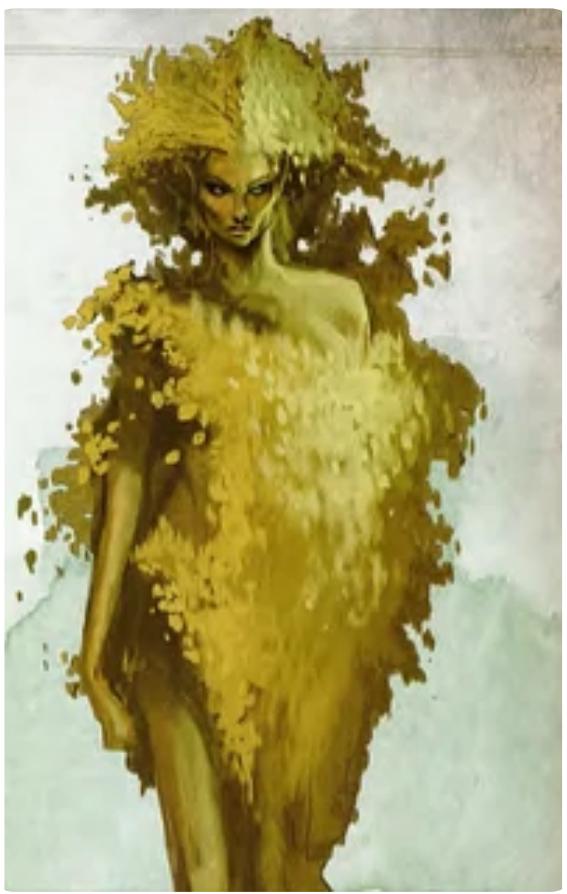
DRYAD CONTINUED: ACTIONS



ACTIONS

Club. Melee Weapon Attack: +2 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can. Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours. The dryad can have no more than one humanoid and up to three beasts charmed at a time.



DUERGAR



Medium Humanoid (dwarf), Lawful Evil

Armor class 16 (scale mail, shield)

Hit points 26 (4d8 + 8)

Speed 25ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

Damage Resistance Poison

Senses Darkvision 120ft, Passive Perception 10

Language Dwarvish, Undercommon

Challenge 1 (200 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

DUERGAR CONTINUED: ACTIONS



ACTIONS

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

AIR ELEMENTAL



Large Elemental, Neutral

Armor class 15

Hit points 90 (12d10 + 24)

Speed 0 ft, **Fly** 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistance Light, Thrid; Physical, non-magical wpns

Damage Immunities Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60ft, Passive Perception 10

Language Auran

Challenge 5 (1800 XP)

Air Form. Can enter a hostile creature's space and stop there. Can fit thru space 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee: +8, 5ft. Hit: 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4-6). Creatures in same space DC13 Str save. Success: half damage and not moved/prone. Failure: 15 (3d8 + 2) bludgeoning and flung 20ft away from

Elemental, in random direction and go prone. Hitting a solid object causes 3(1d6) bludgeoning, per 10ft thrown. Collision with creature, causes a DC13 Dex save or both take damage and go prone.

EARTH ELEMENTAL



Large Elemental, Neutral

Armor class 17 (natural armor)

Hit points 126 (12d10 + 60)

Speed 30 ft, **Burrow** 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities Thunder

Damage Resistances All physical: non-magical weapons

Damage Immunities Poison

Condition Immunities Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious

Senses Darkvision 60ft, Tremorsense 60ft, Passive Perc. 10

Language Terran

Challenge 5 (1800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.



FIRE ELEMENTAL



Large Elemental, Neutral

Armor class 13

Hit points 102 (12d10 + 36)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances All physical: non-magical weapons

Damage Immunities Fire, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60ft, Passive Perception 10

Language Ignan

Challenge 5 (1800 XP)

Fire Form. Moves through 1in. width. Touching/hitting within 5ft causes 5(1d10) Fire. Can occupy same space, entering space causes 5(1d10) Fire & ignites target; someone spends an action to douse or take 5(1d10) Fire at start of each turn

Illumination. Bright light 30ft and dim light 30ft more

Water Susceptibility. Every 5ft the elemental moves in water, or for every gallon of water splashed on it, 1 Cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. Melee: +6, 5ft. Hit: 10 (2d6 + 3) Fire. If target is a creature or flammable, it ignites. Until a creature takes an action to douse the fire, target takes 5(1d10) Fire on its turn

DROW



Medium Humanoid (Elf), Neutral Evil

Armor class 15 (chain shirt)

Hit points 13 (3d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +4

Senses Darkvision 120ft, Passive Perception 12

Language Elvish, Undercommon

Challenge 1/4 (50 XP)

Fey Ancestry. Advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. Spellcasting ability Charisma (DC 11 save). Can cast the following spells, with no components:

- **At will:** *dancing lights*
- **1/day each:** *darkness, faerie fire*

Sunlight Sensitivity. In sunlight, disadvantage on attack rolls and on Perception checks that rely on sight.

ACTIONS

Shortsword. Melee: +4, 5ft. Hit: 5 (1d6 + 2) piercing damage.

Hand Crossbow. Ranged: +4, range 30/120 ft. Hit: 5 (1d6 + 2) piercing, and target makes DC13 Con save or poisoned for 1 hour. Failing by 5 or more, falls to sleep. Wakes up if it early if it takes damage or someone spends action to wake

WATER ELEMENTAL



Large Elemental, Neutral

Armor class 14 (natural armor)

Hit points 114 (12d10 + 48)

Speed 30ft, **Swim** 90ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances Acid; All physical: non-magical wpns

Damage Immunities Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60ft, Passive Perception 10

Language Aquan

Challenge 5 (1800 XP)

Water Form. Occupy creatures space & move thru 1in space

Freeze. Taking cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee: +7, 5ft. Hit: 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4-6). Creature in same space make DC15 Str save. Failure: 13(2d8+4) BLUD. Large or smaller, grappled (DC14). Target is restrained and unable to breathe unless it can breathe water. Success: target pushed out of space. One Large or two medium targets. Each target 13(2d8+4) BLDG. Creatures in 5ft can pull target out on DC14 Strength check

DROW ELITE WARRIOR



Medium Humanoid (Elf), Neutral Evil

Armor class 18 (studded leather, shield)

Hit points 71 (11d8 + 22)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4

Skills Perception +4, Stealth +10

Senses Darkvision 120ft, Passive Perception 14

Language Elvish, Undercommon

Challenge 5 (1800 XP)

Fey Ancestry. Advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. Spellcasting ability Charisma (DC 12 save). Can cast the following spells, with no components:

- **At will:** *dancing lights*
- **1/day each:** *darkness, faerie fire, levitate* (self only)

Sunlight Sensitivity. In sunlight, disadvantage on attack rolls and on Perception checks that rely on sight.



DROW ELITE WARRIOR CONTINUED: ACTIC



ACTIONS

Multiaction. The drow makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +7 to hit, reach 10ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. Ranged Weapon Attack: +7 to hit, range 30/120ft., one target. Hit: 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

REACTIONS

Parry. The drow adds 3 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

DROW MAGE CONTINUED: ACTIONS



Spellcasting. The drow is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared:

- **Cantrips (at will):** *mage hand, minor illusion, poison spray, ray of frost*
- **1st level (4):** *mage armor, magic missile, shield, witch bolt*
- **2nd level (3):** *alter self, misty step, web*
- **3rd level (3):** *fly, lightning bolt*
- **4th level (3):** *Evard's black tentacles, greater invisibility*
- **5th level (2):** *cloudkill*

ACTIONS

Staff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands, plus 3 (1d 6) poison damage.

Summon Demon (1/Day). The drow magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

DROW MAGE



Medium Humanoid (Elf), Neutral Evil

Armor class 12 (15 with *mage armor*)

Hit points 45 (10d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	17 (+3)	13 (+1)	12 (+1)

Skills Arcana +6, Deception +5, Perception +4, Stealth +5

Senses Darkvision 120ft, Passive Perception 14

Language Elvish, Undercommon

Challenge 7 (2900 XP)

Fey Ancestry. Advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. Spellcasting ability Charisma (DC 12 save). Can cast the following spells, with no components:

- **At will:** *dancing lights*
- **1/day each:** *darkness, faerie fire, levitate* (self only)

Sunlight Sensitivity. In sunlight, disadvantage on attack rolls and on Perception checks that rely on sight.

DROW PRIESTESS OF LOLTH



Medium Humanoid (Elf), Neutral Evil

Armor class 16 (scale mail)

Hit points 71 (13d8 + 13)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	17 (+3)	18 (+4)

Saving Throws Con +4, Wis +6, Cha +7

Skills Insight +6, Perception +6, Religion +4, Stealth +5

Senses Darkvision 120ft, Passive Perception 16

Language Elvish, Undercommon

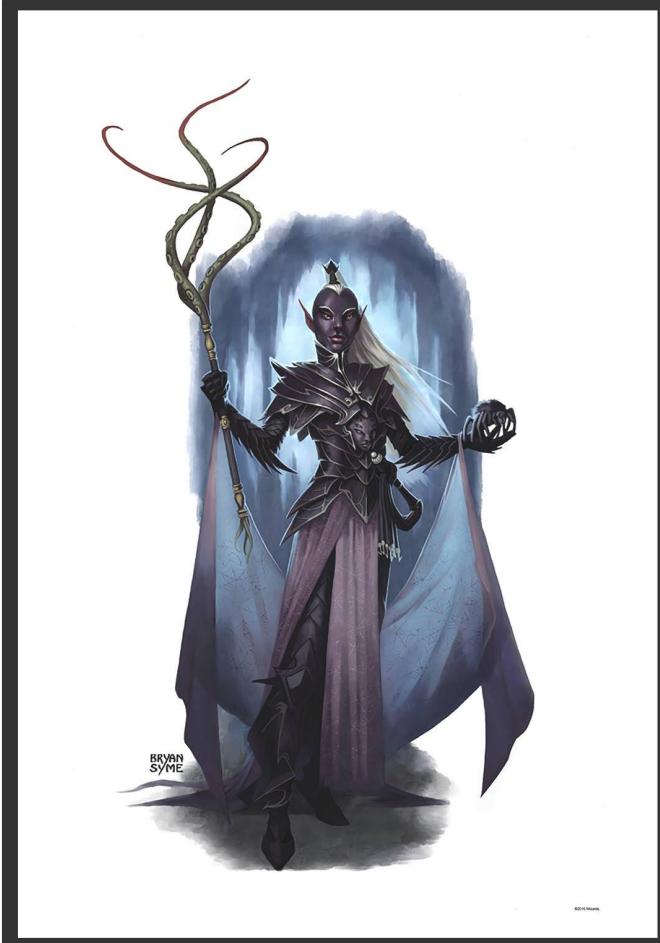
Challenge 8 (3900 XP)

Fey Ancestry. Advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. Spellcasting ability Charisma (DC 15 save). Can cast the following spells, with no components:

- **At will:** *dancing lights*
- **1/day each:** *darkness, faerie fire, levitate* (self only)

Sunlight Sensitivity. In sunlight, disadvantage on attack rolls and on Perception checks that rely on sight.



DROW PRIESTESS OF LOLTH CONTINUED:



Spellcasting. 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared:

- **Cantrips (at will):** guidance, poison spray, resistance, spare the dying, thaumaturgy
- **1st lvl (4):** animal/friendship, cure wounds, detect poison and disease, ray of sickness
- **2nd lvl (3):** *lesser restoration, protection from poison, web*
- **3rd lvl (3):** *conjure animals (2 giant spiders), dispel magic*
- **4th lvl (3):** *divination, freedom of movement*
- **5th lvl (2):** *insect plague, mass cure wounds*

ACTIONS

Multiattack. The drow makes two scourge attacks.

Scourge. Melee: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 17 (5d6) poison damage.

Summon Demon (1/Day). The drow attempts to magically summon a yoch lol with a 30 percent chance of success. If the attempt fails, the drow takes 5 (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner

EMPYREAN CONTINUED: ACTIONS



ACTIONS

Multiattack. The drow makes two scourge attacks.

Scourge. Melee: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 17 (5d6) poison damage.

Maul. Melee: +17 to hit, reach 10ft., one target. Hit: 31 (6d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of the empyrean's next turn.

Bolt. Ranged Spell Attack: +15 to hit, range 600ft., one target. Hit: 24 (7d6) damage of one of the following types (empyrean's choice): acid, cold, fire, force, lightning, radiant, or thunder.

LEGENDARY ACTIONS

Attack. The empyrean makes one attack.

Bolster. The empyrean bolsters all non hostile creatures within 120 feet of it until the end of its next turn. Bolstered creatures can't be charmed or frightened, and they gain advantage on ability checks and saving throws until the end of the empyrean's next turn.

Trembling Strike (Costs 2 Actions). The empyrean strikes the ground with its maul, triggering an earth tremor. All other creatures on the ground within 60 feet of the empyrean must succeed on a DC 25 Strength saving throw or be knocked prone.

EMPYREAN



Huge Celestial, Chaotic Good (75%) or Neutral Evil (25%)

Armor class 22 (natural armor)

Hit points 313 (19d12 + 190)

Speed 50ft, **Fly** 50ft, **Swim** 50ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	21 (+5)	30 (+10)	21 (+5)	22 (+6)	27 (+8)

Saving Throws Str +17, Int +12, Wis +13, Cha + 15

Skills Insight +13, Persuasion +15

Damage Immunities All physical: non-magical weapons

Senses Truesight 120ft, Passive Perception 16

Language All

Challenge 23 (32500 XP)

Innate Spellcasting. The empyrean's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- **At will:** *greater restoration, pass without trace, water breathing, water walk*
- **1/day each:** *commune, dispel evil and good, earthquake, fire storm, plane shift* (self only)

Legendary Resistance (3/Day). If the empyrean fails a saving throw, it can choose to succeed instead.

Magic Resistance. The empyrean has advantage on saving throws against spells and other magical effects.

Magic Weapons. Weapon attacks are magical.

ETTERCAP



Medium Monstrosity, Neutral Evil

Armor class 13 (natural armor)

Hit points 44 (8d8 + 8)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4, Survival +3

Senses Darkvision 60ft, Passive Perception 13

Language -

Challenge 2 (450 XP)

Spider Climb. Climbs difficult surfaces, ignore ability check.

Web Sense. While touching web, Ettercap knows location of any other creature in contact with the same web.

Web Walker. Ignores movement restrictions by webbing.

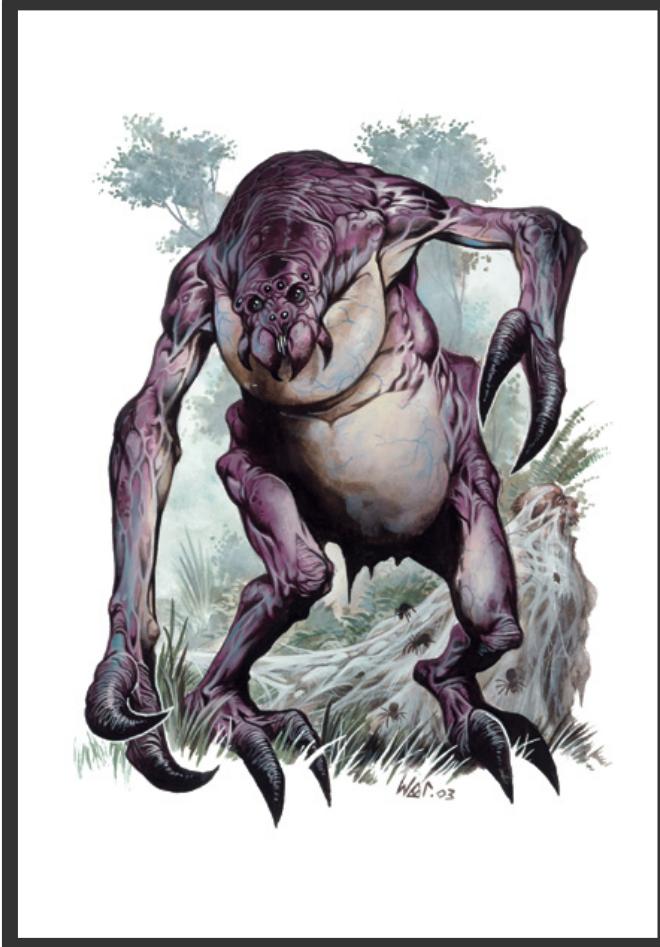
ACTIONS

Multiattack. Two attacks: one Bite and one with its claws.

Bite. Melee: +4, 5ft. Hit: 6 (1d8 + 2) Piercing plus 4(1d8) Poison. Makes DC11 Con save or poisoned for 1 minute. Can repeat save at end of its turns, ends on success.

Claws. Melee: +4, 5ft. Hit: 7 (2d4 + 2) slashing damage.

Web (Recharge 5-6). Ranged: +4, range 30/60ft, one Large--target restrained by web. Action (target): DC11 Str check, escapes on success. Ends if webbing destroyed. Web has AC10, 5HP, vulnerable fire, & ignores Bldg, Poison, & Psychic.



ETTIN



Large Giant, Chaotic Evil

Armor class 12 (natural armor)

Hit points 85 (10d10 + 30)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4

Senses Darkvision 60ft, Passive Perception 14

Language Giant, Orc

Challenge 4 (1100 XP)

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

ACTIONS

Multiaction. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Morningstar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

FAERIE DRAGON CONTINUED: ACTIONS



Innate Spellcasting. The Dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast a number of spells, requiring no material components. As the Dragon ages and changes color, it gains additional spells as shown below.

- **Red** 1/day each: *dancing lights, mage hand, minor illusion*
- **Orange** 1/day: *color spray*
- **Yellow** 1/day: *mirror image*
- **Green**, 1/day: *suggestion*
- **Blue** 1/day: *major image*
- **Indigo** 1/day: *hallucinatory terrain*
- **Violet** 1/day: *polymorph*

ACTIONS

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.

Euphoria Breath (Recharge 5-6). Exhales a puff of euphoria gas at one creature within 5 feet of it. The target must succeed on a DC 11 Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:

- **1-4** The target takes no action or bonus action and uses all of its movement to move in a random direction.
- **5-6** The target doesn't move, and the only thing it can do on its turn is make a DC 11 Wisdom saving throw, ending the effect on itself on a success.

FAERIE DRAGON



Tiny Dragon, Chaotic Good

Armor class 15

Hit points 14 (4d4 + 4)

Speed 10ft, Fly 60

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills Arcana +4, Perception +3, Stealth +7

Senses Darkvision 60ft, Passive Perception 13

Language Draconic, Sylvan

Challenge 1 (200 XP) Red/Orange/Yellow or 2 (450 XP) for a green, blue, indigo, or violet faerie Dragon

Superior Invisibility. As a bonus action, the Dragon can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the Dragon wears or carries is invisible with it.

Limited Telepathy. Using telepathy, the Dragon can magically communicate with any other faerie Dragon within 60 feet of it.

Magic Resistance. The Dragon has advantage on saving throws against spells and other magical effects.



FLAMESKULL

Tiny Undead, Neutral Evil

Armor class 13

Hit points 40 (9d4 + 18)

Speed 0ft, Fly 40 (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2

Damage Resistances Lightning, Necrotic; Piercing

Damage Resistances Cold, Fire, Poison

Damage Immunities Charmed, Frightened, Paralyzed, Poisoned

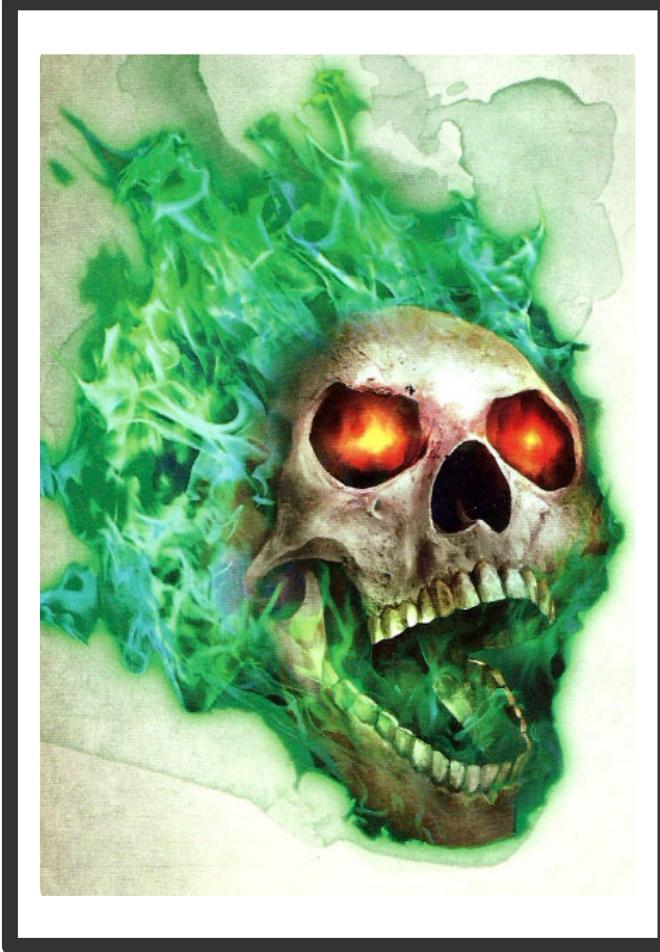
Senses Darkvision 60ft, Passive Perception 12

Language Common

Challenge 4 (1100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

Magic Resistance. The flameskull has advantage on saving throws against spells and other magical effects.



FLAMESKULL CONTINUED: ACTIONS



Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

- **Cantrip (at will):** *mage hand*
- **1st level (3 slots):** *magic missile, shield*
- **2nd level (2 slots):** *blur, flaming sphere*
- **3rd level (1 slot):** *fireball*

ACTIONS

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. Ranged Spell Attack: +5 to hit, range 30 ft., one target. Hit: 10 (3d6) fire damage.

FLUMPH CONTINUED: ACTIONS



ACTIONS

Tendrils. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage. At the end of each of its turns, the target must make a DC 10 Constitution saving throw, taking 2 (1d4) acid damage on a failure or ending the recurring acid damage on a success. A lesser restoration spell cast on the target also ends the recurring acid damage.

Stench Spray (1/Day). Each creature in a 15-foot cone originating from the flumph must succeed on a DC 10 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.

FLUMPH



Small Aberration, Lawful Good

Armor class 12

Hit points 7 (2d6)

Speed 5ft, Fly 30

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	11 (+0)

Skills Arcana +4, History +4, Religion +4

Damage Vulnerabilities Psychic

Senses Darkvision 60ft, Passive Perception 12

Language understands Undercommon but can't speak; Telepathy 60ft

Challenge 1/8 (25 XP)

Advanced Telepathy. The flumph can perceive the content of any telepathic communication used within 60 feet of it, and it can't be surprised by creatures with any form of telepathy.

Prone Deficiency. If the flumph is knocked prone, roll a die. On an odd result, the flumph lands upside-down and is incapacitated. At the end of each of its turns, the flumph can make a DC 10 Dexterity saving throw, righting itself and ending the incapacitated condition if it succeeds.

Telepathic Shroud. The flumph is immune to any effect that would sense its emotions or read its thoughts, as well as all divination spells.

FOMORIAN



Huge Giant, Chaotic Evil

Armor class 14 (natural armor)

Hit points 149 (13d12 + 65)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	9 (-1)	14 (+2)	6 (-2)

Skills Perception +8, Stealth +3

Senses Darkvision 120ft, Passive Perception 18

Language Giant, Undercommon

Challenge 8 (3900 XP)

ACTIONS

Multiattack. The fomorian attacks twice with its greatclub or makes one greatclub attack and uses Evil Eye once.

Greatclub. Melee: +9, 15ft. Hit: 19 (3d8 + 6) bludgeoning.

Evil Eye. Magically forces creature it can see in 60ft make DC 14 Charisma save. Creature takes 27 (6d8) psychic damage on a failed save, or half damage on success.

Curse of the Evil Eye (Recharges after a Short or Long Rest).

Uses Evil Eye, but on a failed save, target also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity. The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.



©2017 Wizards of the Coast



©2017 Wizards of the Coast

GAS SPORE



Large Plant, Unaligned

Armor class 5

Hit points 1 (1d10 - 4)

Speed 0ft, Fly 10ft (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	1 (-5)	3 (-4)	1 (-5)	1 (-5)	1 (-5)

Damage Immunities Poison

Condition Immunities Blinded, Deafened, Frightened, Paralyzed, Poisoned, Prone

Senses Blindsight 30ft (blind beyond), Passive Perception 5

Language -

Challenge 1/2 (100 XP)

Death Burst. Explodes at 0HP. Everything in 20ft makes DC15 Con save. Failure: 10(3d6) poison and infected with a disease. Creatures immune to poisons are unaffected. Spores will kill a creature in number of hours equal to 1d12 + target Con score, unless disease is removed. Halfway thru, creature becomes poisoned for duration. On death, sprouts 2d4 Tiny gas spores that grow to full size in 7 days.

Eerie Resemblance. Resembles a beholder. Creatures must make DC15 Nature check to tell the difference.

ACTIONS

Touch. Melee: +0, 5ft. Hit: 1 poison, and the creature must succeed on a DC 10 Constitution saving throw or become infected with the disease described in the Death Burst trait.

VIOLET FUNGUS



Medium Plant, Unaligned

Armor class 5

Hit points 18 (4d8)

Speed 5ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities Blinded, Deafened, Frightened

Senses Blindsight 30ft (blind beyond), Passive Perception 6

Language -

Challenge 1/4 (50 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. Melee Weapon Attack: +2 to hit, reach 10 ft., one creature. Hit: 4 (1d8) necrotic damage.

SHRIEKER



Medium Plant, Unaligned

Armor class 5

Hit points 13 (3d8)

Speed 0ft

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities Blinded, Deafened, Frightened

Senses Blindsight 30ft (blind beyond), Passive Perception 6

Language -

Challenge 0 (10 XP)

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

GALEB DUHR



Medium Elemental, Neutral

Armor class 16 (natural armor)

Hit points 85 (9d8 + 45)

Speed 15 ft (30ft when rolling, 60ft rolling downhill)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	11 (+0)	12 (+1)	11 (+0)

Damage Resistances Physical from non-magical weapons

Damage Immunities Poison

Condition Immunities Exhaustion, Paralyzed, Petrified, Poisoned

Senses Darkvision 60ft, Tremorsense 60ft, Passive Perc. 11

Language Terran

Challenge 6 (2300 XP)

False Appearance. While motionless, appears as boulder.

Rolling Charge. Must roll at least 20ft straight toward target and hit with Slam attack on same turn, target takes extra 7 (2d6) Bldg. Creatures, make DC16 Strength save or proned.

ACTIONS

Slam. Melee: +8, 5ft. Hit: 12 (2d6 + 5) bludgeoning damage.

Animate Boulders (1/Day). Magically animates up to two boulders it can see within 60ft. Has stats like those of a Galeb Duhr, except Int 1 and Cha 1, it can't be charmed or frightened, and it lacks this action option. A boulder remains animated as long as the galeb duhr maintains concentration, up to 1 minute (as if concentrating on a spell).



GARGOYLE



Medium Elemental, Chaotic Evil

Armor class 15 (natural armor)

Hit points 52 (7d8 + 21)

Speed 15 ft, **Fly** 60ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances Physical from non-adamantine weapons

Damage Immunities Poison

Condition Immunities Exhaustion, Petrified, Poisoned

Senses Darkvision 60ft, Passive Perc. 10

Language Terran

Challenge 2 (450 XP)

False Appearance. While motionless, appears as statue.

ACTIONS

Multattack. The Gargoyle makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

DAO CONTINUED: ACTIONS



Innate Spellcasting. The Dao's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- **At will:** *detect evil and good, detect magic, stone shape*
- **3/day each:** *passwall, move earth, tongues*
- **1/day each:** *conjure elemental (earth elemental only), gaseous form, invisibility, phantasmal killer, plane shift, wall of stone*

Sure-Footed. The Dao has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multattack. The Dao makes two fist attacks or two maul attacks.

Fist. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

Maul. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 20 (4d6 + 6) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 18 Strength check or be knocked prone.

DAO



Large Elemental, Neutral Evil

Armor class 18 (natural armor)

Hit points 187 (15d10 + 105)

Speed 30ft, **Burrow** 30, **Fly** 30ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	24 (+7)	12 (+1)	13 (+1)	14 (+2)

Saving Throws Int +5, Wis +5, Cha +6

Condition Immunities Petrified

Senses Darkvision 120ft, Passive Perc. 11

Language Terran

Challenge 11 (7200 XP)

Earth Glide. The Dao can burrow through nonmagical, unworked earth and stone. While doing so, the Dao doesn't disturb the material it moves through.

Elemental Demise. If the Dao dies, its body disintegrates into crystalline powder, leaving behind only equipment the Dao was wearing or carrying.

DJINNI



Large Elemental, Chaotic Good

Armor class 17 (natural armor)

Hit points 161 (14d10 + 84)

Speed 30ft, **Fly** 90ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Dex +6, Wis +7, Cha +9

Damage Immunities Lightning, Thunder

Senses Darkvision 120ft, Passive Perc. 13

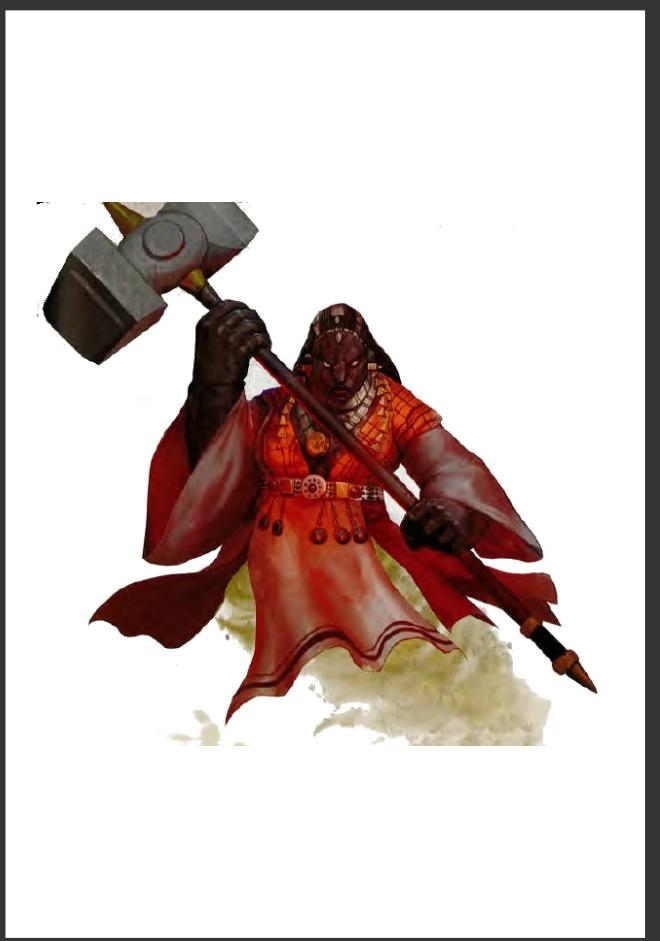
Language Auran

Challenge 11 (7200 XP)

Elemental Demise. If the Djinni dies, its body disintegrates into a warm breeze, leaving behind only equipment the Djinni was wearing or carrying.

Innate Spellcasting. The Djinni's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- **At will:** *detect evil and good, detect magic, thunderwave*
- **3/day each:** *create food and water (can create wine instead of water), tongues, wind walk*
- **1/day each:** *conjure elemental (air elemental only), creation, gaseous form, invisibility, major image, plane shift*



DJINNI CONTINUED: ACTIONS



ACTIONS

Multiattack. The Djinni makes three scimitar attacks.

Scimitar. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or thunder damage (Djinni's choice).

Create Whirlwind. A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point the Djinni can see within 120 feet of it. The whirlwind lasts as long as the Djinni maintains concentration (as if concentrating on a spell). Any creature but the Djinni that enters the whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. The Djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the Djinni loses sight of it. A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

EFREETI



Large Elemental, Lawful Evil

Armor class 17 (natural armor)

Hit points 200 (16d10 + 112)

Speed 40ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Int +7, Wis +6, Cha +7

Damage Immunities Fire

Senses Darkvision 120ft, Passive Perc. 12

Language Ignan

Challenge 11 (7200 XP)

Elemental Demise. Flash of fire and puff of smoke on death, leaves only equipment the Efreeti was wearing or carrying.

Innate Spellcasting. Innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- **At will:** *detect magic*
- **3/day:** *enlarge/reduce, tongues*
- **1/day each:** *conjure elemental (only fire), gaseous form, invisibility, major image, plane shift, wall of fire*

ACTIONS

Multiattack. Two scimitar attacks or Hurl Flame twice.

Scimitar. Melee: +10, 5ft. Hit: 13(2d6+6) Slsh & 7(2d6) fire.

Hurl Flame. Ranged: +7, range 120ft. Hit: 17(5d6)fire .

MARID



Large Elemental, Chaotic Neutral

Armor class 17 (natural armor)

Hit points 229 (17d10 + 136)

Speed 30ft, Fly 60ft, Swim 90ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	26 (+8)	18 (+4)	17 (+3)	18 (+4)

Saving Throws Dex +5, Wis +7, Cha +8

Damage Immunities Acid, Cold, Lightning

Senses Darkvision 120ft, Blindsight 30ft, Passive Perc. 13

Language Aquan

Challenge 11 (7200 XP)

Amphibious. The Marid can breathe air and water.

Elemental Demise. If the Marid dies, its body disintegrates into a burst of water and foam , leaving behind only equipment the Marid was wearing or carrying.

Innate Spellcasting. The Marid's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- **At will:** *create or destroy water, detect evil and good, detect magic, fog cloud, purify food and drink*
- **3/day each:** *tongues, water breathing, water walk*
- **1/day each:** *conjure elemental (water elemental only), control water, gaseous form, invisibility, plane shift*

MARID CONTINUED: ACTIONS

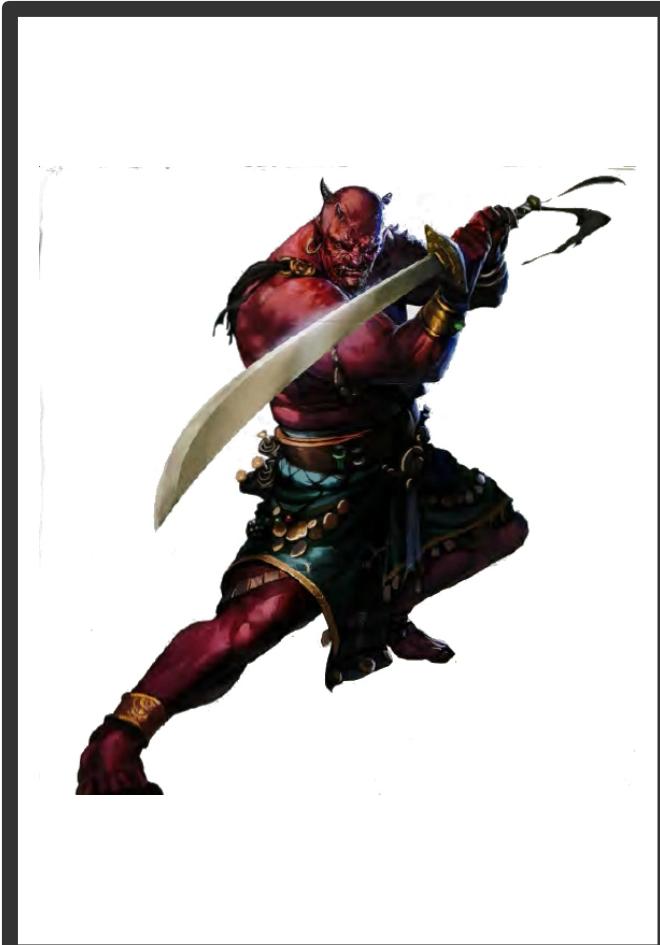


ACTIONS

Multiattack. The Marid makes two trident attacks.

Trident. Melee or Ranged Weapon Attack: +10 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 13 (2d6 + 6) piercing damage, or 15 (2d8 + 6) piercing damage if used with two hands to make a melee attack.

Waterjet. The Marid magically shoots water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw. On a failure, a target takes 21 (6d6) bludgeoning damage and, if it is Huge or smaller, is pushed up to 20 feet away from the Marid and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone.



GHOST



Medium Undead, Any Alignment

Armor class 11

Hit points 45 (10d8)

Speed 0ft, Fly 40ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances Acid, Fire, Lightning, Thunder; All physical from non-magical weapons

Damage Immunities Cold, Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60ft, Passive Perc. 11

Language Any languages it knew in life

Challenge 4 (1100 XP)

Ethereal Sight. The Ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. Can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Withering Touch. Melee: +5, 5ft. Hit: 17 (4d6 + 3) necrotic.

Etherealness. The Ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

GHAST



Medium Undead, Chaotic Evil

Armor class 13

Hit points 36 (8d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances Necrotic

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60ft, Passive Perc. 10

Language Common

Challenge 2 (450 XP)

Stench. Creature that start its turn in 5ft of Ghast must succeed on a DC 10 Con save or poisoned until start of next turn. Success: creature is immune to Stench for 24 hours.

Turning Defiance. The Ghast and any ghouls in 30ft have advantage on saves against effects that turn undead.

ACTIONS

Bite. Melee: +3, 5ft. Hit: 12 (2d8 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GHOST CONTINUED: ACTIONS



Horrifying Visage. Each non-undead creature within 60 feet of the Ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this Ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid in sight within 5ft of it must succeed on a DC 13 Charisma saving throw or be possessed by the Ghost; the Ghost then disappears, and the target is incapacitated and loses control of its body. The Ghost now controls the body but doesn't deprive the target of awareness. The Ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the Ghost ends it as a bonus action, or the Ghost is turned or forced out by an effect like the dispel evil and good spell. On end, the Ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this Ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

GHOUL



Medium Undead, Chaotic Evil

Armor class 12

Hit points 22 (5d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Poisoned

Senses Darkvision 60ft, Passive Perc. 10

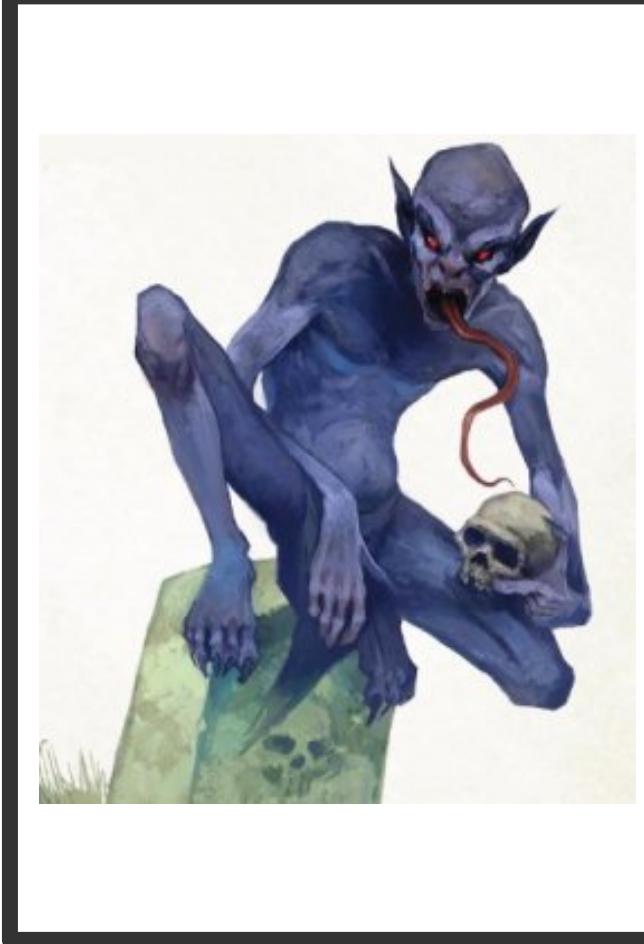
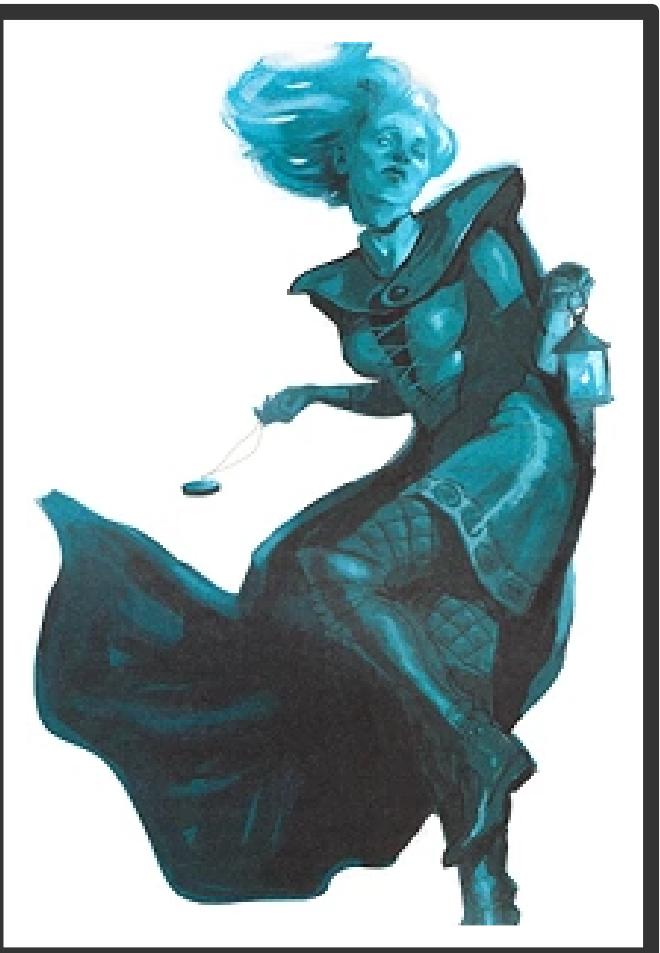
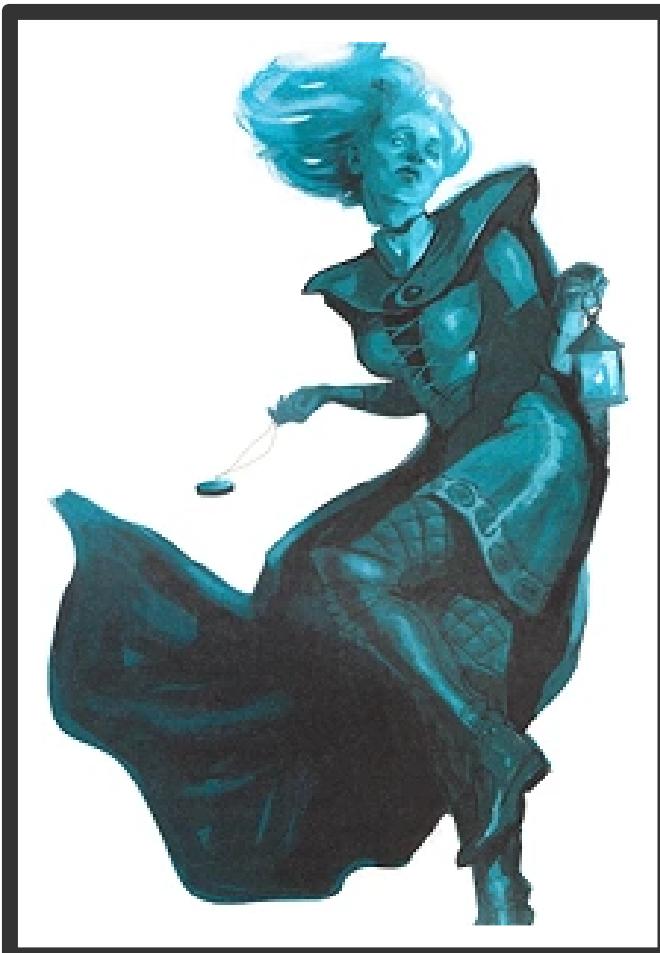
Language Common

Challenge 1 (200 XP)

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



CLOUD GIANT



Huge Giant, Neutral Evil

Armor class 14 (natural armor)

Hit points 200 (16d12 + 96)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Con +10, Wis +7, Cha +7

Skills Insight +7, Perception +7

Damage Immunities Poison

Senses passive Perception 17

Language Common, Giant

Challenge 9 (5000 XP)

Keen Smell. Advantage on Perception checks based on smell.

Innate Spellcasting. The Giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

- **At will:** *detect magic, fog cloud, light*
- **3/day each:** *feather fall, fly, misty step, telekinesis*
- **1/day each:** *control weather, gaseous form*

ACTIONS

Multiattack. The Giant makes two morningstar attacks.

Morningstar. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 21 (3d8 + 8) piercing damage.

Rock. Ranged Weapon Attack: +12 to hit, range 60/240 ft., one target. Hit: 30 (4d10 + 8) bludgeoning damage.



FIRE GIANT

Huge Giant, Lawful Evil

Armor class 18 (plate)

Hit points 162 (13d12 + 78)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +6

Damage Immunities Fire

Senses passive Perception 16

Language Giant

Challenge 9 (5000 XP)

FROST GIANT



Huge Giant, Neutral Evil

Armor class 15 (patchwork armor)

Hit points 138 (12d12 + 60)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Con +8, Wis +3, Cha +4

Skills Athletics +9, Perception +3

Damage Immunities Cold

Senses passive Perception 13

Language Giant

Challenge 8 (3900 XP)



HILL GIANT

Huge Giant, Chaotic Evil

Armor class 13 (natural armor)

Hit points 105 (10d12 + 40)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Language Giant

Challenge 5 (1800 XP)

ACTIONS

Multiattack. The Giant makes two greataxe attacks.

Greataxe. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 25 (3d12 + 6) slashing damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

ACTIONS

Multiattack. The Giant makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.



STONE GIANT



Huge Giant, Neutral

Armor class 17 (natural armor)

Hit points 126 (11d12 + 55)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses Darkvision 60ft, Passive Perception 14

Language Giant

Challenge 7 (2900 XP)

Stone Camouflage. The Giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The Giant makes two greatclub attacks.

Greatclub. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rock. Ranged: +9, range 60/240ft. Hit: 28 (4d10 + 6) bludgeoning. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the Giant, the Giant can, with a successful DC 10 Dexterity save, catch the missile and take no bludgeoning damage from it.

GIBBERING MOUTHER



Medium Aberration, Neutral

Armor class 9

Hit points 67 (9d8 + 27)

Speed 10ft **Swim** 10ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities Prone

Senses Darkvision 60ft, passive Perception 10

Language -

Challenge 2 (450 XP)

Aberrant Ground. Ground in 10ft radius around the Mouther is doughlike difficult terrain. Creature that start its turn in area make a DC 10 Strength saving throw or have its Speed reduced to 0 until the start of its next turn.

Gibbering. The Mouther babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the Mouther and can hear the Gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

STORM GIANT



Huge Giant, Chaotic Good

Armor class 16 (scale mail)

Hit points 230 (20d12 + 100)

Speed 50ft, **Swim** 50ft

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Str +14, Con +10, Wis +9, Cha +9

Skills Arcana +8, Athletics +14, History +8, Perception +9

Damage Resistances Cold

Damage Immunities Lightning, Thunder

Senses Passive Perception 14

Language Common, Giant

Challenge 13 (10000 XP)

Amphibious. The giant can breathe air and water.

Innate Spellcasting. Spellcasting ability Charisma (DC 17). Casts following spells, requiring no material components:

- **At will:** *detect magic, feather fall, levitate, light*
- **3/day each:** *control weather, water breathing*

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword Melee: +14, 10ft. Hit: 30 (6d6 + 9) slashing.

Rock. Ranged: +14, 60/240 ft. Hit: 35 (4d12 + 9) bludgeoning.

Lightning Strike (Recharge 5-6). Magical lightning point in 500ft. Creatures in 10ft makes DC 17 Dex save. Failure: 54(12d8) lightning, or half on success

GIBBERING MOUTHER CONTINUED: ACTION

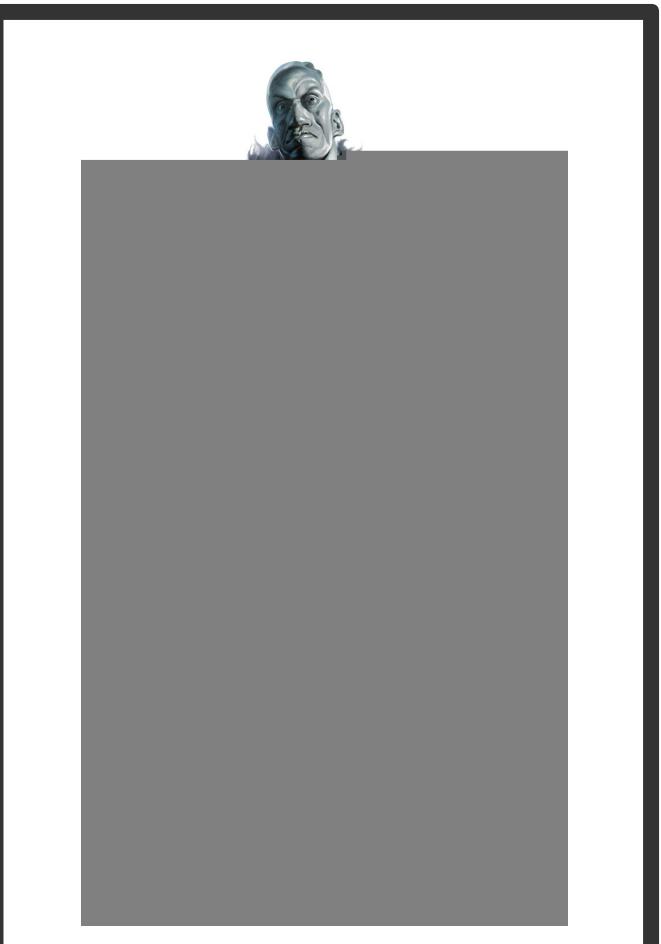


ACTIONS

Multiattack. The Gibbering Mouther makes one bite attack and, if it can, uses its Blinding Spittle.

Bites. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the Mouther.

Blinding Spittle (Recharge 5-6). The Mouther spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the Mouther's next turn.



GITHYANKI WARRIOR



Medium humanoid (Gith), Lawful Evil

Armor class 17 (half plate)

Hit points 49 (9d8 + 9)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	13 (+1)	13 (+1)	10 (+0)

Saving Throws Con +3, Int +3, Wis +3

Senses passive Perception 11

Language Gith

Challenge 3 (700 XP)

Innate Spellcasting (Psionics). The Githyanki's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

- **At will:** *mage hand (the hand is invisible)*
- **3/day each:** *jump, misty step, nondetection (self only)*

ACTIONS

Multiattack. The Githyanki makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage plus 7 (2d6) psychic damage.

GITHYANKI MONK



Medium humanoid (Gith), Lawful Neutral

Armor class 14

Hit points 38 (7d8 + 1)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	13 (+1)	14 (+2)	10 (+0)

Saving Throws Str +3, Dex +4, Int +3, Wis +4

Skills Insight +4, Perception +4

Senses passive Perception 14

Language Gith

Challenge 2 (450 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

- **At will:** *mage hand (the hand is invisible)*
- **3/day each:** *feather fall, jump, see invisibility, shield*

Psychic Defense. While the Githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The Githzerai makes two unarmed strikes.

Unarmed Strike. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage plus 9 (2d8) psychic damage. This is a magic weapon attack.

GITHYANKI KNIGHT



Medium humanoid (Gith), Lawful Evil

Armor class 18 (plate)

Hit points 91 (14d8 + 28)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Con +5, Int +5, Wis +5

Senses passive Perception 12

Language Gith

Challenge 8 (3900 XP)

Innate Spellcasting (Psionics). Innate spellcasting ability Int. (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

- **At will:** *mage hand (the hand is invisible)*
- **3/day each:** *jump, misty step, nondetection (self only), tongues*
- **1/day each:** *plane shift, telekinesis*

ACTIONS

Multiattack. Makes two silver greatsword attacks.

Silver Greatsword. Melee: +9, 5ft. Hit: 13 (2d6 + 6) slashing damage plus 10 (3d6) psychic damage. This is a magic weapon attack. On a critical hit against a target in an astral body (as with the astral projection spell), the Githyanki can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

GITHYANKI ZERTH



Medium humanoid (Gith), Lawful Neutral

Armor class 17

Hit points 84 (13d8 + 26)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	16 (+3)	17 (+3)	12 (+1)

Saving Throws Str +4, Dex +7, Int +6, Wis +6

Skills Arcana +6, Insight +6, Perception +6

Senses passive Perception 16

Language Gith

Challenge 6 (2300 XP)

Innate Spellcasting (Psionics). Spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Innately cast the following spells, requiring no components:

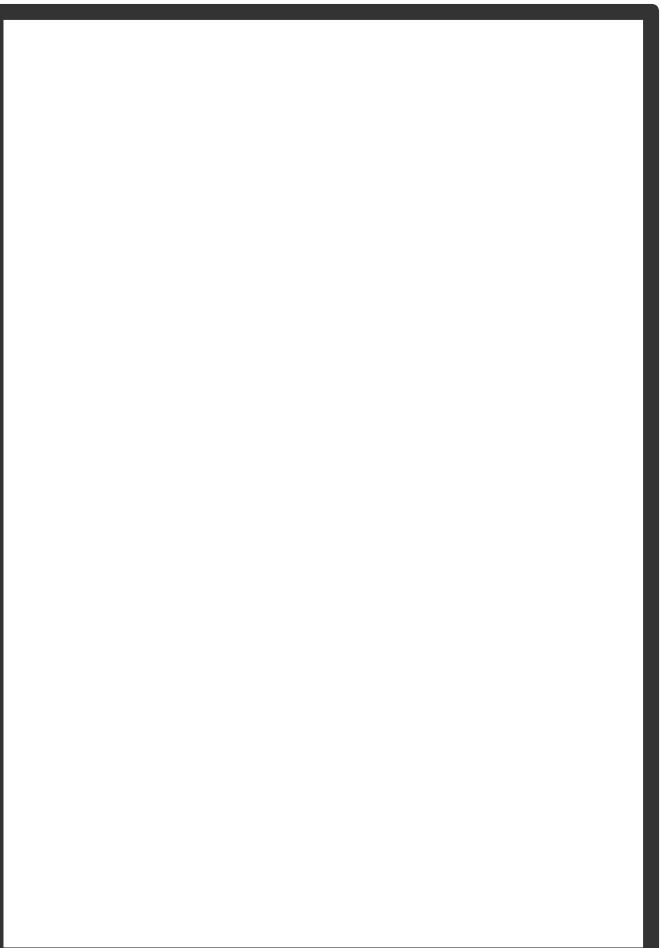
- **At will:** *mage hand (the hand is invisible)*
- **3/day each:** *feather fall, jump, see invisibility, shield*
- **1/day each:** *phantasmal killer, plane shift*

Psychic Defense. While the Githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The Githzerai makes two unarmed strikes.

Unarmed Strike. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage plus 13 (3d8) psychic damage. This is a magic weapon attack.



GNOLL



Medium humanoid (Gnoll), Chaotic Evil

Armor class 15 (hide armor, shield)

Hit points 22 (5d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses Darkvision 60ft, passive Perception 16

Language Gnoll

Challenge 1/2 (100 XP)

Rampage. When the Gnoll reduces a creature to 0 hit points with a melee attack on its turn, the Gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

Spear. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

GNOLL PACK LORD



Medium humanoid (Gnoll), Chaotic Evil

Armor class 15 (chain shirt)

Hit points 49 (9d8 + 9)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Senses Darkvision 60ft, passive Perception 10

Language Gnoll

Challenge 2 (450 XP)

Rampage. When the Gnoll reduces a creature to 0 hit points with a melee attack on its turn, the Gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiaction. The Gnoll makes two attacks, either with its glaive or its longbow, and uses its Incite Rampage if it can.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage.

Glaive. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Incite Rampage (Recharge 5-6). One creature the Gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the Gnoll and has the Rampage trait.

GNOLL FANG OF YEENOGHU



Medium humanoid (Gnoll), Chaotic Evil

Armor class 14 (hide armor)

Hit points 65 (10d8 + 20)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Con +4, Wis +2, Cha +3

Senses Darkvision 60ft, passive Perception 10

Language Abyssal, Gnoll

Challenge 4 (1100 XP)

Rampage. When the Gnoll reduces a creature to 0 hit points with a melee attack on its turn, the Gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiaction. The Gnoll makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

DEEP GNOME (SVIRFNEBLIN)



Small humanoid (Gnome), Neutral Good

Armor class 15 (chain shirt)

Hit points 16 (3d6 + 6)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

Skills Investigation +3, Perception +2, Stealth +4

Senses Darkvision 120ft, passive Perception 12

Language Gnomish, Terran, Undercommon

Challenge 1/2 (100 XP)

Stone Camouflage. The Gnome has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Gnome Cunning. The Gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Innate Spellcasting. The Gnome's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components:

- **At will:** *nondetection (self only)*
- **1/day each:** *blindness/deafness, blur, disguise self*

ACTIONS

War Pick. Melee: +4, 5ft. Hit: 6 (1d8 + 2) piercing damage.

Poisoned Dart. Ranged: +4, range 30/120ft. Hit: 4 (1d4 + 2) piercing. Target must succeed DC12 Con save or be poisoned for 1 minute. Target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



GOBLIN



Small Humanoid (Goblinoid), Neutral Evil

Armor class 15 (leather armor, shield)

Hit points 7 (2d6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses Darkvision 60ft, Passive Perception 9

Language Common, Goblin

Challenge 1/4 (50 XP)

Nimble escape. The Goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

CLAY GOLEM



Large Construct, Unaligned

Armor class 14 (natural armor)

Hit points 133 (14d10 + 56)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities Acid, Poison, Psychic; Physical from non-adamantine weapons

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poison

Senses Darkvision 60ft, Passive Perception 9

Language Languages of its creator but can't speak

Challenge 9 (5000 XP)

Acid Absorption. Whenever the Golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the Golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the Golem goes berserk. On each of its turns while berserk, the Golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the Golem attacks an object, with preference for an object smaller than itself. Once the Golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

GOBLIN BOSS



Small Humanoid (Goblinoid), Neutral Evil

Armor class 15 (chain shirt, shield)

Hit points 21 (6d6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Skills Stealth +6

Senses Darkvision 60ft, Passive Perception 9

Language Common, Goblin

Challenge 1 (200 XP)

Nimble escape. The Goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The Goblin makes two attacks with its scimitar. The second attack has disadvantage.

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 3 (1d6) piercing damage.

REACTIONS

Redirect Attack. When a creature the Goblin can see targets it with an attack, the Goblin chooses another Goblin within 5 feet of it. The two Goblin swap places, and the chosen Goblin becomes the target instead.

CLAY GOLEM CONTINUED: ACTIONS



Immutable Form. The Golem is immune to any spell or effect that would alter its form.

Magic Resistance. The Golem has advantage on saving throws against spells and other magical effects.

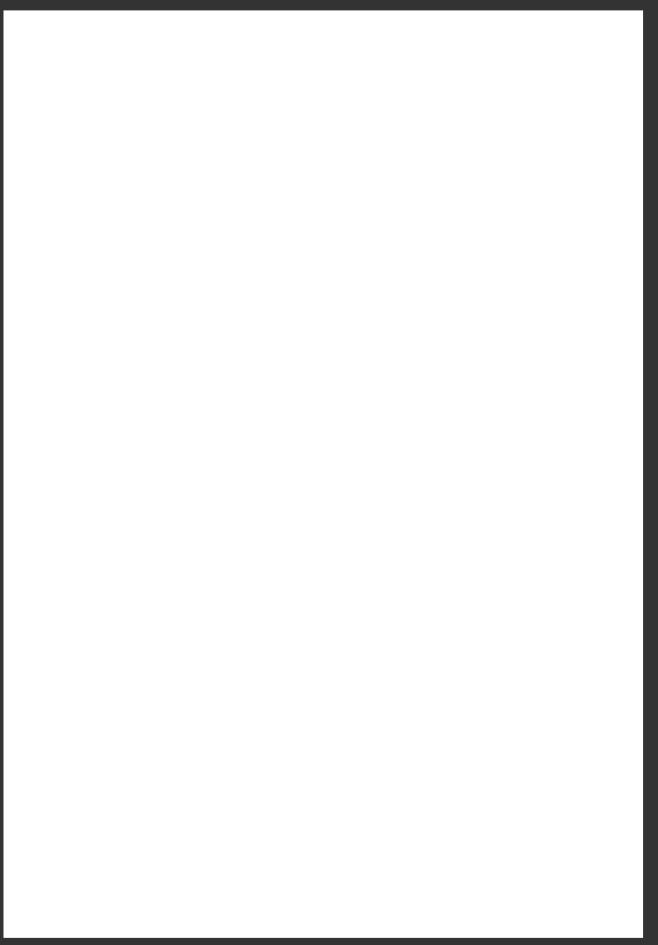
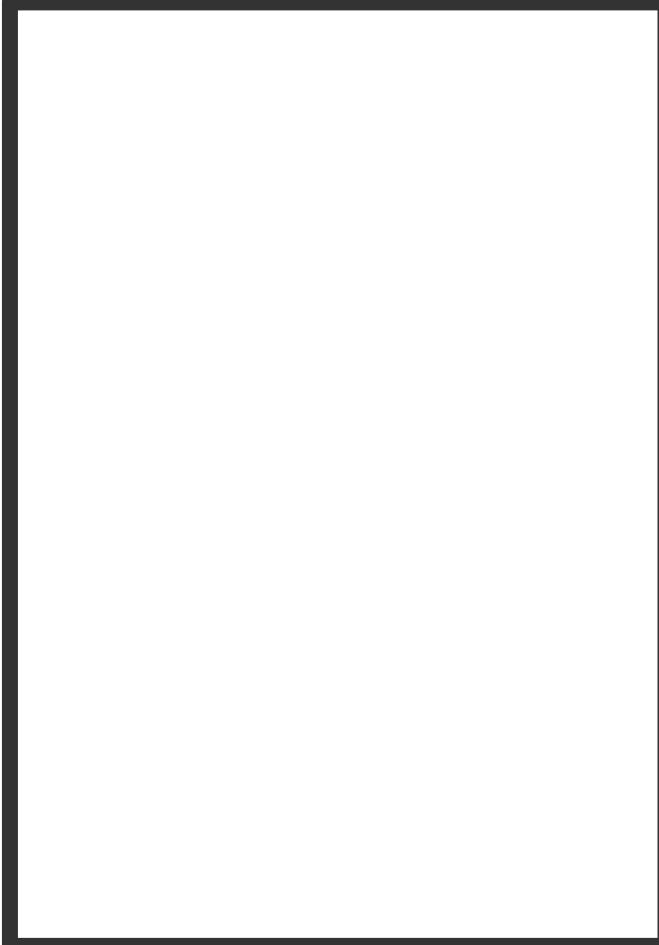
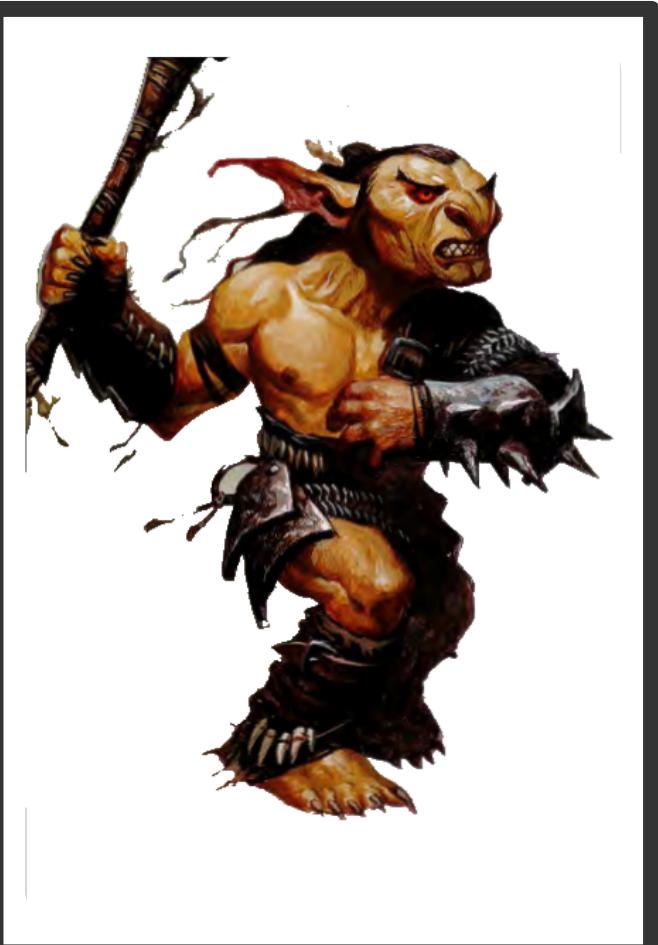
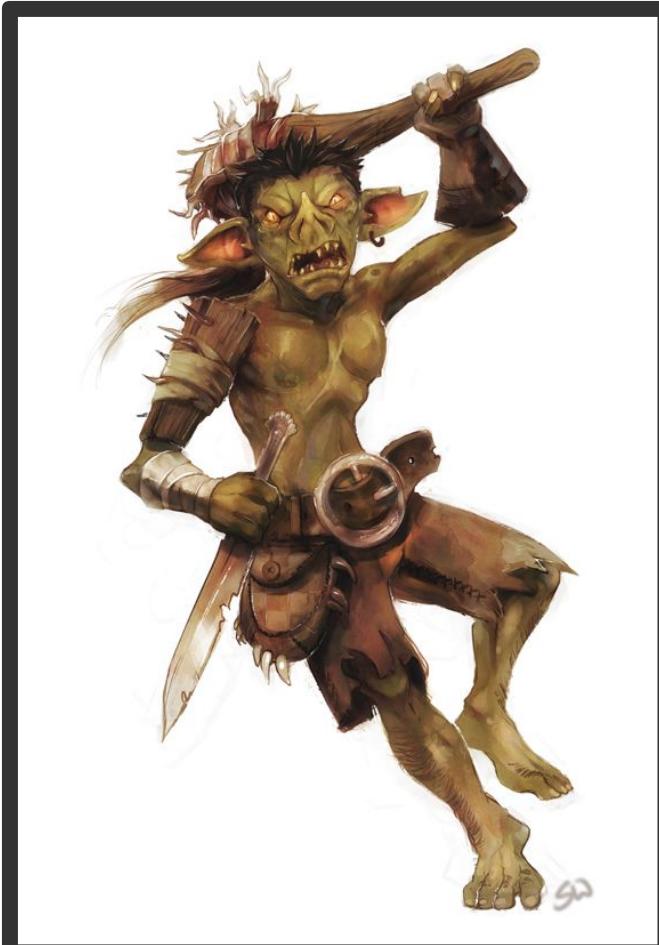
Magic Weapons. The Golem's weapon attacks are magical.

ACTIONS

Multiattack. The Golem makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Haste (Recharge 5-6). Until the end of its next turn, the Golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.



FLESH GOLEM



Medium Construct, Neutral

Armor class 9

Hit points 133 (14d10 + 56)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities Lightning, Poison; Physical from non-adamantine weapons

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poison

Senses Darkvision 60ft, Passive Perception 9

Language Languages of its creator but can't speak

Challenge 5 (1800 XP)

Berserk. At start of its turn with 40 hit points or fewer, roll a d6. On a 6, the Golem goes berserk. On each of its turns while berserk, the Golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the Golem attacks an object, with preference for an object smaller than itself. Once the Golem goes berserk, it continues to do so until it is destroyed or regains all its hit points. The Golem's creator, if within 60 feet of the berserk Golem, can try to calm it by speaking firmly and persuasively. Must be able to hear its creator, who uses action to make DC15 Persuasion check. If the check succeeds, the Golem ceases being berserk. Taking damage while still at 40 hit points or fewer, the Golem might go berserk again.

IRON GOLEM



Large Construct, Unaligned

Armor class 20 (natural armor)

Hit points 210 (20d10 + 100)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities Fire, Poison, Psychic; Physical from non-adamantine weapons

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poison

Senses Darkvision 120ft, Passive Perception 10

Language Languages of its creator but can't speak

Challenge 16 (15000 XP)

Fire Absorption. Whenever the Golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form. The Golem is immune to any spell or effect that would alter its form.

Magic Resistance. The Golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Golem's weapon attacks are magical.

FLESH GOLEM CONTINUED: ACTIONS



Aversion of Fire. If the Golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The Golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the Golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. The Golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Golem's weapon attacks are magical.

ACTIONS

Multiattack. The Golem makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

IRON GOLEM CONTINUED: ACTIONS



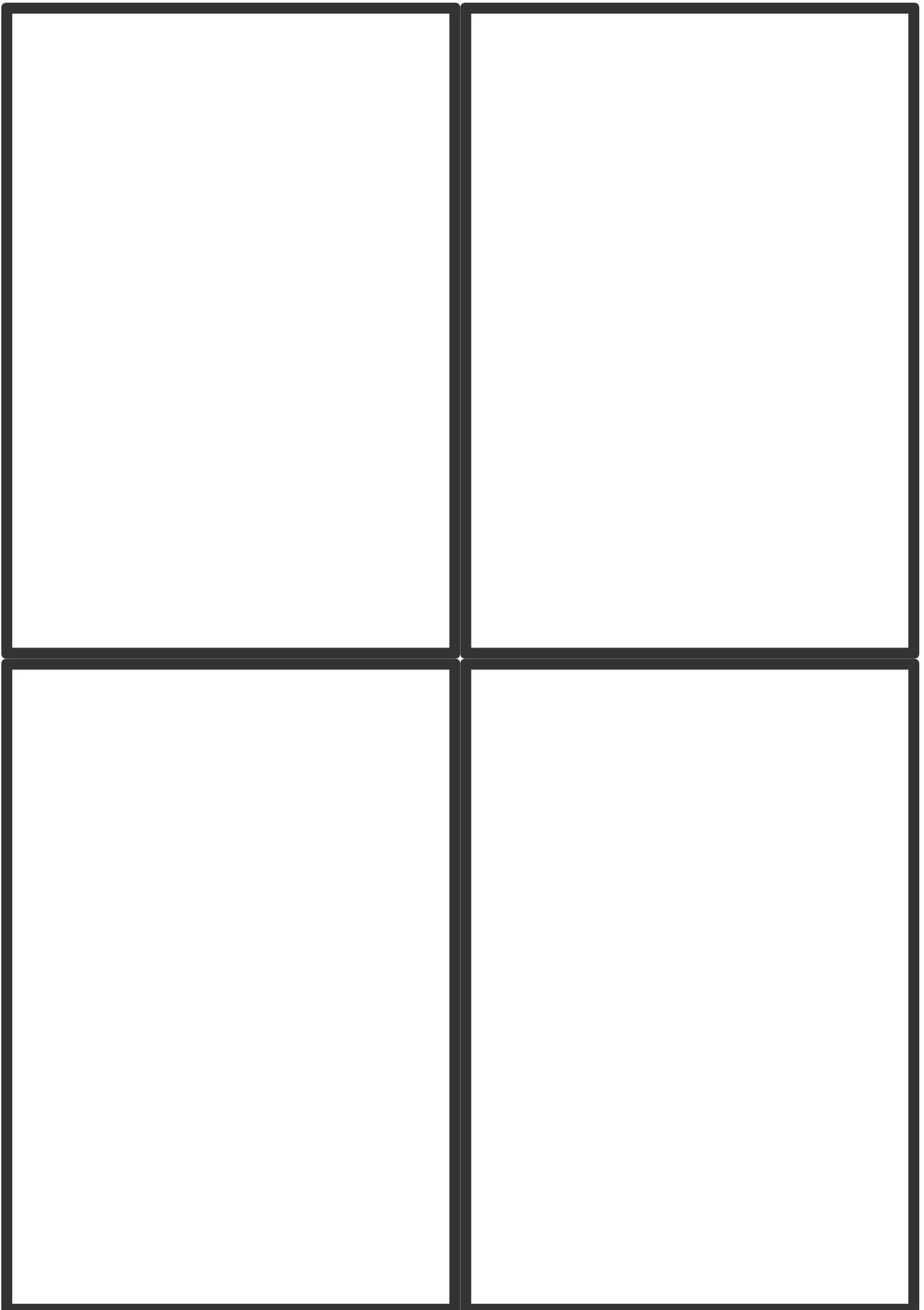
ACTIONS

Multiattack. The Golem makes two melee attacks.

Slam. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

Sword. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 23 (3d10 + 7) slashing damage.

Poison Breath (Recharge 6). The Golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.



STONE GOLEM



Large Construct, Unaligned

Armor class 17 (natural armor)

Hit points 178 (17d10 + 85)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities Poison, Psychic; Physical from non-adamantine weapons

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poison

Senses Darkvision 120ft, Passive Perception 10

Language Languages of its creator but can't speak

Challenge 10 (5900 XP)

Immutable Form. The Golem is immune to any spell or effect that would alter its form.

Magic Resistance. The Golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Golem's weapon attacks are magical.

GORGON



Large Monstrosity, Unaligned

Armor class 19 (natural armor)

Hit points 114 (12d10 + 48)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +4

Condition Immunities Petrified

Senses Darkvision 60ft, Passive Perception 14

Language -

Challenge 5 (1800 XP)

Trampling Charge. Must move 20ft straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the Gorgon can make one attack with its hooves against it as a bonus action.

ACTIONS

Gore. Melee: +8, 5ft. Hit: 18 (2d12 + 5) piercing damage.

Hooves. Melee: +8, 5ft. Hit: 16 (2d10 + 5) bludgeoning.

Petrifying Breath (Recharge 5-6). Gas in 30ft cone. Each creature makes DC 13 Constitution save. Failure: target begins to turn to stone and is restrained. The restrained target repeats the save at the end of its next turn. Success: effect ends for them. Failure: target is petrified until freed by the *greater restoration* spell or other magic.

STONE GOLEM CONTINUED: ACTIONS



ACTIONS

Multiaction. The Golem makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The Golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GRELL



Medium Aberration, Neutral Evil

Armor class 12

Hit points 55 (10d8 + 10)

Speed 10ft, **Fly** 30ft, (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	9 (-1)

Skills Perception +4, Stealth +6

Damage Immunities Lightning

Condition Immunities Blinded, Prone

Senses Blindsight 60ft (blind beyond), Passive Perception 14

Language Grell

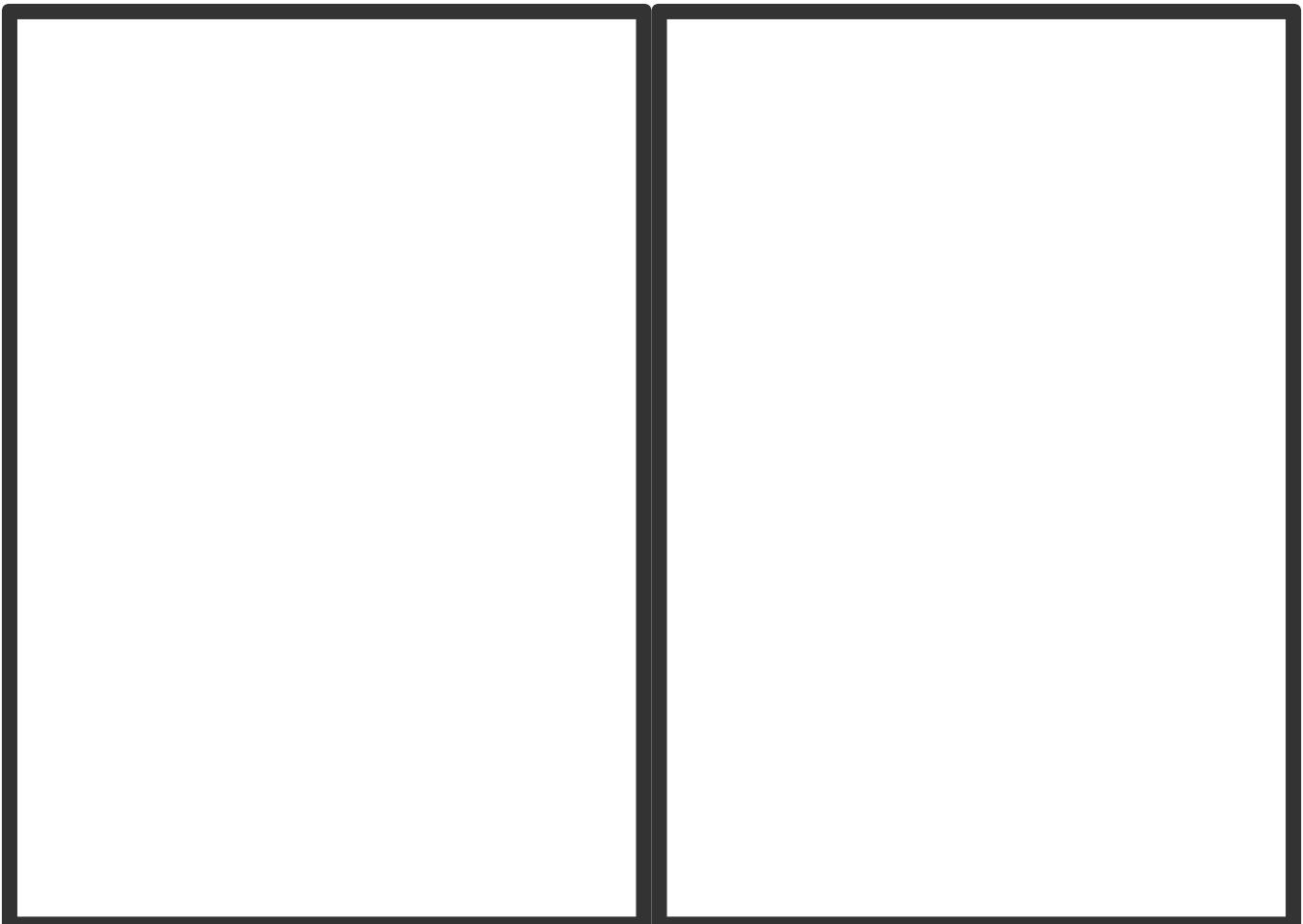
Challenge 3 (700 XP)

ACTIONS

Multiaction. Two attacks: one Tentacles and one Beak.

Beak. Melee: +4, 5ft. Hit: 7 (2d4 + 2) piercing damage.

Tentacles. Melee: +4, 10. Hit: 7 (1d10 + 2) piercing damage, and target makes DC 11 Constitution save or be poisoned for 1 minute. Poisoned target is paralyzed, and can repeat save at end of each of its turns, ends on success. Target also grappled (escape DC 15). If the target is Medium or smaller, also restrained until this grapple ends. While grappling the target, Grell has advantage on attack rolls against it and can't use this attack against other targets. When Grell moves, Medium or smaller target it is grappling also moves



GRICK



Medium Monstrosity, Neutral

Armor class 14 (natural armor)

Hit points 27 (6d8)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	3 (-4)	14 (+2)	5 (-3)

Damage Resistances All physical from non-magical weapons

Senses Darkvision 60ft, Passive Perception 12

Language -

Challenge 2 (450 XP)

Stone Camouflage. The Grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiaction. The Grick makes one attack with its tentacles. If that attack hits, the Grick can make one beak attack against the same target.

Tentacles. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

GRIFFON



Large Monstrosity, Unaligned

Armor class 12

Hit points 59 (7d10 + 21)

Speed 30ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses Darkvision 60ft, Passive Perception 15

Language -

Challenge 2 (450 XP)

Keen Sight. The Griffon has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiaction. The Griffon makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

GRICK ALPHA



Large Monstrosity, Neutral

Armor class 18 (natural armor)

Hit points 75 (10d10 + 20)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	4 (-3)	14 (+2)	9 (-1)

Damage Resistances All physical from non-magical weapons

Senses Darkvision 60ft, Passive Perception 12

Language -

Challenge 7 (2900 XP)

Stone Camouflage. The Grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiaction. The Grick makes two attacks: one with its tail and one with its tentacles. If it hits with its tentacles, the Grick can make one beak attack against the same target.

Tail. Melee Weapon Attack: +7 to hit, reach 10ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Tentacles. Melee Weapon Attack: +7 to hit, reach 10ft., one target. Hit: 22 (4d8 + 4) slashing damage.

Beak. Melee Weapon Attack: +7 to hit, reach 10ft., one target. Hit: 13 (2d8 + 4) piercing damage

GRIFFON



Large Monstrosity, Unaligned

Armor class 12

Hit points 59 (7d10 + 21)

Speed 30ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses Darkvision 60ft, Passive Perception 15

Language -

Challenge 2 (450 XP)

Keen Sight. The Griffon has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiaction. The Griffon makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

GRIMLOCK



Medium Humanoid (Grimlock), Neutral Evil

Armor class 11

Hit points 11 (2d8 + 2)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	9 (-1)	8 (-1)	6 (-2)

Skills Athletics +5, Perception +3, Stealth +3

Condition Immunities Blinded

Senses Blindsight (blind beyond) 30ft or 10 if deafened, Passive Perception 13

Language Undercommon

Challenge 1/4 (50 XP)

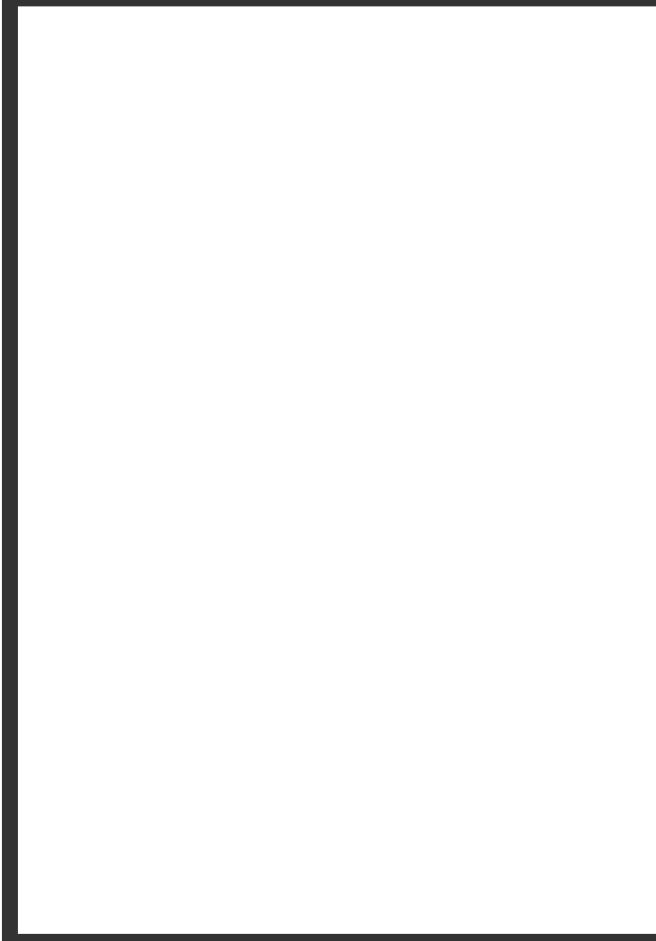
Blind Senses. The Grimlock can't use its blindsight while deafened and unable to smell.

Keen Hearing and Smell. The Grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. The Grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Spiked Bone Club. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.



GREEN HAG



Medium Fey, Neutral Evil

Armor class 17 (natural armor)

Hit points 82 (11d8 + 33)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses Darkvision 60 ft, Passive Perception 14

Language Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The Hag can breathe air and water.

Innate Spellcasting. The Hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

- **At will:** *dancing lights, minor illusion, vicious mockery*

Mimicry. The Hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.



GREEN HAG CONTINUED: ACTIONS

ACTIONS

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Illusory Appearance. The Hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the Hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the Hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the Hag is disguised.

Invisible Passage. The Hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

NIGHT HAG



Medium Fey, Neutral Evil

Armor class 17 (natural armor)

Hit points 112 (15d8 + 45)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistance Cold, Fire; All physical from non-silvered weapons

Condition Immunities Charmed

Senses Darkvision 120 ft, Passive Perception 16

Language Abyssal, Common, Infernal, Primordial

Challenge 5 (1800 XP)

Innate Spellcasting. The Hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

- **At will:** *detect magic, magic missile*
- **2/day each:** *plane shift* (self only), *ray of enfeeblement, sleep*

Magic Resistance. The Hag has advantage on saving throws against spells and other magical effects.



NIGHT HAG CONTINUED: ACTIONS

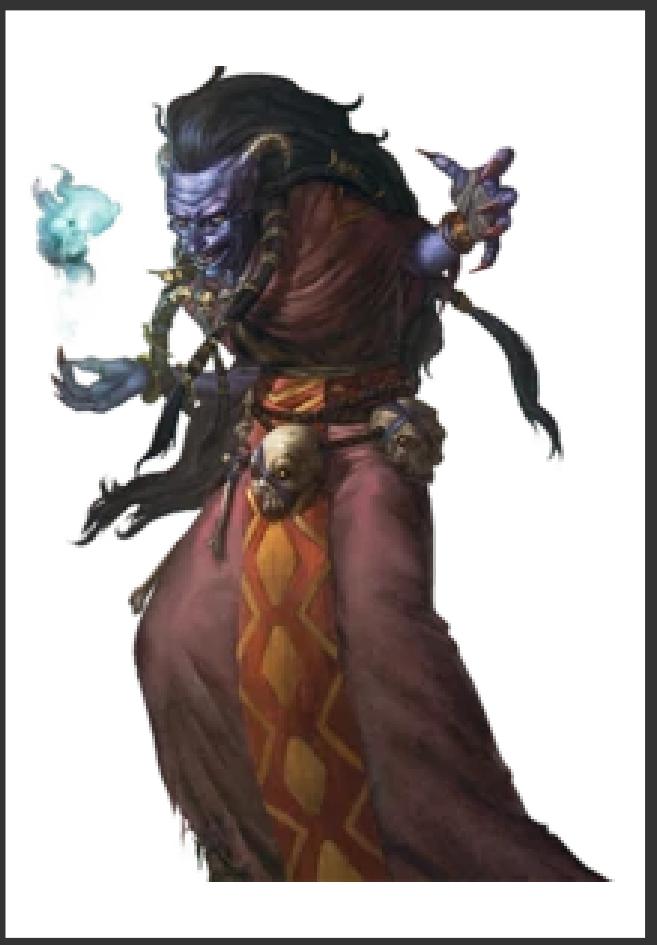
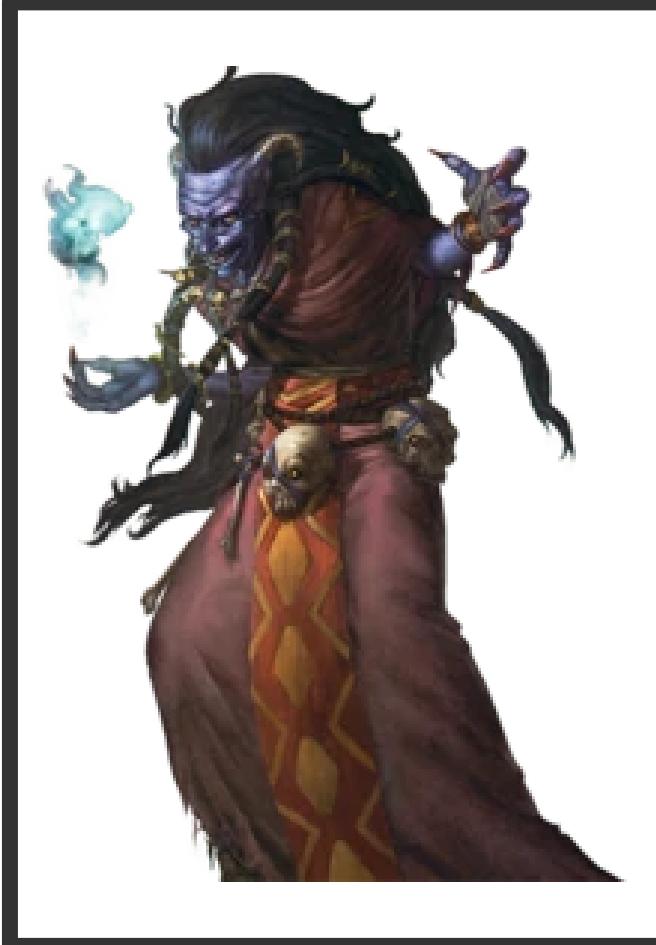
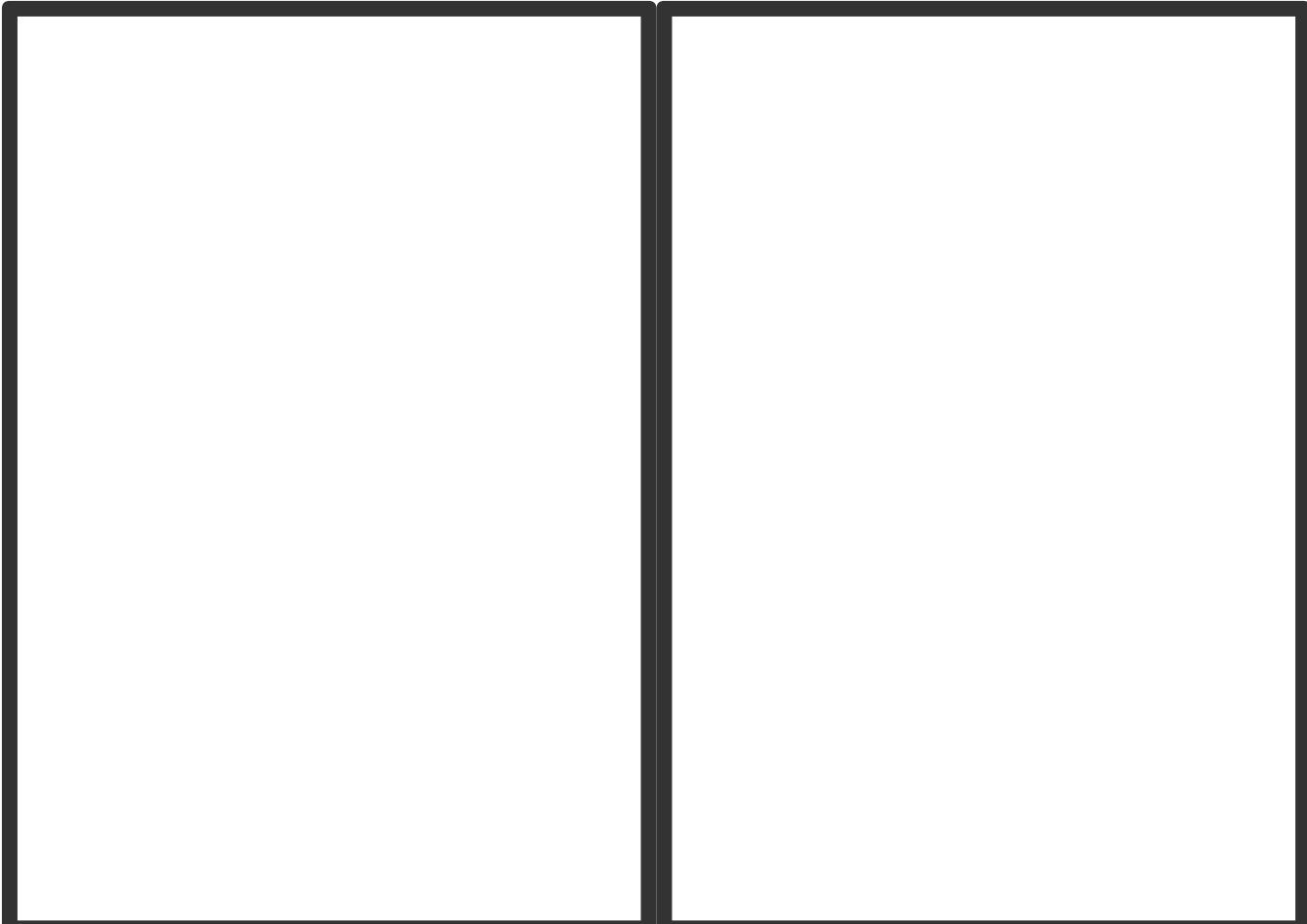
ACTIONS

Claws (Hag Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Change Shape. The Hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The Hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the Hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the Hag magically touches a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the Hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.



SEA HAG



Medium Fey, Chaotic Evil

Armor class 14 (natural armor)

Hit points 52 (7d8 + 21)

Speed 30ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Senses Darkvision 60ft, Passive Perception 11

Language Aquan, Common, Giant

Challenge 2 (450 XP)

Amphibious. The Hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the Hag and can see the Hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the Hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Hag's Horrific Appearance for the next 24 hours. Unless the target is surprised or the revelation of the Hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the Hag.

HALF-RED DRAGON VETERAN



Medium Humanoid (Human), Any alignment

Armor class 18 (plate)

Hit points 65 (10d8 + 20)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +5, Perception +2

Damage Resistances Fire

Senses Darkvision 60ft, Blindsight 10ft, Passive Perception 12

Language Common, Draconic

Challenge 5 (1800 XP)

ACTIONS

Multiattack. The Veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

SEA HAG CONTINUED: ACTIONS



ACTIONS

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Death Glare. The Hag targets one frightened creature she can see within 30 feet of her. If the target can see the Hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. The Hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the Hag takes a bonus action to end it or if she dies. The changes wrought by this effect fail to hold up to physical inspection. For example, the Hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the Hag is disguised.

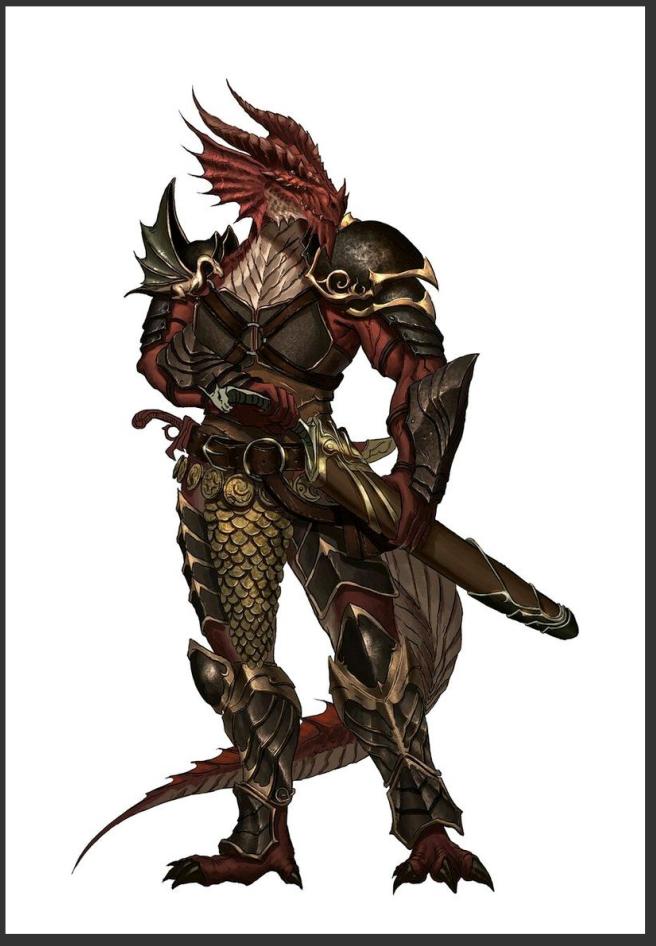
HALF-RED DRAGON VETERAN CONTINUED:



Fire. Breath (Recharge: 5-6). The Veteran exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Parry. The Veteran adds 3 to its AC against one melee attack that would hit it. To do so, the Veteran must see the attacker and be wielding a melee weapon.



HARPY



Medium Monstrosity, Chaotic Evil

Armor class 11

Hit points 38 (7d8 + 7)

Speed 20ft, Fly 40ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

Senses Passive Perception 10

Language Common

Challenge 1 (200 XP)

ACTIONS

Multiattack. Two attacks: one Claws and one Club.

Claws. Melee: +3, 5ft. Hit: 6 (2d4 + 1) slashing damage.

Club. Melee: +3, 5ft. Hit: 3 (1d4 + 1) bludgeoning damage.

Luring Song. Every humanoid and giant within 300ft that can hear make a DC 11 Wisdom save or be charmed until end. Harpy must take a bonus action on subsequent turns to continue singing. It can stop singing at any time. Ends if Harpy is incapacitated. Target is incapacitated and ignores songs of other harpies. If target more than 5ft away from Harpy, it must move towards Harpy by most direct route. Doesn't avoid opportunity attacks, but before crossing damaging terrain or when it takes damage (other than the Harpy), repeat the save. Repeats save at end of its turns. On save effect ends & immune to **this** Harpy's song for 24hrs

HELMED HORROR



Medium Construct, Neutral

Armor class 20 (plate, shield)

Hit points 60 (8d8 + 24)

Speed 30ft, Fly 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

Damage Resistances Physical from non-adamantine

Damage Immunities Force, Necrotic, Poison

Damage Immunities Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned, Stunned

Senses Blindsight 60ft. (blind beyond), Passive Perception 14

Language Languages of its Creator but can't speak

Challenge 4 (11000 XP)

Magic Resistance. The Helmed Horror has advantage on saving throws against spells and other magical effects.

Spell Immunity. The Helmed Horror is immune to three spells chosen by its creator. Typical immunities include *fireball*, *heat metal*, and *lightning bolt*.

ACTIONS

Multiattack. Makes two longsword attacks.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

HELL HOUND



Medium Fiend, Lawful Evil

Armor class 15 (natural armor)

Hit points 45 (7d8 + 14)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities Fire

Senses Darkvision 60ft, Passive Perception 15

Language Understands Infernal but can't speak it

Challenge 3 (700 XP)

Keen Hearing and Smell. The Hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The Hound has advantage on an attack roll against a creature if at least one of the Hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5-6). Fire in 15-foot cone. Creatures in area must make DC 12 Dexterity save. Failure: 21 (6d6) fire damage. Success: half as much damage on a successful one. Fire-breathing fiends that take the form of powerful dogs, Hell Hounds commonly serve evil creatures that use them as guard animals and companions.

HIPPOGRIFF



Large Monstrosity, Unaligned

Armor class 11

Hit points 19 (3d10 + 3)

Speed 40ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +5

Senses Passive Perception 15

Language -

Challenge 1 (200 XP)

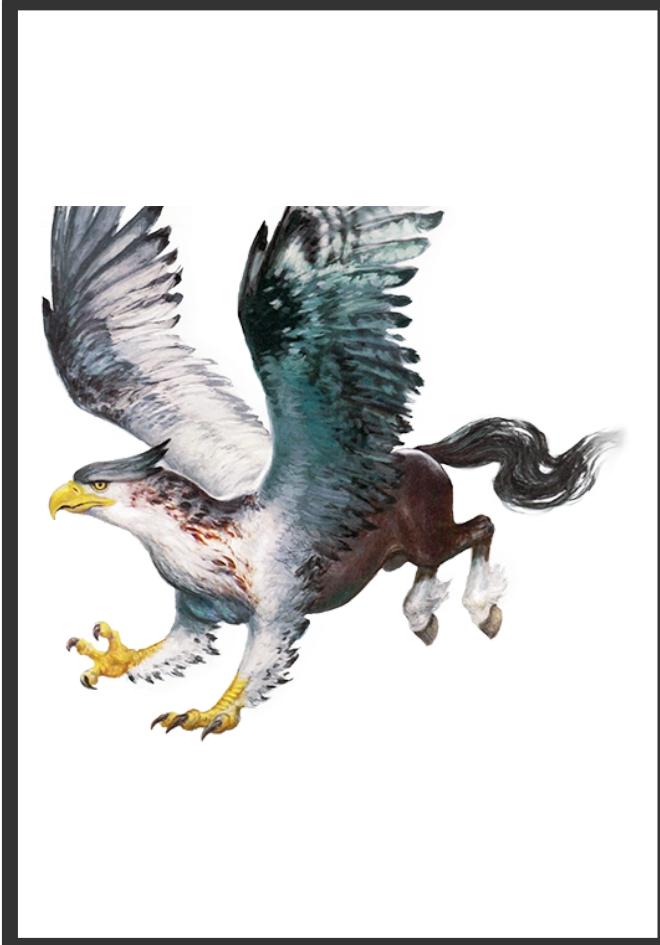
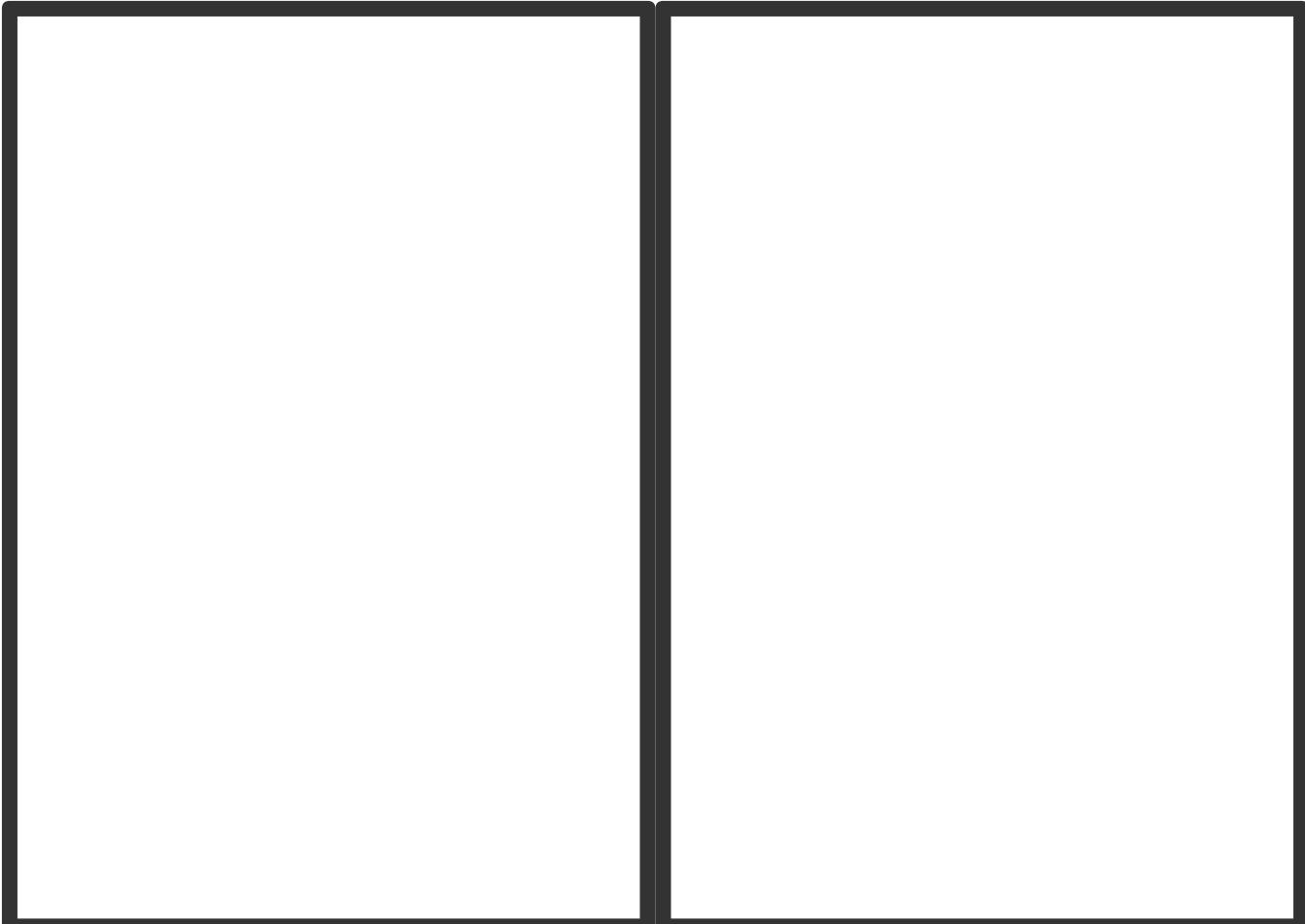
Keen Sight. The Hippogriff has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The Hippogriff makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.



HOBGOBLIN



Medium Humanoid (Goblinoid), Lawful Lawful

Armor class 18 (chain mail, shield)

Hit points 11 (2d8 + 2)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses Darkvision 60ft, Passive Perception 10

Language Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the Hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the Hobgoblin that isn't incapacitated.

ACTIONS

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

HOBGOBLIN CAPTAIN



Medium Humanoid (Goblinoid), Lawful Evil

Armor class 17 (half plate)

Hit points 39 (6d8 + 12)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses Darkvision 60ft, Passive Perception 10

Language Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5ft of Hobgoblin ally that isn't incapacitated.

ACTIONS

Multiattack. The Hobgoblin makes two greatsword attacks.

Greatsword. Melee: +4, 5ft. Hit: 9 (2d6 + 2) piercing damage.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the Hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the Hobgoblin. Can only have one Leadership die at a time. This effect ends if the Hobgoblin is incapacitated.

HOBGOBLIN WARLORD



Medium Humanoid (Goblinoid), Lawful Evil

Armor class 20 (plate, shield)

Hit points 97 (13d8 + 39)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	11 (+0)	15 (+2)

Saving Throws Int +5, Wis +3, Cha +5

Senses Darkvision 60ft, Passive Perception 10

Language Common, Goblin

Challenge 6 (2300 XP)

Martial Advantage. Once per turn, the Hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the Hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The Hobgoblin makes three melee attacks. Alternatively, it can make two ranged attacks with its javelins.

Longsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

HOBGOBLIN WARLORD CONTINUED: ACTION



Shield Bash. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Javelin. Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage. Leadership (Recharges after a Short or Long Rest). For 1 minute, the Hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the Hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the Hobgoblin is incapacitated.

REACTIONS

Parry. The Hobgoblin adds 3 to its AC against one melee attack that would hit it. To do so, the Hobgoblin must see the attacker and be wielding a melee weapon.



HOMUNCULUS



Tiny Construct, Neutral

Armor class 20 (plate, shield)

Hit points 97 (13d8 + 39)

Speed 20ft, Fly 40ft

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

Damage Immunities Poison

Condition Immunities Charmed, Poisoned

Senses Darkvision 60ft, Passive Perception 10

Language Languages of its creator but can't speak

Challenge 0 (10 XP)

Telepathic Bond. While the Homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

HYDRA



Huge Monstrosity, Unaligned

Armor class 15 (natural armor)

Hit points 172 (15d12 + 75)

Speed 30ft, Swim 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6

Senses Darkvision 60ft, Passive Perception 16

Language -

Challenge 8 (3900 XP)

Hold Breath. The Hydra can hold its breath for 1 hour.

Multiple Heads. The Hydra has five heads. While it has more than one head, the Hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the Hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the Hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The Hydra regains 10 hit points for each head regrown in this way.

HOOK HORROR



Large Monstrosity, Neutral

Armor class 15 (natural armor)

Hit points 75 (10d10 + 20)

Speed 30ft, Climb 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses Darkvision 10ft, Blindsight 60ft, Passive Perception 13

Language Hook Horror

Challenge 3 (700 XP)

Echolocation. The Hook Horror can't use its blindsight while deafened.

Keen Hearing. The Hook Horror has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiaction. The Hook Horror makes two hook attacks.

Hook. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

HYDRA CONTINUED: ACTIONS



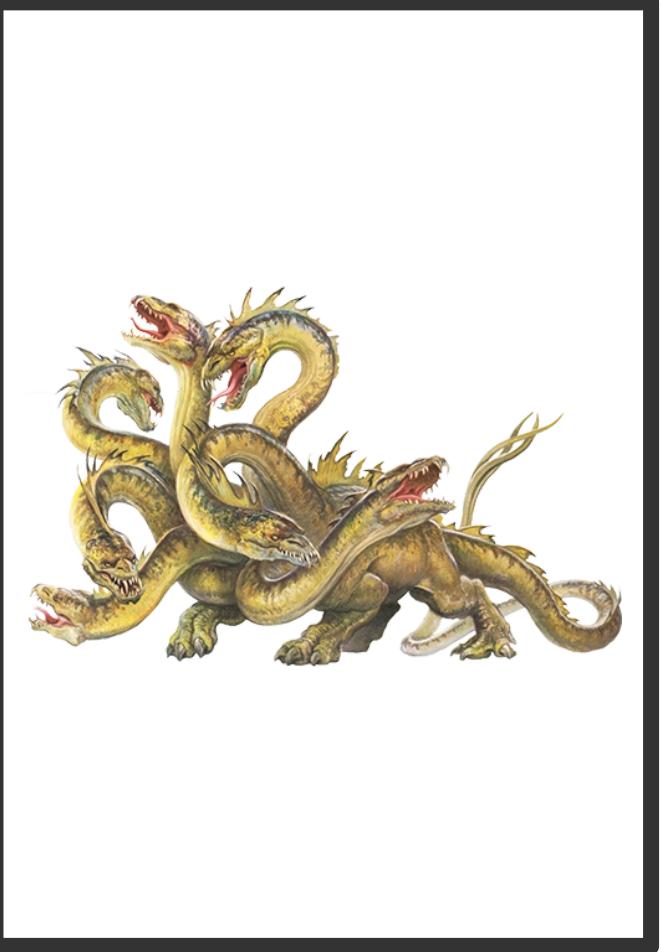
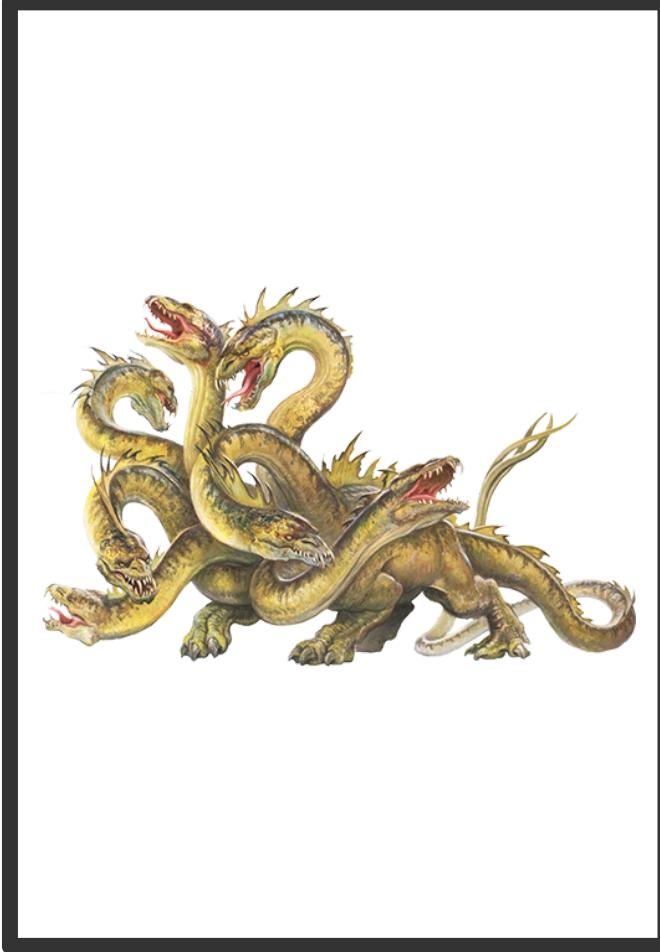
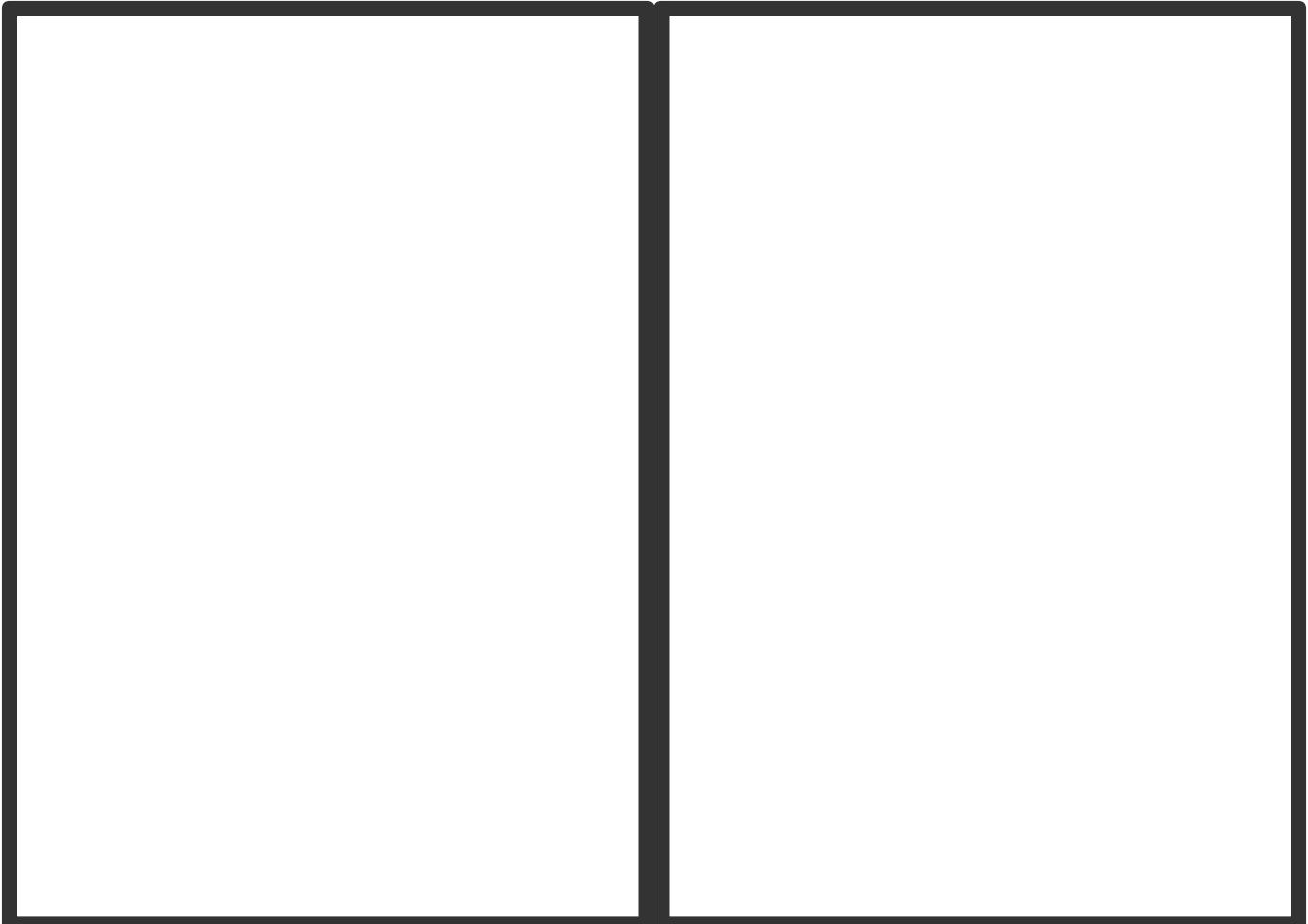
Reactive Heads. For each head the Hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the Hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiaction. The Hydra makes as many bite attacks as it has heads.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage.



INTELLECT DEVOURER



Tiny Aberration, Lawful Evil

Armor class 12

Hit points 21 (6d6 + 6)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4

Damage Resistances Physical from non-magical weapons

Condition Immunities Blinded

Senses Blindsight 60ft. (blind beyond), Passive Perception 12

Language Understands Deep Speech but can't speak,

Telepathy 60ft

Challenge 2 (450 XP)

Detect Sentience. The Intellect Devourer can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a mind blank spell.

ACTIONS

Multiattack. The Intellect Devourer makes one attack with its claws and uses Devour Intellect.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage

INVISIBLE STALKER



Medium Elemental, Neutral

Armor class 14

Hit points 104 (16d8 + 32)

Speed 50ft, **Fly** 50ft (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10

Damage Resistances Physical from non-magical weapons

Damage Immunities Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60ft, Passive Perception 18

Language Auran, Understands Common but can't speak

Challenge 6 (2300 XP)

Invisibility. The Stalker is invisible.

Faultless Tracker. The Stalker is given a quarry by its summoner. The Stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The Stalker also knows the location of its summoner.

ACTIONS

Multiattack. The Stalker makes two slam attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

INTELLECT DEVOURER CONTINUED: ACTION



Devour Intellect. The Intellect Devourer targets one creature it can see within 10 feet of it that has a brain. The target must succeed on a DC 12 Intelligence saving throw against this magic or take 11 (2d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, that score is reduced to 0. The target is stunned until it regains at least one point of Intelligence.

Body Thief. The Intellect Devourer initiates an Intelligence contest with an incapacitated humanoid within 5 feet of it. If it wins the contest, the Intellect Devourer magically consumes the target's brain, teleports into the target's skull, and takes control of the target's body. While inside a creature, the Intellect Devourer has total cover against attacks and other effects originating outside its host. The Intellect Devourer retains its Intelligence, Wisdom, and Charisma scores, as well as its understanding of Deep Speech, its telepathy, and its traits. It otherwise adopts the target's statistics. It knows everything the creature knew, including spells and languages. If the host body drops to 0 hit points, the Intellect Devourer must leave it. A **protection from evil and good** spell cast on the body drives the Intellect Devourer out. The Intellect Devourer is also forced out if the target regains its devoured brain by means of a wish. By spending 5 feet of its movement, the Intellect Devourer can voluntarily leave the body, teleporting to the nearest unoccupied space within 5 feet of it. The body then dies, unless its brain is restored within 1 round.

JACKALWERE



Medium Humanoid (Shapechanger), Chaotic Evil

Armor class 14

Hit points 104 (16d8 + 32)

Speed 50ft, **Fly** 50ft (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Deception +4, Perception +2, Stealth +4

Damage Immunities All physical from non-silvered weapons

Senses Passive Perception 12

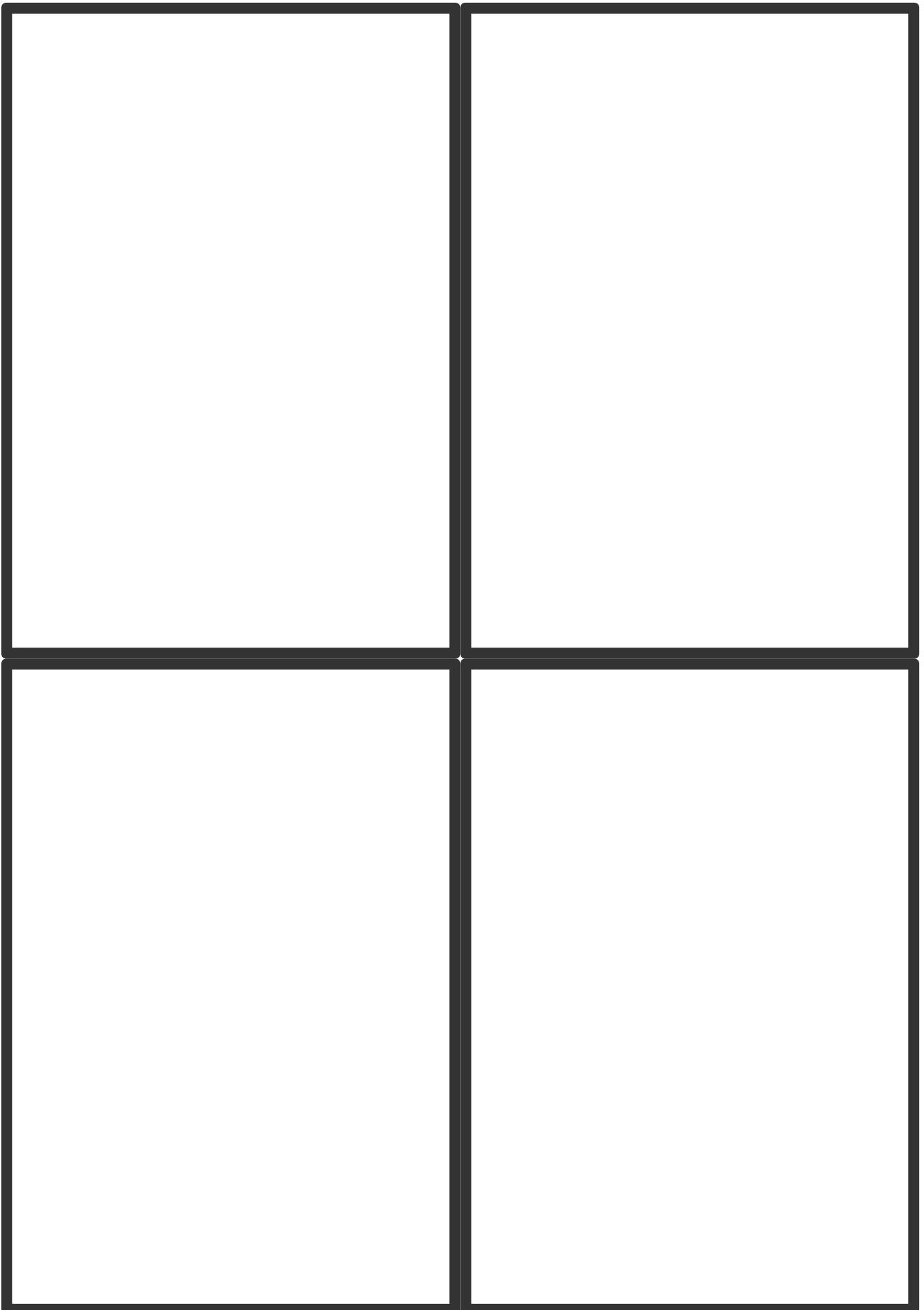
Language Common (can't speak in jackal form)

Challenge 1/2 (100 XP)

Shapechanger. The Jackalwere can use its action to polymorph into a specific Medium human or a jackal-humanoid hybrid, or back into its true form (that of a Small jackal). Other than its size, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The Jackalwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The Jackalwere has advantage on an attack roll against a creature if at least one of the Jackalwere's allies is within 5 feet of the creature and the ally isn't incapacitated.



JACKALWERE CONTINUED: ACTIONS



ACTIONS

Bite (Jackal or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Scimitar (Human or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Sleep Gaze. The Jackalwere gazes at one creature it can see within 30 feet of it. The target must make a DC 10 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this Jackalwere's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.

WINGED KOBOLD



Small Humanoid (Kobold), Lawful Evil

Armor class 13

Hit points 7 (3d6 - 3)

Speed 30ft, **Fly** 30ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses Darkvision 60ft, Passive Perception 8

Language Common, Draconic

Challenge 1/4 (50 XP)

Sunlight Sensitivity. While in sunlight, the Kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The Kobold has advantage on an attack roll against a creature if at least one of the Kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Dropped Rock. Ranged Weapon Attack: +5 to hit, one target directly below the Kobold. Hit: 6 (1d6 + 3) bludgeoning damage.

KENKU



Medium Humanoid (Kenku), Chaotic Evil

Armor class 13

Hit points 13 (3d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	11 (+0)	10 (+0)	10 (+0)

Skills Deception +4, Perception +2, Stealth +5

Senses Passive Perception 12

Language Understands Auran and Common but speaks only through the use of its Mimicry trait

Challenge 1/4 (50 XP)

Ambusher. In the first round of a combat, the Kenku has advantage on attack rolls against any creature it has surprised.

Mimicry. The Kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

KOBOLD



Small Humanoid (Kobold), Lawful Evil

Armor class 12

Hit points 5 (2d6 - 2)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses Darkvision 60ft, Passive Perception 8

Language Common, Draconic

Challenge 1/8 (25 XP)

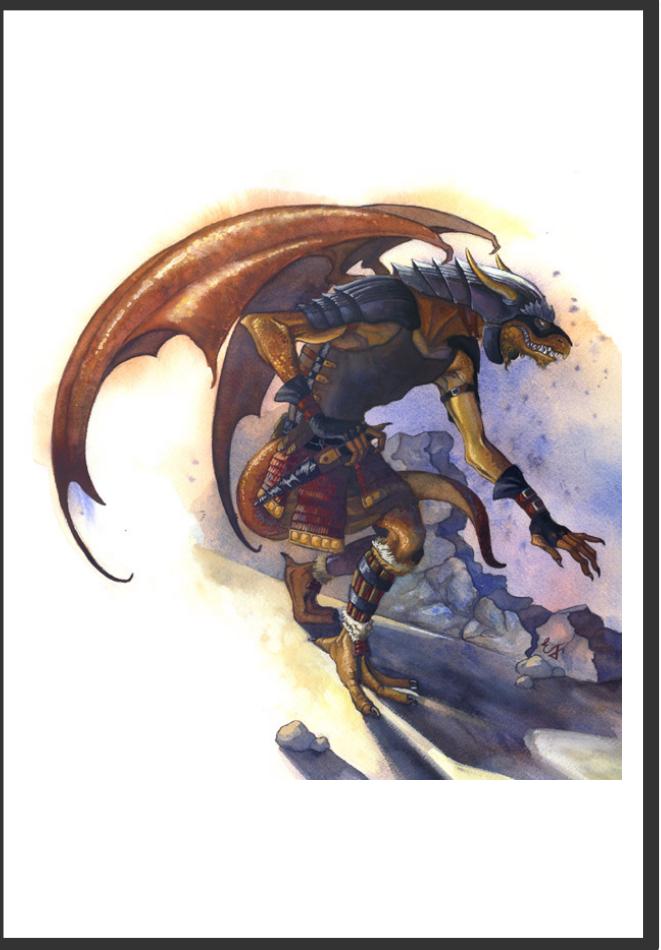
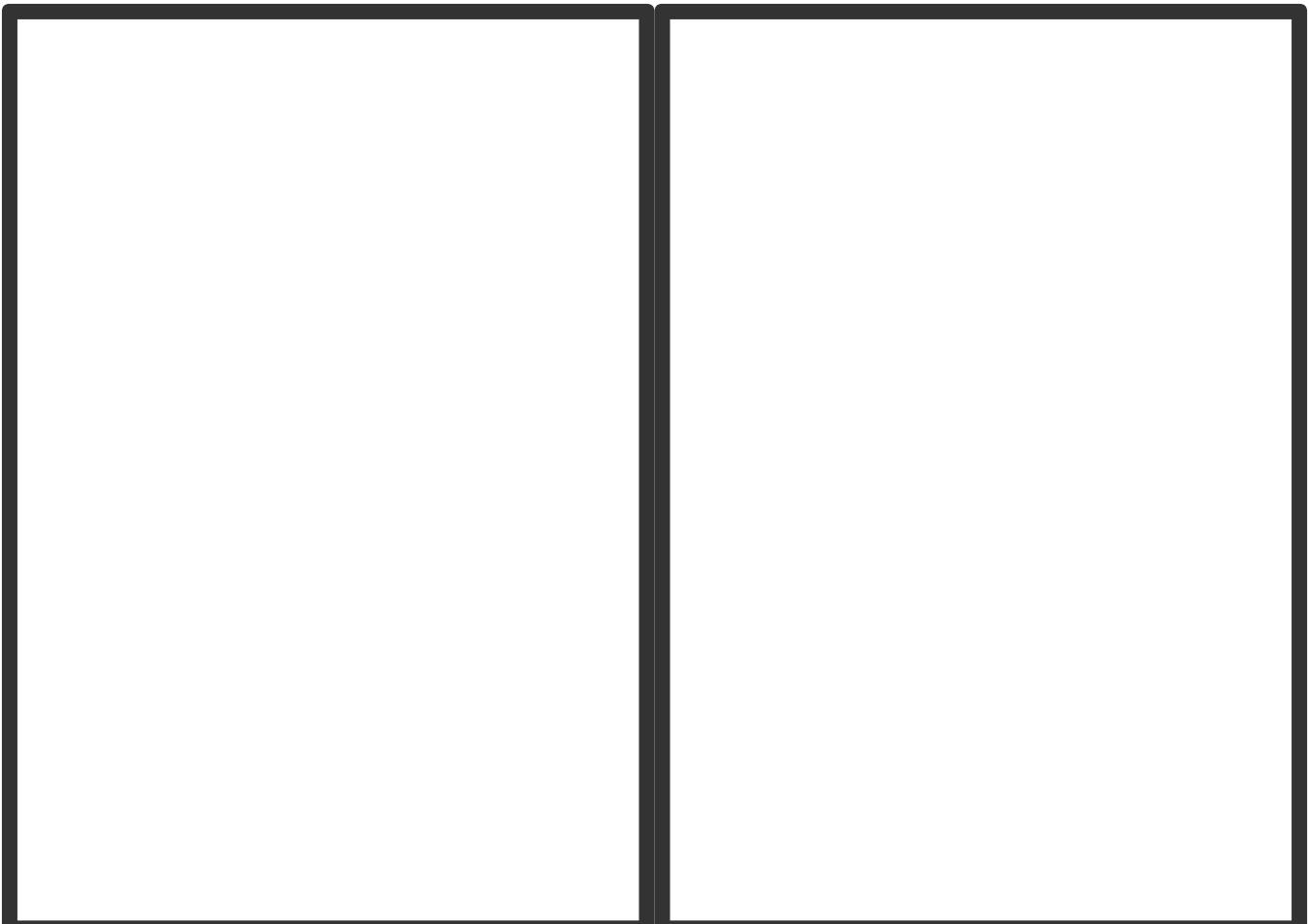
Sunlight Sensitivity. While in sunlight, the Kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The Kobold has advantage on an attack roll against a creature if at least one of the Kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.



KRAKEN



Gargantuan Monstrosity (Titan), Chaotic Evil

Armor class 18 (natural armor)

Hit points 472 (27d20 + 189)

Speed 20ft, **Swim** 60ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	22 (+6)	18 (+4)	30 (+10)

Saving Throws Str +17, Dex +7, Con +14, Int +13, Wis +11

Damage Immunities Lightning; Physical from non-magical weapons

Condition Immunities Frightened, Paralyzed

Senses Truesight 120ft, Passive Perception 14

Language Understands Abyssal, Celestial, Infernal, and Primordial but can't speak, Telepathy 120 ft.

Challenge 23 (50000 XP)

Amphibious. The Kraken can breathe air and water.

Freedom of Movement. The Kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Siege Monster. The Kraken deals double damage to objects and structures.

KRAKEN CONTINUED: LEGENDARY



Lightning Storm. The Kraken magically creates three bolts of lightning, each of which can strike a target the Kraken can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Kraken can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Kraken regains spent legendary actions at the start of its turn.

Tentacle Attack or Fling. The Kraken makes one tentacle attack or uses its Fling.

Lightning Storm (Costs 2 Actions). The Kraken uses Lightning Storm.

Ink Cloud (Costs 3 Actions). While underwater, the Kraken expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the Kraken. Each creature other than the Kraken that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the Kraken's next turn.

KRAKEN CONTINUED: ACTIONS



ACTIONS

Multiaction. Three: combination of Tentacles and Fling.

Bite. Melee: +17, 5ft., one target. Hit: 23 (3d8 + 10) piercing. If target is a Large or smaller creature grappled by Kraken, that creature is swallowed, and grapple ends. While swallowed, creature is blinded and restrained, it has total cover against attacks and or effects outside Kraken, and it takes 42 (12d6) acid damage at start of each of Kraken's turns. If Kraken takes 50 damage or more on a single turn from a creature inside it, Kraken must succeed on a DC 25 Constitution saving throw at end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Kraken. If Kraken dies, a swallowed creature is no longer restrained by it and can escape from corpse using 15 feet of movement, exiting prone.

Tentacle. Melee Weapon Attack: +17 to hit, reach 30 ft., one target. Hit: 20 (3d6 + 10) bludgeoning damage, and target is grappled (escape DC 18). Until this grapple ends target is restrained. Kraken has ten tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature grappled by Kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take same damage and be knocked prone.

KUO-TOA



Medium Humanoid (Kuo-Toa), Neutral Evil

Armor class 13 (natural armor, shield)

Hit points 18 (4d8)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +4

Senses Darkvision 120ft, Passive Perception 14

Language Undercommon

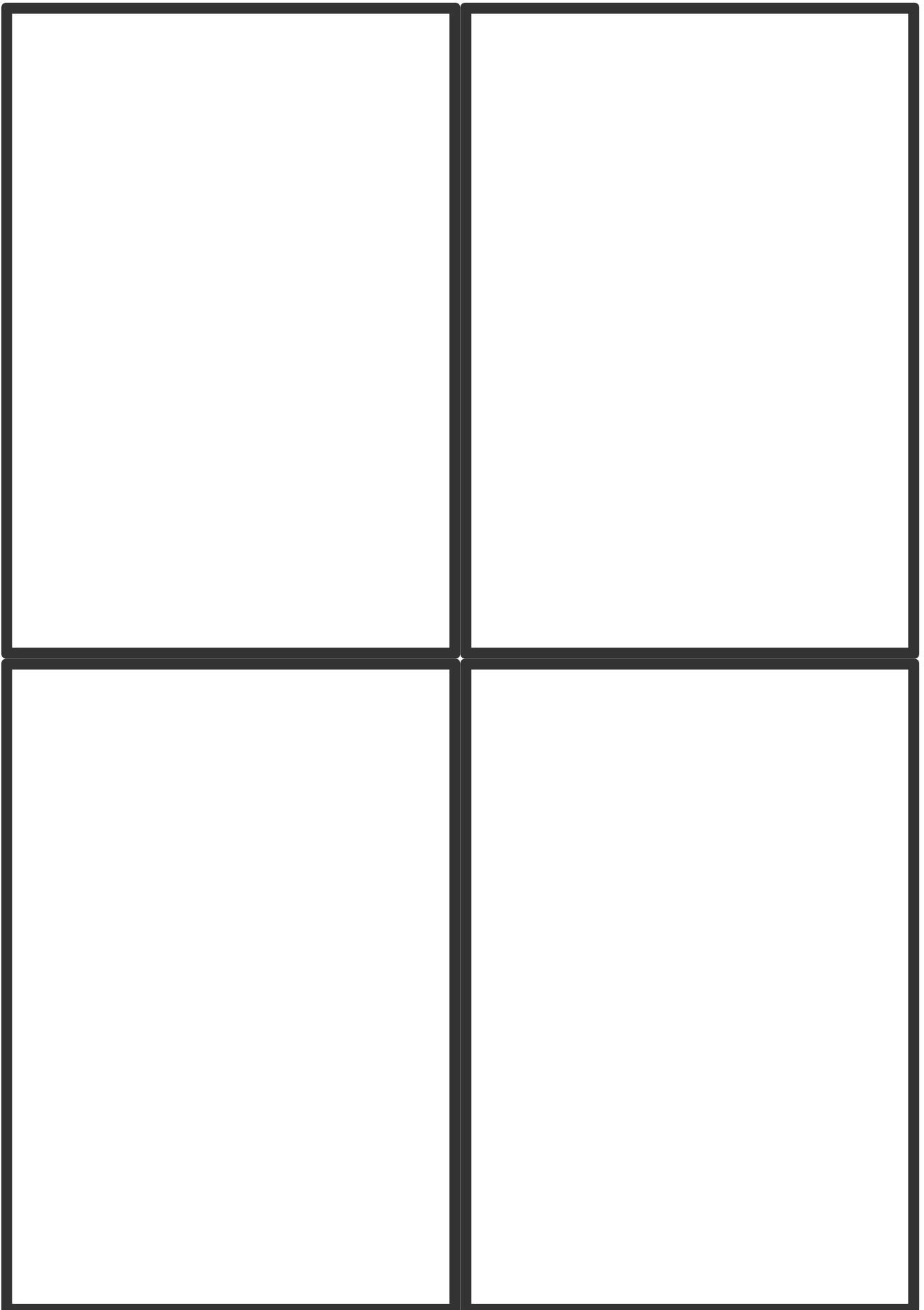
Challenge 1/4 (50 XP)

Amphibious. The Kuo-Toa can breathe air and water.

Otherworldly Perception. The Kuo-Toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The Kuo-Toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the Kuo-Toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.



Kuo-Toa Continued: Actions



ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Net. Ranged Weapon Attack: +3 to hit, range 5/15 ft., one Large or smaller creature. Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

RECTIONS

Sticky Shield. When a creature misses the Kuo-Toa with a melee weapon attack, the Kuo-Toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the Kuo-Toa's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

Kuo-Toa Archpriest Continued: Action



Sunlight Sensitivity. While in sunlight, the Kuo-Toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The Kuo-Toa makes two melee attacks.

Scepter. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 14 (4d6) lightning damage.

Unarmed Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Kuo-Toa Archpriest



Medium Humanoid (Kuo-Toa), Neutral Evil

Armor class 13 (natural armor)

Hit points 97 (13d8 + 39)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	13 (+1)	16 (+3)	14 (+2)

Skills Perception +9, Religion +6

Senses Darkvision 120ft, Passive Perception 19

Language Undercommon

Challenge 6 (2300 XP)

Amphibious. The Kuo-Toa can breathe air and water.

Otherworldly Perception. Can sense presence of any creature in 30ft that is invisible or on Ethereal Plane. Pinpoints creature that is moving.

Slippery. The Kuo-Toa has advantage on ability checks and saving throws made to escape a grapple.

Spellcasting. 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The Kuo-Toa has the following cleric spells prepared:

- **Cantrips (at will):** *guidance, sacred flame, thaumaturgy*
- **1st level (4 slots):** *detect magic, sanctuary, shield of faith*
- **2nd level (3 slots):** *hold person, spiritual weapon*
- **3rd level (3 slots):** *spirit guardians, tongues*
- **4th level (3 slots):** *control water, divination*
- **5th level (2 slots):** *mass cure wounds, scrying*

Kuo-Toa Monitor



Medium Humanoid (Kuo-Toa), Neutral Evil

Armor class 13 (natural armor)

Hit points 65 (10d8 + 20)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	11 (+0)

Skills Perception +6, Religion +4

Senses Darkvision 120ft, Passive Perception 16

Language Undercommon

Challenge 3 (700 XP)

Amphibious. The Kuo-Toa can breathe air and water.

Otherworldly Perception. Can sense presence of any creature in 30ft that is invisible or on Ethereal Plane. Pinpoints creature that is moving.

Slippery. The Kuo-Toa has advantage on ability checks and saving throws made to escape a grapple.

ACTIONS

Multiattack. Makes one bite attack and two unarmed strikes.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Unarmed Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) lightning damage, and the target can't take reactions until the end of the Kuo-Toa's next turn.



Kuo-Toa WHIP



Medium Humanoid (Kuo-Toa), Neutral Evil

Armor class 11 (natural armor)

Hit points 65 (10d8 + 20)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	11 (+0)

Skills Perception +6, Religion +4

Senses Darkvision 120ft, Passive Perception 16

Language Undercommon

Challenge 1 (200 XP)

Amphibious. The Kuo-Toa can breathe air and water.

Otherworldly Perception. Can sense presence of any creature in 30ft that is invisible or on Ethereal Plane. Pinpoints creature that is moving.

Slippery. The Kuo-Toa has advantage on ability checks and saving throws made to escape a grapple.

Spellcasting. 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The Kuo-Toa has the following cleric spells prepared:

- **Cantrips (at will):** *sacred flame, thaumaturgy*
- **1st level (3 slots):** *bane, shield of faith*

LAMIA



Large Monstrosity, Chaotic Evil

Armor class 13 (natural armor)

Hit points 97 (13d10 + 26)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	14 (+2)	15 (+2)	16 (+3)

Skills Deception +7, Insight +4, Stealth +3

Senses Darkvision 60ft, Passive Perception 12

Language Abyssal, Common

Challenge 4 (1100 XP)

Innate Spellcasting. Spellcasting ability Charisma (save DC13). Innately cast these spells, requires no materials

- **At will:** *disguise self* (any humanoid form), *major image*
- **3/day per charm person, mirror image, scrying, suggestion**
- **1/day:** *geas*

ACTIONS

Multiattack. The Lamia makes two attacks: one with its claws and one with its dagger or Intoxicating Touch.

Claws. Melee +5, 5ft. Hit: 14 (2d10 + 3) slashing damage.

Dagger. Melee: +5, 5ft. Hit: 5 (1d4 + 3) piercing damage.

Intoxicating Touch. Melee Spell Attack: +5 to hit, reach 5 ft., one creature. Hit: The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

Kuo-Toa WHIP CONTINUED: ACTIONS



ACTIONS

Multiattack. The Kuo-Toa makes two attacks: one with its bite and one with its pincer staff.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Pincer Staff. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the Kuo-Toa can't use its pincer staff on another target.

LICH



Medium Undead, Any Evil Alignment

Armor class 17 (natural armor)

Hit points 135 (18d8 + 54)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances Cold, Lightning, Necrotic

Damage Immunities Poison; Physical from non-magical weapons

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Truesight 120ft, Passive Perception 19

Language Common plus up to five other languages

Challenge 21 (33000 XP)

Legendary Resistance (3/Day). If the Lich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed Lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Turn Resistance. The Lich has advantage on saving throws against any effect that turns undead.



LICH CONTINUED: ACTIONS



Spellcasting. The Lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The Lich has the following wizard spells prepared:

- **Cantrips (at will):** *mage hand, prestidigitation, ray of frost*
- **1st level (4 slots):** *detect magic, magic missile, shield, thunderwave*
- **2nd level (3 slots):** *detect thoughts, invisibility, Melf's acid arrow, mirror image*
- **3rd level (3 slots):** *animate dead, counterspell, dispel magic, fireball*
- **4th level (3 slots):** *blight, dimension door*
- **5th level (3 slots):** *cloudkill, scrying*
- **6th level (1 slot):** *disintegrate, globe of invulnerability*
- **7th level (1 slot):** *finger of death, plane shift*
- **8th level (1 slot):** *dominate monster, power word stun*
- **9th level (1 slot):** *power word kill*

ACTIONS

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LIZARDFOLK



Medium Humanoid (Lizardfolk), Neutral

Armor class 15 (natural armor)

Hit points 22 (4d8 + 4)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5

Senses Passive Perception 13

Language Draconic

Challenge 1/2 (100 XP)

Hold Breath. The Lizardfolk can hold its breath for 15 minutes.

ACTIONS

Multiattack. Two melee attacks, each with different weapon.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Heavy Club. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Spiked Shield. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

LICH CONTINUED: LEGENDARY



LEGENDARY ACTIONS

The Lich can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Lich regains spent legendary actions at the start of its turn.

Cantrip. The Lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The Lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The Lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of the Lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

LIZARDFOLK SHAMAN



Medium Humanoid (Lizardfolk), Neutral

Armor class 13 (natural armor)

Hit points 27 (5d8 + 5)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	15 (+2)	8 (-1)

Skills Perception +4, Stealth +4, Survival +6

Senses Passive Perception 14

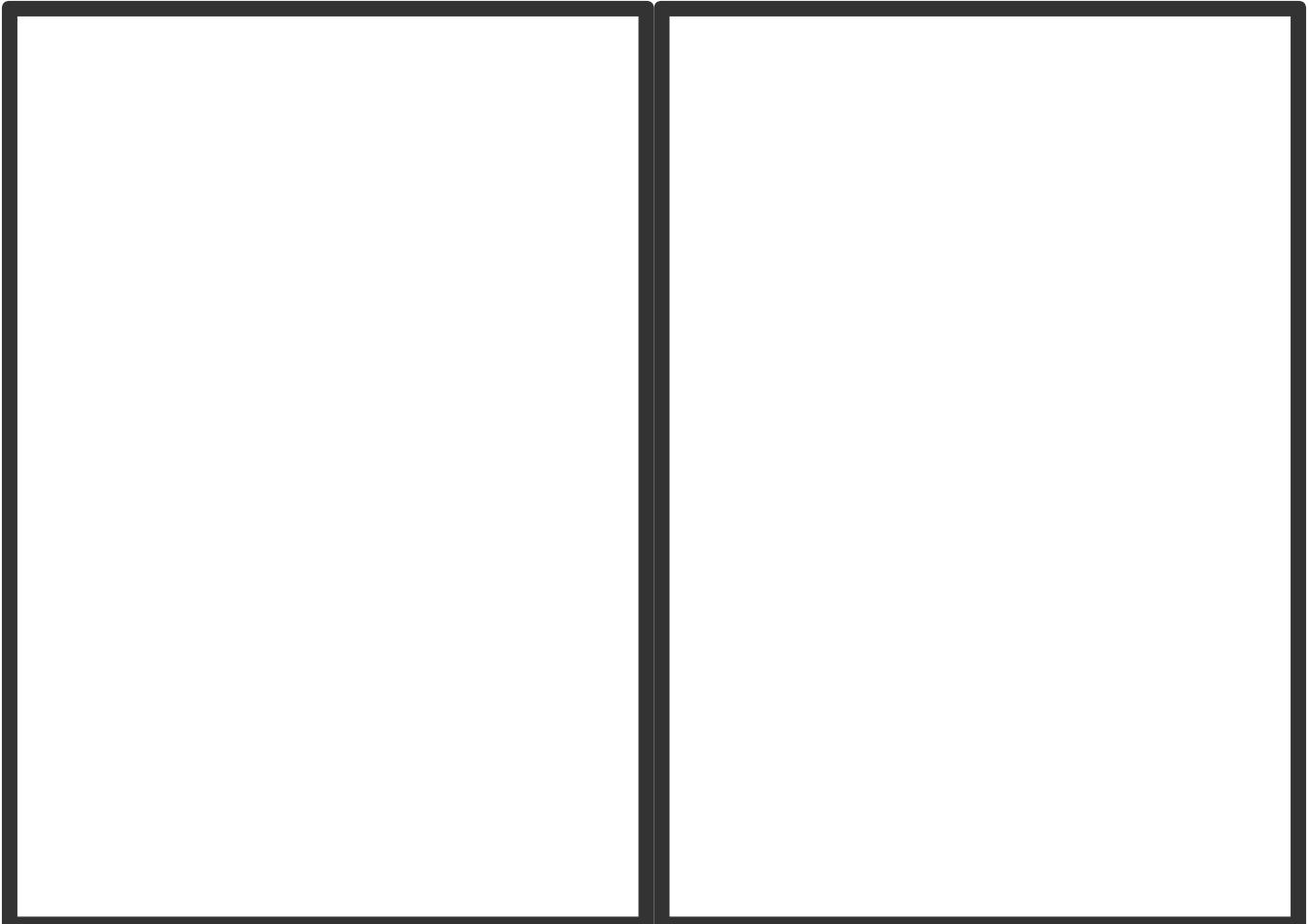
Language Draconic

Challenge 2 (450 XP)

Hold Breath. The Lizardfolk can hold its breath for 15 minutes.

Spellcasting (Lizardfolk Form Only). The Lizardfolk is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The Lizardfolk has the following druid spells prepared:

- **Cantrips (at will):** *druidcraft, produce flame, thorn whip*
- **1st Level (4 slots):** *entangle, fog cloud*
- **2nd Level (3 slots):** *heat metal, spike growth*
- **3rd Level (2 slots):** *conjure animals* (reptiles only), *plant growth*



LIZARDFOLK SHAMAN CONTINUED: ACTION



ACTIONS

Multiaction (Lizardfolk Form Only). The Lizardfolk makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 7 (1d10 + 2) piercing damage in crocodile form. If the Lizardfolk is in crocodile form and the target is a Large or smaller creature, the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the Lizardfolk can't bite another target. If the Lizardfolk reverts to its true form, the grapple ends.

Claws (Lizardfolk Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Change Shape (Recharges after a Short or Long Rest). The Lizardfolk magically polymorphs into a crocodile, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

LIZARD KING/QUEEN



Medium Humanoid (Lizardfolk), Chaotic Evil

Armor class 15 (natural armor)

Hit points 78 (12d8 + 24)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Skills Perception +4, Stealth +5, Survival +6

Condition Immunities Frightened

Senses Darkvision 60ft, Passive Perception 14

Language Abyssal, Draconic

Challenge 4 (1100 XP)

Hold Breath. Can hold its breath for 15 minutes.

Skewer. Once per turn, when hitting with melee attack from trident, target takes extra 10 (3d6) damage, and Lizardfolk gains temporary HP equal to extra damage dealt.

ACTIONS

Multiaction. Two attacks: one with its bite and one with its claws or trident or two melee attacks with its trident.

Bite. Melee: +5, 5ft. Hit: 6 (1d6 + 3) piercing damage.

Claws. Melee Weapon Attack: +5, 5ft. Hit: 5 (1d4 + 3) slashing.

Trident. Melee or Ranged: +5, 5ft or range 20/60ft. Hit: 6 (1d6 + 3) piercing, or 7 (1d8 + 3) piercing if two handed melee.

WEREBEAR



Medium Humanoid (Shapechanger), Neutral Good

Armor class 10 in humanoid form, 11 (natural armor) in bear and hybrid form

Hit points 135 (18d8 + 54)

Speed 30ft (40ft, **Climb** 30ft shapechange)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +7

Damage Immunities Physical from non-magic, non-silvered

Senses Passive Perception 17

Language Common (can't speak in bear form)

Challenge 5 (1800 XP)

Shapechanger. The Werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The Werebear has advantage on Wisdom (Perception) checks that rely on smell.

WEREBEAR CONTINUED: ACTIONS



ACTIONS

Multiaction. In bear form, the Werebear makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like a bear or a humanoid.

Bite (Bear or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with Werebear lycanthropy.

Claw (Bear or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Greataxe (Humanoid or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage.



WEREBOAR



Medium Humanoid (*Shapechanger*), Neutral Evil

Armor class 10 in humanoid form, 11 (natural armor) in Boar and hybrid form

Hit points 78 (12d8 + 24)

Speed 30ft (40ft in Boar form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +2

Damage Immunities Physical from non-magic, non-silvered

Senses Passive Perception 12

Language Common (can't speak in Boar form)

Challenge 4 (1100 XP)

Shapechanger. Can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true form, which is humanoid. Statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Charge (Boar or Hybrid Form Only). If the Wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the Wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

WERERAT



Medium Humanoid (*Shapechanger*), Lawful Evil

Armor class 12

Hit points 33 (6d8 + 6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities Physical from non-magic, non-silvered

Senses Darkvision 60ft (rat form only), Passive Perception 12

Language Common (can't speak in Rat form)

Challenge 2 (450 XP)

Shapechanger. The Wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The Wererat has advantage on Wisdom (Perception) checks that rely on smell.

WEREBOAR CONTINUED: ACTIONS



ACTIONS

Multiaction (Humanoid or Hybrid Form Only). The Wereboar makes two attacks, only one of which can be with its tusks.

Maul (Humanoid or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Tusks (Boar or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with Wereboar lycanthropy.

WERERAT



WERERAT CONTINUED: ACTIONS



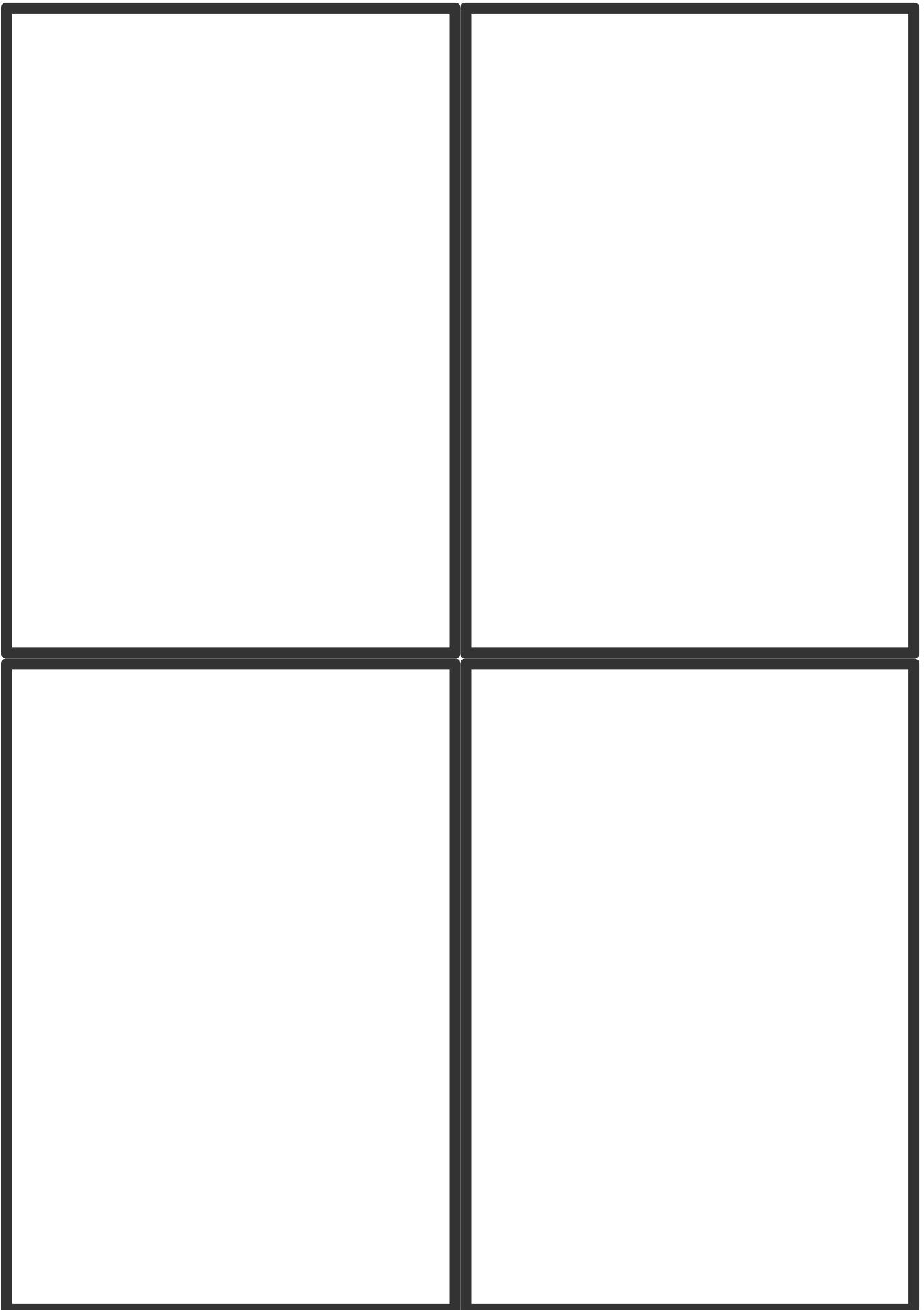
ACTIONS

Multiaction (Humanoid or Hybrid Form Only). The Wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with Wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.



WERETIGER



Medium Humanoid (*Shapechanger*), Neutral

Armor class 12

Hit points 120 (16d8 + 48)

Speed 30ft (40ft in Tiger form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +5, Stealth +4

Damage Immunities Physical from non-magic, non-silvered

Senses Darkvision 60ft (Tiger form only), Passive Perception

15

Language Common (can't speak in Tiger form)

Challenge 4 (1100 XP)

Shapechanger. The Weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The Weretiger has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce (Tiger or Hybrid Form Only). If the Weretiger moves at least 15 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 Weretiger can make one bite attack against it as a bonus action.

WEREWOLF



Medium Humanoid (*Shapechanger*), Chaotic Evil

Armor class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit points 58 (9d8 + 18)

Speed 30ft (40ft in Wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Damage Immunities Physical from non-magic, non-silvered

Senses Passive Perception 14

Language Common (can't speak in Wolf form)

Challenge 3 (700 XP)

Shapechanger. The Werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The Werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

WERETIGER CONTINUED: ACTIONS



ACTIONS

Multiaction (Humanoid or Hybrid Form Only). In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

Bite (Tiger or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

Claw (Tiger or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Scimitar (Humanoid or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Longbow (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

WEREWOLF



WEREWOLF CONTINUED: ACTIONS

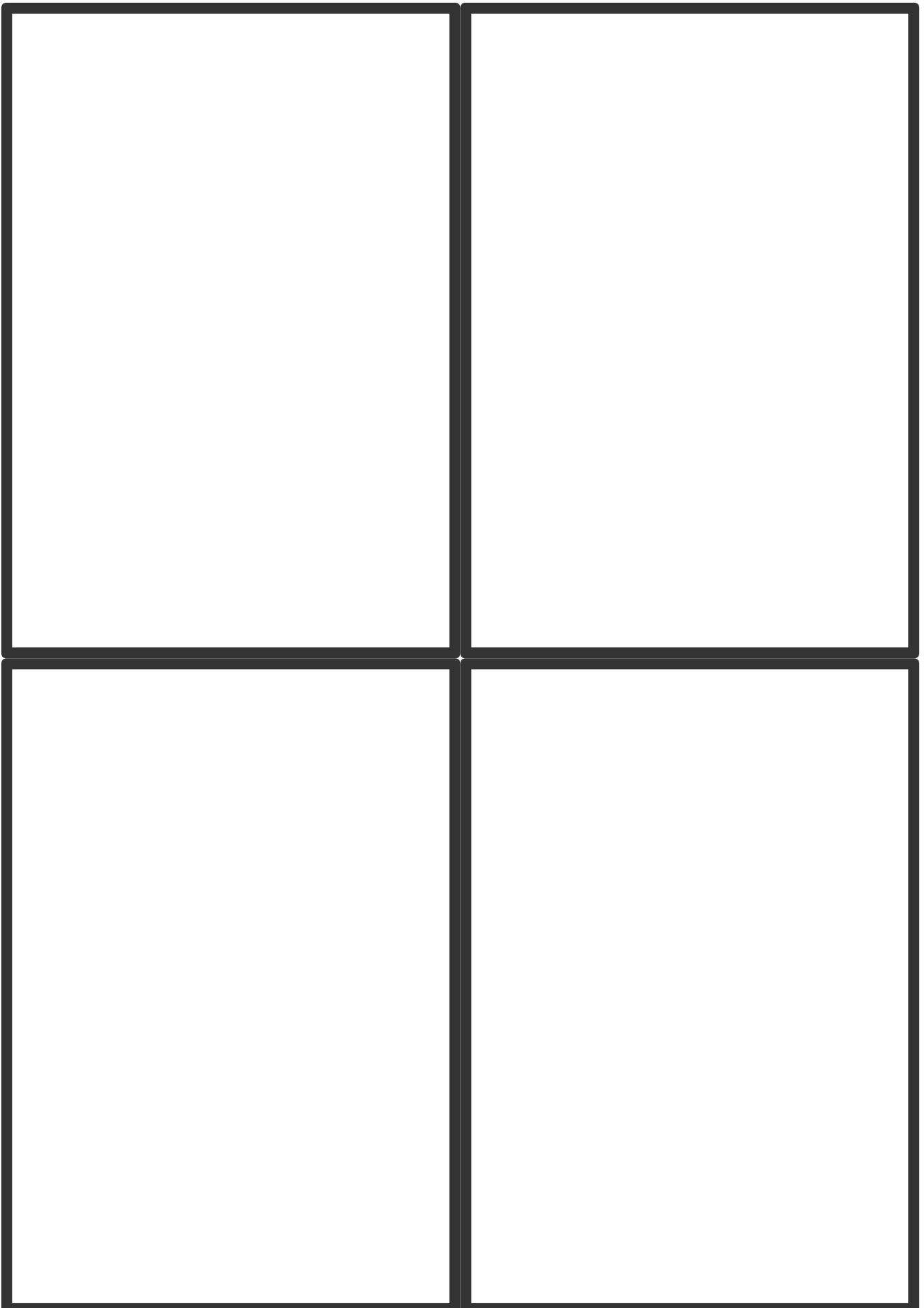
ACTIONS

Multiaction (Humanoid or Hybrid Form Only). The Werewolf makes two attacks: one with its bite and one with its claws or spear.

Bite (Wolf or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with Werewolf lycanthropy.

Claws (Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4 + 2) slashing damage.

Spear (Humanoid Form Only). Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.



MAGMIN



Small Elemental, Chaotic Neutral

Armor class 14 (natural armor)

Hit points 9 (2d6 + 2)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

Damage Resistances All Physical from non-magical

Damage Immunities Fire

Senses Darvision 60ft, Passive Perception 14

Language Ignan

Challenge 1/2 (100 XP)

Death Burst. On death, it explodes. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, can set itself ablaze or extinguish its flames. Ablaze: the Magmin sheds bright light in a 10ft radius and dim light for an additional 10ft.

ACTIONS

Touch. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of its turns.

MEDUSA



Medium Monstrosity, Lawful Evil

Armor class 15 (natural armor)

Hit points 127 (17d8 + 51)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +5, Insight +4, Perception +4, Stealth +5

Senses Darvision 60ft, Passive Perception 14

Language Common

Challenge 6 (2300 XP)

Petrifying Gaze. When creature sees Medusa's eyes, Medusa not incapacitated & target starts turn in 30ft of the Medusa, forces DC 14 Constitution save. Failure: by 5 or more, creature instantly petrified. Otherwise, creature that fails begins to turn to stone and is restrained. Restrained creature must repeat the save at the end of its next turn, becoming petrified on a failure or ending the effect on a success. Petrification lasts until creature is freed by the *greater restoration* spell or other magic. Unless surprised, creature can avert its eyes to avoid the saving throw at the start of its turn. If creature does so, it can't see the Medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the Medusa in the meantime, it must immediately make the save. When Medusa sees itself reflected on a polished surface in 30ft of it and in bright light, the Medusa must make the same saving throw

MANTICORE



Large Monstrosity, Lawful Evil

Armor class 14 (natural armor)

Hit points 68 (8d10 + 24)

Speed 30ft, Fly 50ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Senses Darvision 60ft, Passive Perception 11

Language Common

Challenge 3 (700 XP)

Tail Spike Regrowth. The Manticore has twenty-four tail spikes. Used spikes regrow when the Manticore finishes a long rest.

ACTIONS

Multiattack. The Manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Tail Spike. Ranged Weapon Attack: +5 to hit, range 100/200 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

MEDUSA CONTINUED: ACTIONS



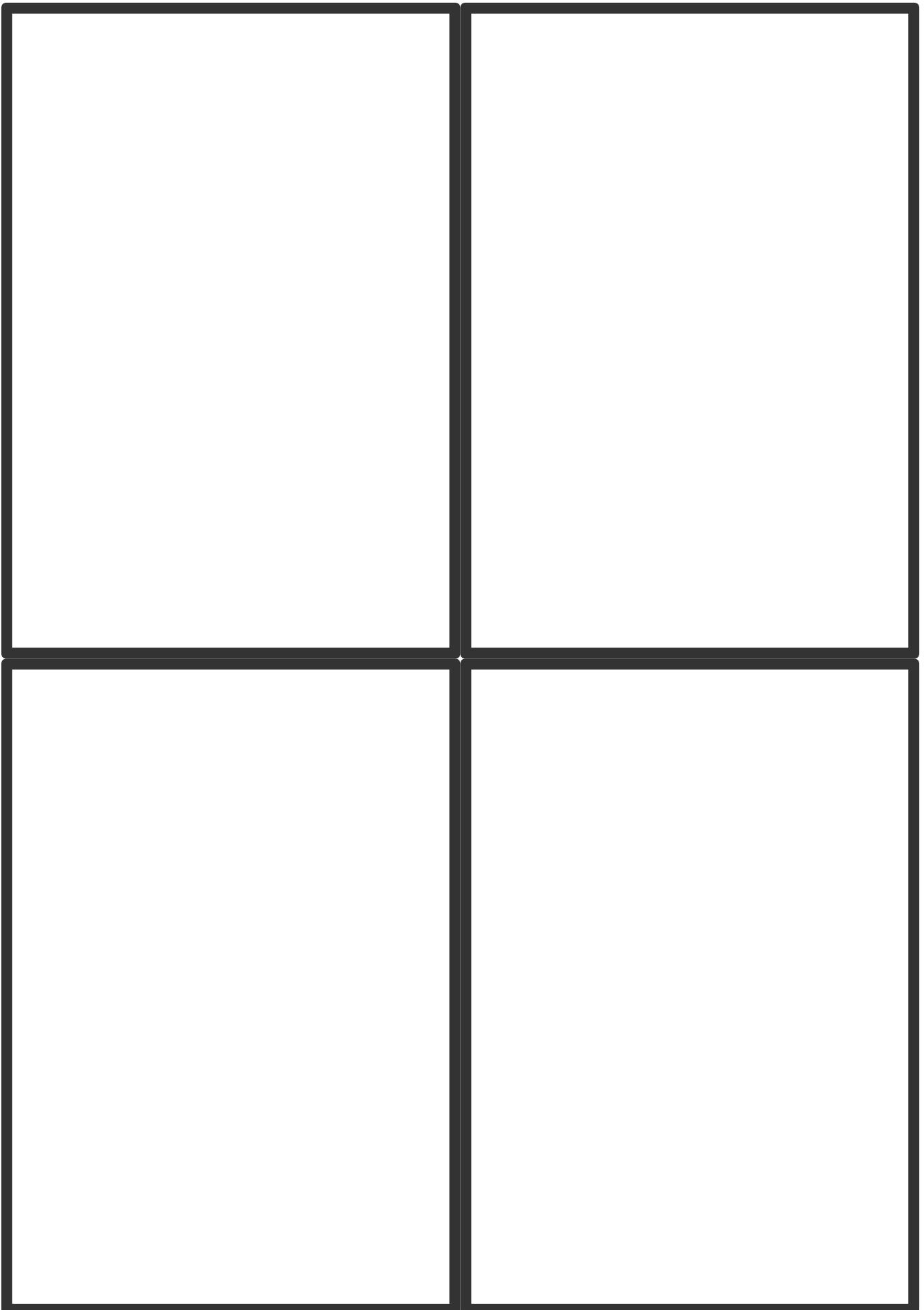
ACTIONS

Multiattack. The Medusa makes either three melee attacks - one with its snake hair and two with its shortsword- or two ranged attacks with its longbow.

Snake Hair. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.



DUST MEPHIT



Small Elemental, Neutral Evil

Armor class 12

Hit points 17 (5d6)

Speed 30ft **Fly** 30ft

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4

Damage Vulnerabilities Fire

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darvision 60ft, Passive Perception 12

Language Auran, Terran

Challenge 1/2 (100 XP)

Death Burst. When the Mephitz dies, it explodes in a burst of dust. Each creature within 5 feet of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Innate Spellcasting (1/Day). The Mephitz can innately cast *sleep*, requiring no material components. Its innate spellcasting ability is Charisma.

ICE MEPHIT



Small Elemental, Neutral Evil

Armor class 11

Hit points 21 (6d6)

Speed 30ft **Fly** 30ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +3

Damage Vulnerabilities Fire; Bludgeoning

Damage Immunities Cold, Poison

Condition Immunities Poisoned

Senses Darvision 60ft, Passive Perception 12

Language Aquan, Auran

Challenge 1/2 (100 XP)

Death Burst. When the Mephitz dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the Mephitz remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting (1/Day). The Mephitz can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

DUST MEPHIT CONTINUED: ACTIONS



ACTIONS

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) slashing damage.

Blinding Breath (Recharge 6). The Mephitz exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ICE MEPHIT



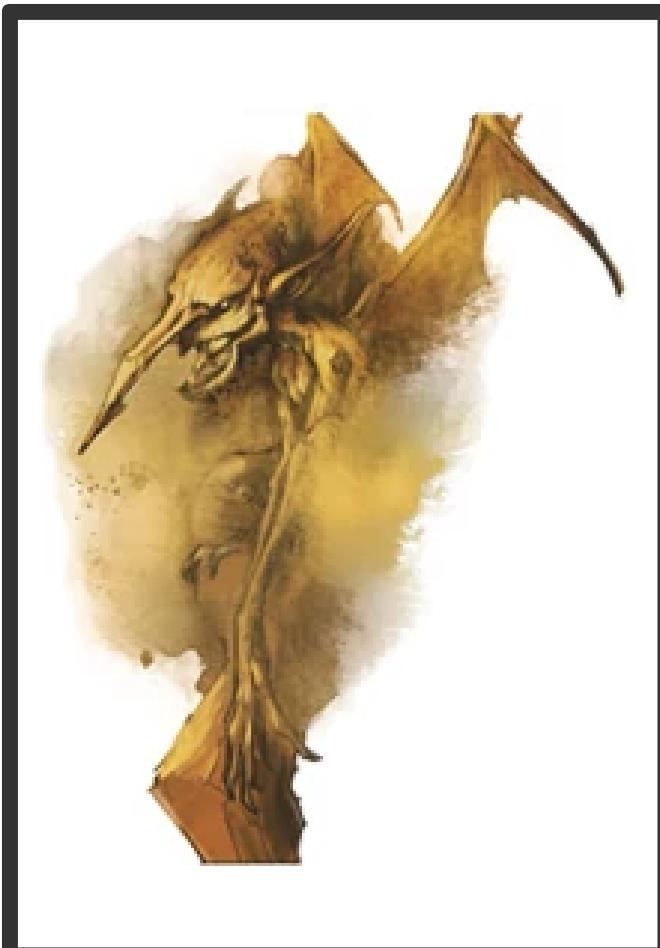
ICE MEPHIT CONTINUED: ACTIONS



ACTIONS

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The Mephitz exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.



MAGMA MEPHIT



Small Elemental, Neutral Evil

Armor class 11

Hit points 22 (5d6 + 5)

Speed 30ft **Fly** 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +3

Damage Vulnerabilities Cold

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darvision 60ft, Passive Perception 10

Language Ignan, Terran

Challenge 1/2 (100 XP)

Death Burst. When the Mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the Mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting (1/Day). The Mephit can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

MUD MEPHIT



Small Elemental, Neutral Evil

Armor class 11

Hit points 27 (6d6 + 6)

Speed 30ft **Fly** 20ft, **Swim** 20ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	9 (-1)	11 (+0)	7 (-2)

Skills Stealth +3

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darvision 60ft, Passive Perception 10

Language Aquan, Terran

Challenge 1/2 (100 XP)

Death Burst. On death, explodes. Each Medium or smaller creature in 5ft makes DC 11 Dexterity save or be restrained until the end of the creature's next turn.

False Appearance. While the Mephit remains motionless, it is indistinguishable from an ordinary mound of mud.

ACTIONS

Fists. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) bludgeoning damage.

Mud Breath (Recharge 6). One creature within 5 feet of it. If the target is Medium or smaller, it must succeed on a DC 11 Dexterity saving throw or be restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MAGMA MEPHIT CONTINUED: ACTIONS



ACTIONS

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The Mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

SMOKE MEPHIT



Small Elemental, Neutral Evil

Armor class 12

Hit points 22 (5d6 + 5)

Speed 30ft **Fly** 30ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

Skills Perception +2, Stealth +4

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darvision 60ft, Passive Perception 10

Language Auran, Ignan

Challenge 1/4 (50 XP)

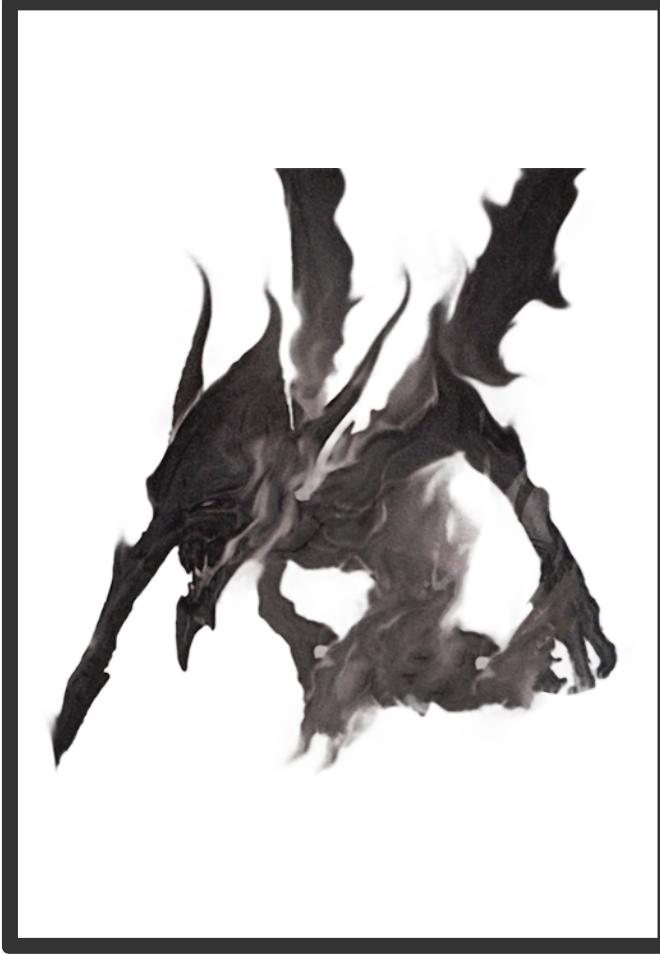
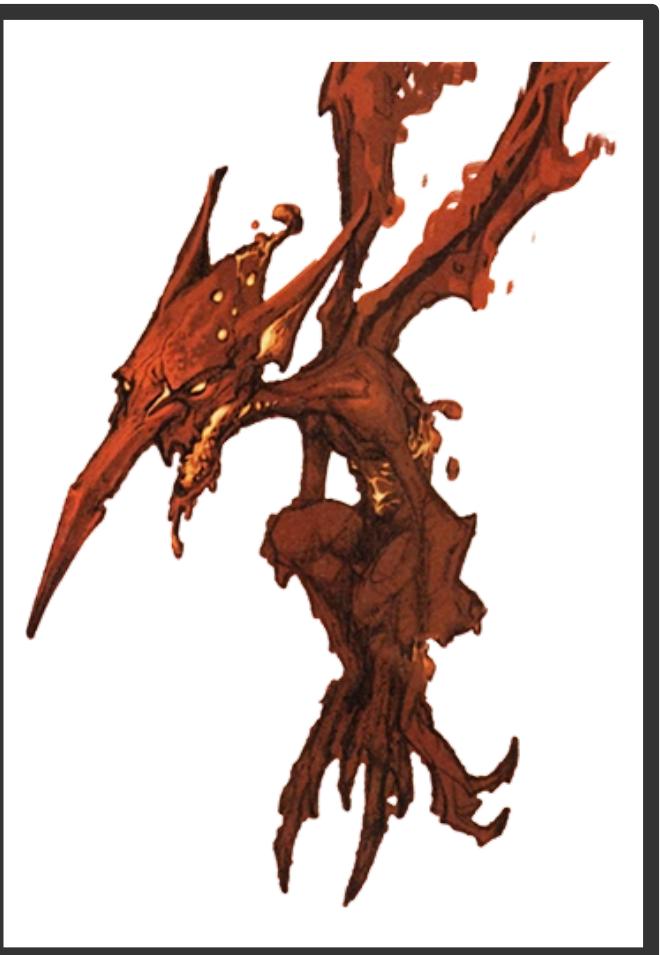
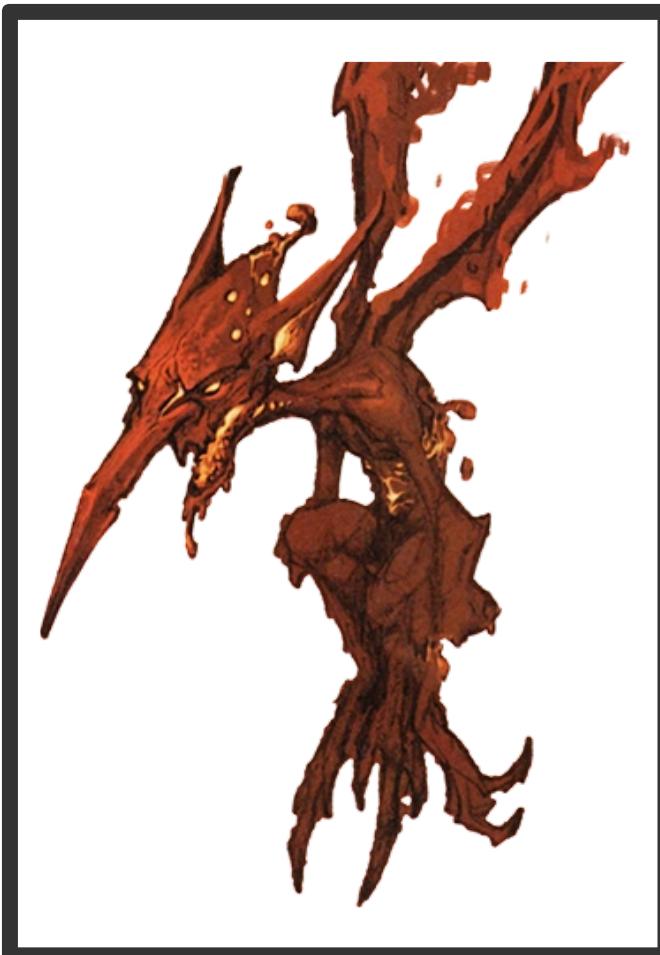
Death Burst. On death, explodes in smoke fills a 5ft-radius sphere. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts for 1 minute.

Innate Spellcasting (1/Day). The Mephit can innately cast *dancing lights*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) slashing damage.

Cinder Breath (Recharge 6). The Mephit exhales a 15-foot cone of smoldering ash. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded until the end of the Mephit's next turn.



STEAM MEPHIT



Small Elemental, Neutral Evil

Armor class 10

Hit points 21 (6d6)

Speed 30ft **Fly** 30ft

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darvision 60ft, Passive Perception 10

Language Aquan, Ignan

Challenge 1/4 (50 XP)

Death Burst. On death, it explodes in a cloud of steam. Each creature within 5 feet of the Mephitz must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

Innate Spellcasting (1/Day). The Mephitz can innately cast *blur*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 2 (1d4) slashing damage plus 2 (1d4) fire.

Steam Breath (Recharge 6). The Mephitz exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

MERROW



Large Monstrosity, Chaotic Evil

Armor class 13 (natural armor)

Hit points 45 (6d10 + 12)

Speed 10ft **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

Senses Darkvision 60ft, Passive Perception 10

Language Abyssal, Aquan

Challenge 2 (450 XP)

Amphibious. The Merrow can breathe air and water.

ACTIONS

Multiattack. The Merrow makes two attacks: one with its bite and one with its claws or harpoon.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage.

Harpoon. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the Merrow or be pulled up to 20 feet toward the Merrow.

MERFOLK



Medium Humanoid (Merfolk), Neutral

Armor class 11

Hit points 11 (2d8 + 2)

Speed 10ft **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2

Senses Passive Perception 12

Language Aquan, Common

Challenge 1/8 (25 XP)

Amphibious. The Merfolk can breathe air and water.

ACTIONS

Spear. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

MIMIC



Medium Monstrosity (shapechanger), Neutral

Armor class 12 (natural armor)

Hit points 58 (9d8 + 18)

Speed 15ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities Acid

Condition Immunities Prone

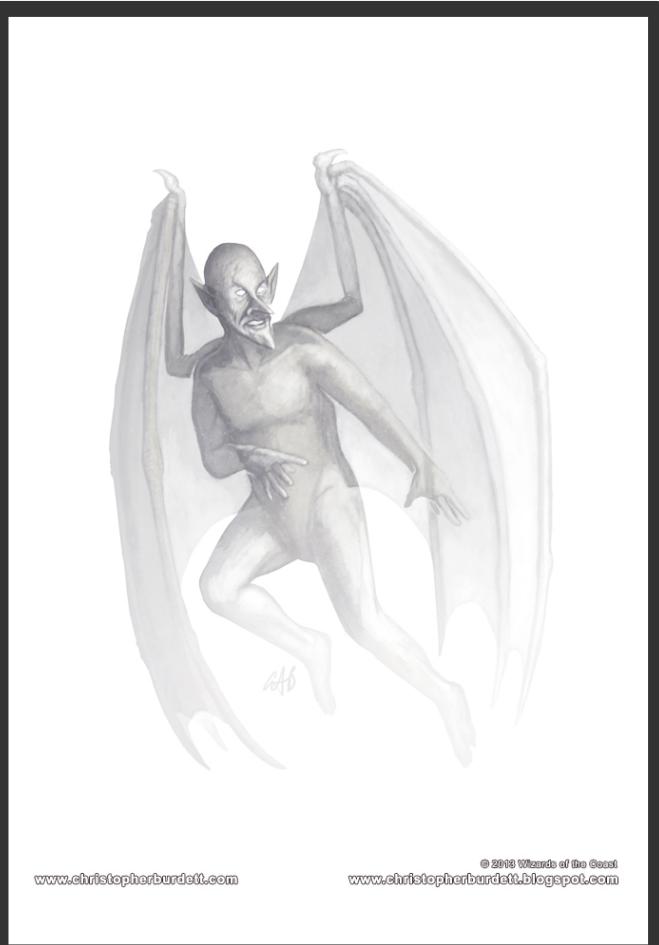
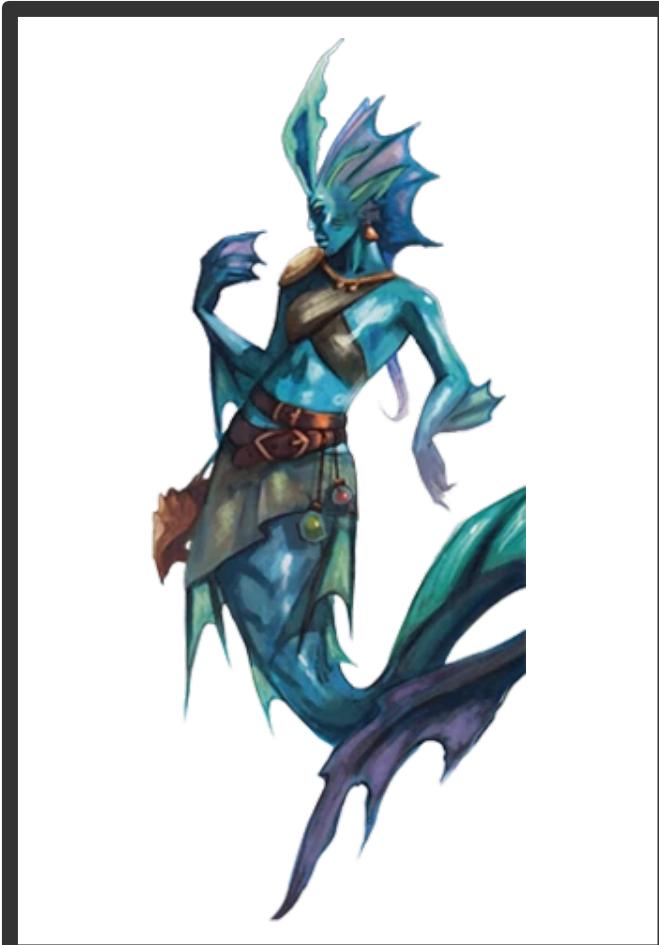
Senses Darkvision 60ft, Passive Perception 11

Language -

Challenge 2 (450 XP)

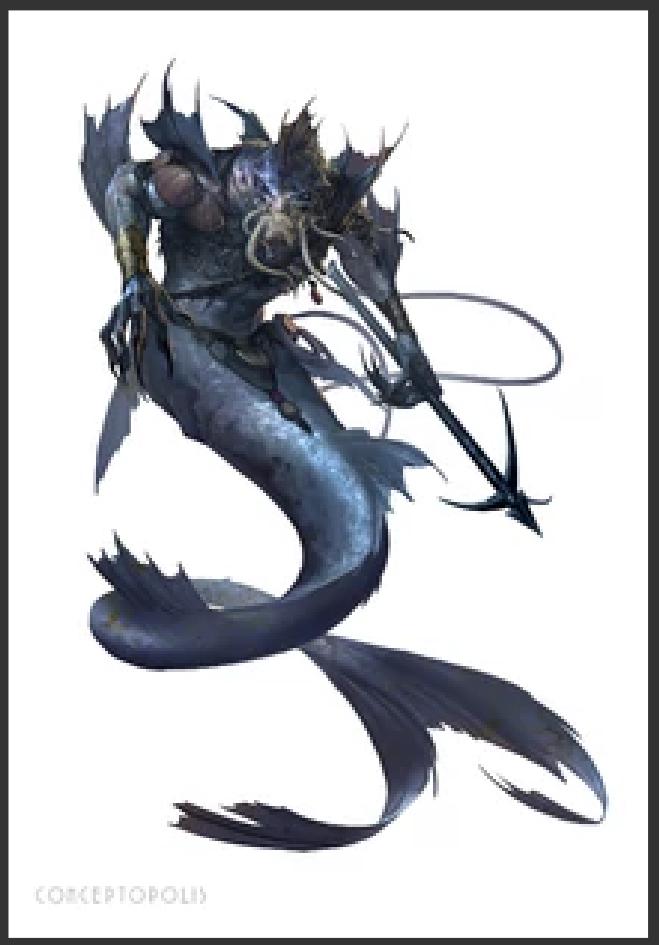
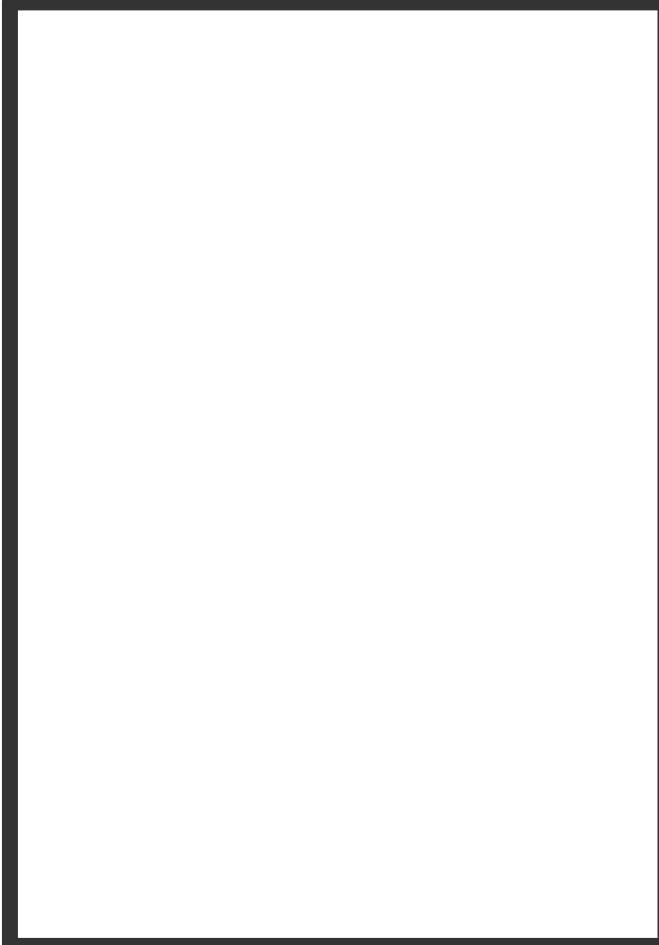
Shapechanger. The Mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The Mimic adheres to anything that touches it. A Huge or smaller creature adhered to the Mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.



www.christopherburdett.com

© 2012 Wizards of the Coast
www.christopherburdett.blogspot.com



CONCEPTOPOLIS

MIMIC CONTINUED: ACTIONS



False Appearance (Object Form Only). While the Mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The Mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the Mimic is in object form, the target is subjected to its Adhesive trait.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

MIND FLAYER CONTINUED: ACTIONS



ACTIONS

Tentacles. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. Melee Weapon Attack: +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the Mind Flayer. Hit: The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the Mind Flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The Mind Flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MIND FLAYER



Medium Aberration, Lawful Evil

Armor class 15 (Breastplate)

Hit points 71 (13d8 + 13)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses Darkvision 120ft, Passive Perception 16

Language Deep Speech, Undercommon, Telepathy 120ft.

Challenge 7 (2900 XP)

Magic Resistance. The Mind Flayer has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The Mind Flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

- **At will:** *detect thoughts, levitate*
- **1/day each:** *dominate monster, plane shift* (self only)

MIND FLAYER ARCANIST



Medium Aberration, Lawful Evil

Armor class 15 (Breastplate)

Hit points 71 (13d8 + 13)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses Darkvision 120ft, Passive Perception 16

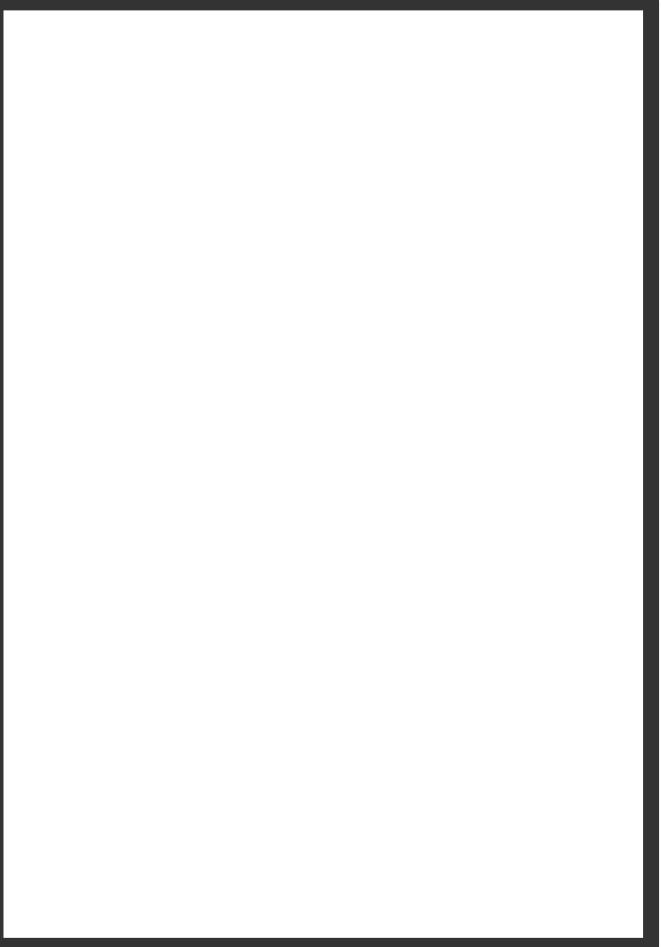
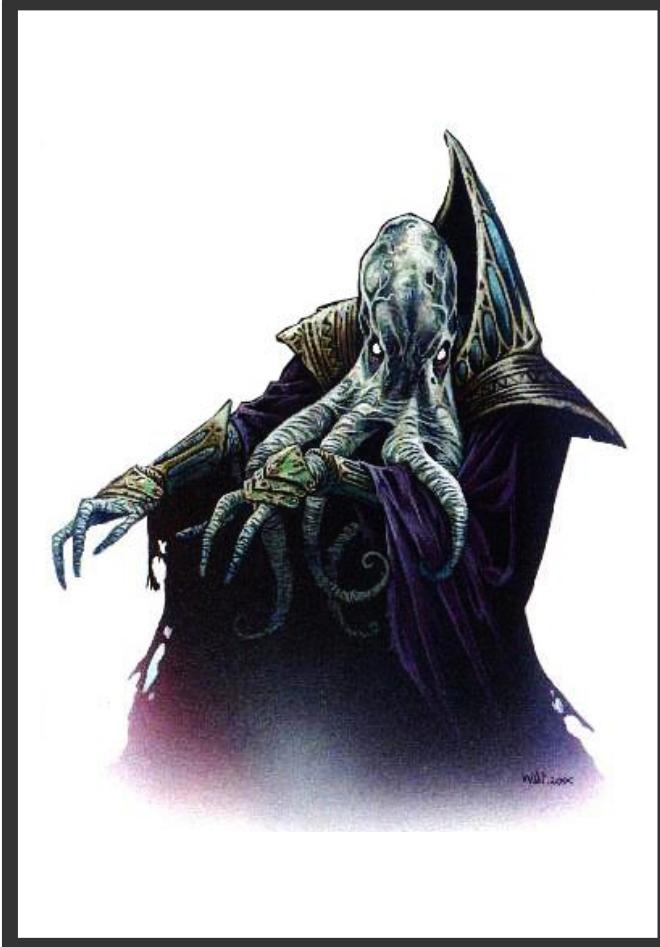
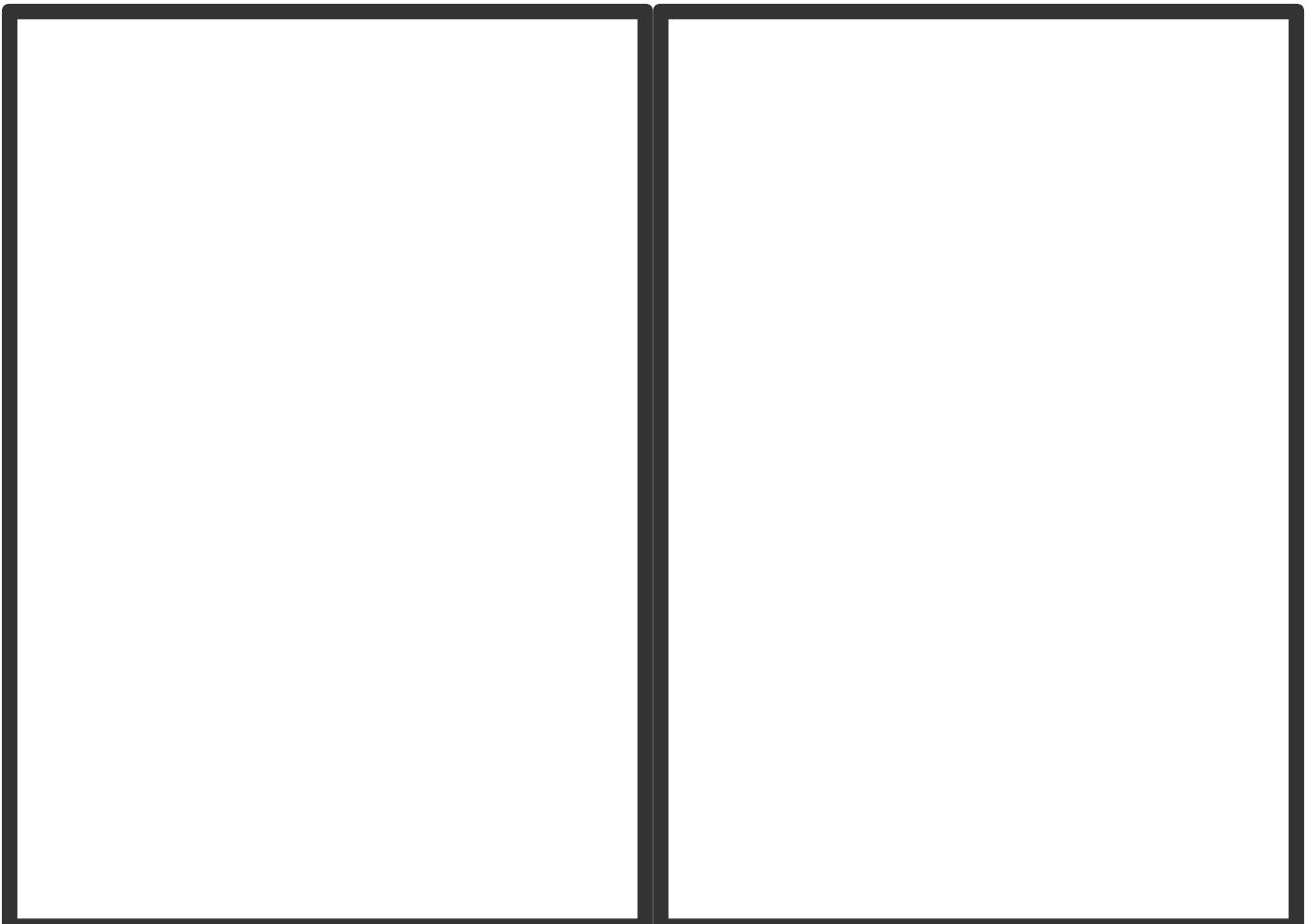
Language Deep Speech, Undercommon, Telepathy 120ft.

Challenge 8 (3900 XP)

Magic Resistance. The Mind Flayer has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The Mind Flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

- **At will:** *detect thoughts, levitate*
- **1/day each:** *dominate monster, plane shift* (self only)



MIND FLAYER ARCANIST CONTINUED: ACT I



Spellcasting. The Mind Flayer is a 10th-level spellcaster. Its spellcasting ability is Intelligence (save DC 15, +7 to hit with spell attacks). The Mind Flayer has the following wizard spells prepared:

- **Cantrips (at will):** *blade ward, dancing lights, mage hand, shocking grasp*
- **1st level (4):** *detect magic, disguise self, shield, sleep*
- **2nd level (3):** *blur, invisibility, ray of enfeeblement*
- **3rd level (3):** *clairvoyance, lightning bolt, sending*
- **4th level (3):** *confusion, hallucinatory terrain*
- **5th level (2):** *telekinesis, wall of force*

ACTIONS

Tentacles. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. Melee Weapon Attack: +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the Mind Flayer. Hit: The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the Mind Flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The Mind Flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

MONODRONE



Medium Construct, Lawful Neutral

Armor class 15 (natural armor)

Hit points 5 (1d8 + 1)

Speed 30ft, **Fly** 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	4 (-3)	10 (+0)	5 (-3)

Senses Truesight 120ft, Passive Perception 10

Language Modron

Challenge 1/8 (25 XP)

Axiomatic Mind. The Monodrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the Monodrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

ACTIONS

Dagger. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Javelin. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 4 (1d6) piercing damage.

MINOTAUR



Large Monstrosity, Chaotic Evil

Armor class 14 (natural armor)

Hit points 76 (9d10 + 27)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +7

Senses Darkvision 60ft, Passive Perception 17

Language Abyssal

Challenge 3 (700 XP)

Charge. Moving at least 10ft straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. Perfectly recalls any path it has traveled.

Reckless. At the start of its turn, can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

ROGUE MONODRONE



Medium Construct, Any Alignment

Armor class 15 (natural armor)

Hit points 5 (1d8 + 1)

Speed 30ft, **Fly** 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	4 (-3)	10 (+0)	5 (-3)

Senses Truesight 120ft, Passive Perception 10

Language Modron

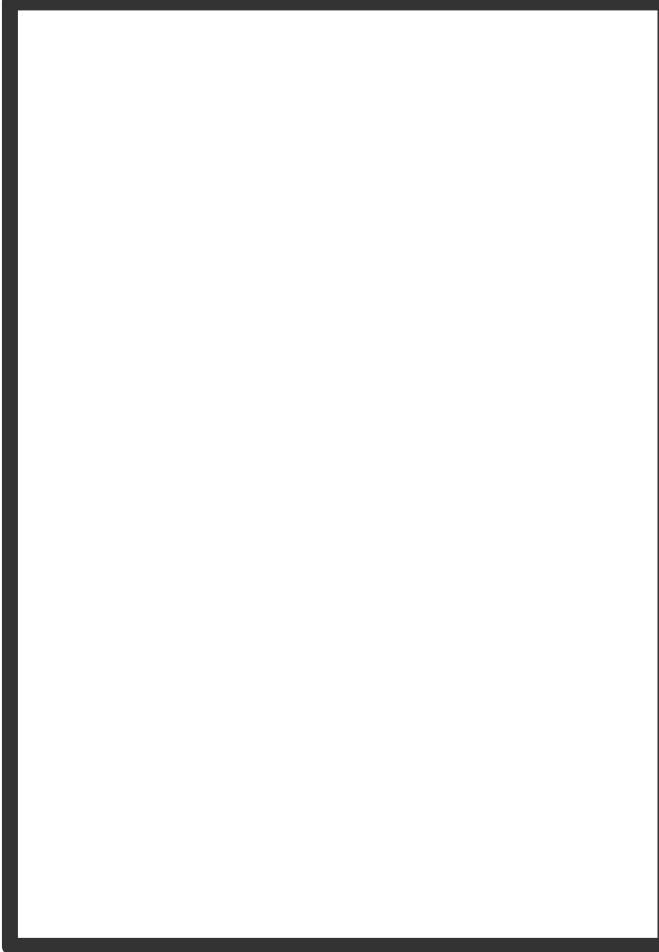
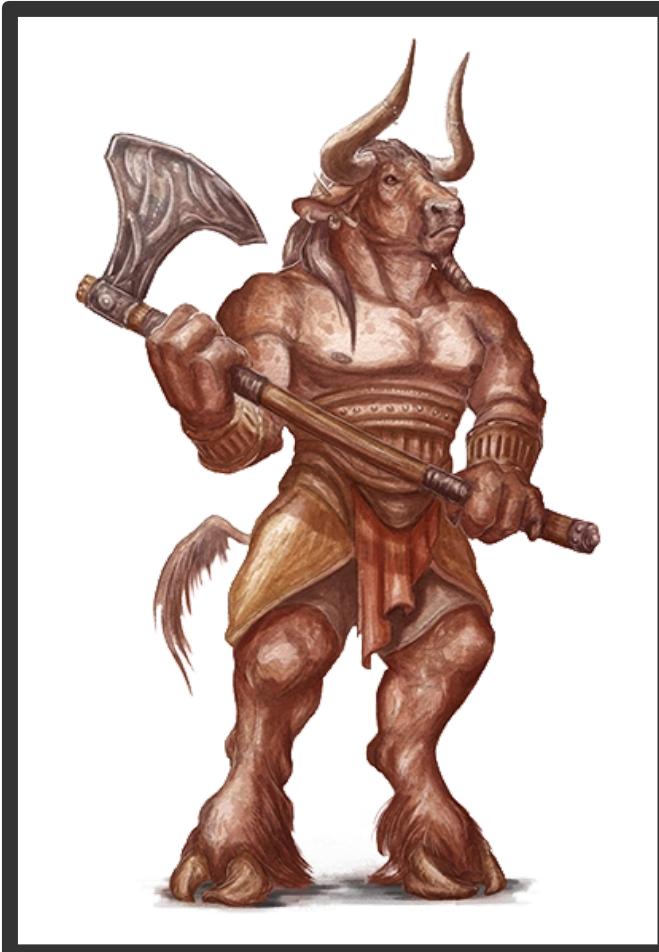
Challenge 1/8 (25 XP)

Disintegration. If the Monodrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

ACTIONS

Dagger. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Javelin. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 4 (1d6) piercing damage.



DUODRONE



Medium Construct, Lawful Neutral

Armor class 15 (natural armor)

Hit points 11 (2d8 + 2)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	6 (-2)	10 (+0)	7 (-2)

Senses Truesight 120ft, Passive Perception 10

Language Modron

Challenge 1/4 (50 XP)

Axiomatic Mind. The Duodrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the Duodrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

ACTIONS

Multiaction. The Duodrone makes two fist attacks or two javelin attacks.

Fist. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

QUADDRONE



Medium Construct, Lawful Neutral

Armor class 16 (natural armor)

Hit points 16 (3d8 + 3)

Speed 30ft, **Fly** 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

Skills Perception +2

Senses Truesight 120ft, Passive Perception 10

Language Modron

Challenge 1 (200 XP)

Axiomatic Mind. The Quaddrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the Quaddrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

ACTIONS

Multiaction. The Quaddrone makes two fist attacks or four shortbow attacks.

Fist. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

TRIDRONE



Medium Construct, Lawful Neutral

Armor class 15 (natural armor)

Hit points 16 (3d8 + 3)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	9 (-1)	10 (+0)	9 (-1)

Senses Truesight 120ft, Passive Perception 10

Language Modron

Challenge 1/2 (100 XP)

Axiomatic Mind. The Tridrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the Tridrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

ACTIONS

Multiaction. The Tridrone makes three fist attacks or three javelin attacks.

Fist. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

PENTADRONE



Medium Construct, Lawful Neutral

Armor class 16 (natural armor)

Hit points 32 (5d10 + 5)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	13 (+1)

Skills Perception +4

Senses Truesight 120ft, Passive Perception 14

Language Modron

Challenge 2 (450 XP)

Axiomatic Mind. The Pentadrome can't be compelled to act in a manner contrary to its nature or its instructions.

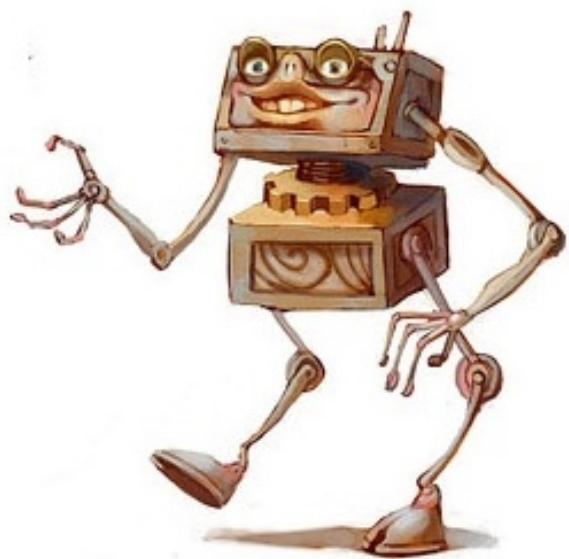
Disintegration. If the Pentadrome dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

ACTIONS

Multiaction. The Pentadrome makes five arm attacks.

Arm. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Paralysis Gas (Recharge 5-6). The Pentadrome exhales a 30-foot cone of gas. Each creature in that area must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Art by Julie Dillon
(c) Paizo Publishing



MUMMY



Medium Undead, Lawful Evil

Armor class 11 (natural armor)

Hit points 58 (9d8 + 18)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +2

Damage Vulnerabilities Fire

Damage Resistances Physical from non-magical weapons

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60ft, Passive Perception 10

Language Any languages it knew in life

Challenge 3 (700 XP)

ACTIONS

Multiattack. The Mummy can use its Dreadful Glare and makes one attack with its rotting fist.

MUMMY LORD CONTINUED: ACTIONS



Spellcasting. The Mummy Lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The Mummy Lord has the following cleric spells prepared:

- **Cantrips (at will):** sacred flame, thaumaturgy
- **1st level (4 slots):** command, guiding bolt, shield of faith
- **2nd level (3 slots):** hold person, silence, spiritual weapon
- **3rd level (3 slots):** animate dead, dispel magic
- **4th level (3 slots):** divination, guardian of faith
- **5th level (2 slots):** contagion, insect plague
- **6th level (1 slot):** harm

ACTIONS

Rotting Fist. Melee: +9, 5ft. Hit: 14(3d6 + 4) bludgeoning & 21(6d6) necrotic. Creatures make DC 16 Constitution save. Failure: cursed with mummy rot. Target can't regain HP, and its HP maximum decreases by 10(3d6) every 24 hours. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The Mummy Lord targets one creature it can see within 60 feet of it. If the target can see the Mummy Lord, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies and Mummy Lords for the next 24 hours.

MUMMY LORD



Medium Undead, Lawful Evil

Armor class 17 (natural armor)

Hit points 97 (13d8 + 39)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	11 (+0)	18 (+4)	16 (+3)

Saving Throws Con +8, Int +5, Wis +9, Cha +8

Skills History +5, Religion +5

Damage Vulnerabilities Fire

Damage Immunities Necrotic, Poison; Physical from non-magical weapons

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60ft, Passive Perception 14

Language Any languages it knew in life

Challenge 15 (13000 XP)

Magic Resistance. The Mummy Lord has advantage on saving throws against spells and other magical effects.

Rejuvenation. A destroyed Mummy Lord gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of the Mummy Lord's heart.

MUMMY LORD CONTINUED: LEGENDARY



LEGENDARY ACTIONS

Can take 3 legendary actions, choose from below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Mummy Lord regains spent legendary actions at the start of its turn.

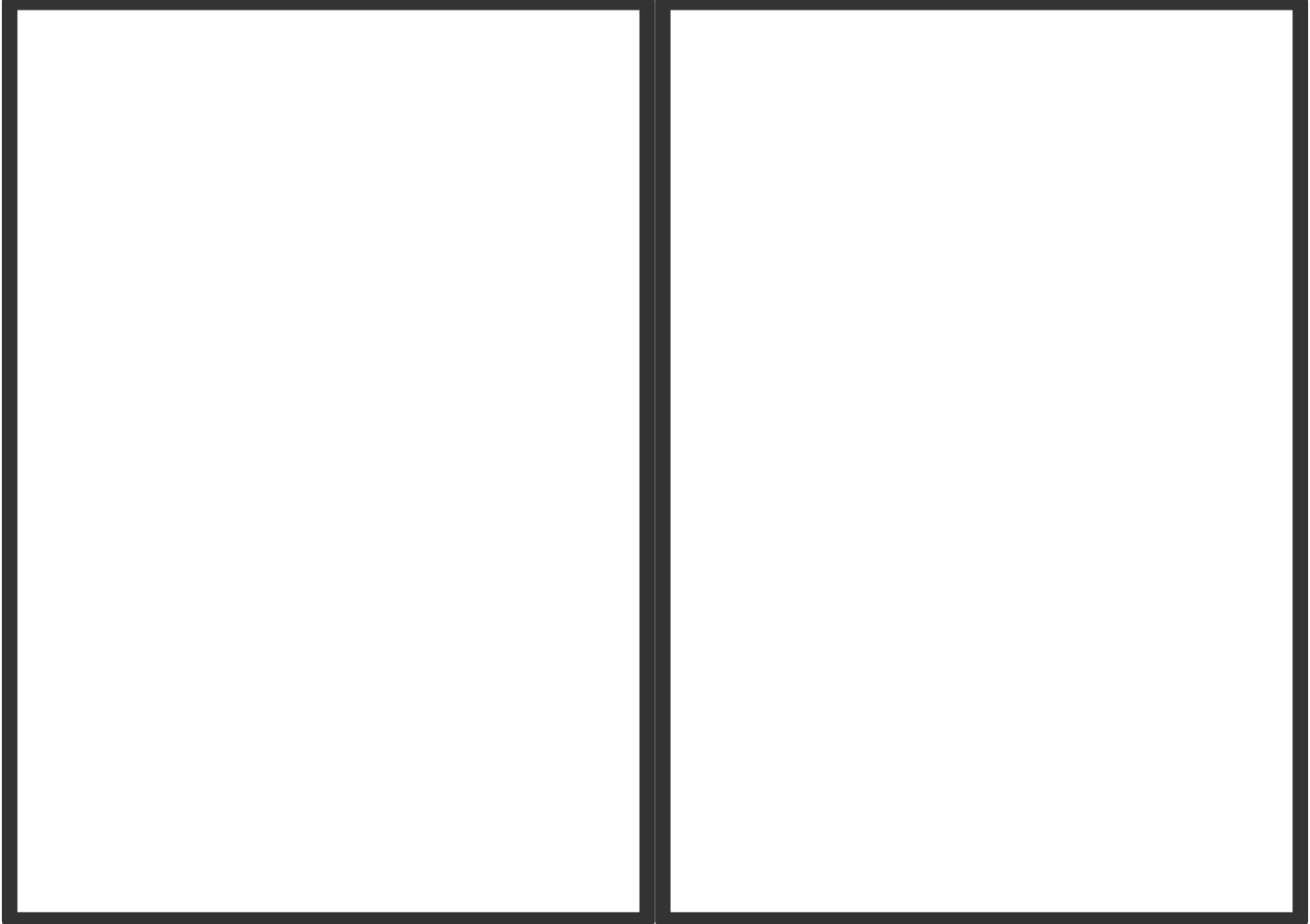
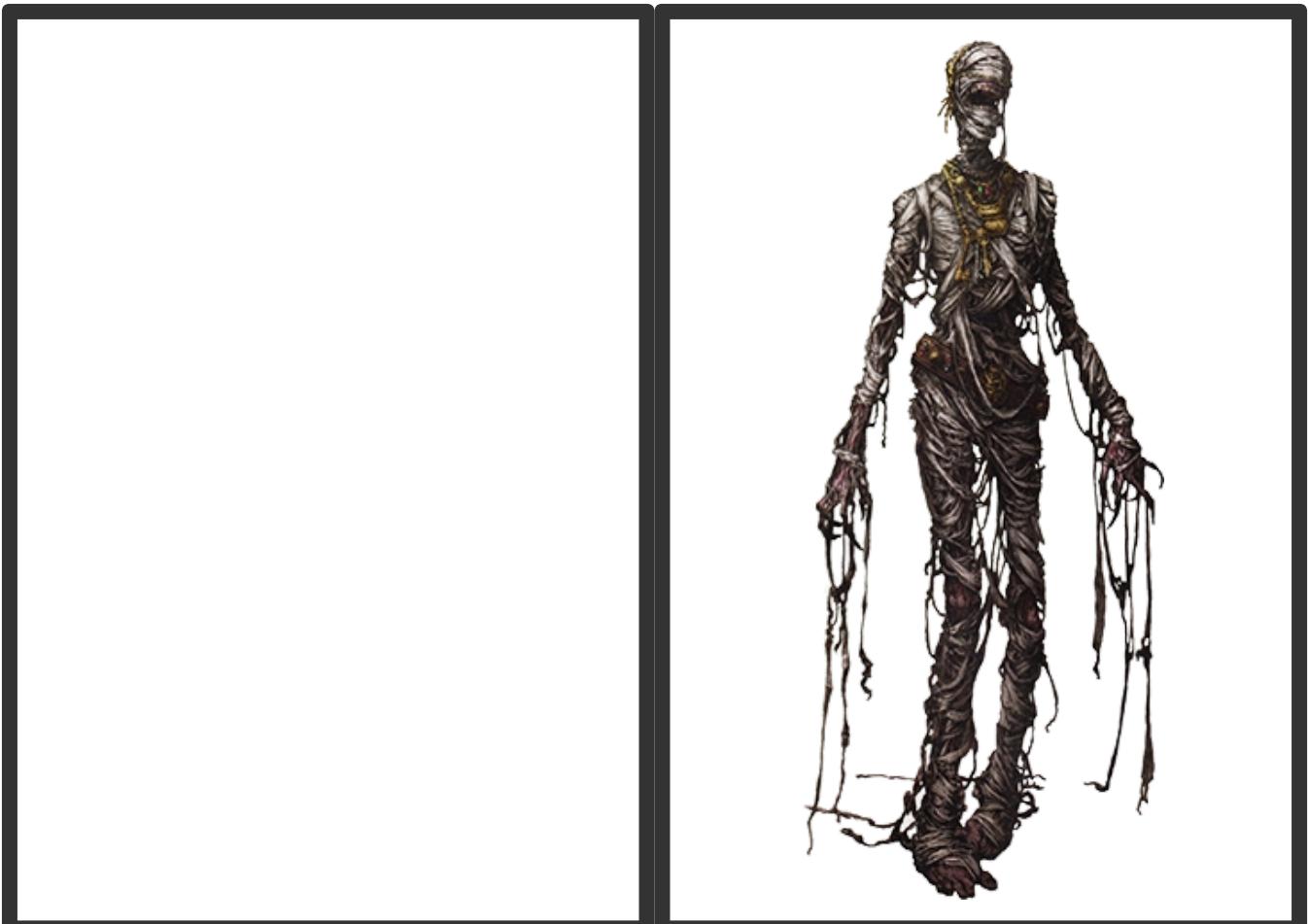
Attack. Make one Rotting Fist or Dreadful Glare attack

Blinding Dust. Blinding dust and sand swirls magically around the Mummy Lord. Each creature within 5 feet of the Mummy Lord must succeed on a DC 16 Constitution saving throw or be blinded until the end of the creature's next turn.

Blasphemous Word (Costs 2 Actions). Utters a blasphemous word. Each non-undead creature within 10 feet of the Mummy Lord that can hear the magical utterance must succeed on a DC 16 Constitution saving throw or be stunned until the end of the Mummy Lord's next turn.

Channel Negative Energy (Costs 2 Actions). Unleashes negative energy. Creatures in 60ft of the Mummy Lord, including ones behind barriers & around corners, can't regain hit points until end of the Mummy Lord's next turn.

Whirlwind of Sand (Costs 2 Actions). The Mummy Lord magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the Mummy Lord is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the Mummy Lord remain in its possession.



MYCONID SPROUT



Small Plant, Lawful Neutral

Armor class 10 (natural armor)

Hit points 7 (2d6)

Speed 10ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	8 (-1)	11 (+0)	5 (-3)

Senses Darkvision 120ft, Passive Perception 10

Language -

Challenge 0 (10 XP)

Distress Spores. When the Myconid takes damage, all other Myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the Myconid has disadvantage on ability checks, attack rolls, and saving throws. The Myconid dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Fist. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d4- 1) bludgeoning damage plus 2 (1d4) poison damage.

Rapport Spores (3/Day). A 10-foot radius of spores extends from the Myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

MYCONID ADULT



Medium Plant, Lawful Neutral

Armor class 12 (natural armor)

Hit points 22 (4d8 + 4)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	10 (+0)	13 (+1)	7 (-2)

Senses Darkvision 120ft, Passive Perception 11

Language -

Challenge 1/2 (100 XP)

Distress Spores. When damaged, all Myconids in 240ft feel it

Sun Sickness. In sunlight, has disadvantage on ability checks, attack rolls, and saving throws. The Myconid dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Fist. Melee: +2, 5ft. Hit: 5(2d4) bludgeoning & 5(2d4) poison.

Pacifying Spores (3/Day). Shoots spores at one target in 5ft. Target makes DC 11 Constitution save. Failure: stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rapport Spores. A 20-foot radius of spores extends from the Myconid. Spores go around corners & affect creatures with Intelligence 2 or more. Undead, constructs, or elementals immune. Affected creatures communicate telepathically with each other while they are in 30ft. Lasts for 1 hour.

QUAGGOOTH SPORE SERVANT



Medium Plant, Unaligned

Armor class 13 (natural armor)

Hit points 45 (6d8 + 18)

Speed 20ft, **Climb** 20ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	2 (-4)	6 (-2)	1 (-5)

Damage Immunities Poison

Condition Immunities Blinded, Charmed, Frightened, Paralyzed, Poisoned

Senses Blindsight 60ft (blind beyond), Passive Perception 8

Language -

Challenge 1 (200 XP)

ACTIONS

Multiaction. The Spore Servant makes two claw attacks.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

MYCONID SOVEREIGN



Large Plant, Lawful Neutral

Armor class 13 (natural armor)

Hit points 60 (8d10 + 16)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	13 (+1)	15 (+2)	10 (+0)

Senses Darkvision 120ft, Passive Perception 12

Language -

Challenge 2 (450 XP)

Distress Spores. When damaged, all Myconids in 240ft feel it

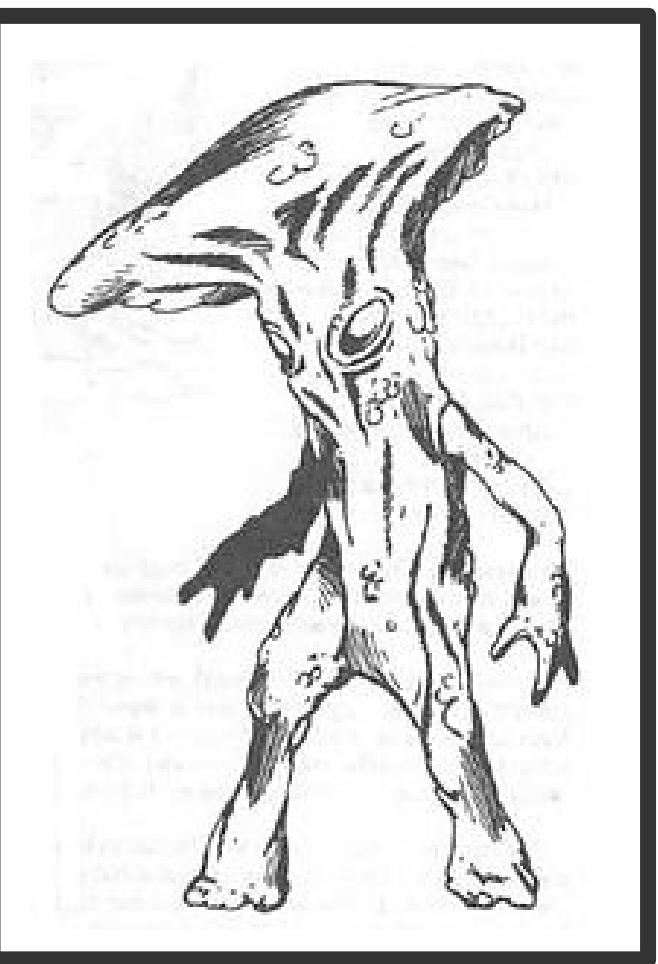
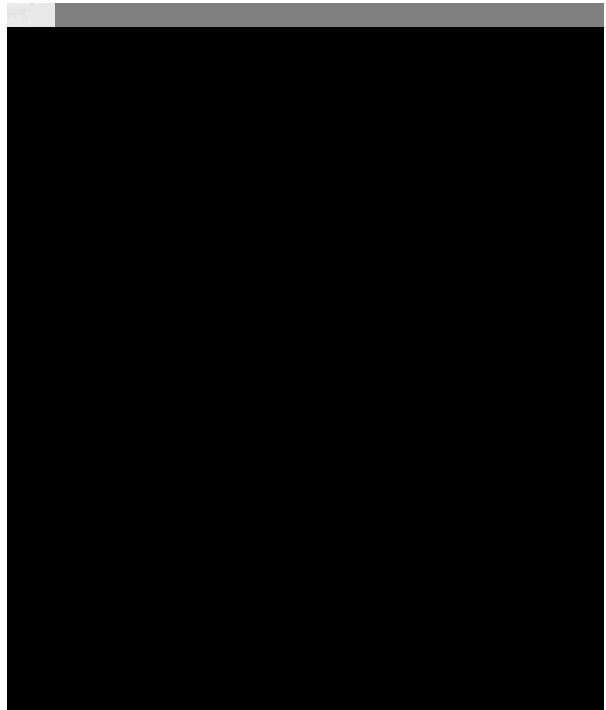
Sun Sickness. In sunlight, has disadvantage on ability checks, attack rolls, and saving throws. The Myconid dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Multiaction. The Myconid uses either its Hallucination Spores or its Pacifying Spores, then makes a fist attack.

Fist. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (3d4 + 1) bludgeoning damage plus 7 (3d4) poison damage.

Animating Spores (3/Day). The Myconid targets one corpse of a humanoid or a Large or smaller beast within 5 feet of it and releases spores at the corpse. In 24 hours, the corpse rises as a spore servant. The corpse stays animated for 1d4 + 1 weeks or until destroyed, and it can't be animated again in this way.



MYCONID SOVEREIGN CONTINUED: ACTION



Hallucination Spores. The Myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pacifying Spores. The Myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.

Rapport Spores. A 30-foot radius of spores extends from the Myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

BONE NAGA CONTINUED: ACTIONS



If the Naga was a spirit Naga in life, its spellcasting ability is Intelligence, and it has the following wizard spells prepared:

- **Cantrips (at will):** *mage hand, minor illusion, ray of frost*
- **1st level (4 slots):** *charm person, sleep*
- **2nd level (3 slots):** *detect thoughts, hold person*
- **3rd level (2 slots):** *lightning bolt*

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 10ft., one creature. Hit: 10 (2d6 + 3) piercing damage plus 10 (3d6) poison damage

BONE NAGA



Large Undead, Lawful Evil

Armor class 15 (natural armor)

Hit points 58 (9d10 + 9)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	15 (+2)	15 (+2)	16 (+3)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Paralyzed, Poisoned

Senses Darkvision 60ft, Passive Perception 12

Language Common plus one other language

Challenge 4 (1100 XP)

Spellcasting. The Naga is a 5th-level spellcaster (spell save DC 12, +4 to hit with spell attacks) that needs only verbal components to cast its spells.

If the Naga was a guardian Naga in life, its spellcasting ability is Wisdom, and it has the following cleric spells prepared:

- **Cantrips (at will):** *mending, sacred flame, thaumaturgy*
- **1st level (4 slots):** *command, shield of faith*
- **2nd level (3 slots):** *calm emotions, hold person*
- **3rd level (2 slots):** *bestow curse*

SPIRIT NAGA



Large Monstrosity, Chaotic Evil

Armor class 15 (natural armor)

Hit points 75 (10d10 + 20)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Dex +6, Con +5, Wis +5, Cha +6

Damage Immunities Poison

Condition Immunities Charmed, Poisoned

Senses Darkvision 60ft, Passive Perception 12

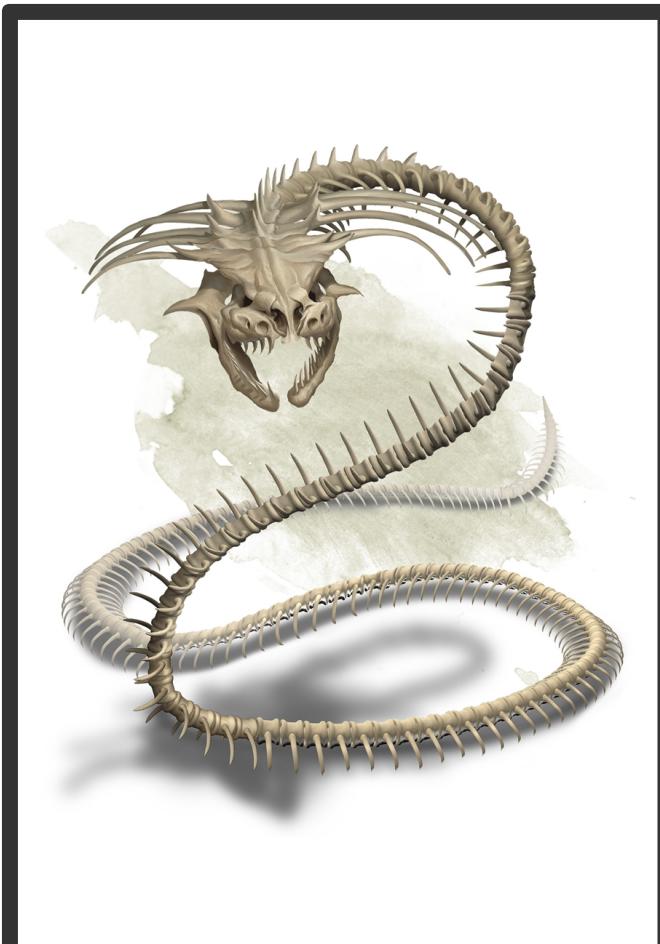
Language Abyssal, Common

Challenge 8 (3900 XP)

Rejuvenation. If it dies, the Naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Spellcasting. The Naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

- **Cantrips (at will):** *mage hand, minor illusion, ray of frost*
- **1st level (4 slots):** *charm person, detect magic, sleep*
- **2nd level (3 slots):** *detect thoughts, hold person*
- **3rd level (3 slots):** *lightning bolt, water breathing*
- **4th level (3 slots):** *blight, dimension door*
- **5th level (2 slots):** *dominate person*



SPIRIT NAGA CONTINUED: ACTIONS



ACTIONS

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

GUARDIAN NAGA CONTINUED: ACTIONS



ACTIONS

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Spit Poison. Ranged Weapon Attack: +8 to hit, range 15/30 ft., one creature. Hit: The target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

GUARDIAN NAGA



Large Monstrosity, Lawful Evil

Armor class 18 (natural armor)

Hit points 127 (15d10 + 45)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	16 (+3)	19 (+4)	18 (+4)

Saving Throws Dex +8, Con +7, Int +7, Wis +8, Cha +8

Damage Immunities Poison

Condition Immunities Charmed, Poisonsed

Senses Darkvision 60ft, Passive Perception 14

Language Celestial, Common

Challenge 10 (5900 XP)

Rejuvenation. If it dies, the Naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Spellcasting. The Naga is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following cleric spells prepared:

- **Cantrips (at will):** *mending, sacred flame, thaumaturgy*
- **1st level (4 slots):** *command, cure wounds, shield of faith*
- **2nd level (3 slots):** *calm emotions, hold person*
- **3rd level (3 slots):** *bestow curse, clairvoyance*
- **4th level (3 slots):** *banishment, freedom of movement*
- **5th level (2 slots):** *flame strike, geas*
- **6th level (1 slot):** *true seeing*

NIGHTMARE



Large Fiend, Neutral Evil

Armor class 13 (natural armor)

Hit points 68 (8d10 + 24)

Speed 60ft, Fly 90ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Immunities Fire

Senses Passive Perception 11

Language Understands Abyssal, Common, and Infernal but can't speak

Challenge 3 (700 XP)

Confer Fire Resistance. The Nightmare can grant resistance to fire damage to anyone riding it.

Illumination. The Nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Ethereal Stride. The Nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the



NOTHIC



Medium Aberration, Neutral Evil

Armor class 15 (natural armor)

Hit points 45 (6d8 + 18)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	8 (-1)

Skills Arcana +3, Insight +4, Perception +2, Stealth +5

Senses Truesight 120ft, Passive Perception 12

Language Undercommon

Challenge 2 (450 XP)

Keen Sight. Advantage on Perception checks based on sight.

ACTIONS

Multiattack. The Nothic makes two claw attacks.

Claw. Melee: +4, 5ft. Hit: 6 (1d6 + 3) slashing damage.

Rotting Gaze. Targets one creature it can see in 30ft. The target must succeed on a DC 12 Constitution saving throw against this magic or take 10 (3d6) necrotic damage.

Weird Insight. The Nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the Nothic's Wisdom (Insight) check. If the Nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

HALF-OGRE



Large Giant, Any Chaotic Alignment

Armor class 12 (hide armor)

Hit points 30 (4d10 + 8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	9 (-1)	10 (+0)

Senses Darkvision 60ft, Passive Perception 9

Language Common, Giant

Challenge 1 (200 XP)

ACTIONS

Battleaxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

OGRE



Large Giant, Chaotic Evil

Armor class 11 (hide armor)

Hit points 59 (7d10 + 21)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses Darkvision 60ft, Passive Perception 8

Language Common, Giant

Challenge 2 (450 XP)

ACTIONS

Greatclub. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

ONI



Large Giant, Lawful Evil

Armor class 16 (chain mail)

Hit points 110 (13d10 + 39)

Speed 30ft, Fly 30ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Arcana +5, Deception +8, Perception +4

Senses Darkvision 60ft, Passive Perception 14

Language Common, Giant

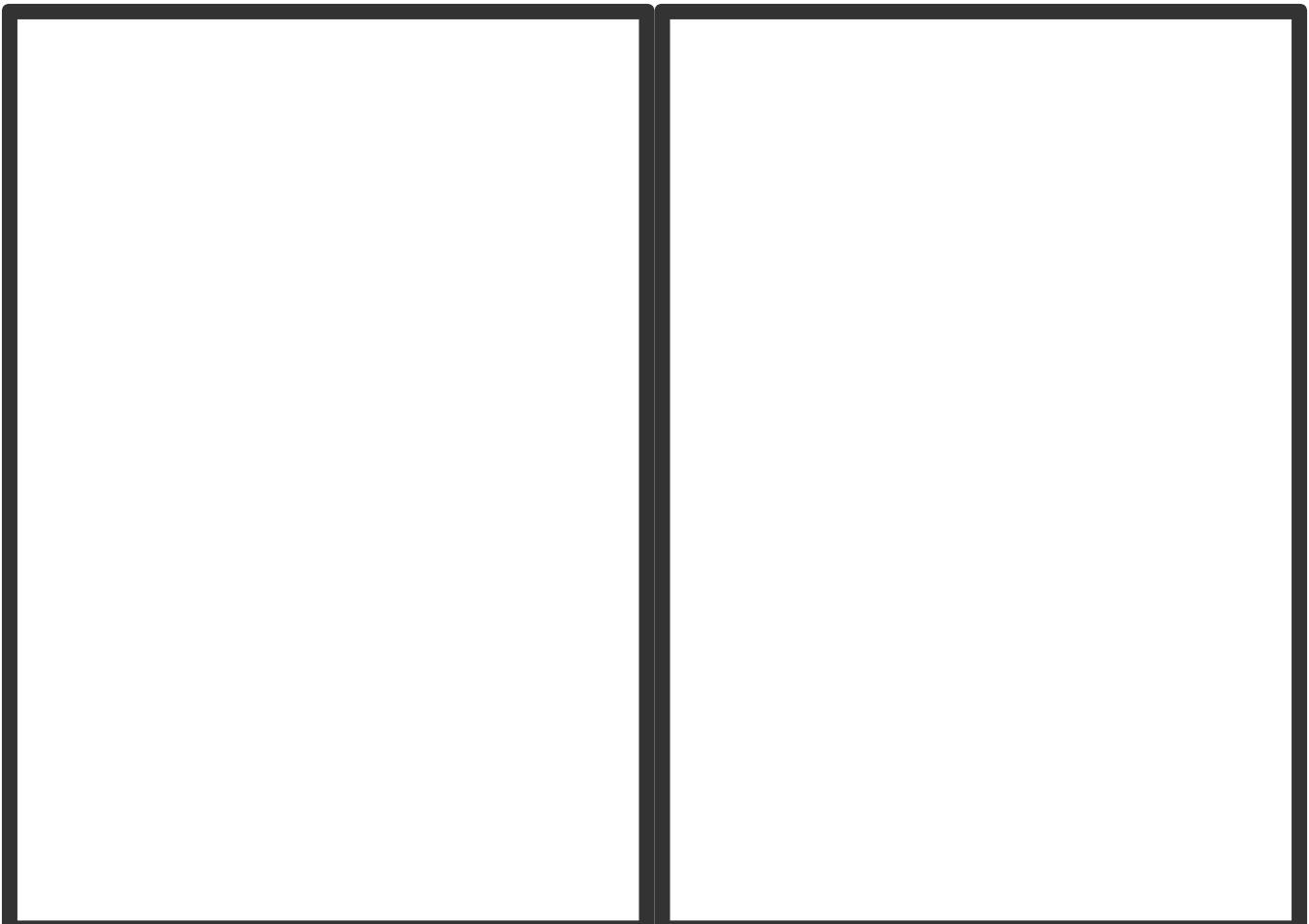
Challenge 7 (2900 XP)

Innate Spellcasting. The Oni's innate spellcasting ability is Charisma (spell save DC 13). The Oni can innately cast the following spells, requiring no material components:

- **At will:** *darkness, invisibility*
- **1/day each:** *charm person, cone of cold, gaseous form, sleep*

Magic Weapons. The Oni's weapon attacks are magical.

Regeneration. The Oni regains 10 hit points at the start of its turn if it has at least 1 hit point.



ONI CONTINUED: ACTIONS



ACTIONS

Multiaction. The Oni makes two attacks, either with its claws or its glaive.

Claw (Oni Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Glaive. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

Change Shape. The Oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the Oni dies, it reverts to its true form, and its glaive reverts to its normal size.

BLACK PUDDING CONTINUED: ACTIONS



ACTIONS

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

REACTIONS

Split. When a Pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new Pudding if it has at least 10 hit points. Each new Pudding has hit points equal to half the original Pudding's, rounded down. New Pudding are one size smaller than the original Pudding.

BLACK PUDDING



Large Ooze, Unaligned

Armor class 7

Hit points 85 (10d10 + 30)

Speed 20ft, Climb 20ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities Acid, Cold, Lightning; Slashing

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60ft (blind beyond), Passive Perception 8

Language -

Challenge 4 (1100 XP)

Amorphous. Moves thru 1in spaces wide without squeezing.

Corrosive Form. A creature that touches the Pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the Pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the Pudding is destroyed after dealing damage. The Pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Spider Climb. Can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

GELATINOUS CUBE



Large Ooze, Unaligned

Armor class 6

Hit points 84 (8d10 + 40)

Speed 15ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

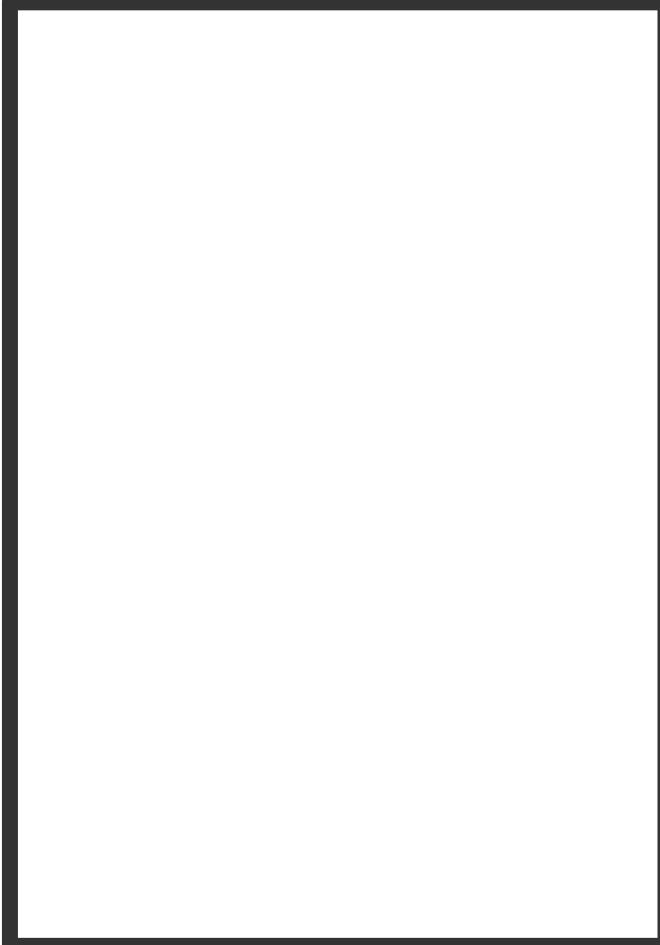
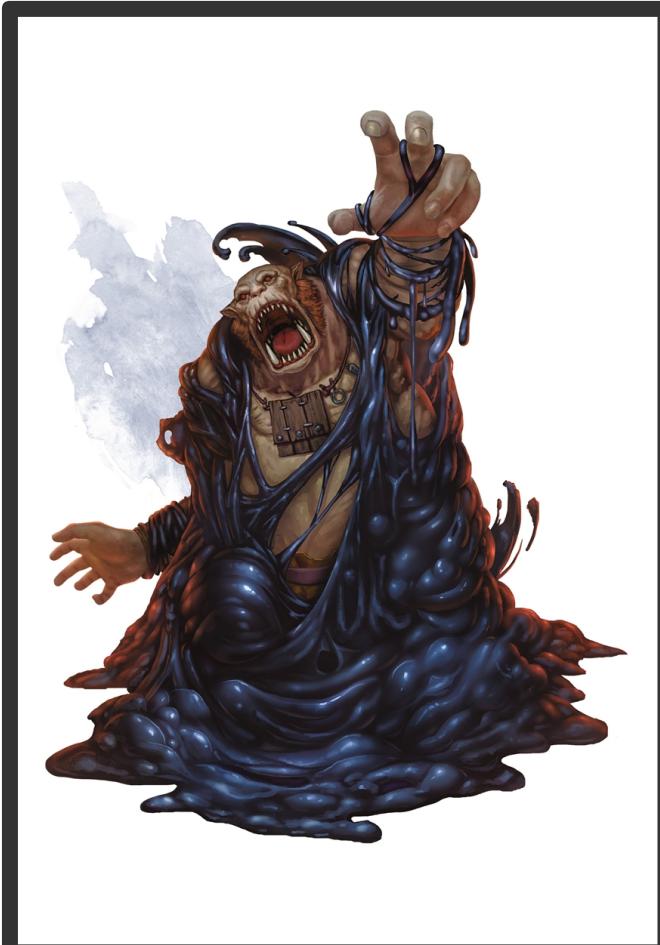
Senses Blindsight 60ft (blind beyond), Passive Perception 8

Language -

Challenge 2 (450 XP)

Ooze Cube. The Cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the Cube's Engulf and has disadvantage on the saving throw. Creatures inside the Cube can be seen but have total cover. A creature within 5 feet of the Cube can take an action to pull a creature or object out of the Cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage. The Cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the Cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a Cube that has neither moved nor attacked. A creature that tries to enter the Cube's space while unaware of the Cube is surprised by the Cube.



GELATINOUS CUBE CONTINUED: ACTIONS



ACTIONS

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) acid damage.

Engulf. The Cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the Cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the Cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the Cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the Cube's turns. When the Cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the Cube.

GRAY OOZE CONTINUED: ACTIONS



ACTIONS

Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

GRAY OOZE



Medium Ooze, Unaligned

Armor class 8

Hit points 22 (3d8 + 9)

Speed 10ft, **Climb** 10ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +2

Damage Resistances Acid, Cold, Fire

Damage Resistances Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60ft (blind beyond), Passive Perception 8

Language -

Challenge 1/2 (100 XP)

Charge. Amorphous

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock

OCHRE JELLY



Large Ooze, Unaligned

Armor class 8

Hit points 45 (6d10 + 12)

Speed 10ft, **Climb** 10ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances Acid

Damage Immunities Lightning; Slashing

Damage Resistances Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60ft (blind beyond), Passive Perception 8

Language -

Challenge 2 (450 XP)

Amorphous. Can move thru 1 inch wide without squeezing.

Spider Climb. Can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) bludgeoning plus 3 (1d6) acid.

REACTIONS

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.



Orc



Medium Humanoid (Orc), Chaotic Evil

Armor class 13 (hide armor)

Hit points 15 (2d8 + 6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses Darkvision 60ft, Passive Perception 10

Language Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Orc Eye of Gruumsh



Medium Humanoid (Orc), Chaotic Evil

Armor class 16 (ring mail, shield)

Hit points 45 (6d8 + 18)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	9 (-1)	13 (+1)	12 (+1)

Skills Intimidation +3, Religion +1

Senses Darkvision 60ft, Passive Perception 11

Language Common, Orc

Challenge 2 (450 XP)

Aggressive. Bonus action, move up to speed toward a hostile

Gruumsh's Fury. Extra 4(1d8) damage when it hits with a weapon attack (included in the attacks).

Spellcasting. The orc is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The orc has the following cleric spells prepared:

- **Cantrips (at-will):** *guidance, resistance, thaumaturgy*
- **1st level (4 slots):** *bless, command*
- **2nd level (2 slots):** *augury, spiritual weapon* (spear)

ACTIONS

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (1d6 + 3 plus 1d8) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

Orc War Chief



Medium Humanoid (Orc), Chaotic Evil

Armor class 16 (Chain mail)

Hit points 93 (11d8 + 44)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	11 (+0)

Saving Throws Str +6, Con +6, Wis +2

Skills Intimidation +5

Senses Darkvision 60ft, Passive Perception 10

Language Common, Orc

Challenge 4 (1100 XP)

Aggressive. Bonus action, move up to speed toward a hostile

Gruumsh's Fury. Extra 4(1d8) damage when it hits with a weapon attack (included in the attacks).

ACTIONS

Multiattack. Makes two attacks with its greataxe or its spear.

Greataxe. Melee: +6, 5ft. Hit: 15 (1d12+4 plus 1d8) slashing

Spear. Melee or Ranged: +6, 5ft. or 20/60ft. Hit: 12 (1d6+4 plus 1d8) PRCN, or 13 (2d8 + 4) PRCN if two handed melee

Battle Cry (1/Day). Each creature of the war chief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the war chief's next turn. The war chief can then make one attack as a bonus action.

Orog



Medium Humanoid (Orc), Chaotic Evil

Armor class 18 (plate)

Hit points 42 (5d8 + 20)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)

Skills Intimidation +5, Survival +2

Senses Darkvision 60ft, Passive Perception 10

Language Common, Orc

Challenge 2 (450 XP)

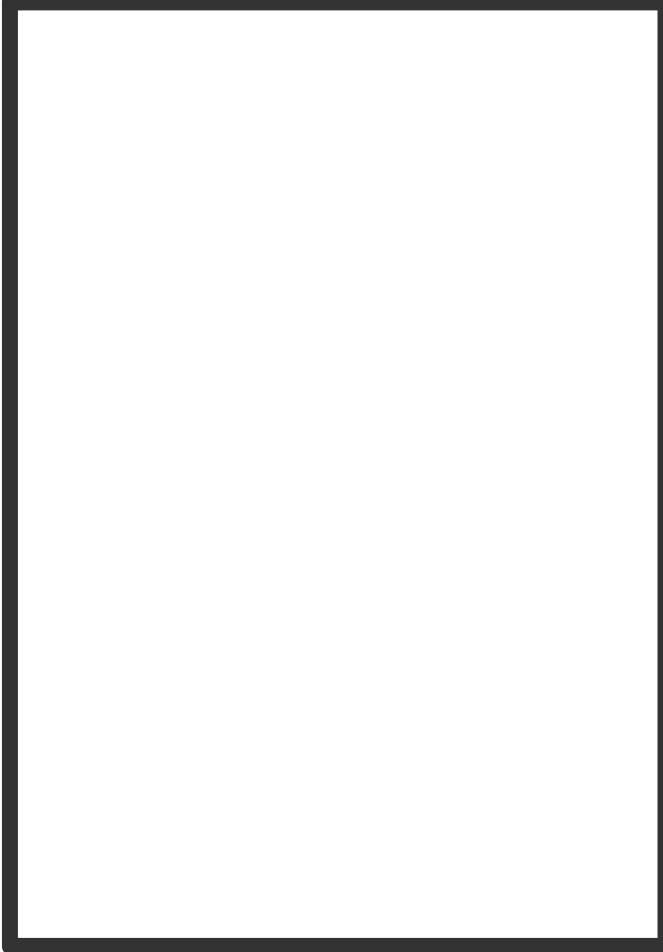
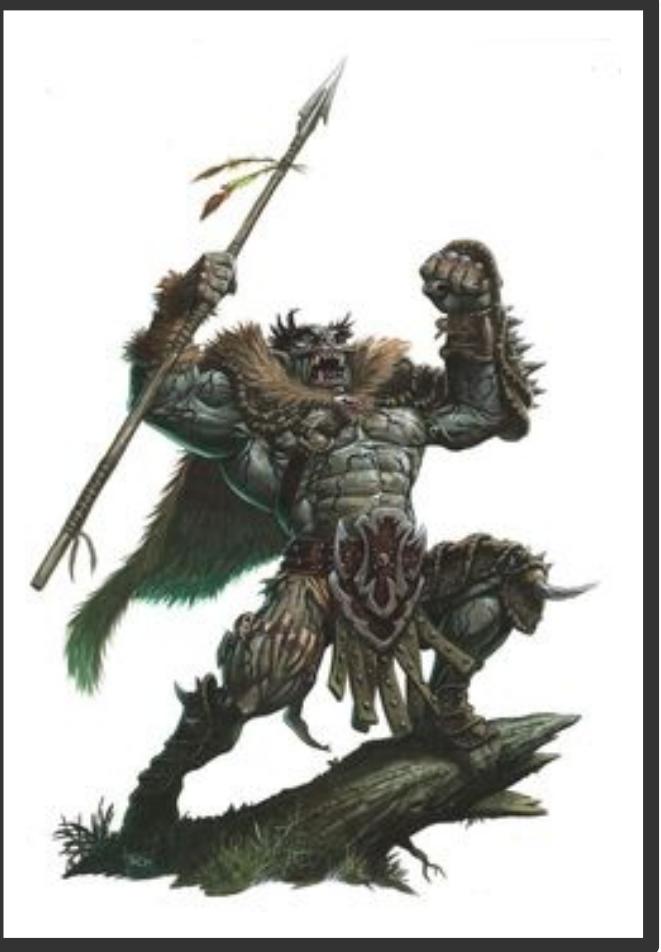
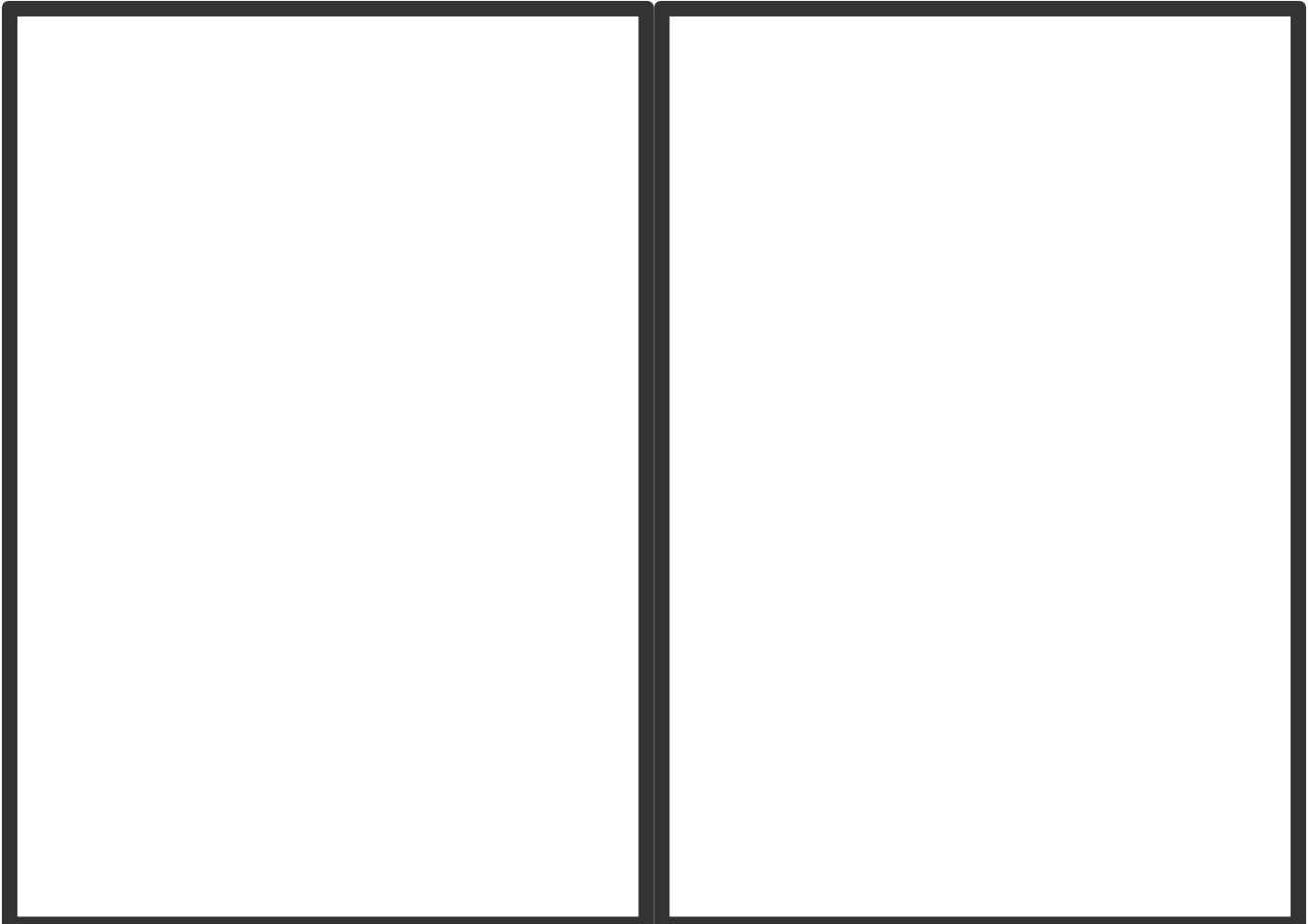
Aggressive. Bonus action, move up to speed toward a hostile

ACTIONS

Multiattack. The orog makes two greataxe attacks.

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage.

Javelin. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.



OTYUGH



Large Aberration, Neutral

Armor class 14 (natural armor)

Hit points 114 (12d10 + 48)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7

Senses Darkvision 120ft, Passive Perception 11

Language Otyugh

Challenge 5 (1800 XP)

Limited Telepathy. Can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

ACTIONS

Multiattack. Three attacks: one Bite and two Tentacles.

Bite. Melee: +6, 5ft. Hit: 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

OWLBEAR



Large Monstrosity, Unaligned

Armor class 13 (natural armor)

Hit points 59 (7d10 + 21)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses Darkvision 60ft, Passive Perception 13

Language -

Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

OTYUGH CONTINUED: ACTIONS



Tentacle. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

PEGASUS



Large Celestial, Chaotic Good

Armor class 12

Hit points 59 (7d10 + 21)

Speed 60ft, Fly 90ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Dex +4, Wis +4, Cha +3

Skills Perception +6

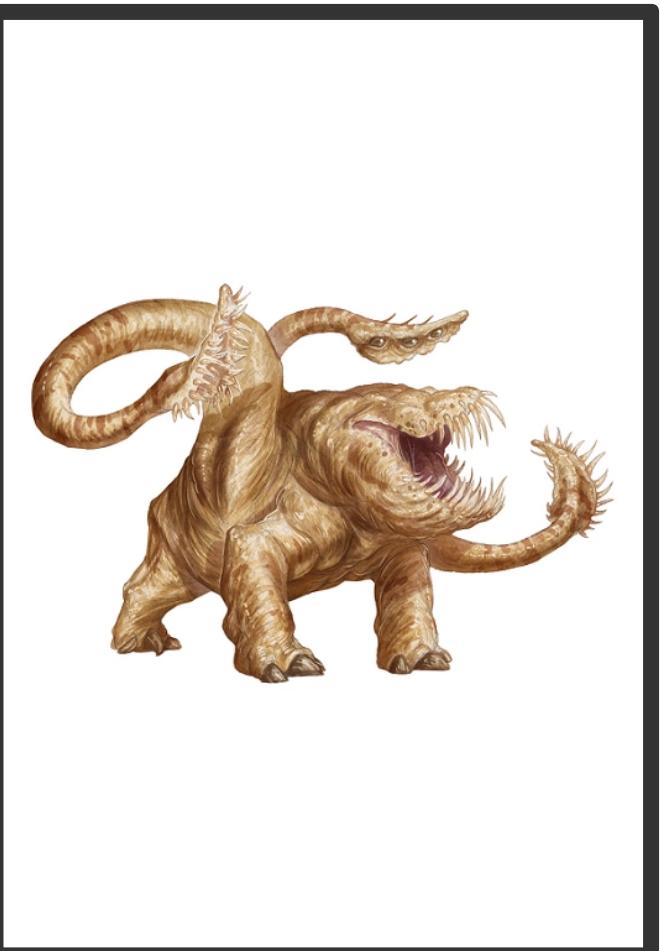
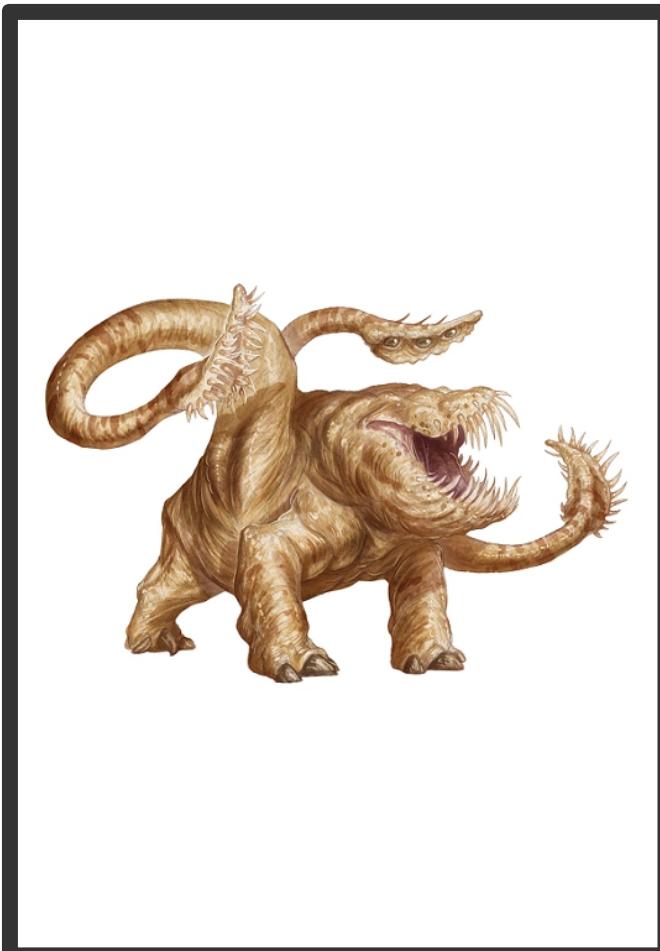
Senses Passive Perception 16

Language Understands Celestial, Common, Elvish, and Sylvan but can't speak

Challenge 2 (450 XP)

ACTIONS

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.



PERYTON



Medium Monstrosity, Chaotic Evil

Armor class 13 (natural armor)

Hit points 33 (6d8 + 6)

Speed 20ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	9 (-1)	12 (+1)	10 (+0)

Skills Perception +5

Damage Resistances Physical from non-magical weapons

Senses Passive Perception 15

Language Understands Common, Elvish but can't speak

Challenge 2 (450 XP)

Dive Attack. Flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

Flyby. The peryton doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Keen Sight and Smell. The peryton has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. Makes one gore attack and one talon attack.

Gore. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) piercing damage.

PIXIE



Tiny Fey, Neutral Good

Armor class 15

Hit points 1 (1d4 - 1)

Speed 10ft, Fly 30ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +7

Senses Passive Perception 14

Language Sylvan

Challenge 1/4 (50 XP)

Magic Resistance. The pixie has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: *druidcraft*

1/day each: *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, polymorph, sleep*

ACTIONS

Superior Invisibility. The pixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

PIERCER



Medium Monstrosity, Unaligned

Armor class 15 (natural armor)

Hit points 22 (3d8 + 9)

Speed 5ft, Climb 5ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Skills Stealth +5

Senses Blindsight 30ft, Darkvision 60ft, Passive Perception 8

Language -

Challenge 1/2 (100 XP)

False Appearance. While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

Spider Climb. The piercer can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Drop. Melee Weapon Attack: +3 to hit, one creature directly underneath the piercer. Hit: 3 (1d6) piercing damage per 10 feet fallen, up to 21 (6d6). Miss: The piercer takes half the normal falling damage for the distance fallen.

PSEUDODRAGON



Tiny Dragon, Neutral Good

Armor class 13 (natural armor)

Hit points 7 (2d4 + 2)

Speed 15ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Senses Blindsight 10 ft, Darkvision 60 ft, Passive Perc. 13

Language Understands Common and Draconic but can't speak

Challenge 1/4 (50 XP)

Keen Senses. Adv. on Perception using sight/hearing/smell.

Magic Resistance. The pseudodragon has advantage on saving throws against spells and other magical effects.

Limited Telepathy. Magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing, and target must succeed DC 11 CON save or poisoned for 1 hour. Failing by 5 or more, target falls unconscious for the same duration, or until it takes damage or another creature uses action awaken.



PURPLE WORM



Gargantuan Monstrosity, Unaligned

Armor class 18 (natural armor)

Hit points 247 (15d20 + 90)

Speed 50ft, **Burrow** 30ft

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Con +11, Wis +4

Senses Blindsight 30ft, Tremorsense 60ft, Passive Perc. 9

Language -

Challenge 15 (13000 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiaction. The worm makes two attacks: one with its bite and one with its stinger.

Tail Stinger. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

QUAGGOOTH



Medium Humanoid (Quaggoth), Chaotic Neutral

Armor class 13 (natural armor)

Hit points 45 (6d8 + 18)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 10

Language Undercommon

Challenge 2 (450 XP)

Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

ACTIONS

Multiaction. The quaggoth makes two claw attacks.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

PURPLE WORM CONTINUED: ACTIONS



Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns. If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

QUAGGOOTH THONOT



Medium Humanoid (Quaggoth), Chaotic Neutral

Armor class 13 (natural armor)

Hit points 45 (6d8 + 18)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 120ft, Passive Perception 11

Language Undercommon

Challenge 3 (700 XP)

Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

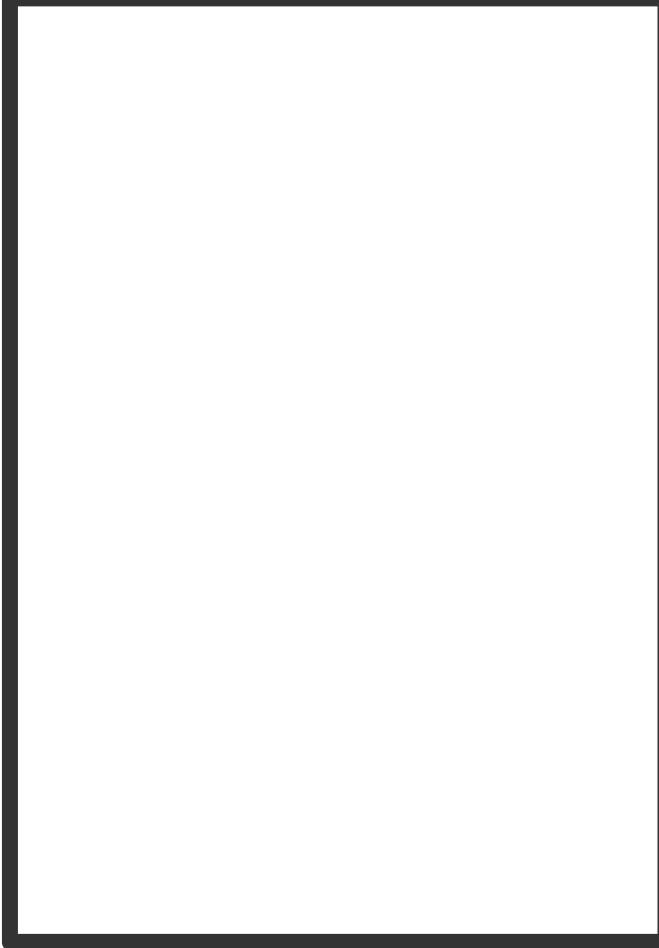
Innate Spellcasting (Psionics). Innate spellcasting ability is Wisdom (spell save DC 11). The quaggoth can innately cast the following spells, requiring no components:

- **At will:** feather fall, mage hand (the hand is invisible)
- **1/day each:** cure wounds, enlarge/reduce, heat metal, mirror image

ACTIONS

Multiaction. The quaggoth makes two claw attacks.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.



RAKSHASA



Medium Fiend, Lawful Evil

Armor class 16 (natural armor)

Hit points 110 (13d8 + 52)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

Skills Deception +10, Insight +8

Damage Vulnerabilities Piercing from magical weapons by good creatures

Damage Immunities Physical from non-magical weapons

Senses Darkvision 60ft, Passive Perception 13

Language Common, Infernal

Challenge 13 (10000 XP)

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

- **At will:** *detect thoughts, disguise self, mage hand, minor illusion*
- **3/day each:** *charm person, detect magic, invisibility, major image, suggestion*
- **1/day each:** *dominate person, fly, plane shift, true seeing*

YOUNG REMORHAZ



Large Monstrosity, Unaligned

Armor class 14 (natural armor)

Hit points 93 (11d10 + 33)

Speed 30ft, **Burrow** 20ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	3 (-4)	10 (+0)	4 (-3)

Damage Immunities Cold, Fire

Senses Darkvision 60ft, Tremorsense 60ft, Passive Perception 10

Language -

Challenge 5 (1800 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

ACTIONS

Multiattack. Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 20 (3d10 + 4) piercing damage plus 7 (2d6) fire damage.

RAKSHASA CONTINUED: ACTIONS



ACTIONS

Multiattack. The rakshasa makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic.

REMORHAZ



Huge Monstrosity, Unaligned

Armor class 17 (natural armor)

Hit points 195 (17d12 + 85)

Speed 30ft, **Burrow** 20ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

Damage Immunities Cold, Fire

Senses Darkvision 60ft, Tremorsense 60ft, Passive Perc. 10

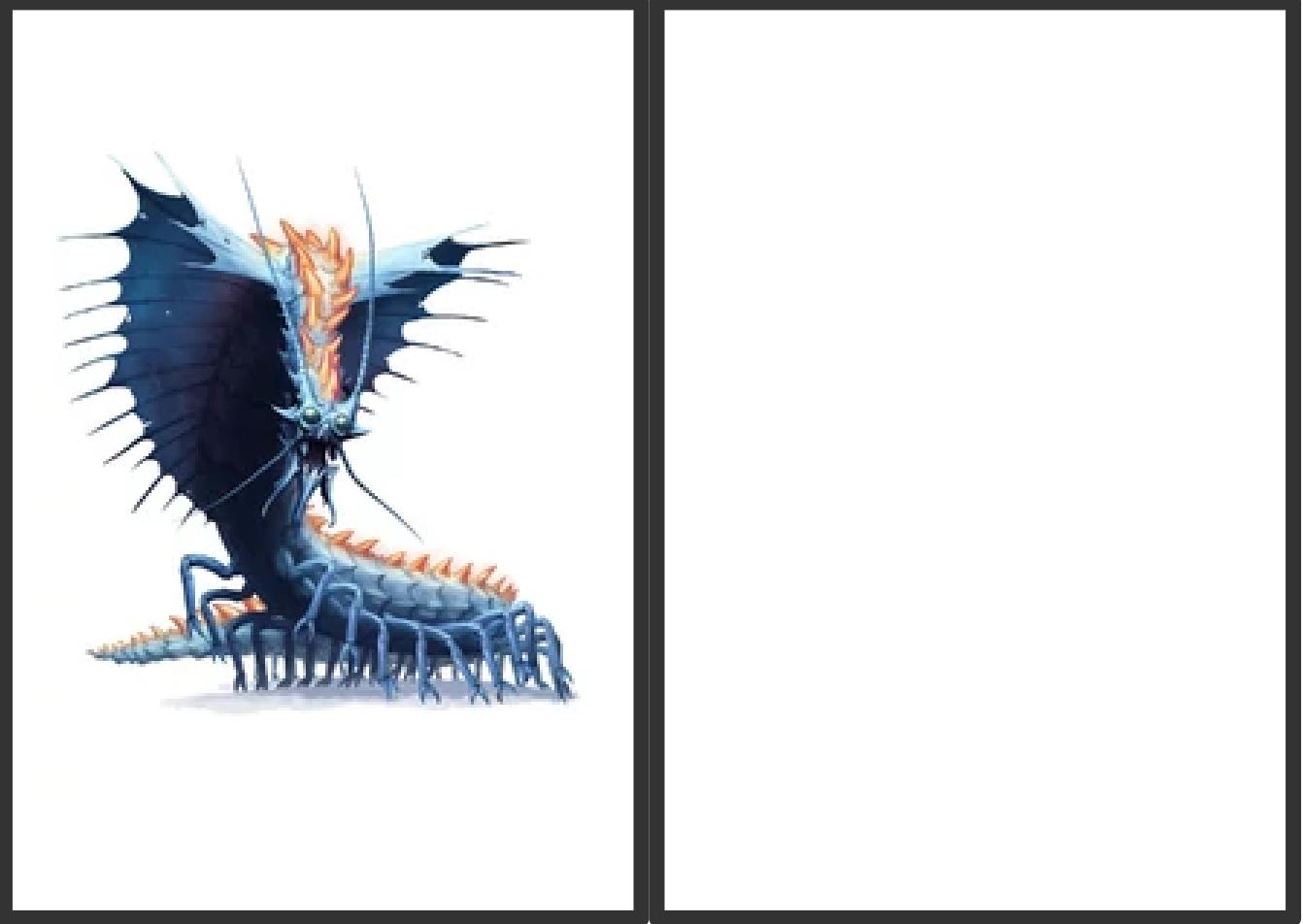
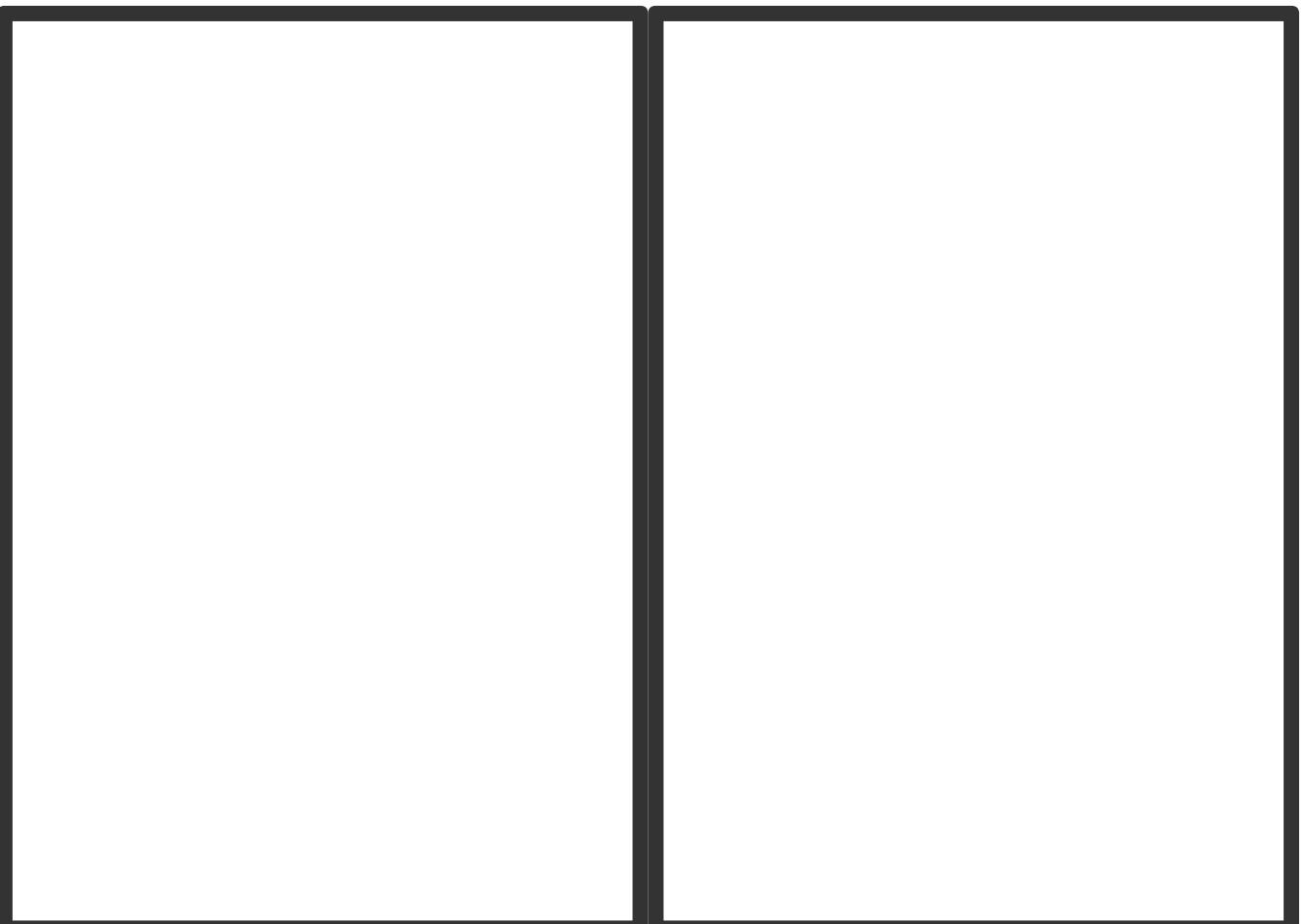
Language -

Challenge 11 (7200 XP)

Heated Body. Touching/hitting with melee attack while within 5 feet of it takes 10 (3d6) fire damage.

ACTIONS

Bite. Melee Weapon Attack: +11 to hit, reach 10ft., one target. Hit: 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.



REMORHAZ CONTINUED: ACTIONS



ACTIONS

Swallow. The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns. If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone



REVENANT

Medium Undead, Neutral

Armor class 13 (leather armor)

Hit points 136 (16d8 + 64)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Str +7, Con +7, Wis +6, Cha +7

Damage Resistances Necrotic, Psychic

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Stunned

Senses Darkvision 60ft, Passive Perception 13

Language Any languages it knew in life

Challenge 5 (1800 XP)

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a wish spell can be used to force the soul to go to the afterlife and not return.

REVENANT CONTINUED: ACTIONS



Turn Immunity. Immune to effects that turn undead.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

ACTIONS

Multiattack. The revenant makes two fist attacks.

Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.



Roc

Gargantuan Monstrosity, Unaligned

Armor class 15 (natural armor)

Hit points 248 (16d20 + 80)

Speed 20ft, Fly 120ft

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	9 (-1)

Saving Throws Dex +4, Con +9, Wis +4, Cha +3

Skills Perception +4

Senses Passive Perception 14

Language -

Challenge 11 (7200 XP)

Keen Sight. The roc has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. Multiattack. The roc makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 27 (4d8 + 9) piercing damage.

Talons. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.



ROPER



Large Monstrosity, Neutral Evil

Armor class 20 (natural armor)

Hit points 93 (11d10 + 33)

Speed 10ft, Climb 10ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills Perception +6, Stealth +5

Senses Darkvision 60ft, Passive Perception 16

Language -

Challenge 5 (1800 XP)

False Appearance. While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Spider Climb. The roper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

RUST MONSTER



Medium Monstrosity, Unaligned

Armor class 14 (natural armor)

Hit points 27 (5d8 + 5)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	13 (+1)	6 (-2)

Senses Darkvision 60ft, Passive Perception 11

Language -

Challenge 1/2 (100 XP)

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing

ROPER CONTINUED: ACTIONS



ACTIONS

Multiaction. The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) piercing damage.

Tendril. Melee Weapon Attack: +7 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Reel. The roper pulls each creature grappled by it up to 25 feet straight toward it.

RUST MONSTER

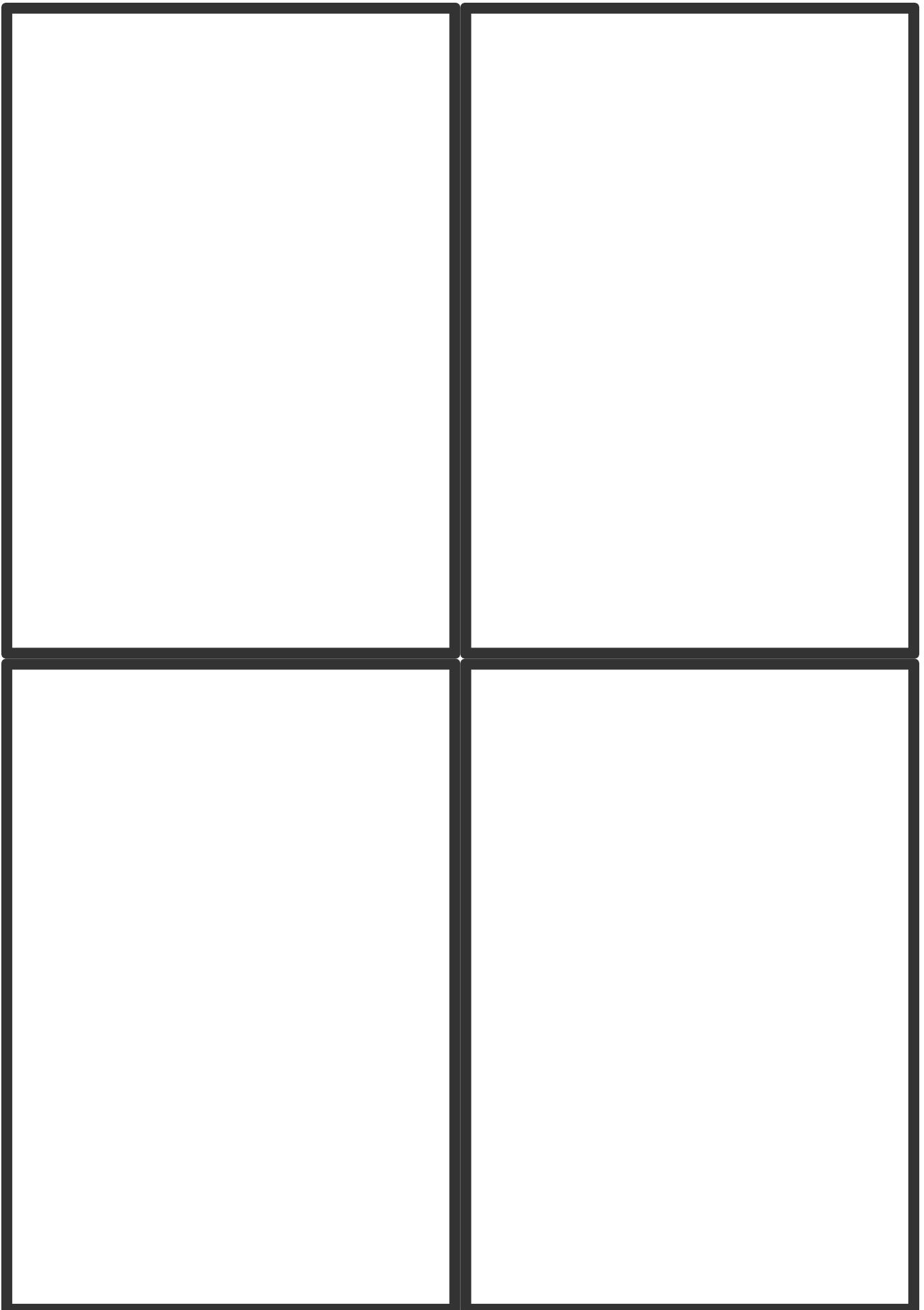


RUST MONSTER CONTINUED: ACTIONS

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch. If the object touched is either metal armor or a metal shield being worn or carried, its takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.



SAHUAGIN



Medium Humanoid (Sahuagin), Lawful Evil

Armor class 12 (natural armor)

Hit points 22 (4d8 + 4)

Speed 30ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5

Senses Darkvision 120ft, Passive Perception 15

Language Sahuagin

Challenge 1/2 (100 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. Can breathe air & water, must be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. Two melee attacks: one Bite & one Claws/Spear.

Bite. Melee: +3, 5ft. Hit: 3 (1d4 + 1) piercing damage.

Claws. Melee: +3, 5ft. Hit: 3 (1d4 + 1) slashing damage.

Spear. Melee or Ranged 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.

SAHUAGIN PRIESTESS



Medium Humanoid (Sahuagin), Lawful Evil

Armor class 12 (natural armor)

Hit points 33 (6d8 + 6)

Speed 30ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	14 (+2)	13 (+1)

Skills Perception +6, Religion +3

Senses Darkvision 120ft, Passive Perception 16

Language Sahuagin

Challenge 2 (450 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. Can breathe air & water, must be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Spellcasting. The sahuagin is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

- **Cantrips (at will):** *guidance, thaumaturgy*
- **1st level (4 slots):** *bless, detect magic, guiding bolt*
- **2nd level (3 slots):** *hold person, spiritual weapon (trident)*
- **3rd level (3 slots):** *mass healing word, tongues*

SAHUAGIN PRIESTESS CONTINUED: ACTION



ACTIONS

Multiattack. The sahuagin makes two attacks: one with her bite and one with her claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

SAHUAGIN BARON



Medium Humanoid (Sahuagin), Lawful Evil

Armor class 16 (Breastplate)

Hit points 76 (9d10 + 27)

Speed 30ft, **Swim** 50ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +5, Con +6, Int +5, Wis +4

Skills Perception +7

Senses Darkvision 120ft, Passive Perception 17

Language Sahuagin

Challenge 5 (1800 XP)

Blood Frenzy. Adv. on melee attacks vs creatures missing HP

Limited Amphibiousness. Breathes air & water, but needs to be submerged once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of him, using a limited telepathy.

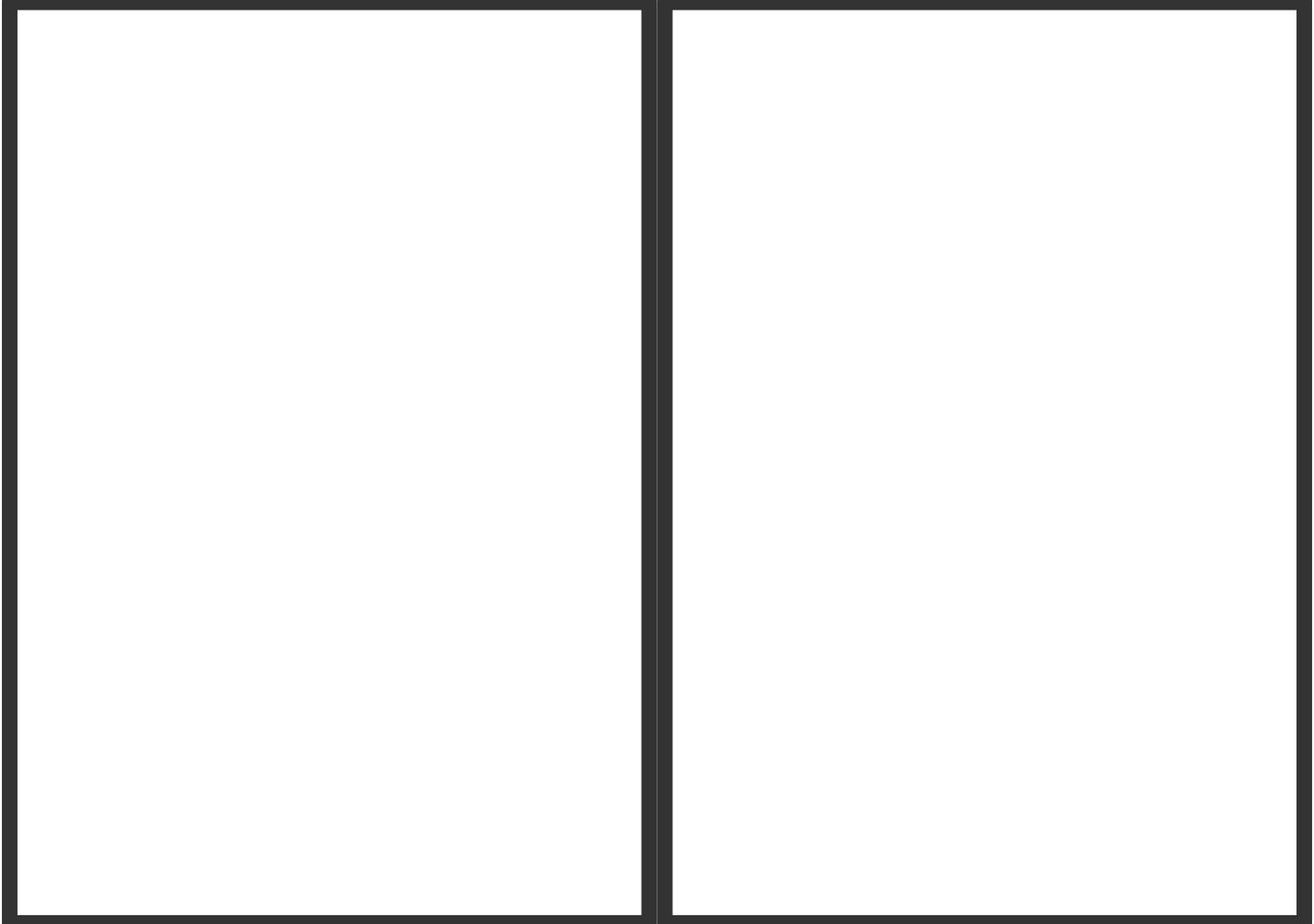
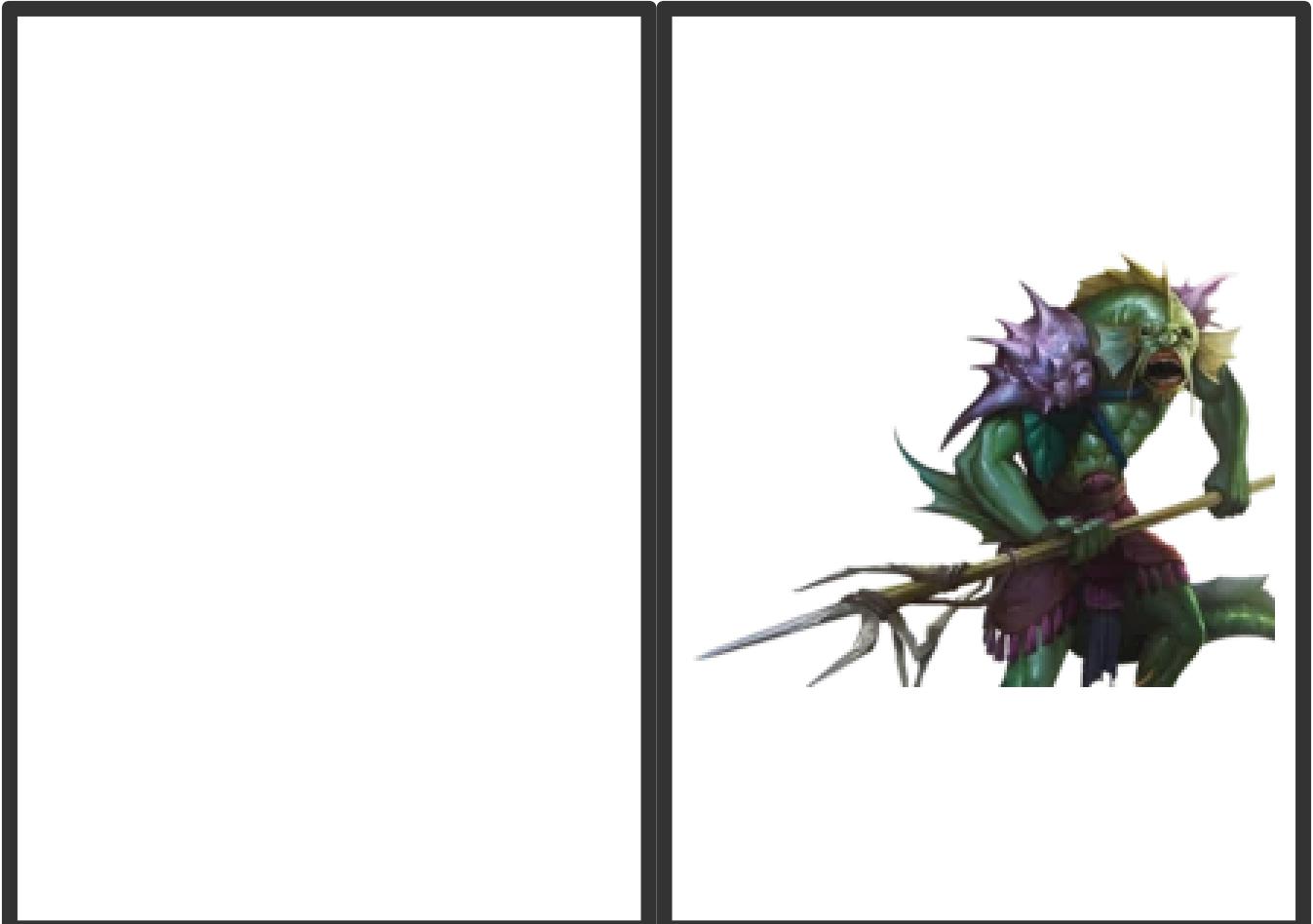
ACTIONS

Multiattack. Three attacks: one Bite & two Claws or trident.

Bite. Melee: +7, 5ft. Hit: 9 (2d4 + 4) piercing damage.

Claws. Melee: +7, 5ft. Hit: 11 (2d6 + 4) slashing damage.

Trident. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.



FIRE SNAKE



Medium Elemental, Neutral Evil

Armor class 14 (natural armor)

Hit points 22 (5d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities Cold

Damage Resistances Physical from non-magical weapons

Damage Immunities Fire

Senses Darkvision 60ft, Passive Perception 10

Language Understands Ignan but can't speak

Challenge 1 (200 XP)

Heated Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

ACTIONS

Multiaction. The snake makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage plus 3 (1d6) fire damage.

Tail. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage plus 3 (1d6) fire damage.

SALAMANDER CONTINUED: ACTIONS



ACTIONS

Multiaction. The salamander makes two attacks: one with its spear and one with its tail.

Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

SALAMANDER



Large Elemental, Neutral Evil

Armor class 15 (natural armor)

Hit points 90 (12d10 + 24)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities Cold

Damage Resistances Physical from non-magical weapons

Damage Immunities Fire

Senses Darkvision 60ft, Passive Perception 10

Language Ignan

Challenge 5 (1800 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

SATYR



Medium Fey, Chaotic Neutral

Armor class 14 (leather armor)

Hit points 31 (7d8)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +2, Performance +6, Stealth +5

Senses Passive Perception 12

Language Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

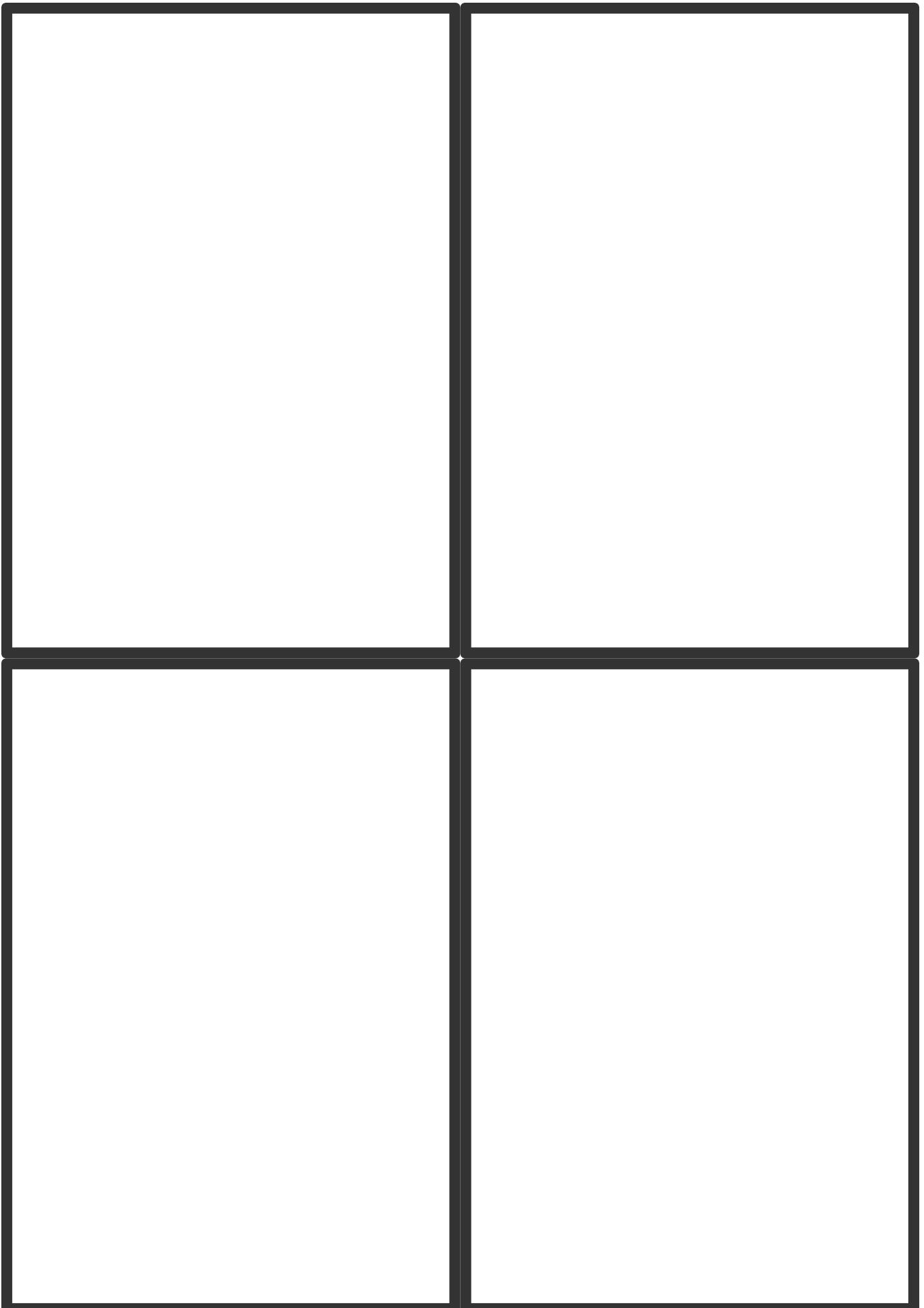
Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

ACTIONS

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) bludgeoning damage.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.



SATYR



Medium Construct, Chaotic Evil

Armor class 11

Hit points 36 (8d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	10 (+0)	10 (+0)	13 (+1)

Damage Vulnerabilities Fire

Damage Resistances Physical from non-magical weapons

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Unconscious

Senses Darkvision 60ft, Passive Perception 10

Language Understands languages of creator, can't speak

Challenge 1 (200 XP)

False Appearance. While remaining motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

ACTIONS

Multiattack. The scarecrow makes two claw attacks.

Claw. Melee: +3, 5ft. Hit: 6 (2d4 + 1) slashing. If creature, makes DC 11 Wisdom save. Failure: frightened until end of scarecrow's next turn.

Terrifying Glare. Targets one creature visible in 30ft. If target can see scarecrow, the target must succeed on a DC 11 Wisdom save or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed.

SHADOW



Medium Undead, Chaotic Evil

Armor class 12

Hit points 16 (3d8 + 3)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities Radiant

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Physical from non-magical weapons

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60ft, Passive Perception 10

Language -

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

SCARECROW



Medium Construct, Chaotic Evil

Armor class 11

Hit points 36 (8d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	11 (+0)	10 (+0)	10 (+0)	13 (+1)

Damage Vulnerabilities Fire

Damage Resistances Physical from non-magical weapons

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Unconscious

Senses Darkvision 60ft, Passive Perception 10

Language Understands languages of creator, can't speak

Challenge 1 (200 XP)

False Appearance. While remaining motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

ACTIONS

Multiattack. The scarecrow makes two claw attacks.

Claw. Melee: +3, 5ft. Hit: 6 (2d4 + 1) slashing. If creature, makes DC 11 Wisdom save. Failure: frightened until end of scarecrow's next turn.

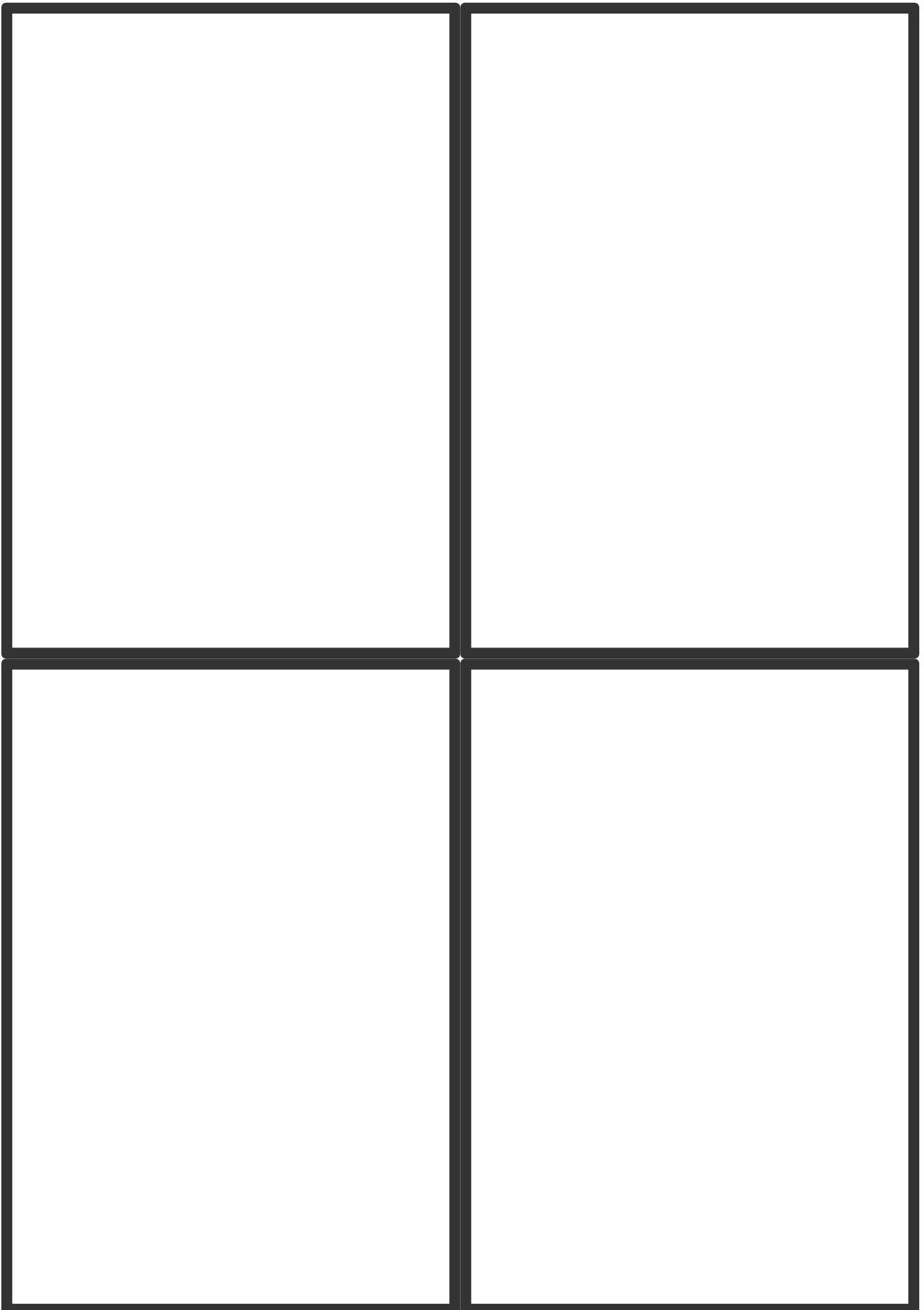
Terrifying Glare. Targets one creature visible in 30ft. If target can see scarecrow, the target must succeed on a DC 11 Wisdom save or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed.

SHADOW CONTINUED: ACTIONS



ACTIONS

Strength Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.



SHAMBLING MOUND



Medium Plant, Unaligned

Armor class 15 (natural armor)

Hit points 136 (16d10 + 48)

Speed 20ft, **Swim** 20ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Resistances Cold, Fire

Damage Immunities Immunities

Condition Immunities Blinded, Deafened, Exhaustion

Senses Blindsight 60ft (blind beyond), Passive Perception 10

Language -

Challenge 5 (1800 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

SHIELD GUARDIAN



Large Construct, Unaligned

Armor class 17 (natural armor)

Hit points 142 (15d10 + 60)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Blindsight 10ft, Darkvision 60ft, Passive Perception 10

Language Understands commands given in any language but can't speak

Challenge 7 (2900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

SHAMBLING MOUND CONTINUED: ACTIONS



ACTIONS

Multiaction. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

SHIELD GUARDIAN



SHIELD GUARDIAN CONTINUED: ACTIONS



Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

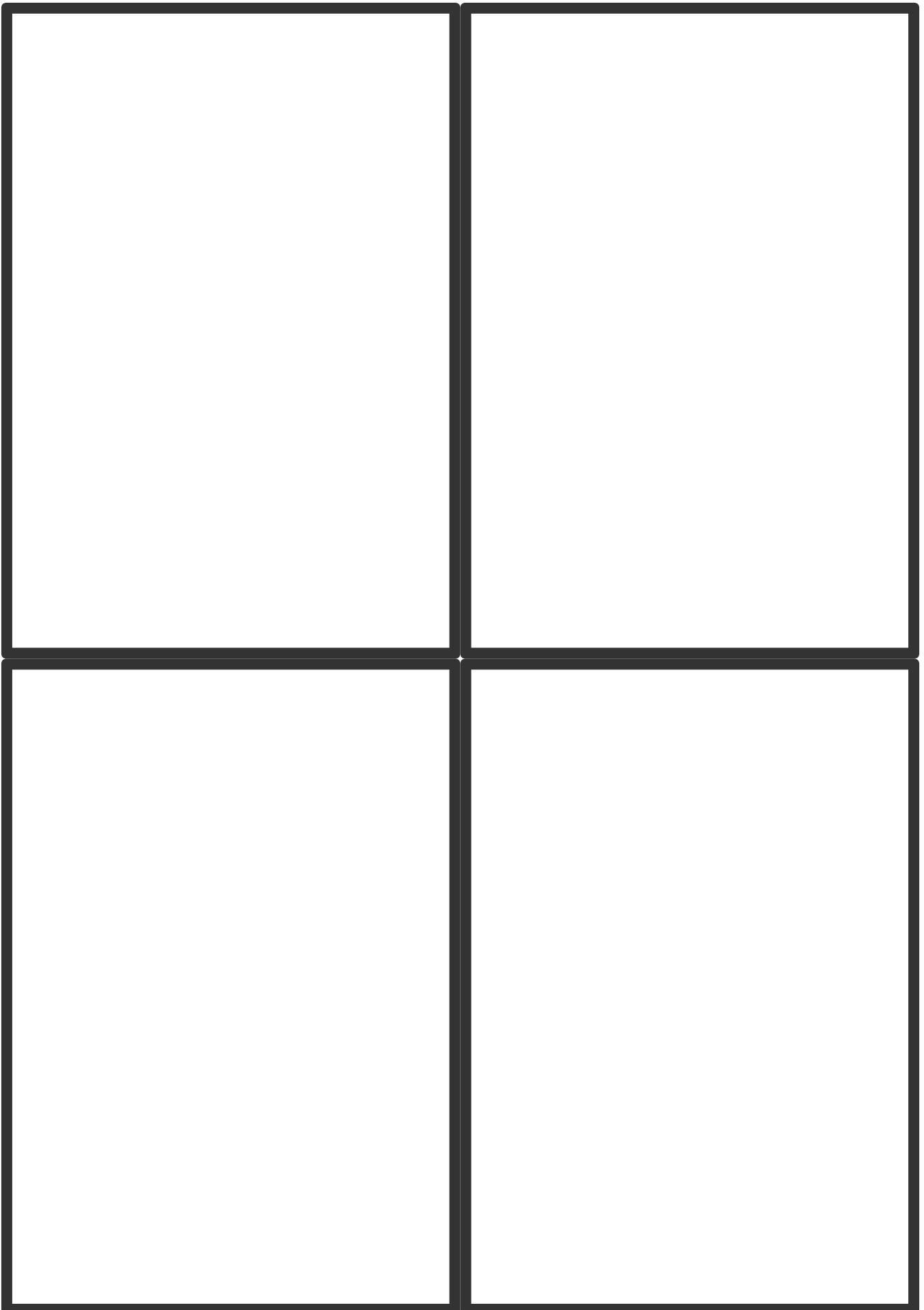
ACTIONS

Multiaction. The guardian makes two fist attacks.

Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.



SKELETON



Medium Undead, Lawful Evil

Armor class 13 (armor scraps)

Hit points 13 (2d8 + 4)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities Fire

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60ft, Passive Perception 9

Language Any languages it knew in life

Challenge 1/4 (50 XP)

ACTIONS

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

WARHORSE SKELETON



Large Undead, Lawful Evil

Armor class 13 (bardings scraps)

Hit points 22 (3d10 + 6)

Speed 60ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60ft, Passive Perception 9

Language -

Challenge 1/2 (100 XP)

ACTIONS

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

MINOTAUR SKELETON



Large Undead, Lawful Evil

Armor class 12 (natural armor)

Hit points 67 (9d10 + 18)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60ft, Passive Perception 9

Language Understands Abyssal but can't speak

Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

RED SLAAD



Large Aberration, Chaotic Neutral

Armor class 14 (natural armor)

Hit points 93 (11d10 + 33)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	6 (-2)	7 (-2)

Skills Perception +1

Damage Resistances Acid, Cold, Fire, Lightning, Thunder

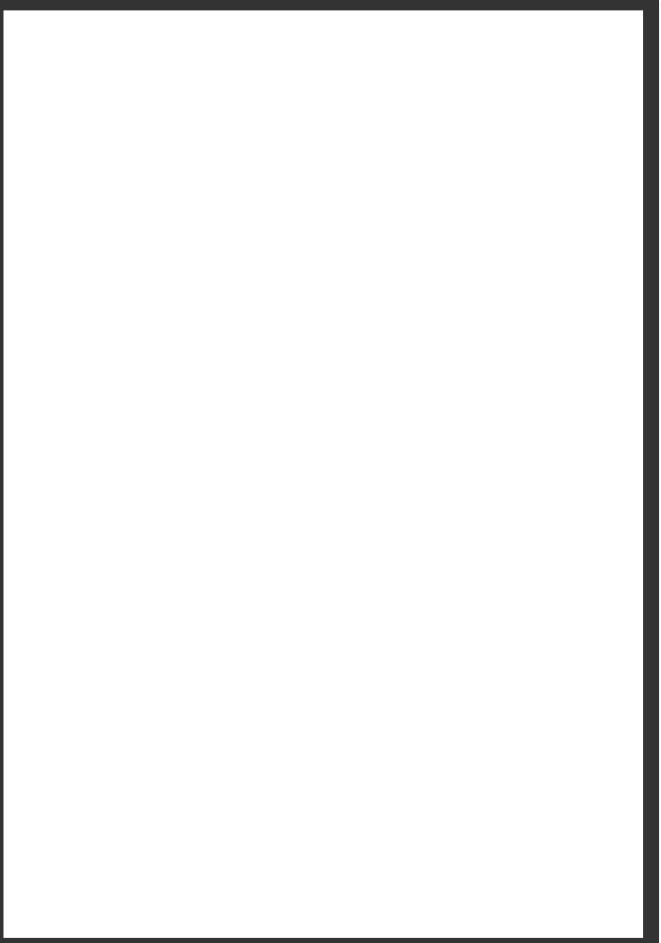
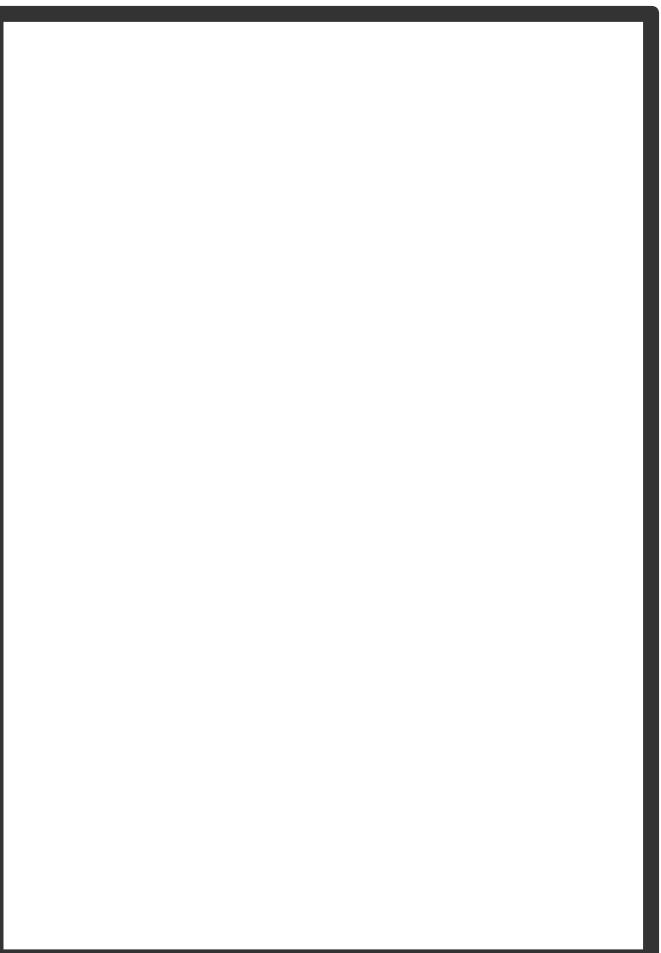
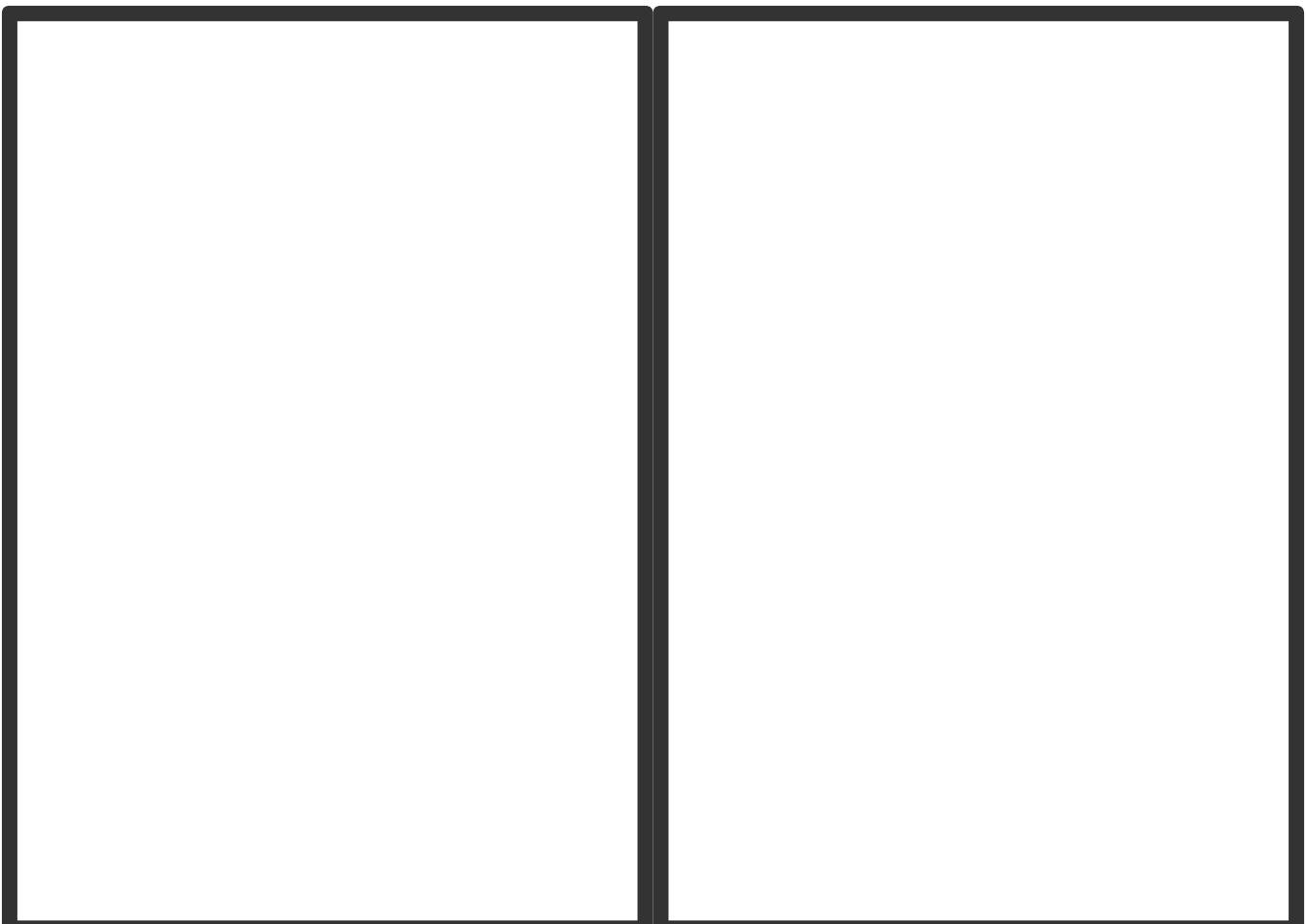
Senses Darkvision 60ft, Passive Perception 11

Language Slaad, Telepathy 60ft

Challenge 5 (1800 XP)

Magic Resistance. The slaad has advantage on saving throws against spells and other magical effects.

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.



RED SLAAD CONTINUED: ACTIONS



ACTIONS

Multiaction. The slaad makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) piercing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be infected with a disease- a minuscule slaad egg. A humanoid host can carry only one slaad egg to term at a time. Over three months, the egg moves to the chest cavity, gestates, and forms a slaad tadpole. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process. If the disease is cured before the tadpole's emergence, the unborn slaad is disintegrated.

BLUE SLAAD



Large Aberration, Chaotic Neutral

Armor class 15 (natural armor)

Hit points 123 (13d10 + 52)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	7 (-2)	7 (-2)	9 (-1)

Skills Perception +1

Damage Resistances Acid, Cold, Fire, Lightning, Thunder

Senses Darkvision 60ft, Passive Perception 11

Language Slaad, Telepathy 60ft

Challenge 7 (2900 XP)

Magic Resistance. Adv. on saves from spells & magic effects

Regeneration. Regains 10HP at start of its turn if it has 1HP

ACTIONS

Multiaction. Three attacks: one Bite and two Claws.

Bite. Melee: +8, 5ft. Hit: 12 (2d6 + 5) piercing damage.

Claw. Melee: +8, 5ft. Hit: 12 (2d6 + 5) slashing. If the target is a humanoid, makes 15 Constitution save or be infected with chaos phage. While infected, the target can't regain hit points, and its HP maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad or, if it has the ability to cast spells of 3rd level or higher, a green slaad. Only a wish spell can reverse the transformation.

SLAAD TADPOLE



Tiny Aberration, Chaotic Neutral

Armor class 12

Hit points 10 (4d4)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	3 (-4)	5 (-3)	3 (-4)

Skills Stealth +4

Damage Resistances Acid, Cold, Fire, Lightning, Thunder

Senses Darkvision 60ft, Passive Perception 7

Language Understands Slaad but can't speak

Challenge 1/8 (25 XP)

Magic Resistance. The slaad has advantage on saving throws against spells and other magical effects.

GREEN SLAAD



Large Aberration, Chaotic Neutral

Armor class 16 (natural armor)

Hit points 127 (15d10 + 45)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (+0)	8 (-1)	12 (+1)

Skills Arcana +3, Perception +2

Damage Resistances Acid, Cold, Fire, Lightning, Thunder

Senses Blindsight 30ft, Darkvision 60ft, Passive Perception 12

Language Slaad, Telepathy 60ft

Challenge 8 (3900 XP)

Shapechanger. Can use action to polymorph into a Small/Medium humanoid, or back. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 12). The slaad can innately cast the following spells, requiring no material components:

- **At will:** detect magic, detect thoughts, mage hand
- **2/day each:** fear, invisibility (self only)
- **1/day:** fireball

Magic Resistance. The slaad has advantage on saving throws against spells and other magical effects.

Regeneration. Regains 10HP at start of its turn, if it has 1HP



GRAY SLAAD



Medium Aberrant (*shapechanger*), Chaotic Neutral

Armor class 18 (natural armor)

Hit points 127 (17d8 + 51)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	13 (+1)	8 (-1)	14 (+2)

Skills Arcana +5, Perception +6

Damage Resistances Acid, Cold, Fire, Lightning, Thunder

Senses Blindsight 60ft, Darkvision 60ft, Passive Perception 16

Language Slaad, Telepathy 60ft

Challenge 9 (5000 XP)

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 14). The slaad can innately cast the following spells, requiring no material components:

- **At will:** *detect magic, detect thoughts, invisibility* (self only), *mage hand, major image*
- **2/day each:** *fear, fly, fireball, tongues*
- **1/day:** *plane shift* (self only)

DEATH SLAAD



Medium Aberrant (*shapechanger*), Chaotic Neutral

Armor class 18 (natural armor)

Hit points 170 (20d8 + 80)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	15 (+2)	10 (+0)	16 (+3)

Skills Arcana +6, Perception +8

Damage Resistances Acid, Cold, Fire, Lightning, Thunder

Senses Blindsight 60ft, Darkvision 60ft, Passive Perception 18

Language Slaad, Telepathy 60ft

Challenge 10 (5900 XP)

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The slaad can innately cast the following spells, requiring no material components:

At will: detect magic, detect thoughts, invisibility (self only), mage hand, major image

- **2/day each:** *fear, fireball, fly, tongues*
- **1/day each:** *cloudkill, plane shift*

GRAY SLAAD CONTINUED: ACTIONS



Magic Resistance. The slaad has advantage on saving throws against spells and other magical effects.

Magic Weapons. The slaad's weapon attacks are magical.

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws or greatsword.

Bite (Slaad Form Only). Melee Weapon Attack: +7 to hit, reach 5ft., one target. Hit: 6 (1d6 + 3) piercing damage .

Claws (Slaad Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage .

Greatsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage .

DEATH SLAAD CONTINUED: ACTIONS



ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws or greatsword.

Bite (Slaad Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage plus 7 (2d6) necrotic damage .

Claws (Slaad Form Only). Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) slashing damage plus 7 (2d6) necrotic damage .

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 7 (2d6) necrotic damage .



SPECTER



Medium Undead, Chaotic Evil

Armor class 12

Hit points 22 (5d8)

Speed 0ft, Fly 50ft, (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances Acid, Cold, Fire, Lightning, Thunder;

Physical from non-magical weapons

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Grappled,

Paralyzed, Petrified, Poisoned, Prone, Restrained,

Unconscious

Senses Darkvision 60ft, Passive Perception 10

Language Any languages it knew in life

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

POLTERGEIST



Medium Undead, Chaotic Evil

Armor class 12

Hit points 22 (5d8)

Speed 0ft, Fly 50ft, (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances Acid, Cold, Fire, Lightning, Thunder;

Physical from non-magical weapons

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Grappled,

Paralyzed, Petrified, Poisoned, Prone, Restrained,

Unconscious

Senses Darkvision 60ft, Passive Perception 10

Language Any languages it knew in life

Challenge 2 (450 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Invisibility. The Poltergeist is invisible

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

SPECTER CONTINUED: ACTIONS



ACTIONS

Life Drain. Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

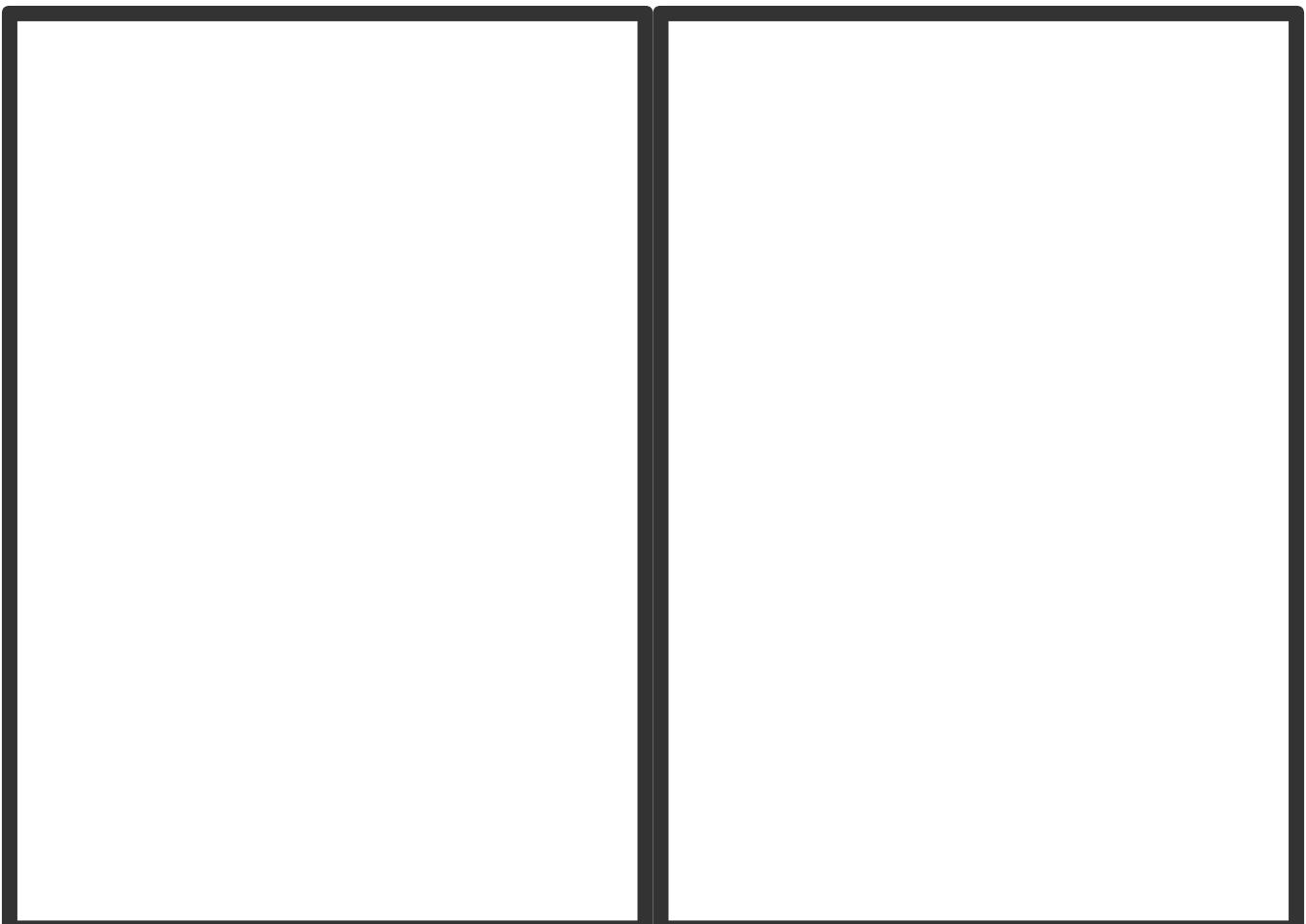
SPECTER CONTINUED: ACTIONS



ACTIONS

Forceful Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) force damage.

Telekinetic Thrust. The poltergeist targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds. If the target is a creature, the poltergeist makes a Charisma check contested by the target's Strength check. If the poltergeist wins the contest, the poltergeist hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved. If the target is an object that isn't being worn or carried, the poltergeist hurls it up to 30 feet in any direction. The poltergeist can use the object as a ranged weapon, attacking one creature along the object's path (+4 to hit) and dealing 5 (2d4) bludgeoning damage on a hit.



ANDROSPHINX



Large Monstrosity, Lawful Neutral

Armor class 17 (natural armor)

Hit points 199 (19d10 + 95)

Speed 40ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	16 (+3)	18 (+4)	23 (+6)

Saving Throws Dex +6, Con +11, Int +9, Wis +10

Skills Arcana +9, Perception +10, Religion +15

Damage Immunities Psychic; Physical from non-magical weapons

Condition Immunities Charmed, Frightened

Senses Truesight 120ft, Passive Perception 20

Language Common, Sphinx

Challenge 17 (18000 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

ANDROSPHINX CONTINUED: LEGENDARY



Second Roar. Each creature that fails a DC 18 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Third Roar. Each creature makes a DC 18 Constitution saving throw. On a failed save, a creature takes 44 (8d10) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

LEGENDARY ACTIONS

The sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

ANDROSPHINX CONTINUED: ACTIONS



Spellcasting. The sphinx is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following cleric spells prepared:

- **Cantrips (at will):** *sacred flame, spare the dying, thaumaturgy*
- **1st level (4 slots):** *command, detect evil and good, detect magic*
- **2nd level (3 slots):** *lesser restoration, zone of truth*
- **3rd level (3 slots):** *dispel magic, tongues*
- **4th level (3 slots):** *banishment, freedom of movement*
- **5th level (2 slots):** *flame strike, greater restoration*
- **6th level (1 slot):** *heroes' feast*

ACTIONS

Multiattack. The sphinx makes two claw attacks.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) slashing damage.

Roar (3/Day). The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

First Roar. Each creature that fails a DC 18 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GYNOSPHINX



Large Monstrosity, Lawful Neutral

Armor class 17 (natural armor)

Hit points 136 (16d10 + 48)

Speed 40ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	18 (+4)	18 (+4)

Skills Arcana +12, History +12, Perception +8, Religion +8

Damage Resistances Physical from non-magical weapons

Damage Immunities Psychic

Condition Immunities Charmed, Frightened

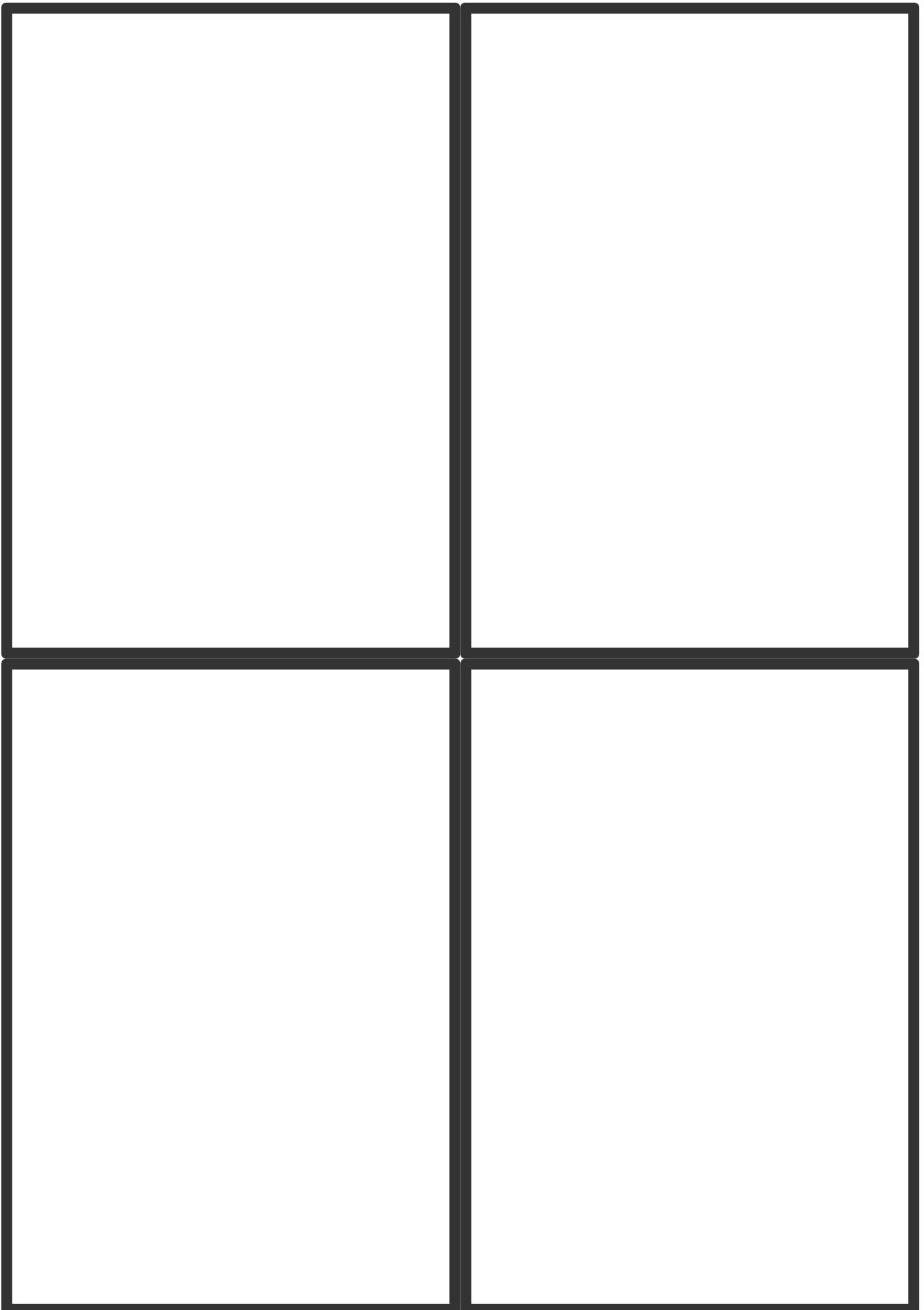
Senses Truesight 120ft, Passive Perception 18

Language Common, Sphinx

Challenge 11 (7200 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.



GYNOSPHEINX CONTINUED: ACTIONS



Spellcasting. 9th-lvl spellcaster. Ability is Int. (save DC16, +8 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared:

- **Cantrips (at will):** *mage hand, minor illusion, prestidigitation*
- **1st level (4 slots):** *detect magic, identify, shield*
- **2nd level (3 slots):** *darkness, locate object, suggestion*
- **3rd level (3 slots):** *dispel magic, remove curse, tongues*
- **4th level (3 slots):** *banishment, greater invisibility*
- **5th level (1 slot):** *legend lore*

ACTIONS

Multiattack. The sphinx makes two claw attacks.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

LEGENDARY ACTIONS

Can take 3 legendary actions, choose from below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

STIRGE



Tiny Beast, Unaligned

Armor class 14 (natural armor)

Hit points 2 (1d4)

Speed 10ft, Fly 40ft

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses Darkvision 60ft, Passive Perception 9

Language -

Challenge 1/8 (25 XP)

ACTIONS

Blood Drain. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss. The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

SPRITE



Tiny Fey, Neutral Good

Armor class 15 (leather armor)

Hit points 2 (1d4)

Speed 10ft, Fly 40ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8

Senses Passive Perception 18

Language Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

ACTIONS

Longsword. Melee: +2, 5ft. Hit: 1 slashing damage.

Shortbow. Ranged: +6, range 40/160ft. Hit: 1 piercing, & target makes DC 10 Constitution save or poisoned 1 minute. Failing by 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. Magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Equipment becomes invisible as well

SUCCUBUS/INCUBUS



Medium Fiend (Shapechanger), Neutral Evil

Armor class 15 (natural armor)

Hit points 66 (12d8 + 12)

Speed 30ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Damage Resistances Cold, Fire, Lightning, Poison; Physical from non-magical weapons

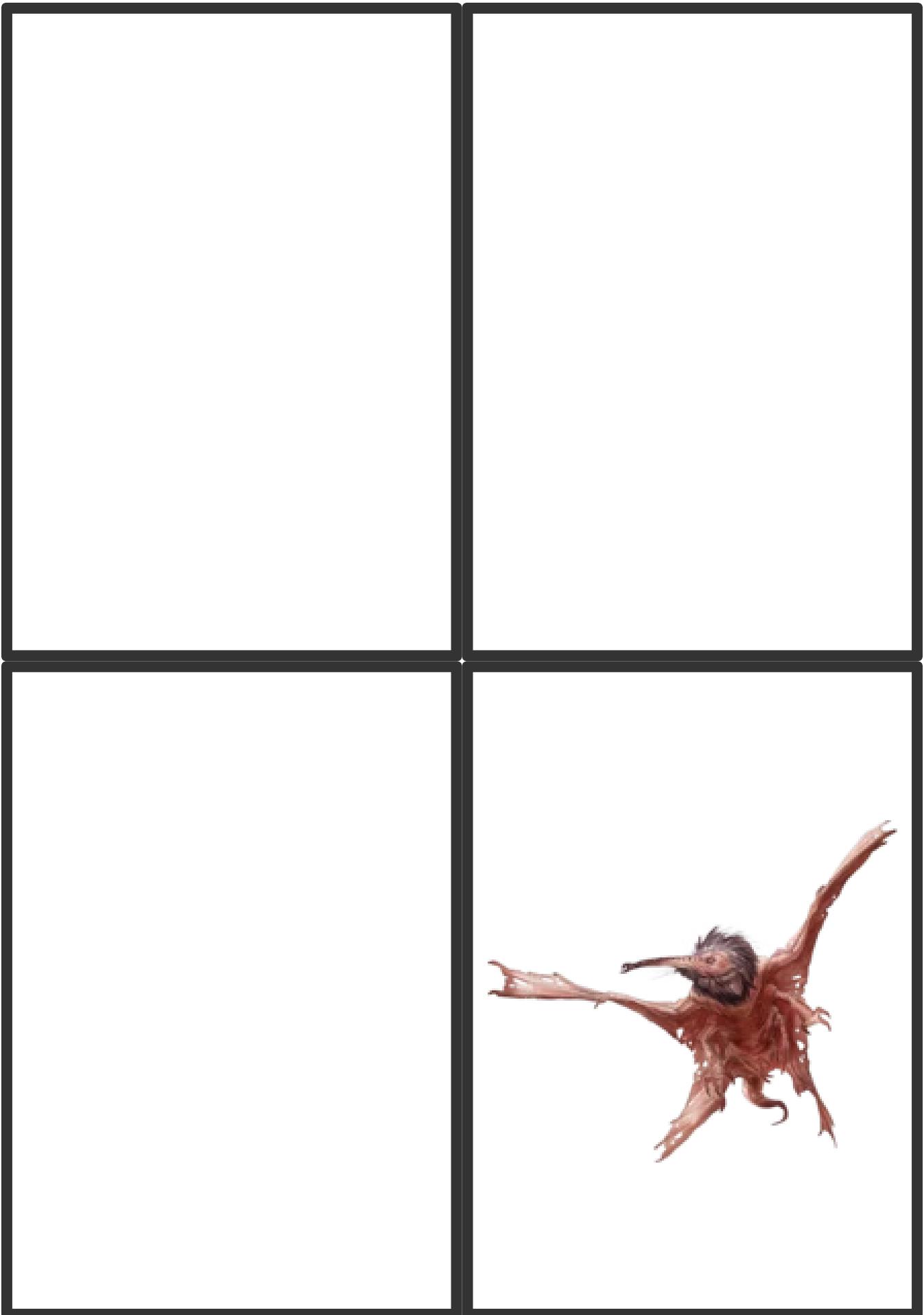
Senses Darkvision 60ft, Passive Perception 15

Language Abyssal, Common, Infernal, Telepathy 60 ft.

Challenge 4 (1100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.



SUCCUBUS/INCUBUS CONTINUED: ACTION



ACTIONS

Claw (Fiend Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours. The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

TARRASQUE CONTINUED: ACTIONS



ACTIONS

Multiattack. The tarrasque can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite.

Bite. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target.

Claw. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. Hit: 28 (4d8 + 10) slashing damage.

Horns. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 32 (4d10 + 10) piercing damage.

Tail. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. Hit: 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the tarrasque's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tarrasque's Frightful Presence for the next 24 hours.

TARRASQUE



Gargantuan Monstrosity (Titan), Unaligned

Armor class 25 (natural armor)

Hit points 676 (33d20 + 330)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	3 (-4)	11 (+0)	11 (+0)

Saving Throws Int +5, Wis +9, Cha +9

Damage Immunities Fire, Poison; Physical from non-magical weapons

Condition Immunities Charmed, Frightened, Paralyzed, Poisoned

Senses Blindsight 120ft, Passive Perception 10

Language -

Challenge 30 (155000 XP)

Legendary Resistance (3/Day). If the tarrasque fails a saving throw, it can choose to succeed instead.

Magic Resistance. The tarrasque has advantage on saving throws against spells and other magical effects.

Reflective Carapace. Any time the tarrasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

Siege Monster. Double damage to objects and structures.

TARRASQUE CONTINUED: LEGENDARY



Swallow. The tarrasque makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes bO (16d6) acid damage at the start of each of the tarrasque's turns. If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 30 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

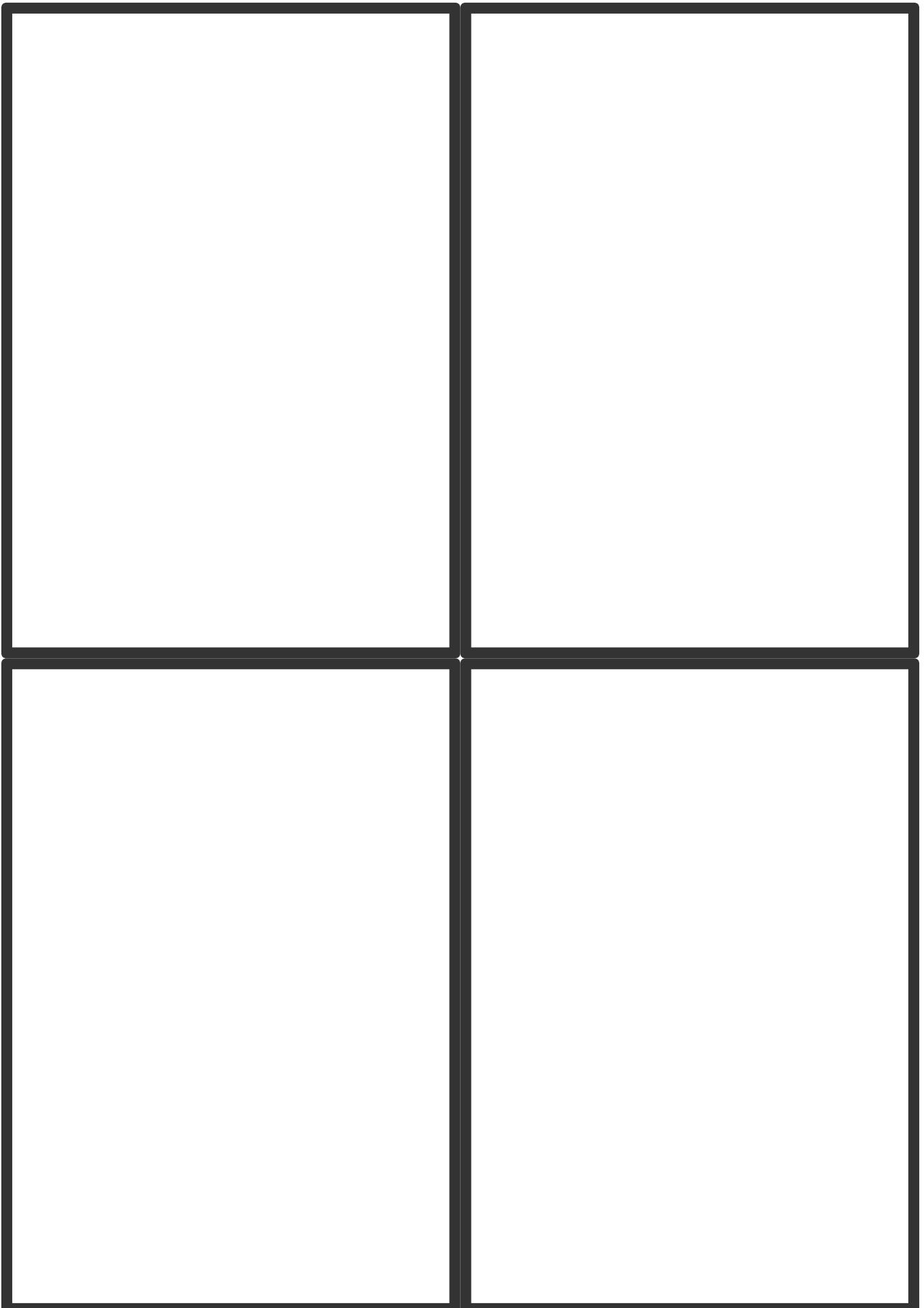
LEGENDARY ACTIONS

The tarrasque can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tarrasque regains spent legendary actions at the start of its turn.

Attack. The tarrasque makes one claw attack or tail attack.

Move. The tarrasque moves up to half its speed.

Chomp (Costs 2 actions). The tarrasque makes one bite attack or uses its Swallow.



THRI-KREEN



Medium Humanoid (thri-kreen), Chaotic Neutral

Armor class 15 (natural armor)

Hit points 33 (6d8 + 6)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +3

Senses Darkvision 60ft, Passive Perception 13

Language Thri-kreen

Challenge 1 (200 XP)

Chameleon Carapace. Can change to match surroundings. Has advantage on Stealth checks made to hide.

Standing Leap. Long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Multiattack. Two attacks: One bite and one with its claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) piercing. Target makes DC 11 Constitution save or poisoned for 1 minute. If save fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.

ARMED THRI-KREEN



Medium Humanoid (thri-kreen), Chaotic Neutral

Armor class 15 (natural armor)

Hit points 33 (6d8 + 6)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +3

Senses Darkvision 60ft, Passive Perception 13

Language Thri-kreen

Challenge 1 (200 XP)

Chameleon Carapace. Can change to match surroundings. Has advantage on Stealth checks made to hide.

Standing Leap. Long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Multiattack. Two gythka attacks or two chatkcha attacks or One bite and one claw attack

Gythka. Melee: +3, 5ft. Hit: 5 (1d8 + 1) slashing damage

Chatkcha. Ranged: +4, 30/120ft. Hit: 5(1d6 + 2) slashing

Bite. Melee: +3, 5ft. Hit: 4 (1d6 + 1) piercing. Target makes DC 11 Constitution save or poisoned for 1 minute. Failure by 5 or more, target is paralyzed while poisoned by this. Target can repeat save on each of its turns, ends on success

Claws. Melee: +3, 5ft. Hit: 6 (2d4 + 1) slashing damage.

PSYONIC THRI-KREEN



Medium Humanoid (thri-kreen), Chaotic Neutral

Armor class 15 (natural armor)

Hit points 33 (6d8 + 6)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +3

Senses Darkvision 60ft, Passive Perception 13

Language Thri-kreen, Telepathy 60ft

Challenge 1 (200 XP)

Chameleon Carapace. Can change to match surroundings. Has advantage on Stealth checks made to hide.

Standing Leap. Long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Innate Spellcasting (Psionics). The thri-kreen's innate spellcasting ability is Wisdom. The thri-kreen can innately cast the following spells, requiring no components:

- **At will:** *mage hand* (**the hand is invisible**) undefined
- **2/day each:** *blur*, *magic weapon* undefined
- **1/day:** *invisibility* (**self only**) undefined

PSYONIC THRI-KREEN CONTINUED: ACTION

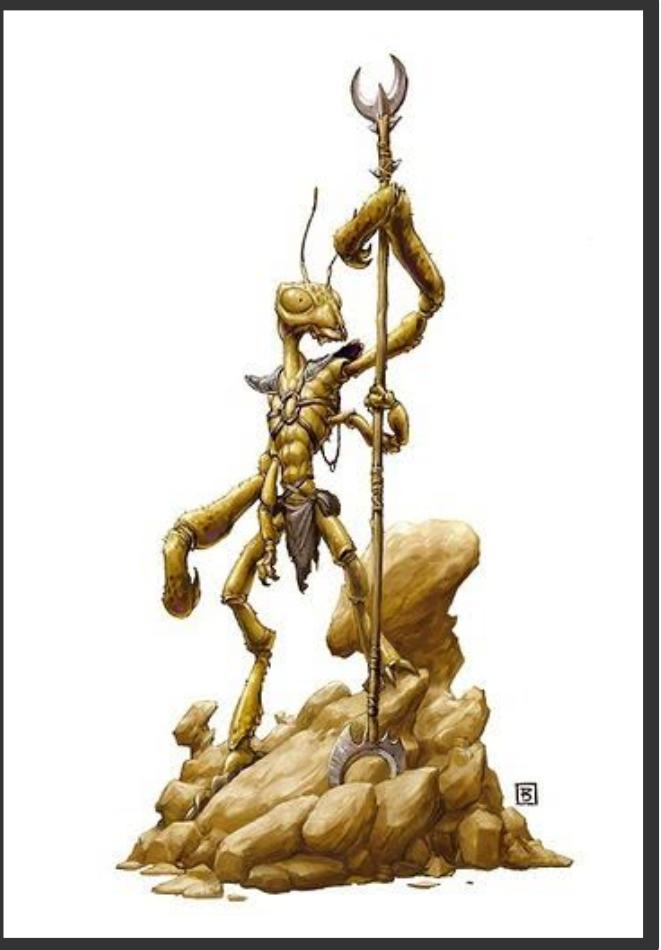
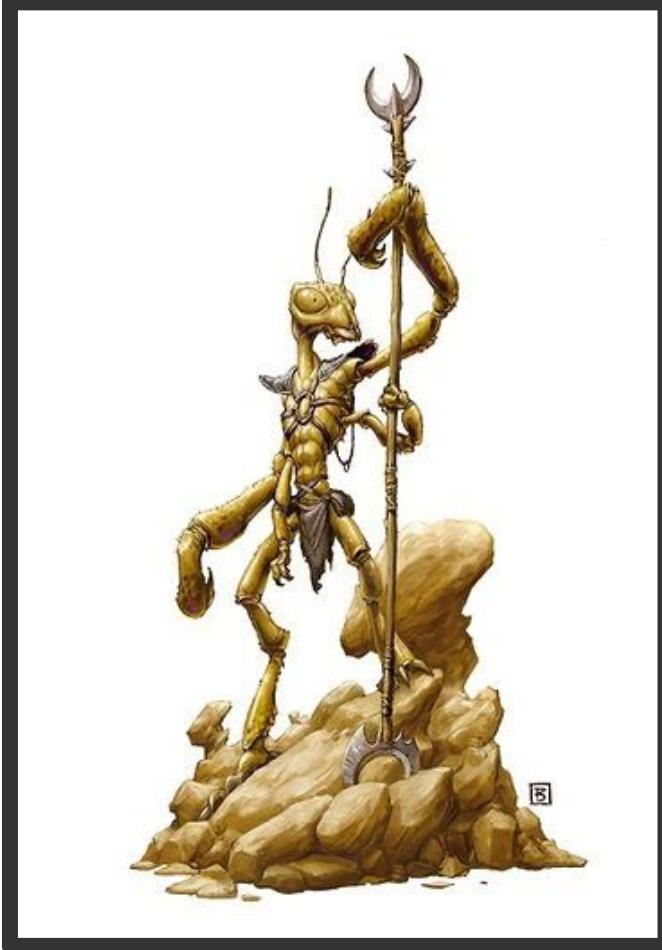
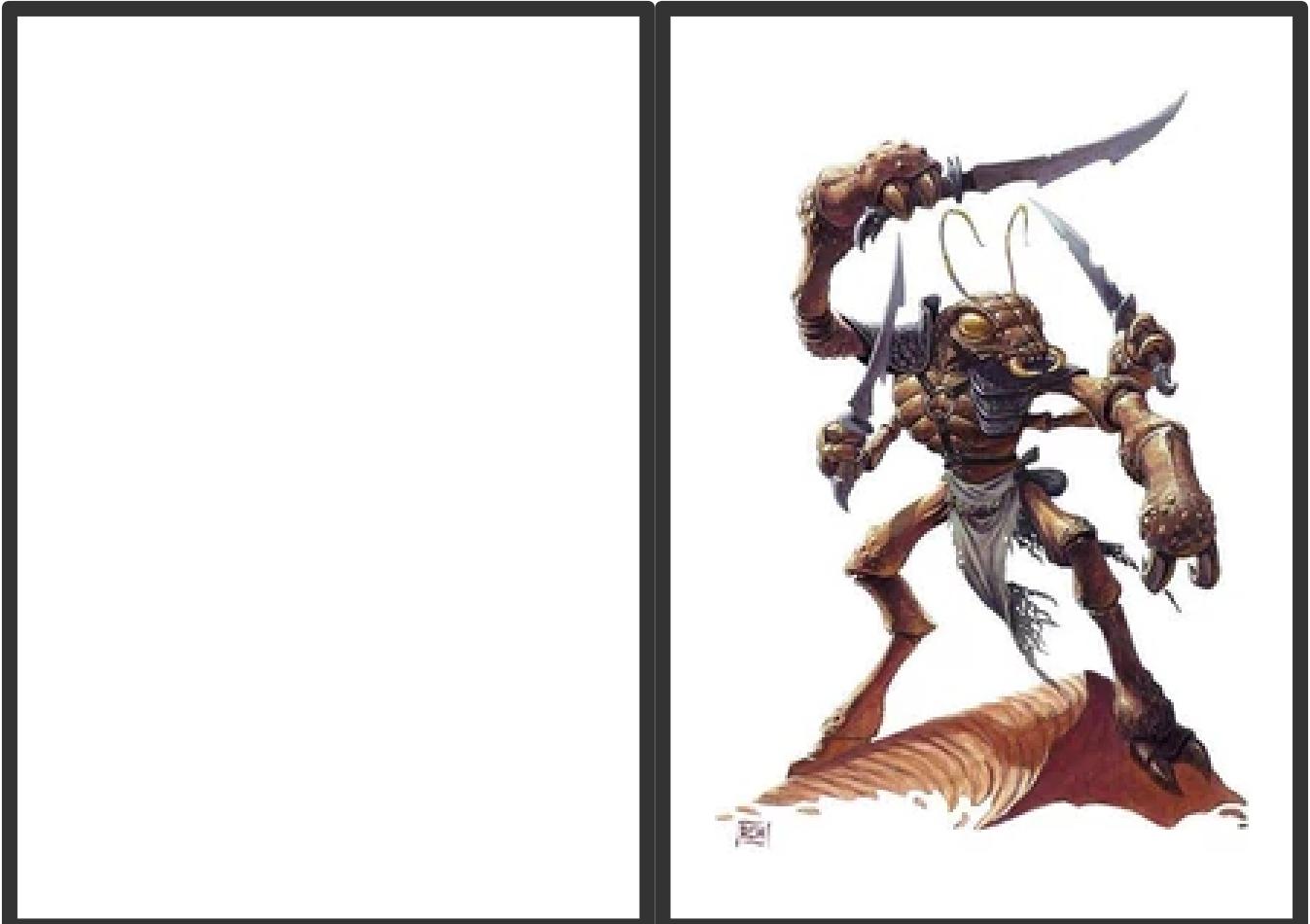


ACTIONS

Multiattack. Two attacks: One bite and one with its claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) piercing. Target makes DC 11 Constitution save or poisoned for 1 minute. If save fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.



TREANT



Huge Plant, Chaotic Good

Armor class 16 (natural armor)

Hit points 138 (12d12 + 60)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances Bludgeoning, Piercing

Damage Vulnerabilities Fire

Senses Passive Perception 13

Language Common, Druidic, Elvish, Sylvan

Challenge 9 (5000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant deals double damage to objects and structures.

TREANT CONTINUED: ACTIONS



ACTIONS

Multiaction. The treant makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

TROGLODYTE



Medium Humanoid (troglodyte), Chaotic Evil

Armor class 11 (natural armor)

Hit points 13 (2d8 + 4)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +2

Senses Darkvision 60ft, Passive Perception 10

Language Troglodyte

Challenge 1/4 (50 XP)

Chameleon Skin. Advantage on Stealth checks made to hide.

Stench. Any creature starting turn in 5ft of troglodyte makes DC 12 Constitution save. Failure: poisoned until start of the creature's next turn. Success: creature is immune to the stench of all troglodytes for 1 hour.

Sunlight Sensitivity. While in sunlight, the troglodyte has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiaction. Three attacks: one with bite and two with claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

TROLL



Large Giant, Chaotic Evil

Armor class 15 (natural armor)

Hit points 84 (8d10 + 40)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Senses Darkvision 60ft, Passive Perception 10

Language Giant

Challenge 5 (1800 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

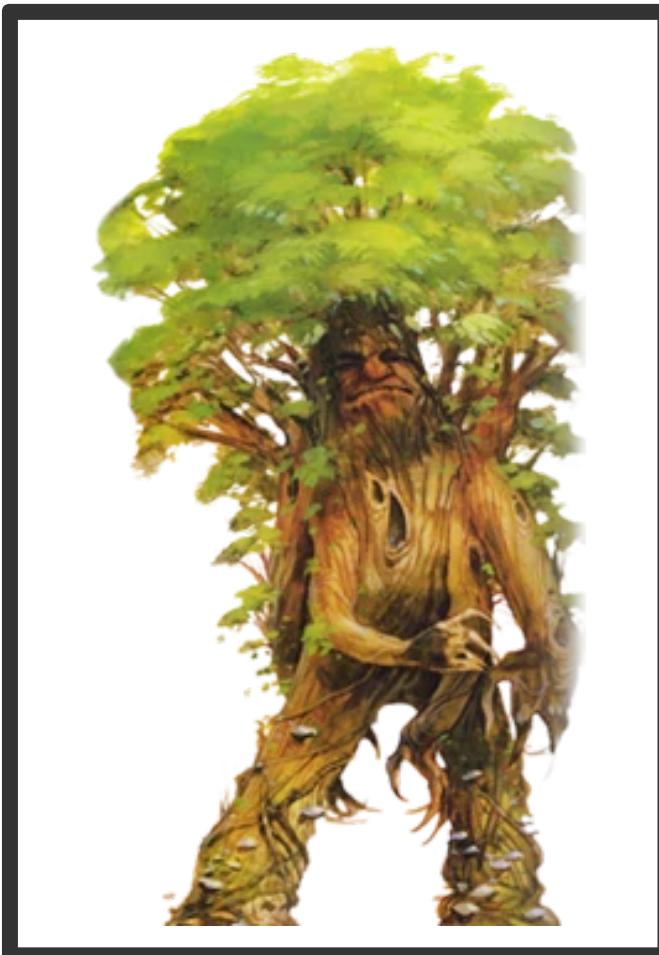
Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiaction. The troll makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.



UMBER HULK



Large Monstrosity, Chaotic Evil

Armor class 18 (natural armor)

Hit points 93 (11d10 + 33)

Speed 30ft, **Burrow** 20ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

Senses Darkvision 60ft, Tremorsense 60ft, Passive

Perception 10

Language Umber Hulk

Challenge 5 (1800 XP)

Confusing Gaze. Starting turn in 30ft of umber hulk and is able to see umber hulk's eyes, forces DC 15 Charisma save, unless umber hulk is incapacitated. Failure: creature can't take reactions until start of its next turn and rolls a d8. On a 1 to 4, creature does nothing. On a 5 or 6, creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, creature makes one melee attack against a random creature, or it does nothing if no creature is within reach. Unless surprised, a creature can avert its eyes to avoid saving throw at start of its turn. If creature does so, it can't see umber hulk until start of its next turn, when it can avert its eyes again. If creature looks at umber hulk in meantime, it must immediately make save.

Tunneler. Can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 8-foot-high tunnel in its wake.

UNICORN



Large Celestial, Lawful Good

Armor class 12

Hit points 67 (9d10 + 18)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities Poison

Condition Immunities Charmed, Paralyzed, Poisoned

Senses Darkvision 60ft, Passive Perception 10

Language Celestial, Elvish, Sylvan, Telepathy 60ft

Challenge 5 (1800 XP)

Charge. Moving 20ft straight toward a target and then hits it with a horn attack on same turn, target takes an extra 9 (2d8) piercing damage. Creatures, make DC 15 Strength saving throw or be knocked prone.

Innate Spellcasting. Spellcasting ability is Charisma (spell save DC 14). The unicorn can innately cast following spells, requiring no components:

- **At will:** *detect evil and good, druidcraft, pass without trace*
- **1/day each:** *calm emotions, dispel evil and good, entangle*

Magic Resistance. Has advantage on saving throws against spells and other magical effects.

Magic Weapons. The unicorn's weapon attacks are magical.

UMBER HULK CONTINUED: ACTIONS



ACTIONS

Multiaction. The umber hulk makes three attacks: two with its claws and one with its mandibles.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage.

Mandibles. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

UNICORN



UNICORN CONTINUED: ACTIONS



ACTIONS

Multiaction. Makes two attacks: one hooves and one horn.

Hooves. Melee: +7, 5 ft. Hit: 11 (2d6 + 4) bludgeoning.

Horn. Melee: +7, 5ft. Hit: 8 (1d8 + 4) piercing damage.

Healing Touch (3/Day). The unicorn touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

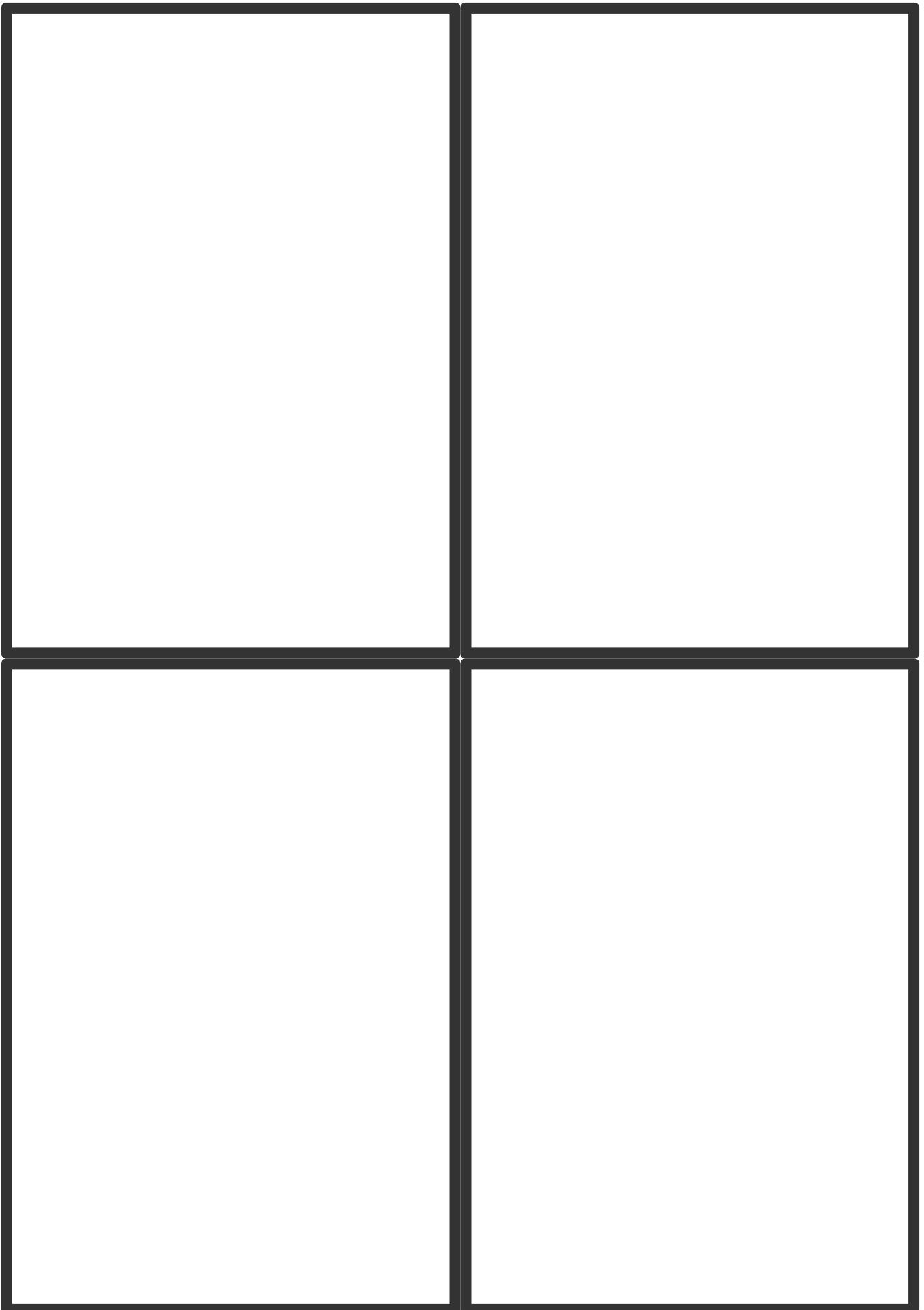
LEGENDARY ACTIONS

The unicorn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The unicorn regains spent legendary actions at the start of its turn.

Hooves. The unicorn makes one attack with its hooves.

Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). Magically regains 11 (2d8 + 2)HP.



VAMPIRE



Medium Undead (Shapechanger), Lawful Evil

Armor class 16 (natural armor)

Hit points 144 (17d8 + 68)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances Necrotic; Physical from non-magical

Senses Darkvision 120ft, Passive Perception 17

Language Languages it knew in life

Challenge 13 (10000 XP)

Shapechanger. Vampire isn't in sunlight or running water, can use its action to polymorph into a Tiny bat or Medium cloud of mist, or back. In bat form, Vampire can't speak, speed is 5ft, and 30ft speed. Statistics, other than size and speed, are unchanged. Also transforms gear, but nothing it is carrying does. It reverts to its true form if it dies. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, flying speed of 20ft, hovers, & can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. Advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

VAMPIRE CONTINUED: ACTIONS



ACTIONS

Multiattack (Vampire Only). Two attacks, only one bite

Unarmed Strike (Vampire Form Only). Melee: +9, 5. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). Meleek: +9, 5ft, one willing creature, or grappled by vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing plus 10(3d6) necrotic. Target's HP maximum reduced by necrotic damage amount, and vampire regains HP equal to that amount. Reduction lasts until target finishes a long rest. Target dies if this effect reduces its HP maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack. Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

VAMPIRE CONTINUED: TRAITS



Legendary Resistance (3/Day). If vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. 0HP outside resting place, vampire transforms into a cloud of mist (reference Shapechanger) instead, if not in sunlight or running water. Otherwise it is destroyed. At 0HP in mist form, can't revert to vampire form, & must reach resting place in 2hrs or be destroyed. At resting place, reverts to vampire form and paralyzed until it regains 1HP. Spending 1hr in resting place with 0HP, it regains 1 hit point.

Regeneration. Regains 20HP at start of its turn if it has 1HP or more & isn't in sunlight or running water. Taking radiant or holy water damage blocks trait on vampire's next turn.

Spider Climb. Can climb difficult surfaces, including upside down on ceilings, without need for ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

VAMPIRE CONTINUED: LEGENDARY



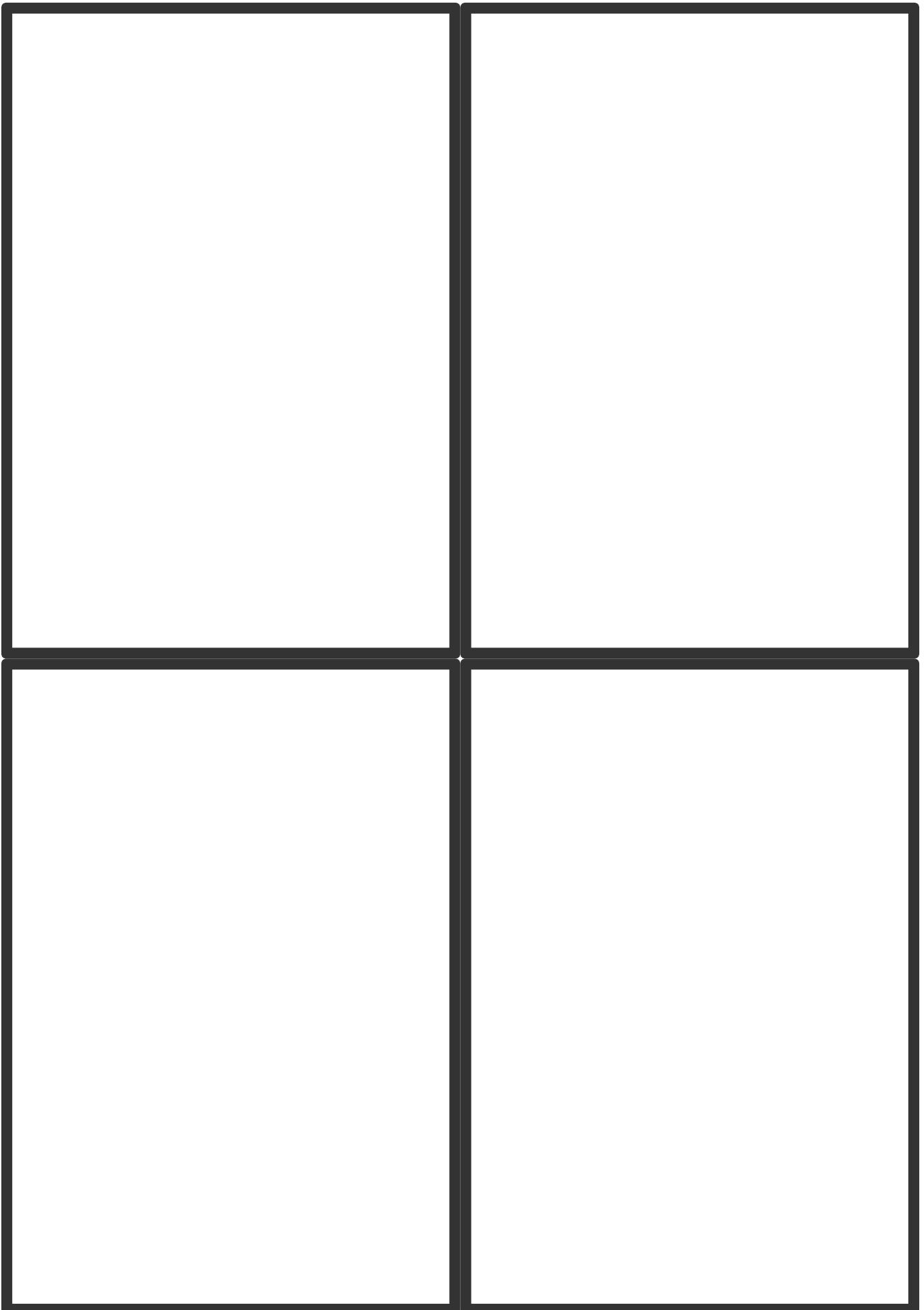
Children of the Night (1/Day). The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

The vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike. Bite (Costs 2 Actions). The vampire makes one bite attack.



VAMPIRE WARRIOR



Medium Undead (*Shapechanger*), Lawful Evil

Armor class 16 (natural armor)

Hit points 144 (17d8 + 68)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances Necrotic; Physical from non-magical

Senses Darkvision 120ft, Passive Perception 17

Language Languages it knew in life

Challenge 15 (13000 XP)

Shapechanger. Vampire isn't in sunlight or running water, can use its action to polymorph into a Tiny bat or Medium cloud of mist, or back. In bat form, Vampire can't speak, speed is 5ft, and 30ft speed. Statistics, other than size and speed, are unchanged. Also transforms gear, but nothing it is carrying does. It reverts to its true form if it dies. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, flying speed of 20ft, hovers, & can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. Advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

VAMPIRE WARRIOR CONTINUED: ACTIONS



ACTIONS

Multiaction (Vampire Only). Two greatsword attack

Unarmed Strike (Vampire Form Only). Melee: +9, 5. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). Meleek: +9, 5ft, one willing creature, or grappled by vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing plus 10(3d6) necrotic. Target's HP maximum reduced by necrotic damage amount, and vampire regains HP equal to that amount. Reduction lasts until target finishes a long rest. Target dies if this effect reduces its HP maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack. Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

VAMPIRE WARRIOR CONTINUED: TRAITS



Legendary Resistance (3/Day). If vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. 0HP outside resting place, vampire transforms into a cloud of mist (reference Shapechanger) instead, if not in sunlight or running water. Otherwise it is destroyed. At 0HP in mist form, can't revert to vampire form, & must reach resting place in 2hrs or be destroyed. At resting place, reverts to vampire form and paralyzed until it regains 1HP. Spending 1hr in resting place with 0HP, it regains 1 hit point.

Regeneration. Regains 20HP at start of its turn if it has 1HP or more & isn't in sunlight or running water. Taking radiant or holy water damage blocks trait on vampire's next turn.

Spider Climb. Can climb difficult surfaces, including upside down on ceilings, without need for ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

VAMPIRE WARRIOR CONTINUED: LEGENDARY ACTIONS



Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) slashing damage.

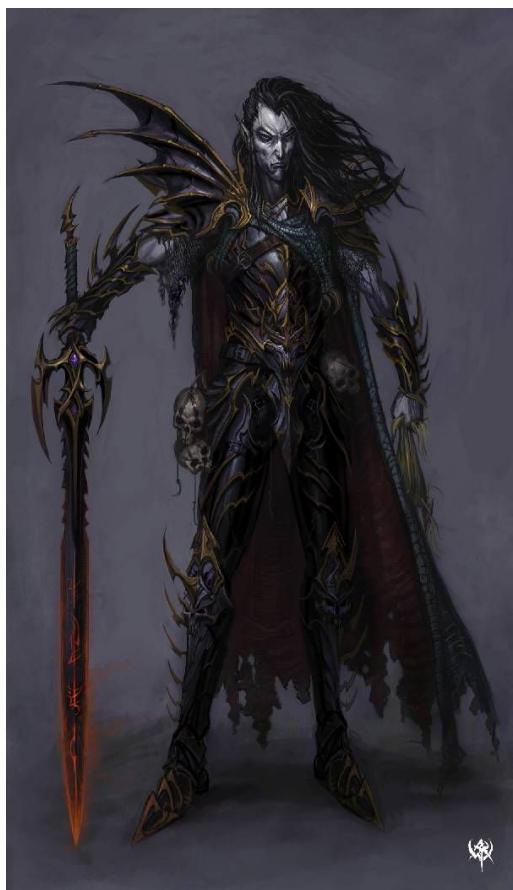
Children of the Night (1/Day). The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

The vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike. Bite (Costs 2 Actions). The vampire makes one bite attack.



VAMPIRE SPELLCASTER



Medium Undead (*Shapechanger*), Lawful Evil

Armor class 18 (plate)

Hit points 144 (17d8 + 68)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances Necrotic; Physical from non-magical

Senses Darkvision 120ft, Passive Perception 17

Language Languages it knew in life

Challenge 15 (13000 XP)

Shapechanger. Vampire isn't in sunlight or running water, can use its action to polymorph into a Tiny bat or Medium cloud of mist, or back. In bat form, Vampire can't speak, speed is 5ft, and 30ft speed. Statistics, other than size and speed, are unchanged. Also transforms gear, but nothing it is carrying does. It reverts to its true form if it dies. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, flying speed of 20ft, hovers, & can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. Advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

VAMPIRE SPELLCASTER CONTINUED: ACTION



ACTIONS

Multiaction (Vampire Only). Two attacks, only one bite

Unarmed Strike (Vampire Form Only). Melee: +9, 5. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). Meleek: +9, 5ft, one willing creature, or grappled by vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing plus 10(3d6) necrotic. Target's HP maximum reduced by necrotic damage amount, and vampire regains HP equal to that amount. Reduction lasts until target finishes a long rest. Target dies if this effect reduces its HP maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Spellcasting. The vampire is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The vampire has the following wizard spells prepared:

- **Cantrips (at will):** *mage hand, prestidigitation, ray of frost*
- **1st level (4 slots):** *comprehend languages, fogcloud, sleep*
- **2nd level (3 slots):** *detect thoughts, gust of wind, mirror image*
- **3rd level (3 slots):** *animate dead, bestow curse, nondetection*
- **4th level (3 slots):** *blight, greater invisibility*
- **5th level (1 slot):** *dominate person*

VAMPIRE SPELLCASTER CONTINUED: TRAIT



Legendary Resistance (3/Day). If vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. 0HP outside resting place, vampire transforms into a cloud of mist (reference Shapechanger) instead, if not in sunlight or running water. Otherwise it is destroyed. At 0HP in mist form, can't revert to vampire form, & must reach resting place in 2hrs or be destroyed. At resting place, reverts to vampire form and paralyzed until it regains 1HP. Spending 1hr in resting place with 0HP, it regains 1 hit point.

Regeneration. Regains 20HP at start of its turn if it has 1HP or more & isn't in sunlight or running water. Taking radiant or holy water damage blocks trait on vampire's next turn.

Spider Climb. Can climb difficult surfaces, including upside down on ceilings, without need for ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

VAMPIRE SPELLCASTER CONTINUED:



Charm. One humanoid visible in 30ft. If the target can see the vampire, target makes DC 17 Wisdom save against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bit attack. Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

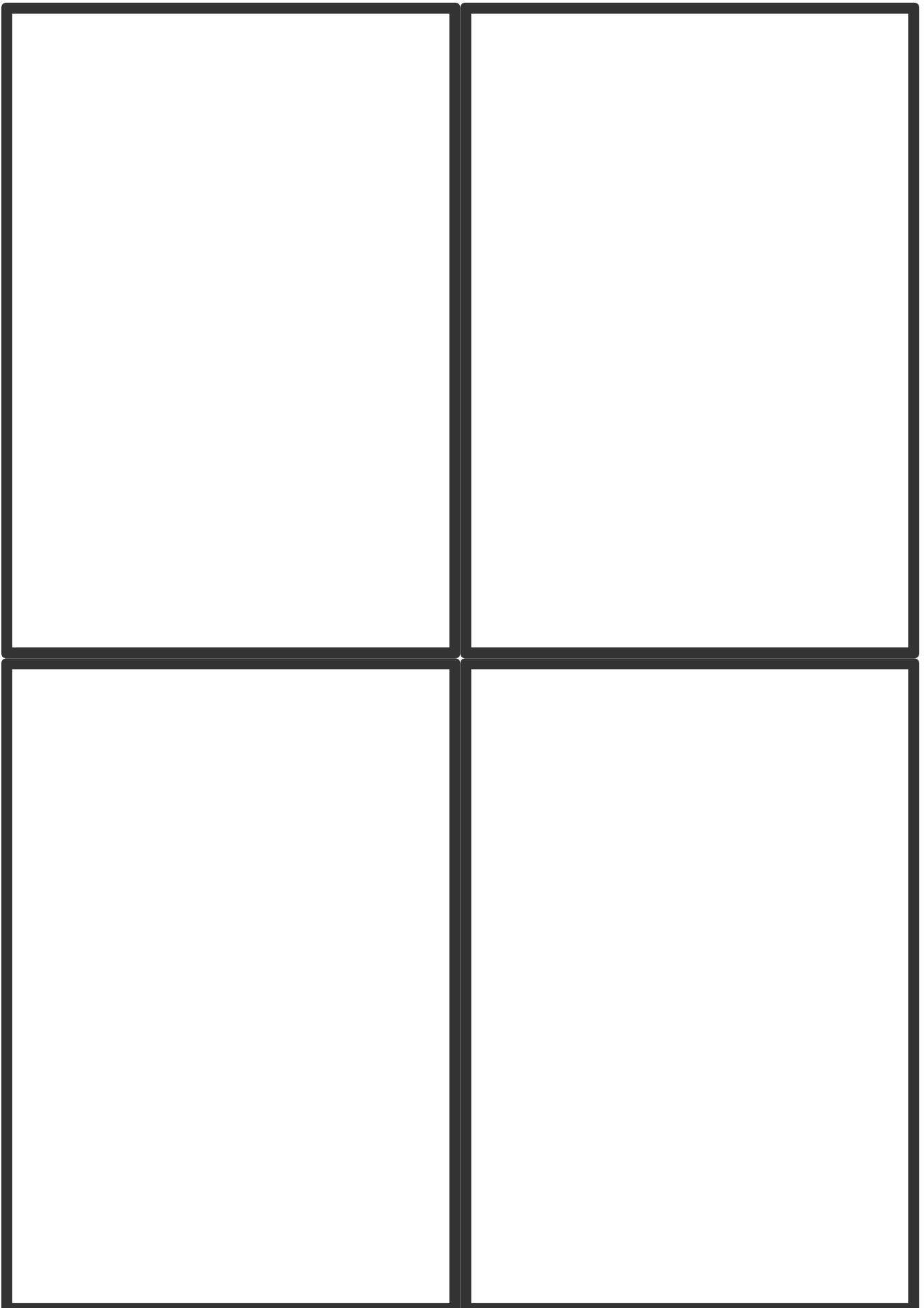
Children of the Night (1/Day). Magically calls 2d4 swarms of bats/rats, provided sun isn't up. While outdoors, vampire can call 3d6 wolves instead. Arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

Takes 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire regains spent legendary actions at the start of its turn.

Move. Moves its speed suppresses opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike. Bite (Costs 2 Actions). The vampire makes one bite attack.



VAMPIRE SPAWN



Medium Undead, Neutral Evil

Armor class 15 (natural armor)

Hit points 82 (11d8 + 33)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances Necrotic; Physical from non-magical

Senses Darkvision 60ft, Passive Perception 13

Language Languages it knew in life

Challenge 5 (1800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws.

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

WATER WEIRD



Large Elemental, Neutral

Armor class 13

Hit points 58 (9d10 + 9)

Speed 0ft, **Swim** 60ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	10 (+0)

Damage Resistances Fire; Physical from non-magical

Damage Immunities Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Poisoned, Restrained, Prone, Unconscious

Senses Blindsight 30ft, Passive Perception 10

Language understands Aquan but doesn't speak

Challenge 3 (700 XP)

Invisible in Water. The water weird is invisible while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

ACTIONS

Constrict. Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. Hit: 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't constrict another target.

VAMPIRE SPAWN CONTINUED: TRAITS



Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiaction. The vampire makes two attacks, only one of which can be a bite attack.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

WIGHT



Medium Undead, Neutral Evil

Armor class 14 (studded leather)

Hit points 45 (6d8 + 18)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances Necrotic; Physical from non-magical weapons

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 60ft, Passive Perception 13

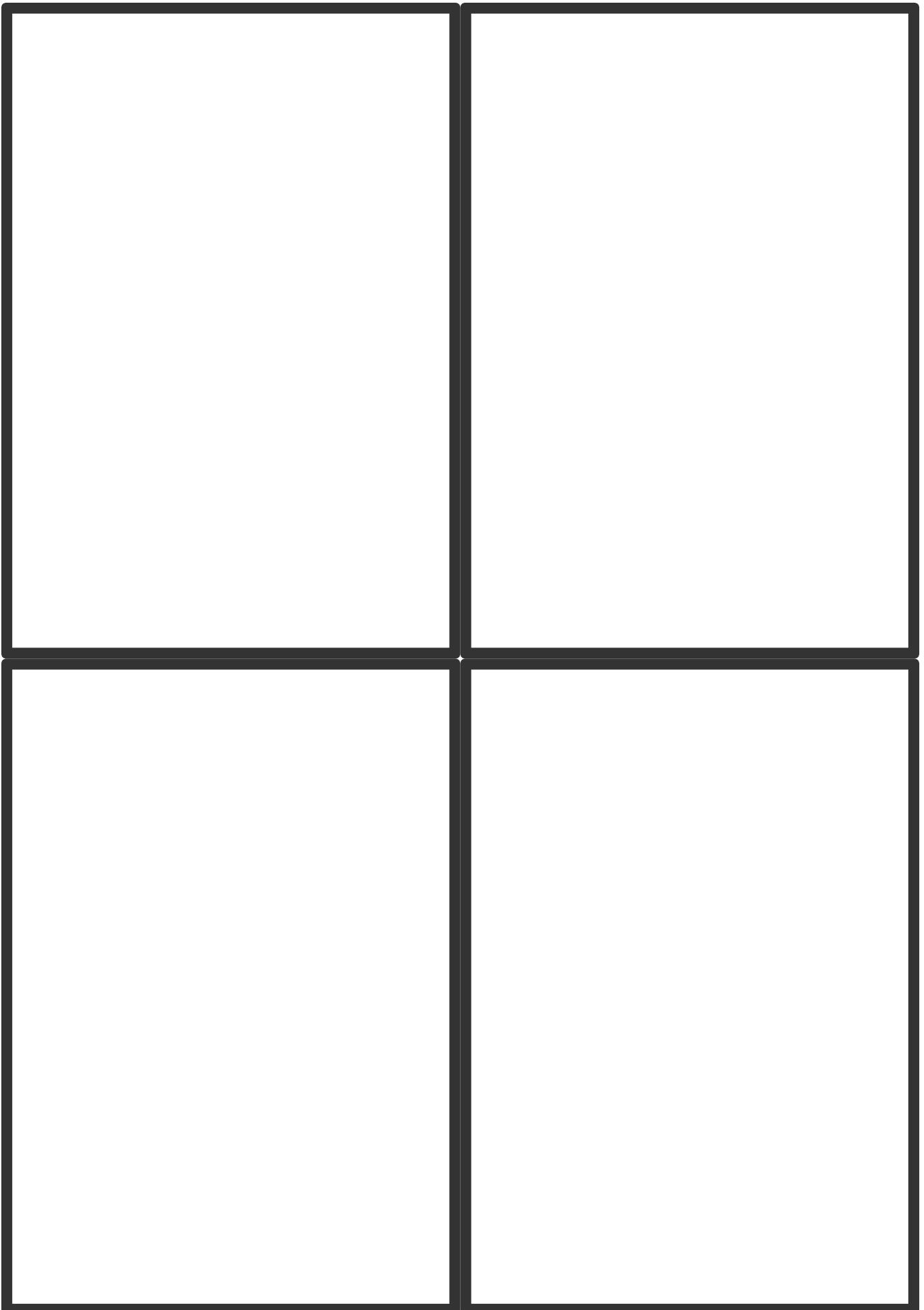
Language Languages it knew in life

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiaction. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.



WIGHT CONTINUED: ACTIONS



Life Drain. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

WILL-O'-WISP CONTINUED: ACTIONS



Variable Illumination. The will-o'-wisp sheds bright light in a 5-to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

WILL-O'-WISP



Tiny Undead, Chaotic Evil

Armor class 19

Hit points 22 (9d4)

Speed 0ft, Fly 50ft (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Resistances Acid, Cold, Fire, Necrotic, Thunder; Physical from non-magical weapons

Damage Immunities Lightning, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Poisoned, Restrained, Prone, Unconscious

Senses Darkvision 120ft, Passive Perception 12

Language Languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

WRAITH



Medium Undead, Neutral Evil

Armor class 13

Hit points 67 (9d8 + 27)

Speed 0ft, Fly 60ft (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Physical from non-silvered weapons

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Grappled, Paralyzed, Poisoned, Restrained, Prone, Unconscious

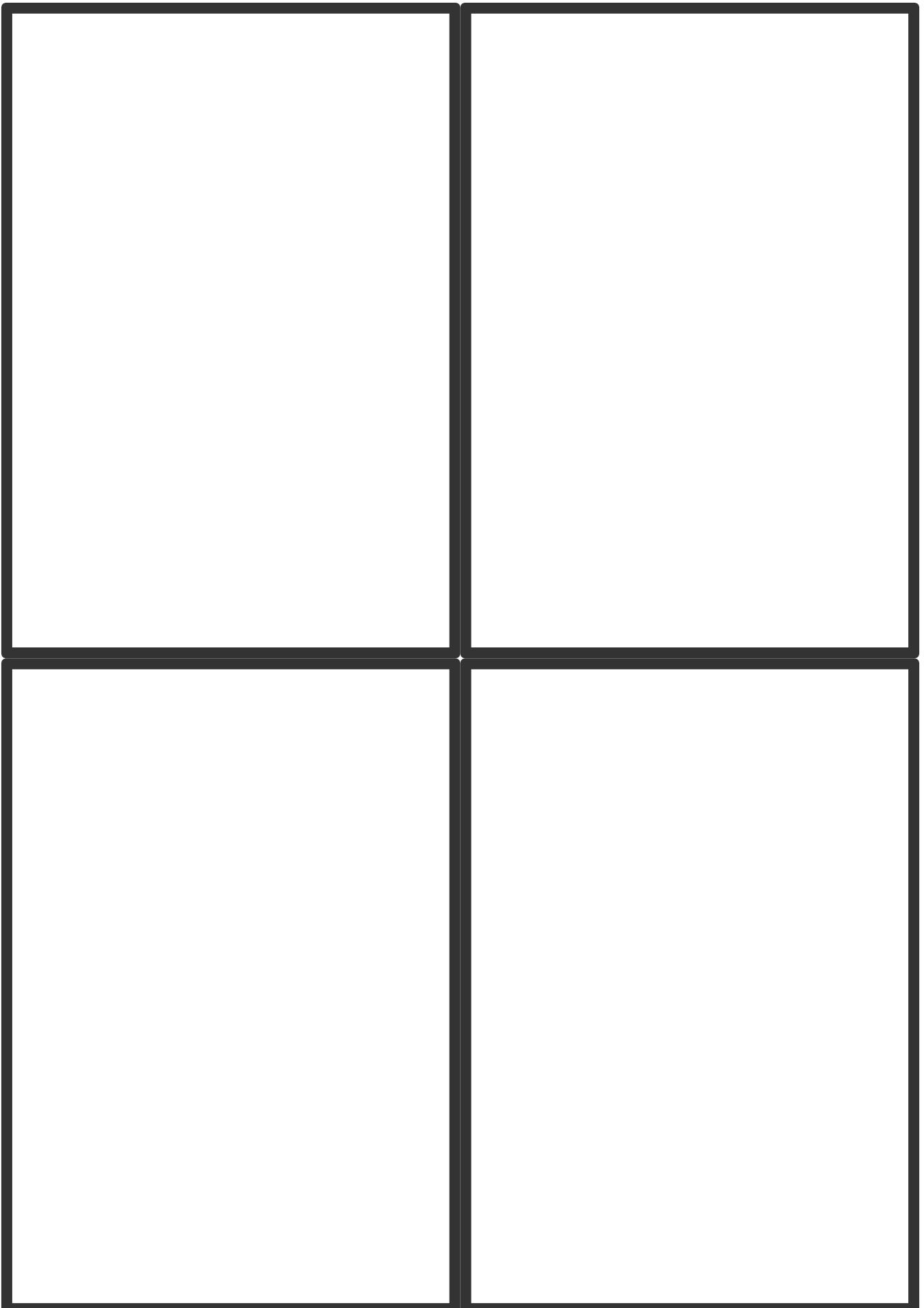
Senses Darkvision 60ft, Passive Perception 12

Language Languages it knew in life

Challenge 5 (1800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.



WRAITH CONTINUED: ACTIONS



ACTIONS

Life Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

XORN



Medium Elemental, Neutral

Armor class 19 (natural armor)

Hit points 73 (7d8 + 42)

Speed 20ft, **Burrow** 20ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

Skills Perception +6, Stealth +3

Damage Resistances Piercing and Slashing from non-magical attacks that aren't adamantine

Senses Darkvision 60ft, Tremorsense 60ft, Passive Perc. 16

Language Terran

Challenge 5 (1800 XP)

Earth Glide. Burrow thru nonmagical, unworked earth/stone. Xorn doesn't disturb the materials

Stone Camouflage. Adv. on Stealth checks in rocky terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

ACTIONS

Multiattack. Makes three claw attacks and one bite attack.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 3) piercing damage.

WYVERN



Large Dragon, Unaligned

Armor class 13 (natural armor)

Hit points 110 (13d10 + 39)

Speed 20ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Senses Darkvision 60ft, Passive Perception 14

Language -

Challenge 6 (2300 XP)

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Stinger. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

YETI



Large Monstrosity, Chaotic Evil

Armor class 12 (natural armor)

Hit points 51 (6d10 + 18)

Speed 40ft, **Climb** 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Damage Immunities Cold

Senses Darkvision 60ft, Passive Perception 13

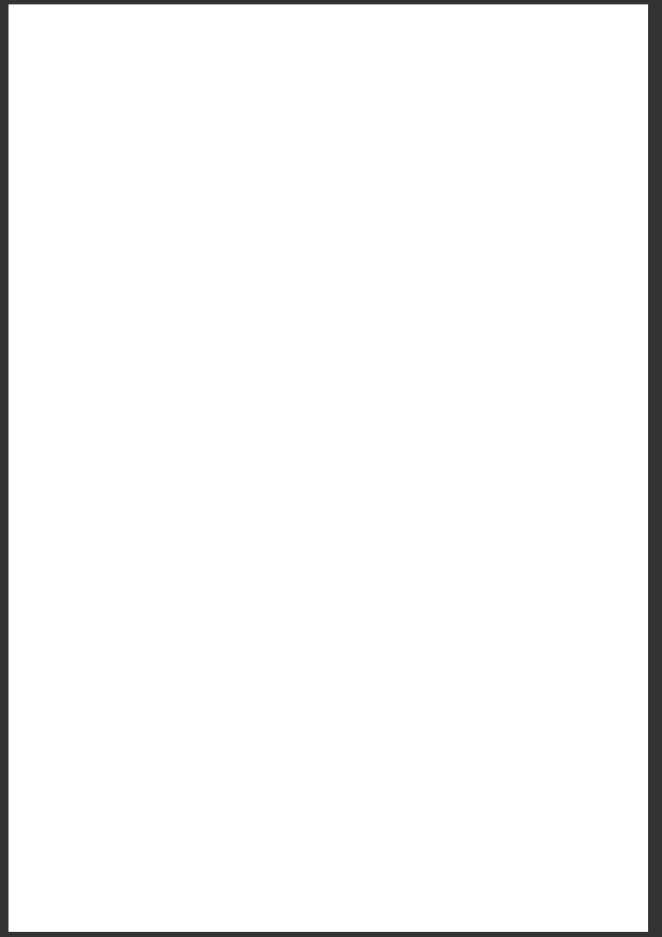
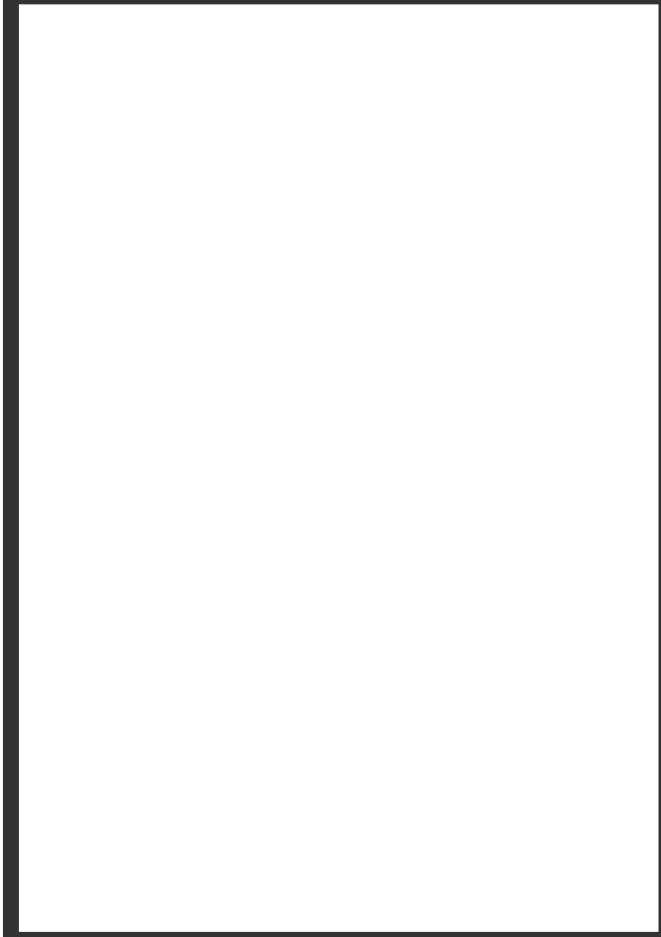
Language Yeti

Challenge 3 (700 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.



YETI CONTINUED: ACTIONS



ACTIONS

Multiaction. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

YETI CONTINUED: ACTIONS



ACTIONS

Multiaction. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage plus 7 (2d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 18 Constitution saving throw against this magic or take 21 (6d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this yeti's gaze for 1 hour.

Cold Breath (Recharge 6). The yeti exhales a 30-foot cone of frigid air. Each creature in that area must make a DC 18 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

ABOMINABLE YETI



Huge Monstrosity, Chaotic Evil

Armor class 15 (natural armor)

Hit points 137 (11d12 + 66)

Speed 40ft, **Climb** 40ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	9 (-1)	13 (+1)	9 (-1)

Skills Perception +5, Stealth +4

Damage Immunities Cold

Senses Darkvision 60ft, Passive Perception 15

Language Yeti

Challenge 9 (5000 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

YUAN-TI ABOMINATION



Large Monstrosity (Yuan-ti), Neutral Evil

Armor class 15 (natural armor)

Hit points 127 (15d10 + 45)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	17 (+3)	15 (+2)	18 (+4)

Skills Perception +5, Stealth +6

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 15

Language Abyssal, Common, Draconic

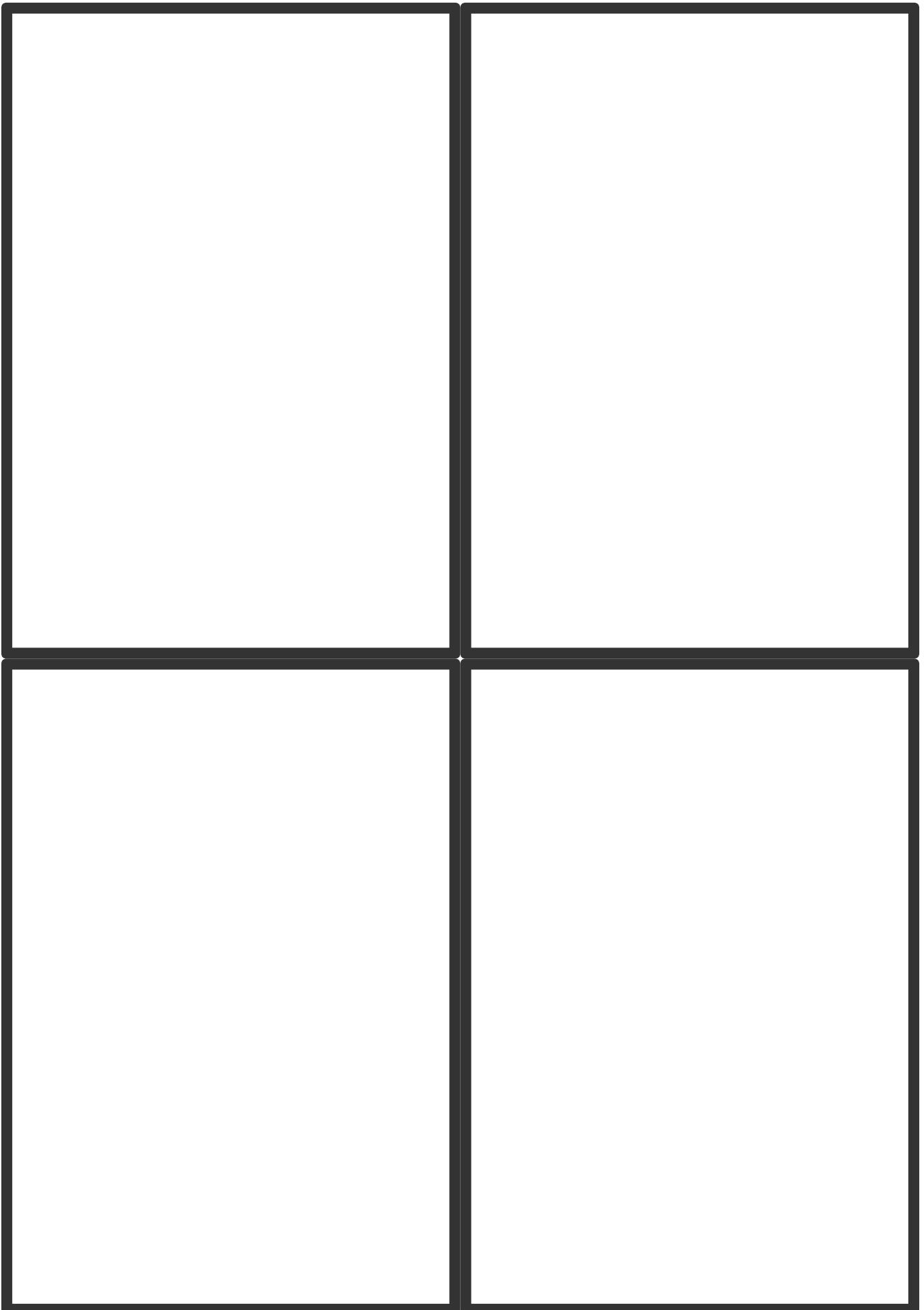
Challenge 7 (2900 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Abomination Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 15). The yuan-ti can innately cast the following spells, requiring no material components:

- **At will:** *animal friendship* (snakes only)
- **3/day:** *suggestion*
- **1/day:** *fear*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.



YUAN-TI ABOMINATION CONTINUED: ACTIONS



ACTIONS

Multiaction (Abomination Form Only). The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Constrict. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Abomination Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Longbow (Abomination Form Only). Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 12 (2d8 + 3) piercing damage plus 10 (3d6) poison damage.

YUAN-TI MALISON TYPE 1



YUAN-TI MALISON TYPE 1

Medium Monstrosity (Yuan-ti), Neutral Evil

Armor class 12

Hit points 66 (12d8 + 12)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills Deception +5, Stealth +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 11

Language Abyssal, Common, Draconic

Challenge 3 (700 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

- At will: *animal friendship* (snakes only)
- 3/day: *suggestion*

YUAN-TI MALISON TYPE 2



Medium Monstrosity (Yuan-ti), Neutral Evil

Armor class 12

Hit points 66 (12d8 + 12)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills Deception +5, Stealth +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 11

Language Abyssal, Common, Draconic

Challenge 3 (700 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

- At will: *animal friendship* (snakes only)
- 3/day: *suggestion*

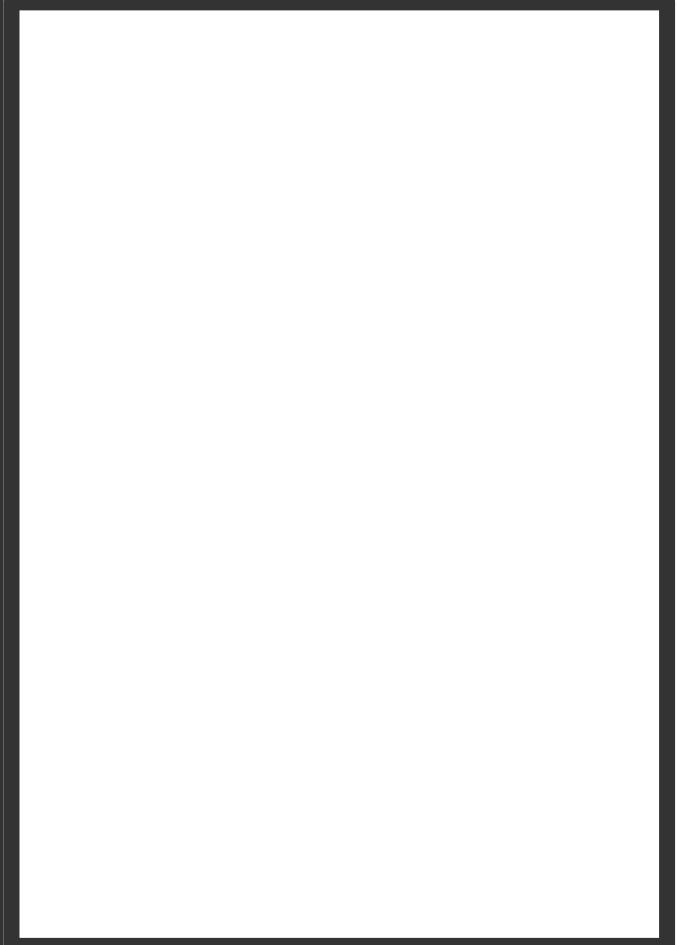
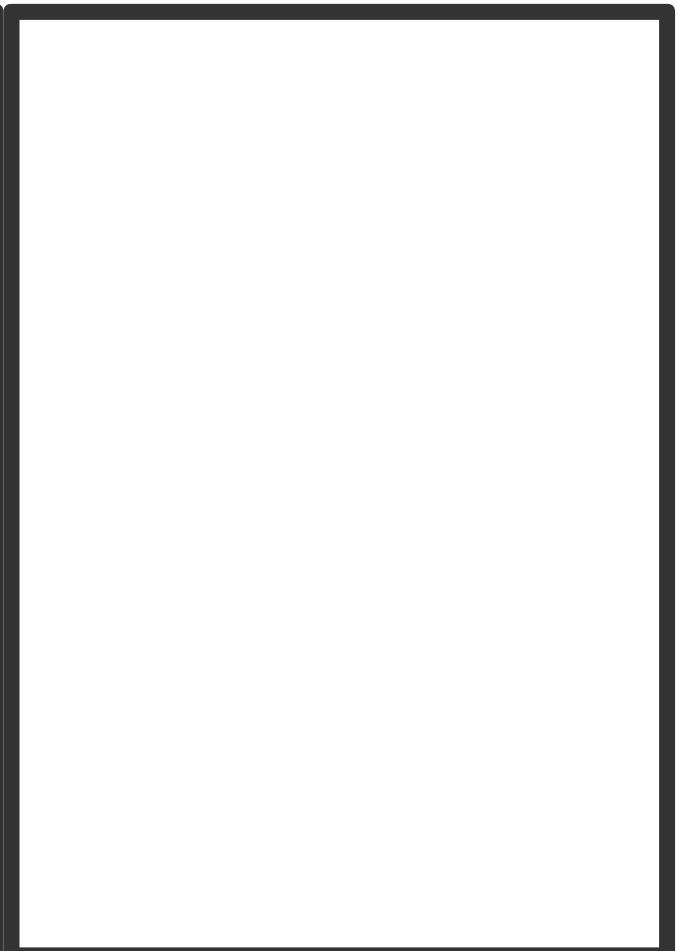
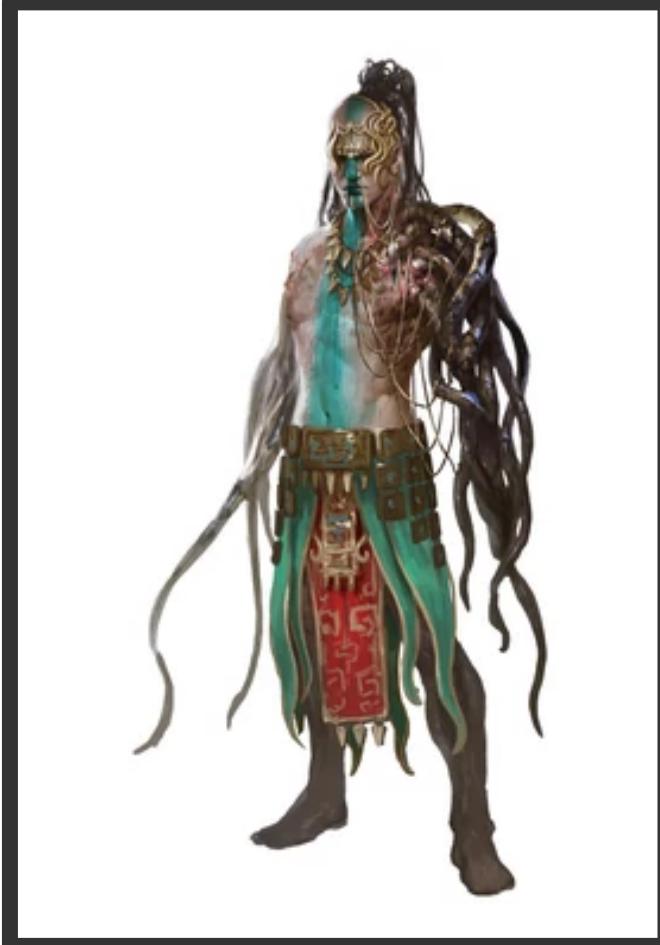
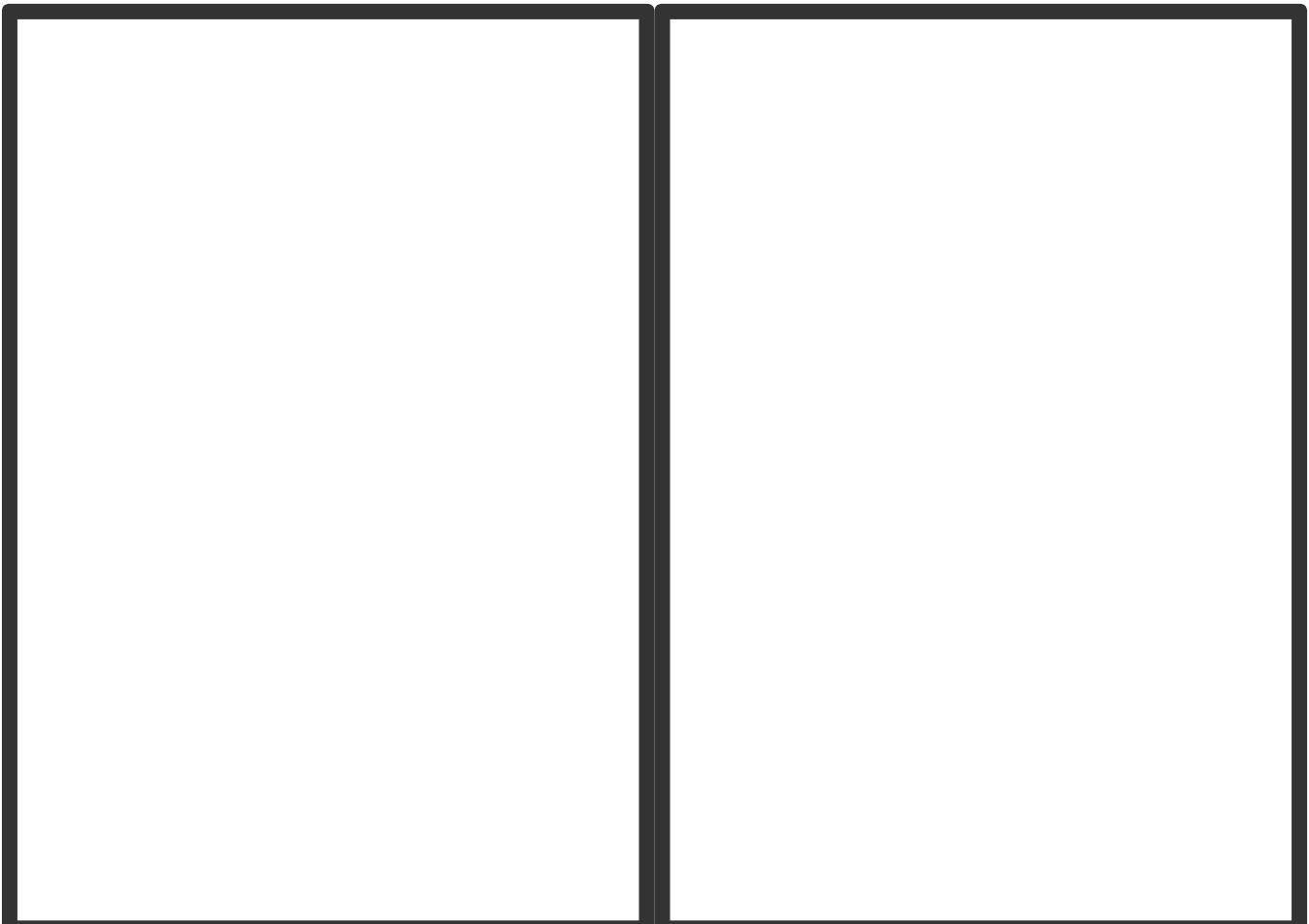
ACTIONS

Multiaction (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can use its bite only once.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Scimitar (Yuan-ti Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Longbow (Yuan-ti Form Only). Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.



YUAN-TI MALISON CONTINUED: ACTIONS



Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Malison Type. The yuan-ti has one of the following types:

Type 1: Human body with snake head

Type 2: Human head and body with snakes for arms

Type 3: Human head and upper body with a serpentine lower body instead of legs

ACTIONS

Multiattack (Yuan-ti Form Only). The yuan-ti makes two bite attacks using its snake arms.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

YUAN-TI MALISON CONTINUED: ACTIONS



Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Malison Type. The yuan-ti has one of the following types:

Type 1: Human body with snake head

Type 2: Human head and body with snakes for arms

Type 3: Human head and upper body with a serpentine lower body instead of legs

ACTIONS

Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can constrict only once.

Bite (Snake Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Constrict. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Yuan-ti Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Longbow (Yuan-ti Form Only). Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

YUAN-TI MALISON TYPE 3



Medium Monstrosity (Yuan-ti), Neutral Evil

Armor class 12

Hit points 66 (12d8 + 12)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills Deception +5, Stealth +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 11

Language Abyssal, Common, Draconic

Challenge 3 (700 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

- **At will:** *animal friendship* (snakes only)
- **3/day:** *suggestion*

YUAN-TI PUREBLOOD



Medium Humanoid (Yuan-ti), Neutral Evil

Armor class 11

Hit points 40 (9d8)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	13 (+1)	12 (+1)	14 (+2)

Skills Deception +6, Perception +3, Stealth +3

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 11

Language Abyssal, Common, Draconic

Challenge 1 (200 XP)

Innate Spellcasting. The yuan-ti's spellcasting ability is Charisma (spell save DC 12). The yuan-ti can innately cast the following spells, requiring no material components:

- **At will:** *animal friendship* (snakes only)
- **3/day each:** *poison spray*, *suggestion*

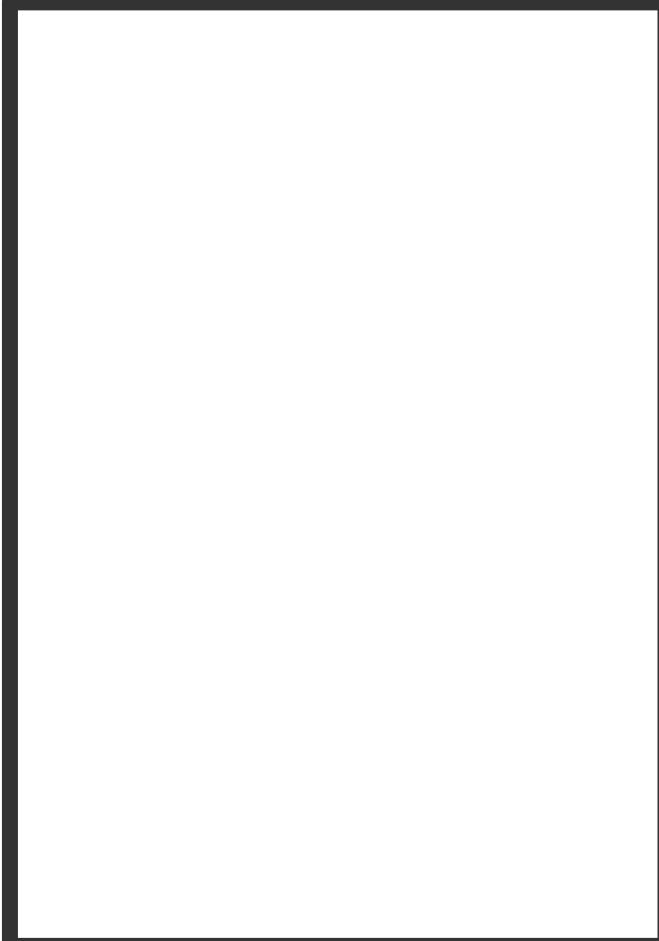
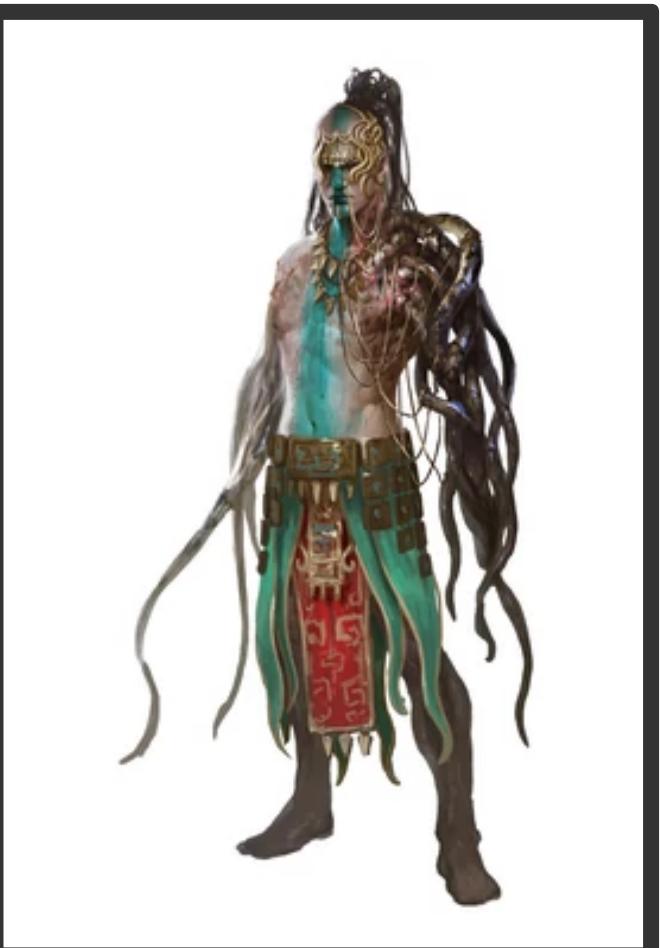
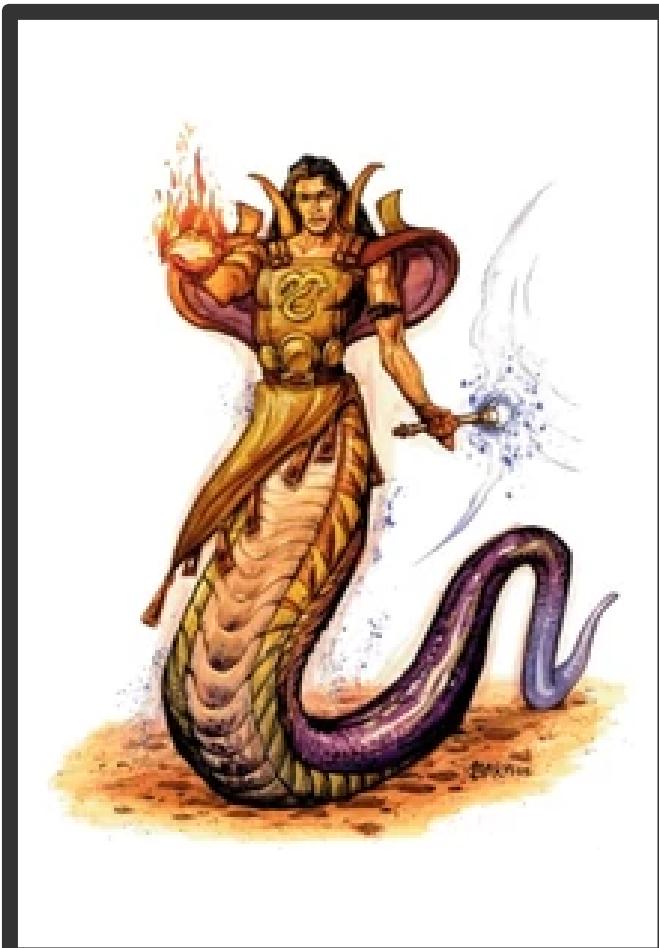
Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The yuan-ti makes two melee attacks.

Scimitar. Melee: +3, 5ft. Hit: 4 (1d6 + 1) slashing damage.

Shortbow. Ranged: +3 to hit, range 80/320 ft., one target. Hit: 4 (1d6 + 1) piercing damage plus 7 (2d6) poison damage.



ARCANALOTH



Medium Fiend (Yugoloth), Neutral Evil

Armor class 17 (natural armor)

Hit points 104 (16d8 + 32)

Speed 30ft, Fly 30ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	20 (+5)	16 (+3)	17 (+3)

Saving Throws Dex +5, Int +9, Wis +7, Cha +7

Skills Arcana +13, Deception +9, Insight +9, Perception +7

Damage Resistances Cold, Fire, Lightning; Physical from non-magical weapons

Damage Immunities Acid, Poison

Condition Immunities Charmed, Poisoned

Senses Truesight 120ft, Passive Perception 17

Language All, Telepathy 120ft

Challenge 12 (8400 XP)

Innate Spellcasting. The arcanaloth's innate spellcasting ability is Charisma (spell save DC 15). The arcanaloth can innately cast the following spells, requiring no material components:

- **At will:** *alter self, darkness, heat metal, invisibility* (self only), *magic missile*

Magic Resistance. The arcanaloth has advantage on saving throws against spells and other magical effects.

Magic Weapons. The arcanaloth's weapon attacks are magical.

ARCANALOTH CONTINUED: ACTIONS



Spellcasting. The arcanaloth is a 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The arcanaloth has the following wizard spells prepared:

- **Cantrips (at will):** *fire bolt, mage hand, minor illusion, prestidigitation*
- **1st level (4 slots):** *detect magic, identify, shield, Tenser's floating disk*
- **2nd level (3 slots):** *detect thoughts, mirror image, phantasmal force, suggestion*
- **3rd level (3 slots):** *counterspell, fear, fireball*
- **4th level (3 slots):** *banishment, dimension door*
- **5th level (2 slots):** *contact other plane, hold monster*
- **6th level (1 slot):** *chain lightning*
- **7th level (1 slot):** *finger of death*
- **8th level (1 slot):** *mind blank*

ACTIONS

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage. The target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Teleport. The arcanaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

MEZZOLOTH



Medium Fiend (Yugoloth), Neutral Evil

Armor class 18 (natural armor)

Hit points 75 (10d8 + 30)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	7 (-2)	10 (+0)	11 (+0)

Skills Perception +3

Damage Resistances Cold, Fire, Lightning; Physical from non-magical weapons

Damage Immunities Acid, Poison

Condition Immunities Poisoned

Senses Blindsight 60ft, Darkvision 60ft, Passive Perception 13

Language Abyssal, Infernal, Telepathy 60ft

Challenge 5 (1800 XP)

Innate Spellcasting. The mezzoloth's innate spellcasting ability is Charisma (spell save DC 11). The mezzoloth can innately cast the following spells, requiring no material components:

- **2/day each:** *darkness, dispel magic*
- **1/day:** *cloudkill*

Magic Resistance. The mezzoloth has advantage on saving I throws against spells and other magical effects.

Magic Weapons. The mezzoloth's weapon attacks are magical.

MEZZOLOTH CONTINUED: ACTIONS



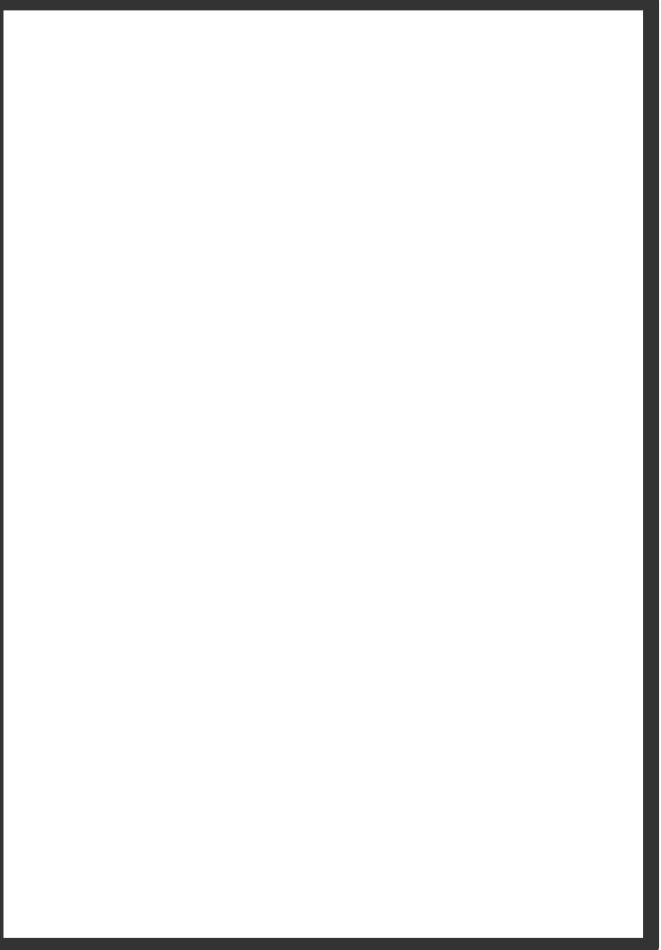
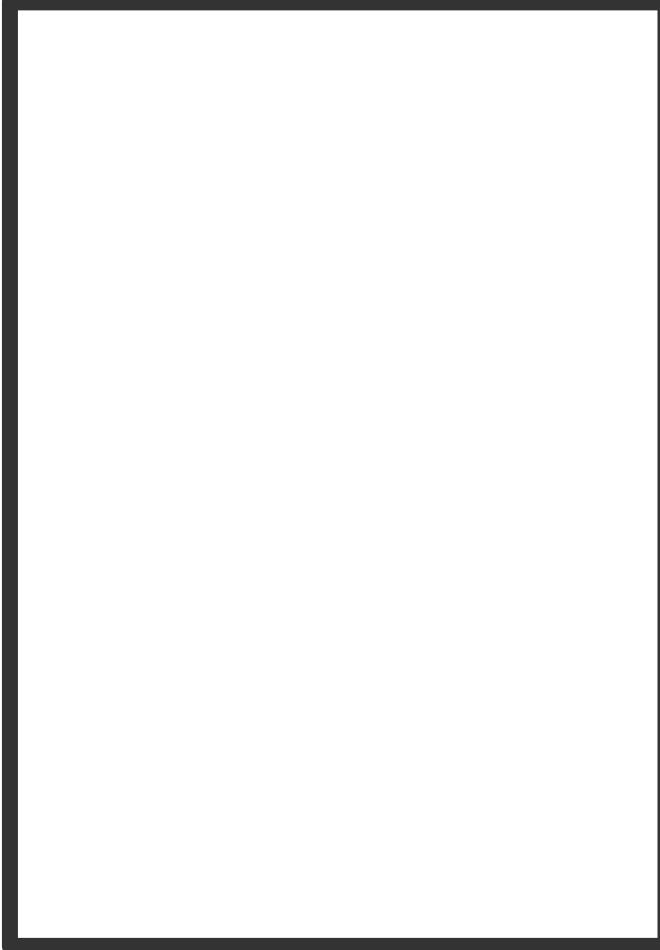
ACTIONS

Multiattack. The mezzoloth makes two attacks: one with its claws and one with its trident.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage.

Trident. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage when held with two claws and used to make a melee attack.

Teleport. The mezzoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.



NYCALOTH



Large Fiend (Yugoloth), Neutral Evil

Armor class 18 (natural armor)

Hit points 123 (13d10 + 52)

Speed 40ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	12 (+1)	10 (+0)	15 (+2)

Skills Intimidation +6, Perception +4, Stealth +4

Damage Resistances Cold, Fire, Lightning; Physical from non-magical weapons

Damage Immunities Acid, Poison

Condition Immunities Poisoned

Senses Blindsight 60ft, Darkvision 60ft, Passive Perception 13

Language Abyssal, Infernal, Telepathy 60ft

Challenge 9 (5000 XP)

Innate Spellcasting. The nyctaloth's innate spellcasting ability is Charisma. The nyctaloth can innately cast the following spells, requiring no material components:

- **At will:** *darkness, detect magic, dispel magic, invisibility* (self only), *mirror image*

Magic Resistance. The nyctaloth has advantage on saving throws against spells and other magical effects.

Magic Weapons. The nyctaloth's weapon attacks are magical.



NYCALOTH CONTINUED: ACTIONS

ACTIONS

Multiaction. The nyctaloth makes two melee attacks, or it makes one melee attack and teleports before or after the attack.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or take 5 (2d4) slashing damage at the start of each of its turns due to a fiendish wound. Each time the nyctaloth hits the wounded target with this attack, the damage dealt by the wound increases by 5 (2d4). Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Greataxe. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) slashing damage.

Teleport. The nyctaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

ULTROLUTH



Medium Fiend (Yugoloth), Neutral Evil

Armor class 19 (natural armor)

Hit points 153 (18d8 + 72)

Speed 30ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	18 (+4)	15 (+2)	19 (+4)

Skills Intimidation +9, Perception +7, Stealth +8

Damage Resistances Cold, Fire, Lightning; Physical from non-magical weapons

Damage Immunities Acid, Poison

Condition Immunities Charmed, Frightened, Poisoned

Senses Truesight 120ft, Passive Perception 17

Language Abyssal, Infernal, Telepathy 120ft

Challenge 13 (10000 XP)

Innate Spellcasting. Innate spellcasting ability is Charisma (spell save DC 17). The ultroluth can innately cast the following spells, requiring no material components:

- **At will:** *alter self, clairvoyance, darkness, detect magic, detect thoughts, dispel magic, invisibility* (self only), *suggestion*
- **3/day each:** *dimension door, fear, wall of fire*
- **1/day each:** *fire storm, mass suggestion*

Magic Resistance. The ultroluth has advantage on saving throws against spells and other magical effects.

Magic Weapons. The ultroluth's weapon attacks are magical.



ULTROLUTH CONTINUED: ACTIONS

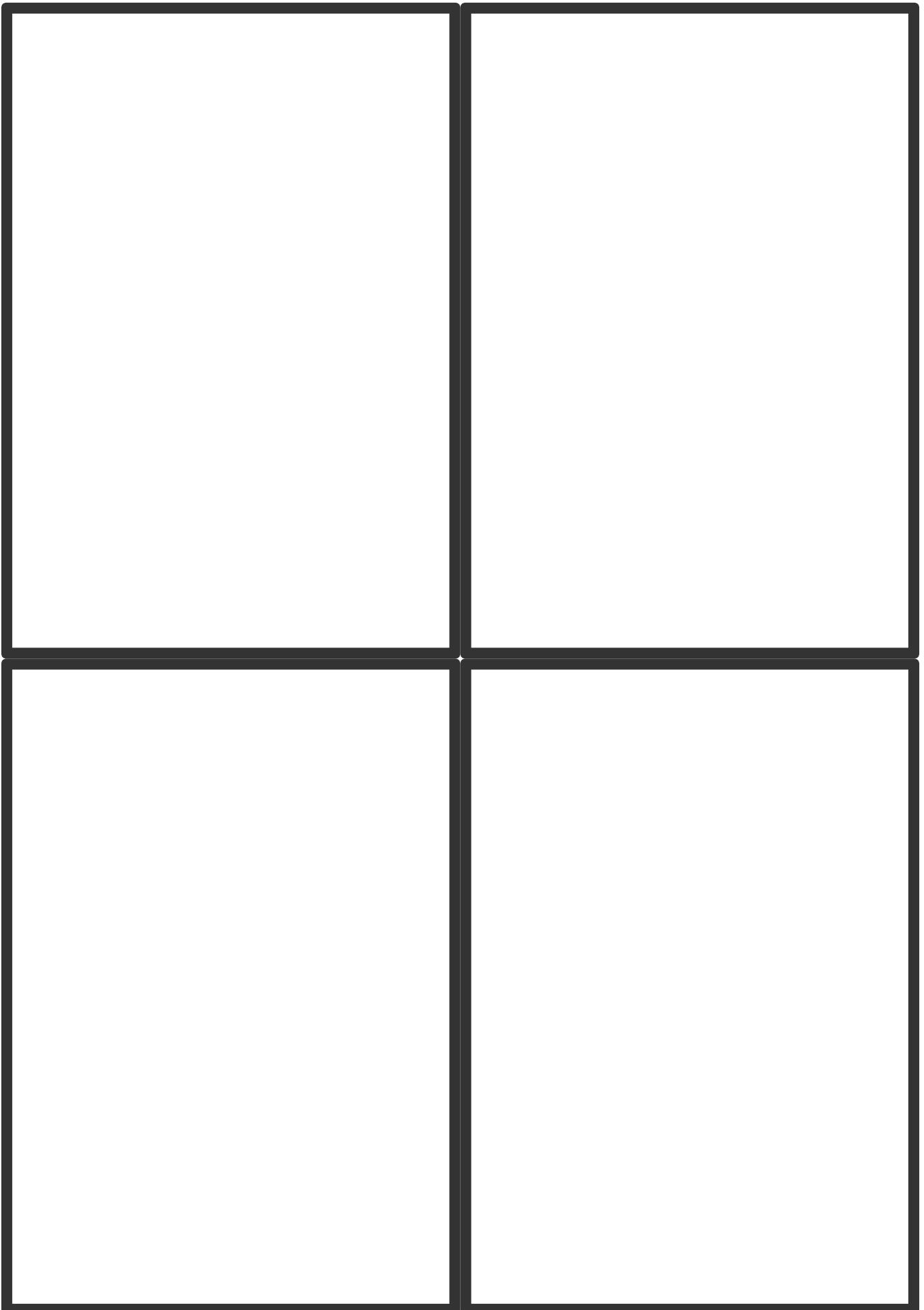
ACTIONS

Multiaction. The ultroluth can use its Hypnotic Gaze and makes three melee attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Hypnotic Gaze. The ultroluth's eyes sparkle with opalescent light as it targets one creature it can see within 30 feet of it. If the target can see the ultroluth, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed until the end of the ultroluth's next turn. The charmed target is stunned. If the target's saving throw is successful, the target is immune to the ultroluth's gaze for the next 24 hours.

Teleport. The ultroluth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.



ZOMBIE



Medium Undead, Neutral Evil

Armor class 8

Hit points 22 (3d8 + 9)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 8

Language Any languages it knew in life

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

BEHOLDER ZOMBIE



Large Undead, Neutral Evil

Armor class 15 (natural armor)

Hit points 93 (11d10 + 33)

Speed 0ft, Fly 20ft (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Wis +2

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 9

Language Understands Deep Speech and Undercommon but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

OGRE ZOMBIE



Large Undead, Neutral Evil

Armor class 8

Hit points 85 (9d10 + 36)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60ft, Passive Perception 8

Language Understands Common and Giant but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Morningstar. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

BEHOLDER ZOMBIE CONTINUED: ACTIONS



ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 14 (4d6) piercing damage.

Eye Ray. The zombie uses a random magical eye ray, choosing a target that it can see within 60 feet of it.

- **1. Paralyzing Ray** 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.
- **2. Fear Ray** The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **3. Enervation Ray** The targeted creature must make a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
- **4. Disintegration Ray** If the target is a creature, it must succeed on a DC 14 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller non magical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger non magical object or creation of magical force , this ray disintegrates a 10-foot cube of it.



APE



Medium Beast, Unaligned

Armor class 12

Hit points 19 (3d8 + 6)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5, Perception +3

Senses Passive Perception 13

Language -

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) bludgeoning damage.

Rock. Ranged Weapon Attack: +5 to hit, range 25/50 ft., one target.
Hit: 6 (1d6 + 3) bludgeoning damage.

AWAKENED TREE



Huge Plant, Unaligned

Armor class 13 (natural armor)

Hit points 59 (7d12 + 14)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing

Senses Passive Perception 10

Language one language known by its creator

Challenge 2 (450 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

ACTIONS

Slam. Melee Weapon Attack: +6 to hit, reach 10 ft., one target.
Hit: 14 (3d6 + 4) bludgeoning damage.

AWAKENED SHRUB



Small Plant, Unaligned

Armor class 9

Hit points 10 (3d6)

Speed 20ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	11 (+0)	10 (+0)	10 (+0)	6 (-2)

Damage Vulnerabilities Fire

Damage Resistances Piercing

Senses Passive Perception 10

Language one language known by its creator

Challenge 0 (10 XP)

False Appearance. While the shrub remains motionless, it is indistinguishable from a normal shrub.

ACTIONS

Rake. Melee Weapon Attack: +1 to hit, reach 5 ft., one target.
Hit: 1 (1d4 - 1) slashing damage.

AXE BEAK



Large Beast, Unaligned

Armor class 11

Hit points 19 (3d10 + 3)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses Passive Perception 10

Language -

Challenge 1/4 (50 XP)

ACTIONS

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) slashing damage.

An axe beak is a tall flightless bird with strong legs, a wedge-shaped beak, and a nasty disposition.



BABOON



Large Beast, Unaligned

Armor class 12

Hit points 3 (1d6)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	4 (-3)	12 (+1)	6 (-2)

Senses Passive Perception 11

Language -

Challenge 0 (10 XP)

Pack Tactics. The baboon has advantage on an attack roll against a creature if at least one of the baboon's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target.
Hit: 1 (1d4 - 1) piercing damage.

BAT



Tiny Beast, Unaligned

Armor class 12

Hit points 1 (1d4 - 1)

Speed 5ft, **Fly** 30ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	2 (-4)	12 (+1)	4 (-3)

Senses Blindsight 60ft, Passive Perception 11

Language -

Challenge 0 (10 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one creature. Hit: 1 piercing damage.

BADGER



Tiny Beast, Unaligned

Armor class 10

Hit points 3 (1d4 + 1)

Speed 20ft, **Climb** 5ft

STR	DEX	CON	INT	WIS	CHA
4 (-3)	11 (+0)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Senses Darkvision 30ft, Passive Perception 11

Language -

Challenge 0 (10 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target.
Hit: 1 piercing damage.

BLACK BEAR



Medium Beast, Unaligned

Armor class 11

Hit points 19 (3d8 + 6)

Speed 40ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Language -

Challenge 1/2 (100 XP)

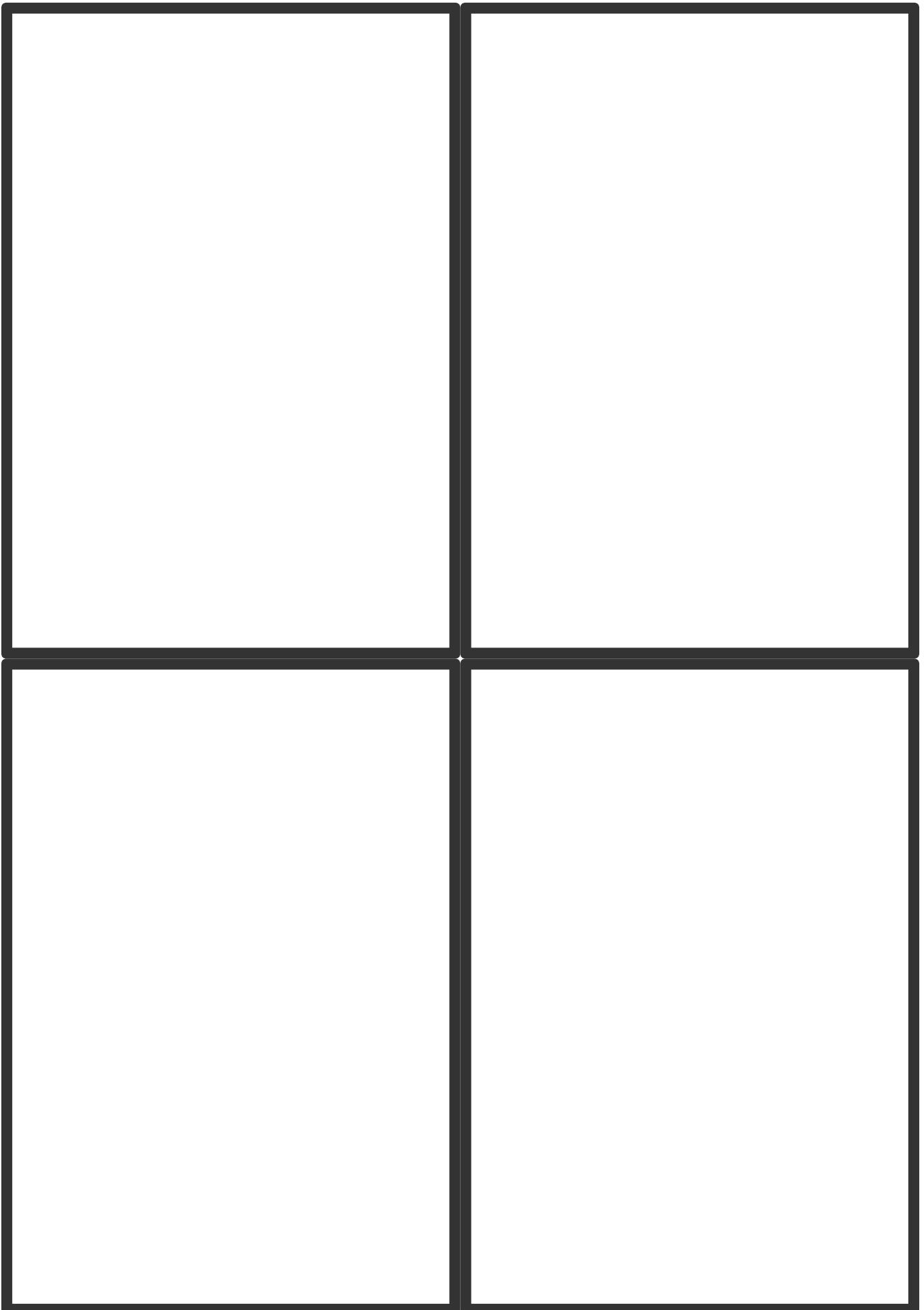
Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiaction. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.



BLINK DOG



Medium Fey, Lawful Good

Armor class 13

Hit points 22 (4d8 + 4)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +5

Senses Passive Perception 13

Language Understands Sylvan but can't speak it

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Teleport (Recharge 4-6). The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.

BOAR



Medium Beast, Unaligned

Armor class 11 (natural armor)

Hit points 11 (2d8 + 2)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses Passive Perception 9

Language -

Challenge 1/4 (50 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

BLOOD HAWK



Small Beast, Unaligned

Armor class 12

Hit points 7 (2d6)

Speed 10ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4

Senses Passive Perception 14

Language -

Challenge 1/8 (25 XP)

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The hawk has advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

BROWN BEAR



Large Beast, Unaligned

Armor class 11 (natural armor)

Hit points 34 (4d10 + 12)

Speed 40ft, Climb 30ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Language -

Challenge 1 (200 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiaction. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.



CAMEL



Large Beast, Unaligned

Armor class 9

Hit points 15 (2d10 + 4)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	2 (-4)	8 (-1)	5 (-3)

Senses Passive Perception 9

Language -

Challenge 1/8 (25 XP)

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 2 (1d4) bludgeoning damage.

CONSTRICTOR SNAKE



Large Beast, Unaligned

Armor class 12

Hit points 13 (2d10 + 2)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Senses Blindsight 10ft, Passive Perception 10

Language -

Challenge 1/4 (50 XP)

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage.

Constrict. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

CAT



Tiny Beast, Unaligned

Armor class 12

Hit points 2 (1d4)

Speed 40ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Language -

Challenge 0 (10 XP)

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Claws. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

CRAB



Tiny Beast, Unaligned

Armor class 11 (natural armor)

Hit points 2 (1d4)

Speed 20ft, **Swim** 20ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	10 (+0)	1 (-5)	8 (-1)	2 (-4)

Skills Stealth +2

Senses Blindsight 30ft, Passive Perception 9

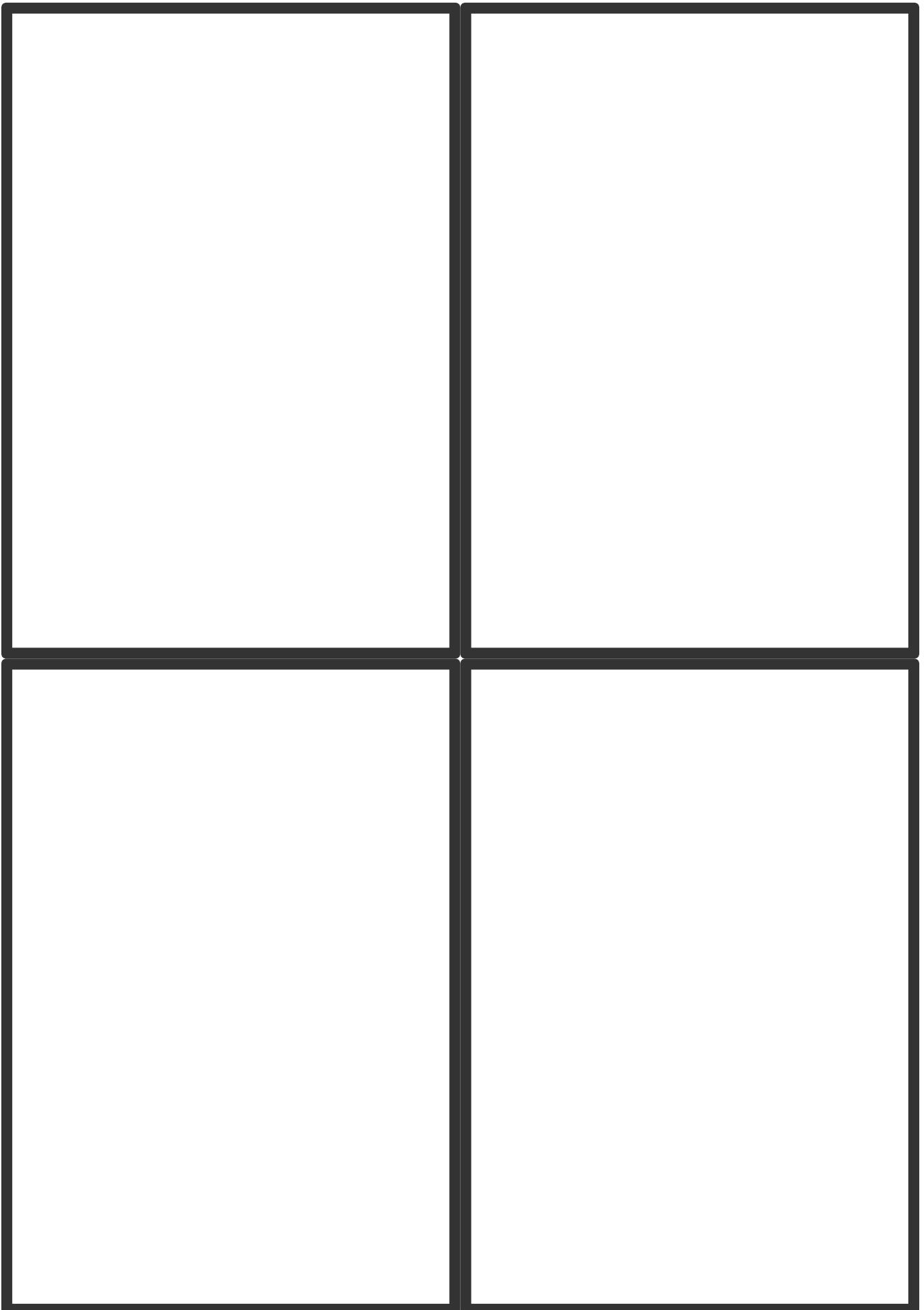
Language -

Challenge 0 (10 XP)

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. Melee Weapon Attack: +0 to hit, reach 5 ft., one target.
Hit: 1 bludgeoning damage.



CROCODILE



Large Beast, Unaligned

Armor class 12 (natural armor)

Hit points 19 (3d10 + 3)

Speed 20ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2

Senses Passive Perception 10

Language -

Challenge 1/2 (100 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

DEER



Medium Beast, Unaligned

Armor class 13

Hit points 4 (1d8)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	2 (-4)	14 (+2)	5 (-3)

Senses Passive Perception 12

Language -

Challenge 0 (10 XP)

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

DEATH DOG



Medium Monstrosity, Neutral Evil

Armor class 12

Hit points 39 (6d8 + 12)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +5 Stealth +2

Senses Darkvision 120ft, Passive Perception 15

Language -

Challenge 1 (200 XP)

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The dog makes two bite attacks.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its HP maximum to 0.

DIRE WOLF



Large Beast, Unaligned

Armor class 14 (natural armor)

Hit points 37 (5d10 + 10)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Language -

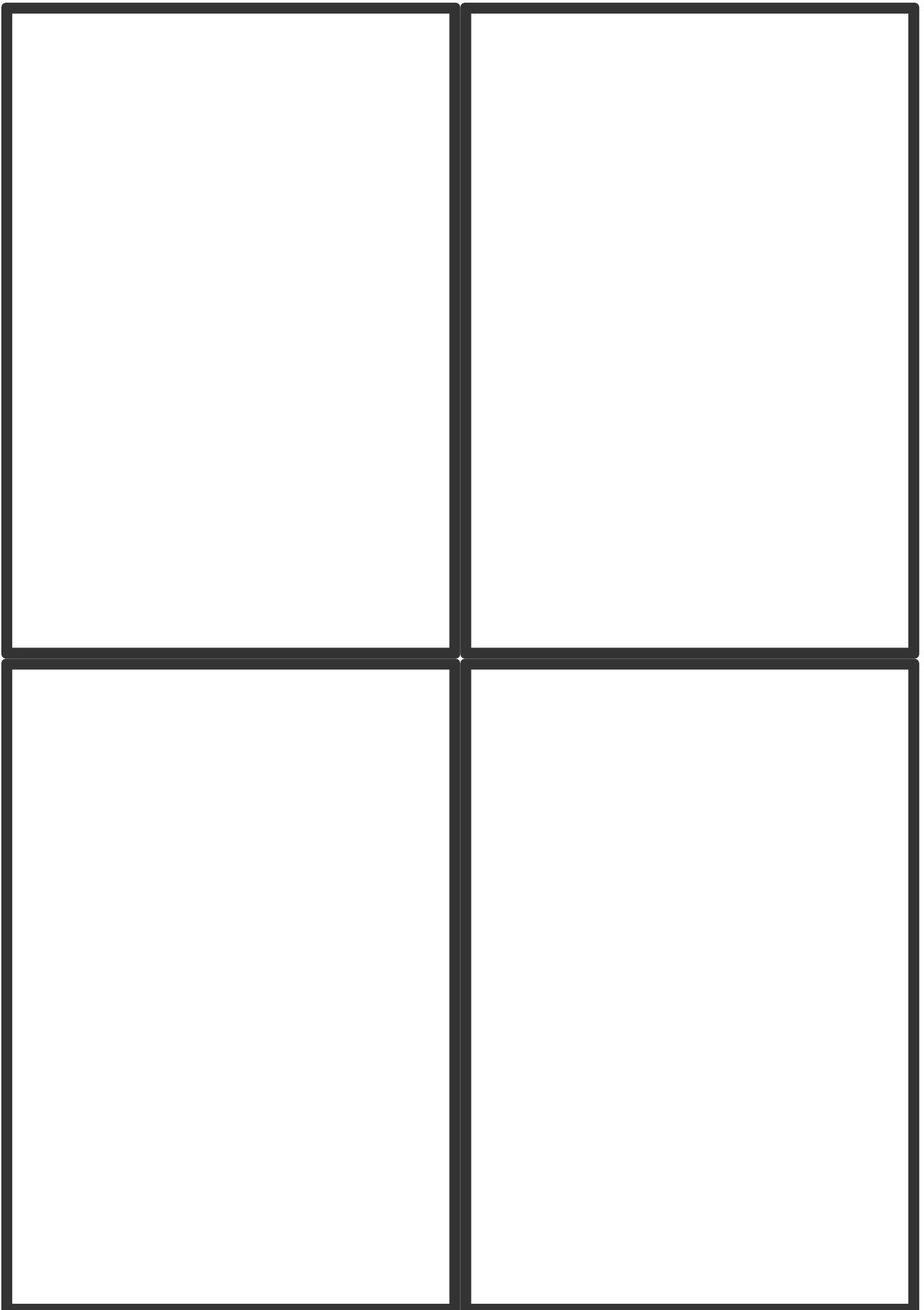
Challenge 1 (200 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.



DRAFT HORSE



Large Beast, Unaligned

Armor class 10

Hit points 19 (3d10 + 3)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses Passive Perception 10

Language -

Challenge 1/4 (50 XP)

ACTIONS

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) bludgeoning damage.

ELEPHANT



Huge Beast, Unaligned

Armor class 12 (natural armor)

Hit points 76 (8d12 + 24)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

Senses Passive Perception 10

Language -

Challenge 4 (1100 XP)

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

ACTIONS

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) piercing damage.

Stomp. Melee Weapon Attack: +8 to hit, reach 5 ft., one prone creature. Hit: 22 (3d10 + 6) bludgeoning damage.

EAGLE



Small Beast, Unaligned

Armor class 12

Hit points 3 (1d6)

Speed 10ft, **Fly** 60ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	2 (-4)	14 (+2)	7 (-2)

Skills Perception +4

Senses Passive Perception 14

Language -

Challenge 0 (10 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Talons. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

ELK



Large Beast, Unaligned

Armor class 10

Hit points 13 (2d10 + 2)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses Passive Perception 10

Language -

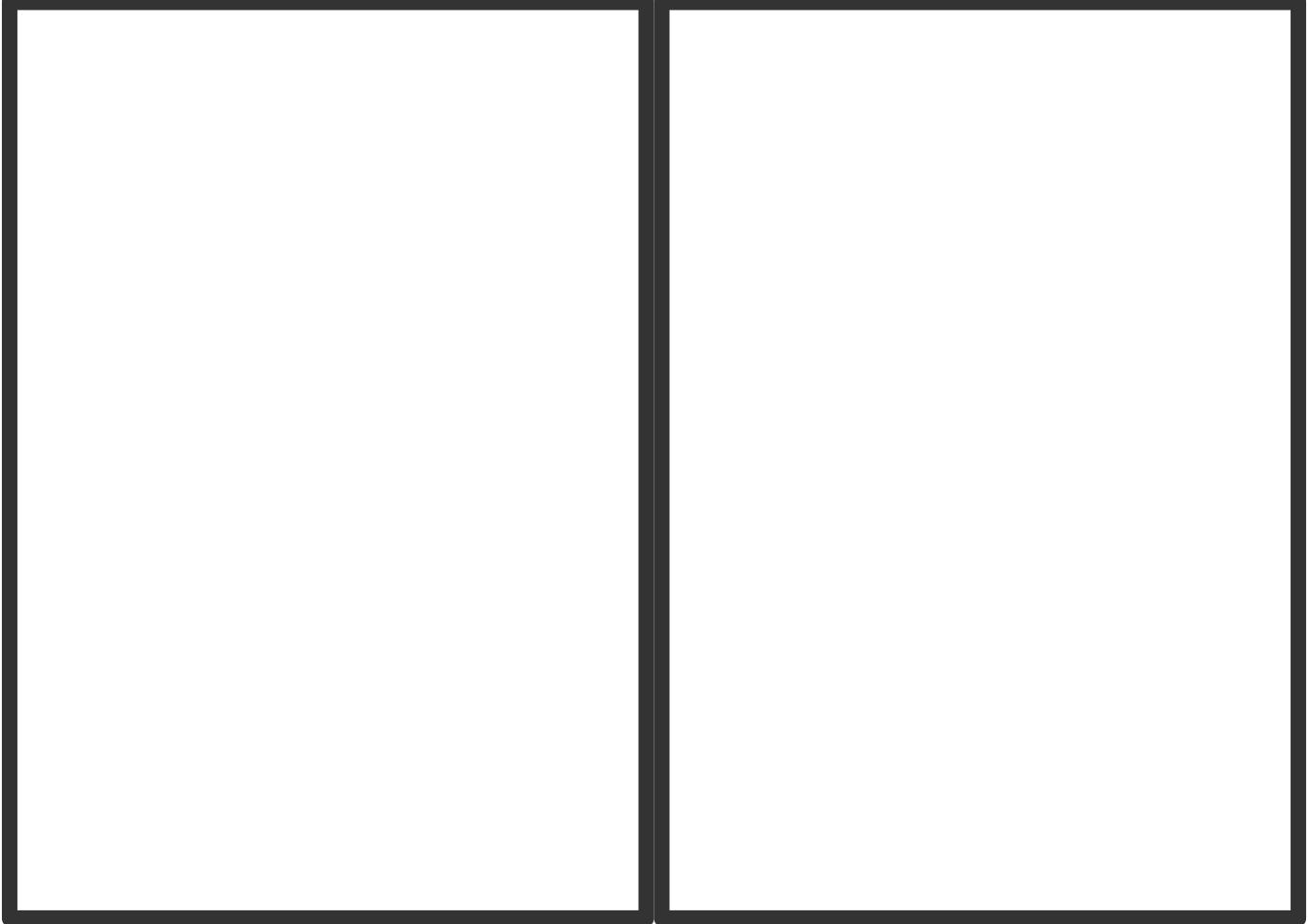
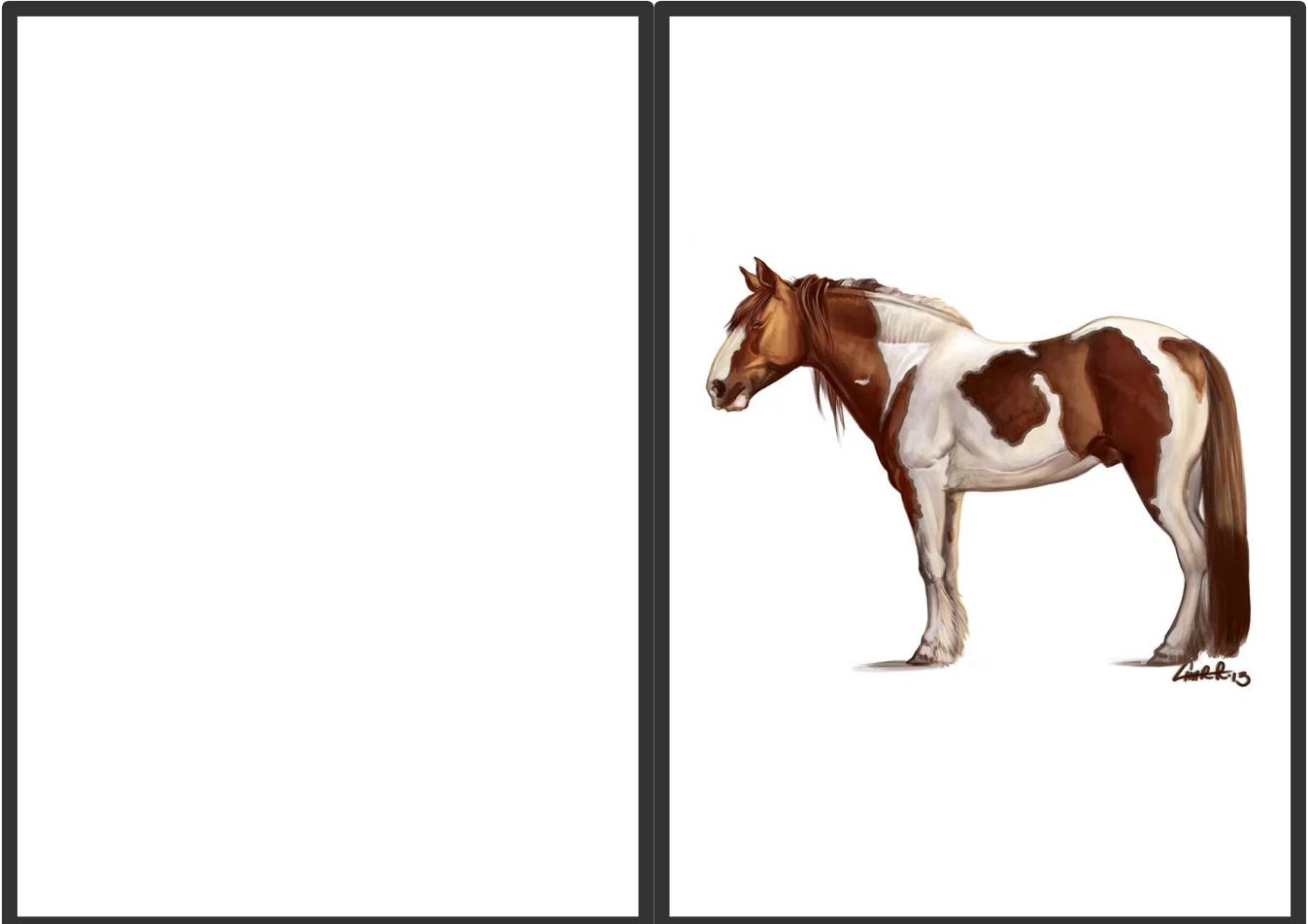
Challenge 1/4 (50 XP)

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Hooves. Melee Weapon Attack: +5 to hit, reach 5 ft., one prone creature. Hit: 8 (2d4 + 3) bludgeoning damage.



FLYING SNAKE



Tiny Beast, Unaligned

Armor class 14

Hit points 5 (2d4)

Speed 30ft, **Fly** 60ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses Blindsight 10ft, Passive Perception 11

Language -

Challenge 1/8 (25 XP)

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 1 piercing damage plus 7 (3d4) poison damage.

GIANT APE



Huge Beast, Unaligned

Armor class 12

Hit points 157 (15d12 + 60)

Speed 40ft, **Climb** 40ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +9, Perception +4

Senses Passive Perception 14

Language -

Challenge 7 (2900 XP)

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. Melee Weapon Attack: +9 to hit, reach 10 ft., one target.
Hit: 22 (3d10 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 50/100 ft., one target. Hit: 30 (7d6 + 6) bludgeoning damage.

FROG



Tiny Beast, Unaligned

Armor class 11

Hit points 1 (1d4 - 1)

Speed 20ft, **Swim** 20ft

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	1 (-5)	8 (-1)	3 (-4)

Skills Perception +1, Stealth +3

Senses Darkvision 30ft, Passive Perception 11

Language -

Challenge 0 (0 XP)

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

GIANT BADGER



Medium Beast, Unaligned

Armor class 10

Hit points 13 (2d8 + 4)

Speed 30ft, **Burrow** 10ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses Darkvision 30ft, Passive Perception 11

Language -

Challenge 1/4 (50 XP)

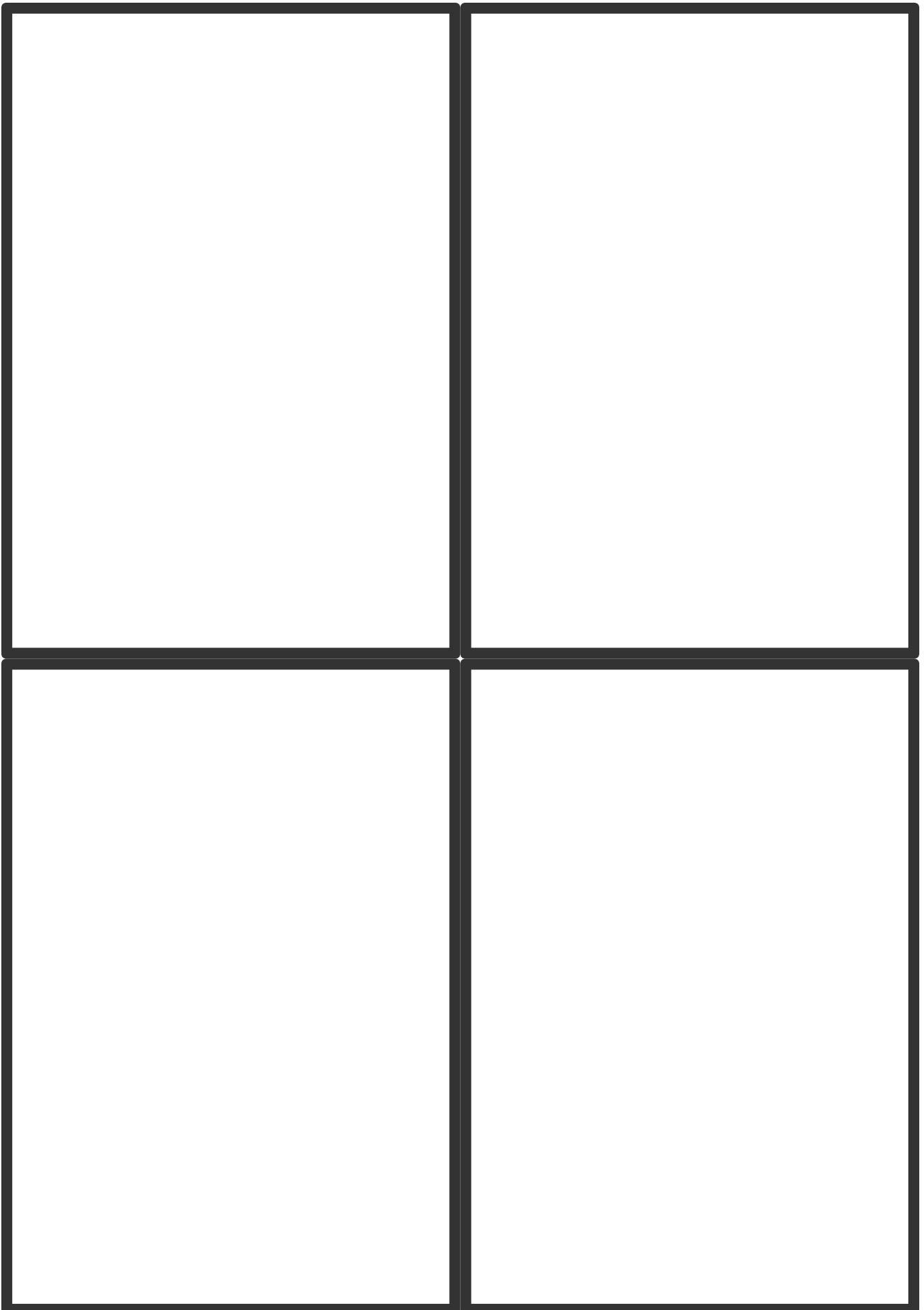
Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) piercing damage.

Claws. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage.



GIANT BAT



Large Beast, Unaligned

Armor class 13

Hit points 22 (4d10)

Speed 10ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses Blindsight 60ft, Passive Perception 11

Language -

Challenge 1/4 (50 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage.

GIANT CENTIPEDE



Small Beast, Unaligned

Armor class 13 (natural armor)

Hit points 4 (1d6 + 1)

Speed 30ft, Climb 30ft

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses Blindsight 30ft, Passive Perception 8

Language -

Challenge 1/4 (50 XP)

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT BOAR



Large Beast, Unaligned

Armor class 12 (natural armor)

Hit points 42 (5d10 + 15)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses Passive Perception 8

Language -

Challenge 2 (450 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

GIANT CONSTRICTOR SNAKE



Huge Beast, Unaligned

Armor class 12

Hit points 60 (8d12 + 8)

Speed 30ft, Swim 30ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2

Senses Blindsight 10ft, Passive Perception 12

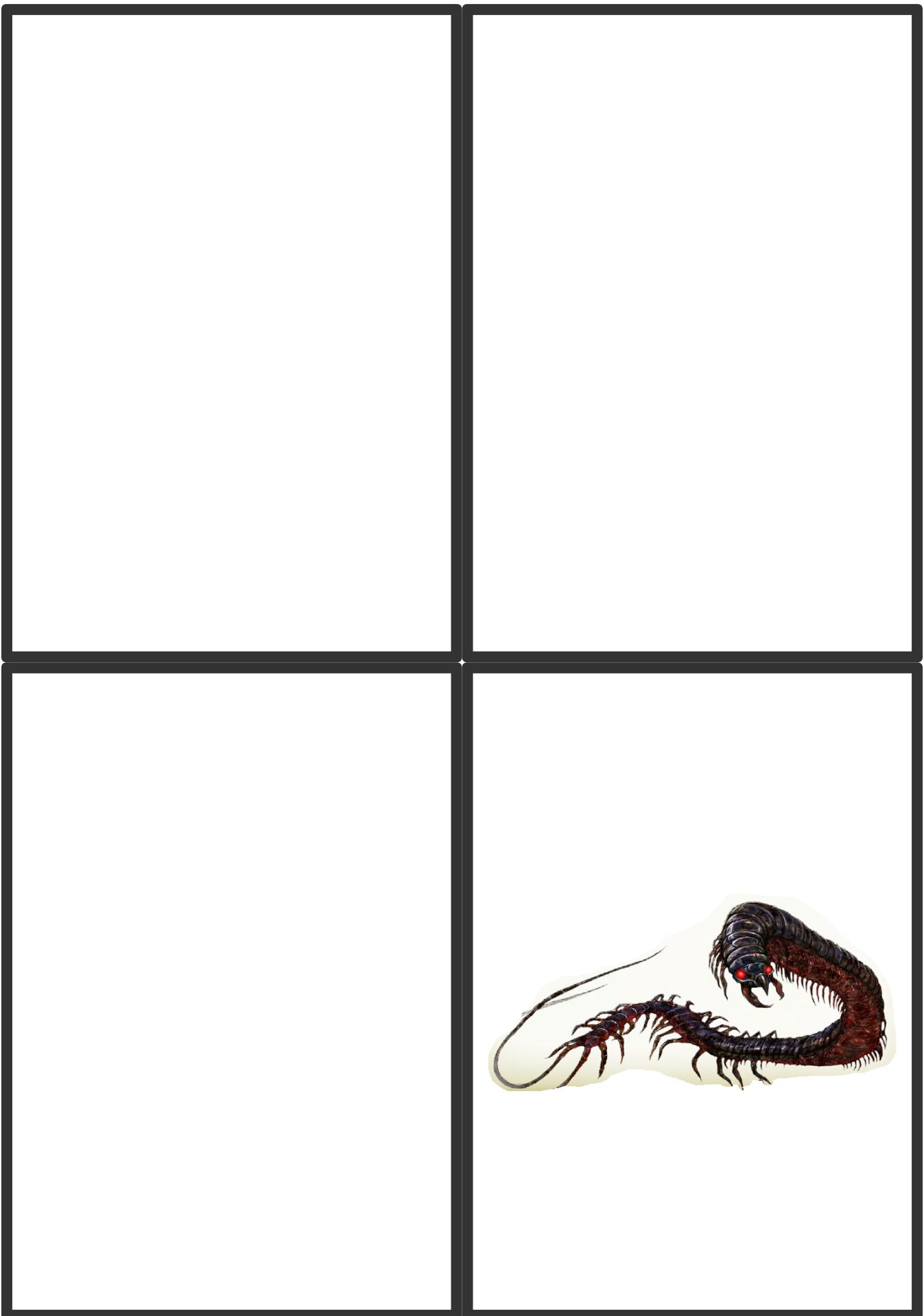
Language -

Challenge 2 (450 XP)

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.



GIANT CRAB



Medium Beast, Unaligned

Armor class 15 (natural armor)

Hit points 13 (3d8)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +4

Senses Blindsight 30ft, Passive Perception 9

Language -

Challenge 1/8 (25 XP)

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

GIANT EAGLE



Large Beast, Neutral Good

Armor class 13

Hit points 26 (4d10 + 4)

Speed 10ft, **Fly** 80ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4

Senses Passive Perception 14

Language Understands Common and Auran but can't speak them

Challenge 5 (1800 XP)

Keen Sight. The eagle has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiaction. The eagle makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

GIANT CROCODILE



Huge Beast, Unaligned

Armor class 14 (natural armor)

Hit points 85 (9d12 + 27)

Speed 30ft, **Swim** 50ft

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +5

Senses Passive Perception 10

Language -

Challenge 5 (1800 XP)

Hold Breath. The crocodile can hold its breath for 30 minutes.

ACTIONS

Multiaction. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target not grappled by the crocodile. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

GIANT ELK



Huge Beast, Unaligned

Armor class 14 (natural armor)

Hit points 42 (5d12 + 10)

Speed 60ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +4

Senses Passive Perception 14

Language Understands Common, Elvish, and Sylvan but can't speak them

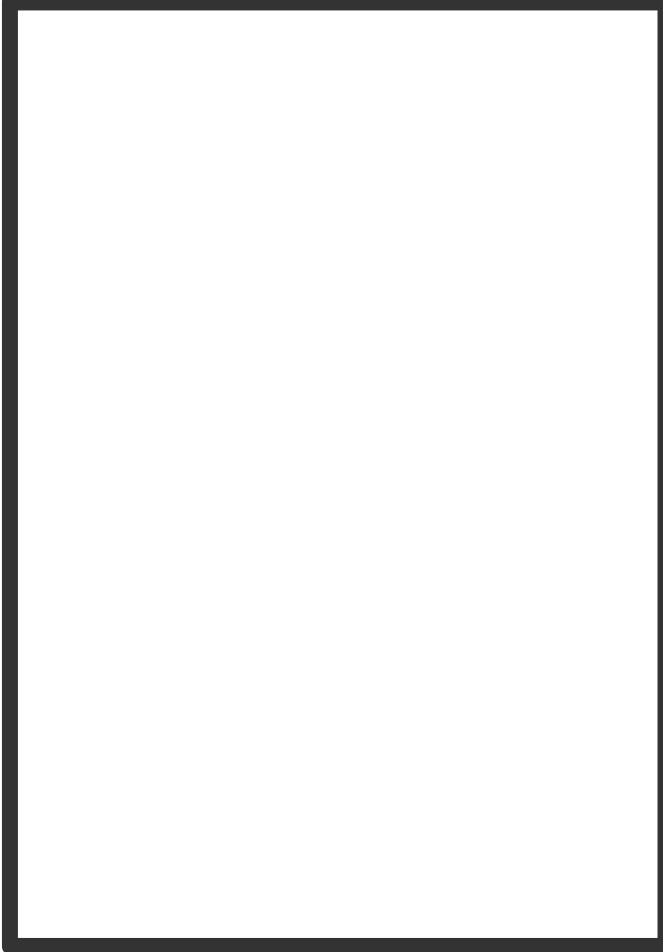
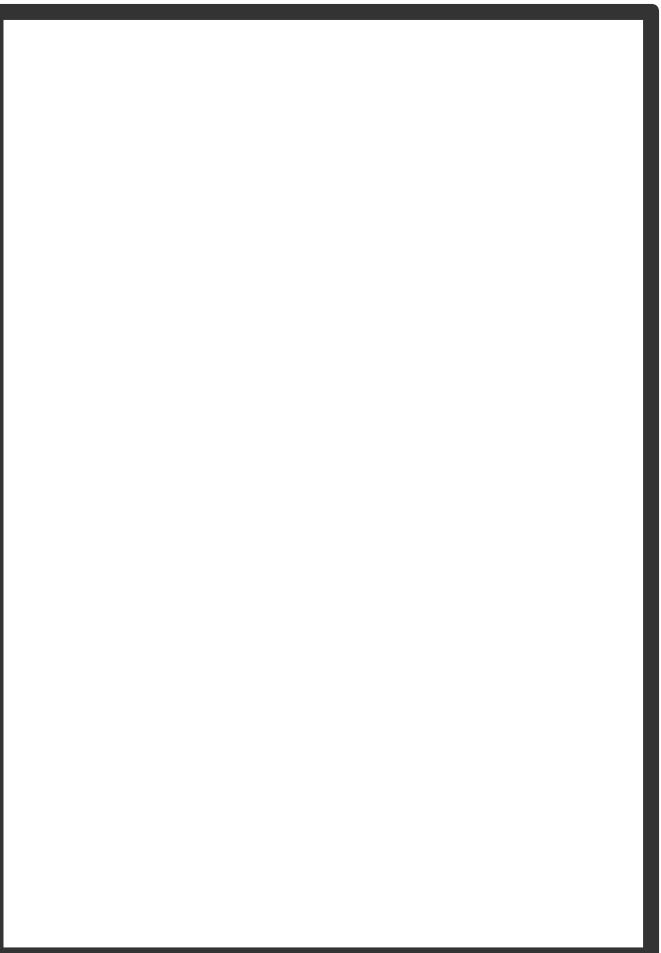
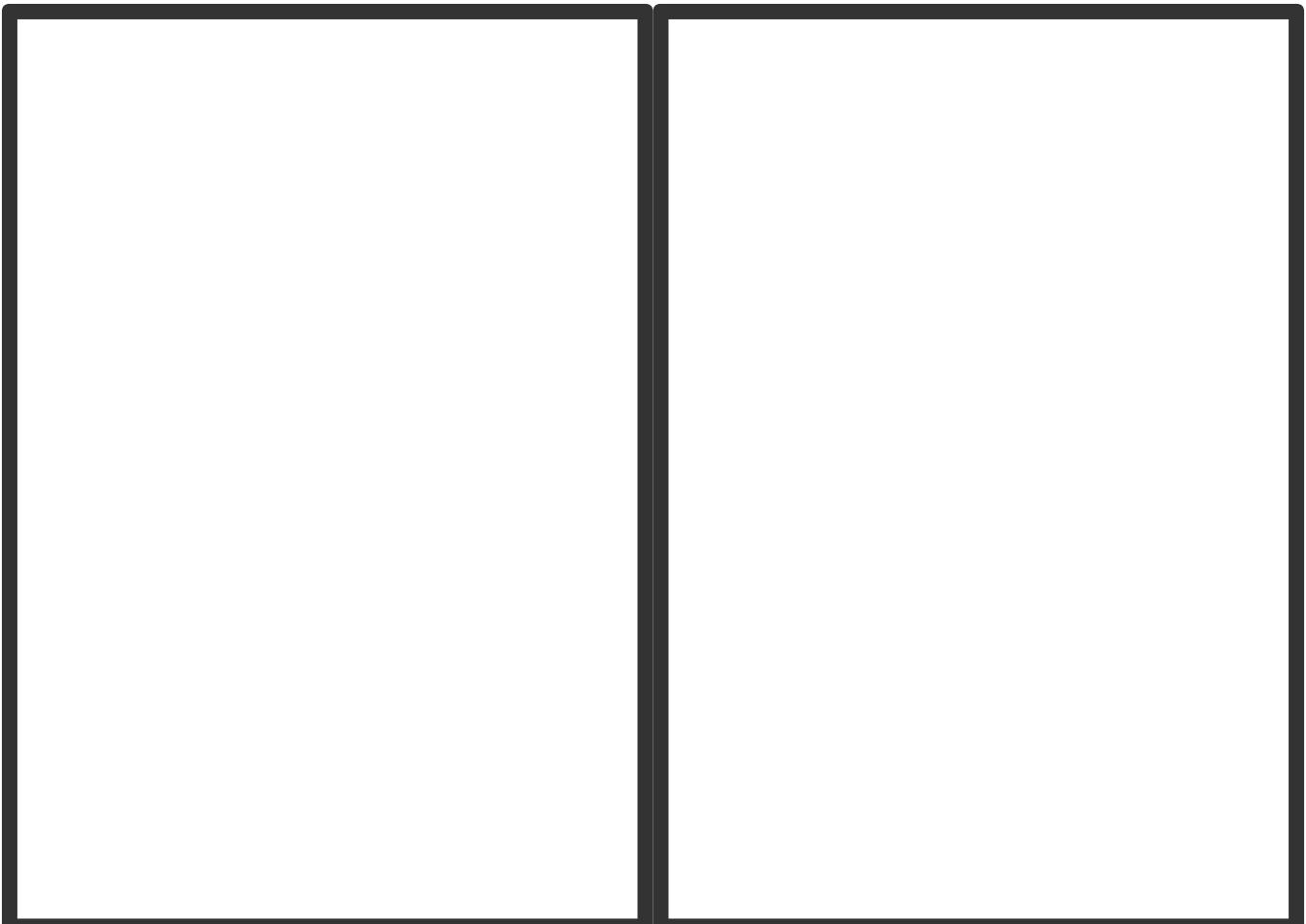
Challenge 2 (450 XP)

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Ram. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one prone creature. Hit: 22 (4d8 + 4) bludgeoning damage.



GIANT FIRE BETTLE



Small Beast, Unaligned

Armor class 13 (natural armor)

Hit points 4 (1d6 + 1)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses Blindsight 30ft, Passive Perception 8

Language -

Challenge 0 (10 XP)

Illumination. The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) slashing damage.

GIANT GOAT



Large Beast, Unaligned

Armor class 11 (natural armor)

Hit points 19 (3d10 + 3)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Senses Darkvision 30ft, Passive Perception 11

Language -

Challenge 1/2 (100 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.

GIANT FROG



Medium Beast, Unaligned

Armor class 11

Hit points 18 (4d8)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +3

Senses Darkvision 30ft, Passive Perception 12

Language -

Challenge 1/4 (50 XP)

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

Swallow. One bite attack against a Small or smaller target it is grappling. On hits, target swallowed, & grapple ends. Blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5(2d4) acid at the start of each of the frog's turns. Can only swallow one creature. If frog dies, swallowed creature loses restraint and uses 5ft movement to escape, prone

GIANT HYENA



Large Beast, Unaligned

Armor class 12

Hit points 45 (6d10 + 12)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

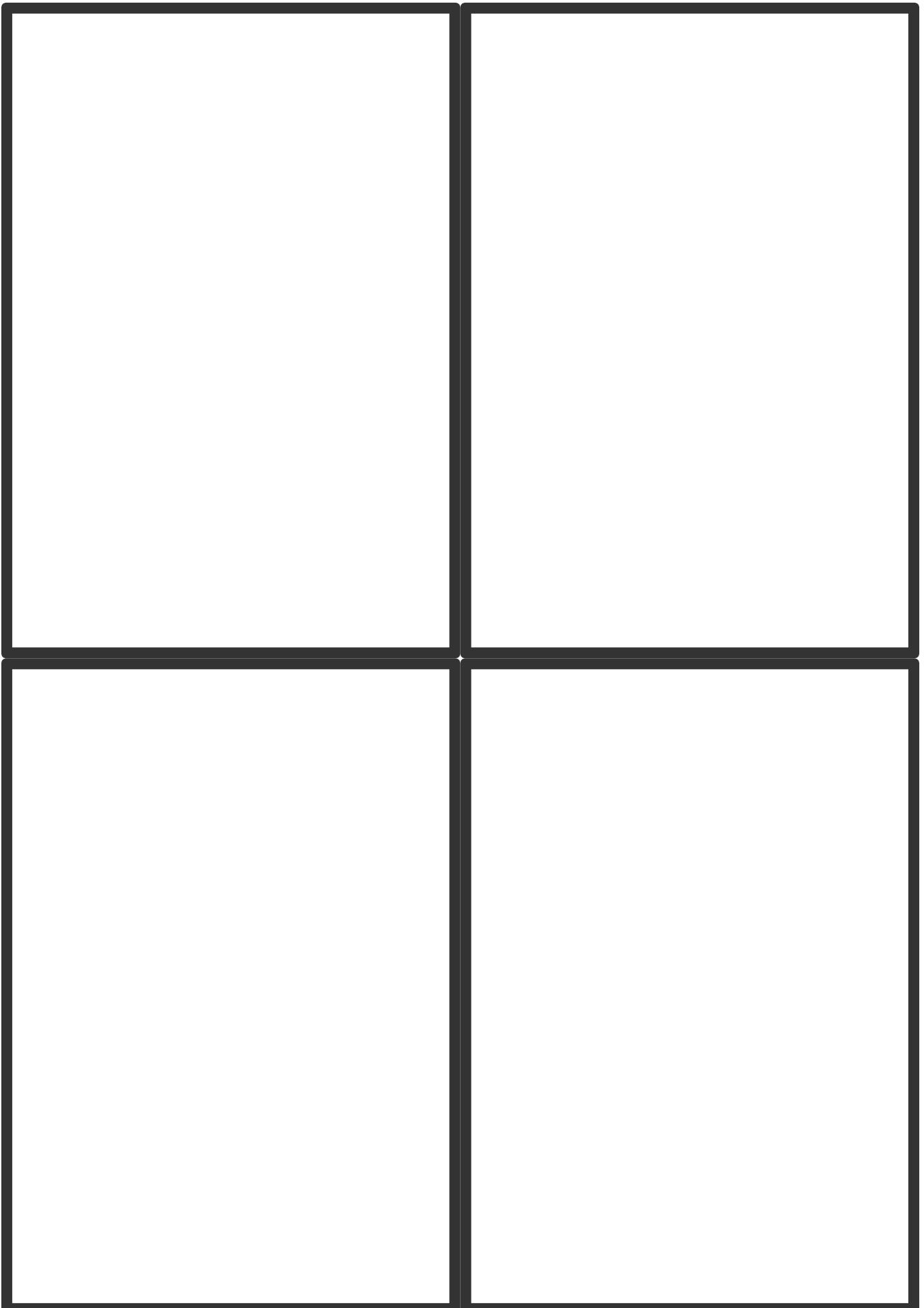
Language -

Challenge 1 (200 XP)

Rampage. When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.



GIANT LIZARD



Large Beast, Unaligned

Armor class 12 (natural armor)

Hit points 19 (3d10 + 3)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses Darkvision 30ft, Passive Perception 10

Language -

Challenge 1/4 (50 XP)

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 2) piercing damage.

GIANT POISONOUS SNAKE



Large Beast, Neutral

Armor class 14

Hit points 11 (2d8 + 2)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2

Senses Blindsight 10ft, Passive Perception 12

Language -

Challenge 1/4 (50 XP)

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 10 ft., one target.
Hit: 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

GIANT OCTOPUS



Large Beast, Unaligned

Armor class 11

Hit points 52 (8d10 + 8)

Speed 10ft, **Swim** 60ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +4, Stealth +5

Senses Darkvision 60ft, Passive Perception 14

Language -

Challenge 1 (200 XP)

Hold Breath. Can hold its breath for 1 hour out of water

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacles. Melee Weapon Attack: +5 to hit, reach 15 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). 20ft radius cloud of ink around octopus. Heavily obscured for 1 minute, a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

GIANT RAT



Small Beast, Unaligned

Armor class 12

Hit points 7 (2d6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses Darkvision 60ft, Passive Perception 10

Language -

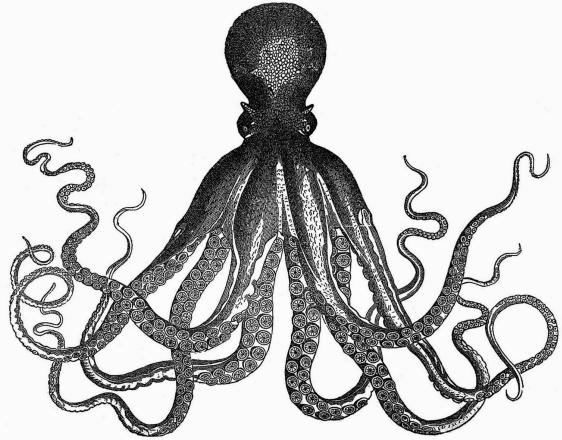
Challenge 1/8 (25 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) piercing damage.



DISEASED GIANT RAT



Small Beast, Unaligned

Armor class 12

Hit points 7 (2d6)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses Darkvision 60ft, Passive Perception 10

Language -

Challenge 1/8 (25 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

GIANT SEA HORSE



Large Beast, Unaligned

Armor class 13 (natural armor)

Hit points 16 (3d10)

Speed 0ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses Passive Perception 11

Language -

Challenge 1/2 (100 XP)

Charge. If the sea horse moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Water Breathing. The sea horse can breathe only underwater.

ACTIONS

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

GIANT SCORPION



Large Beast, Unaligned

Armor class 15 (natural armor)

Hit points 52 (7d10 + 14)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

Senses Blindsight 60ft, Passive Perception 9

Language -

Challenge 3 (700 XP)

ACTIONS

Multiaction. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

GIANT SHARK



Huge Beast, Unaligned

Armor class 13 (natural armor)

Hit points 126 (11d12 + 55)

Speed 0ft, **Swim** 50ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3

Senses Passive Perception 13

Language -

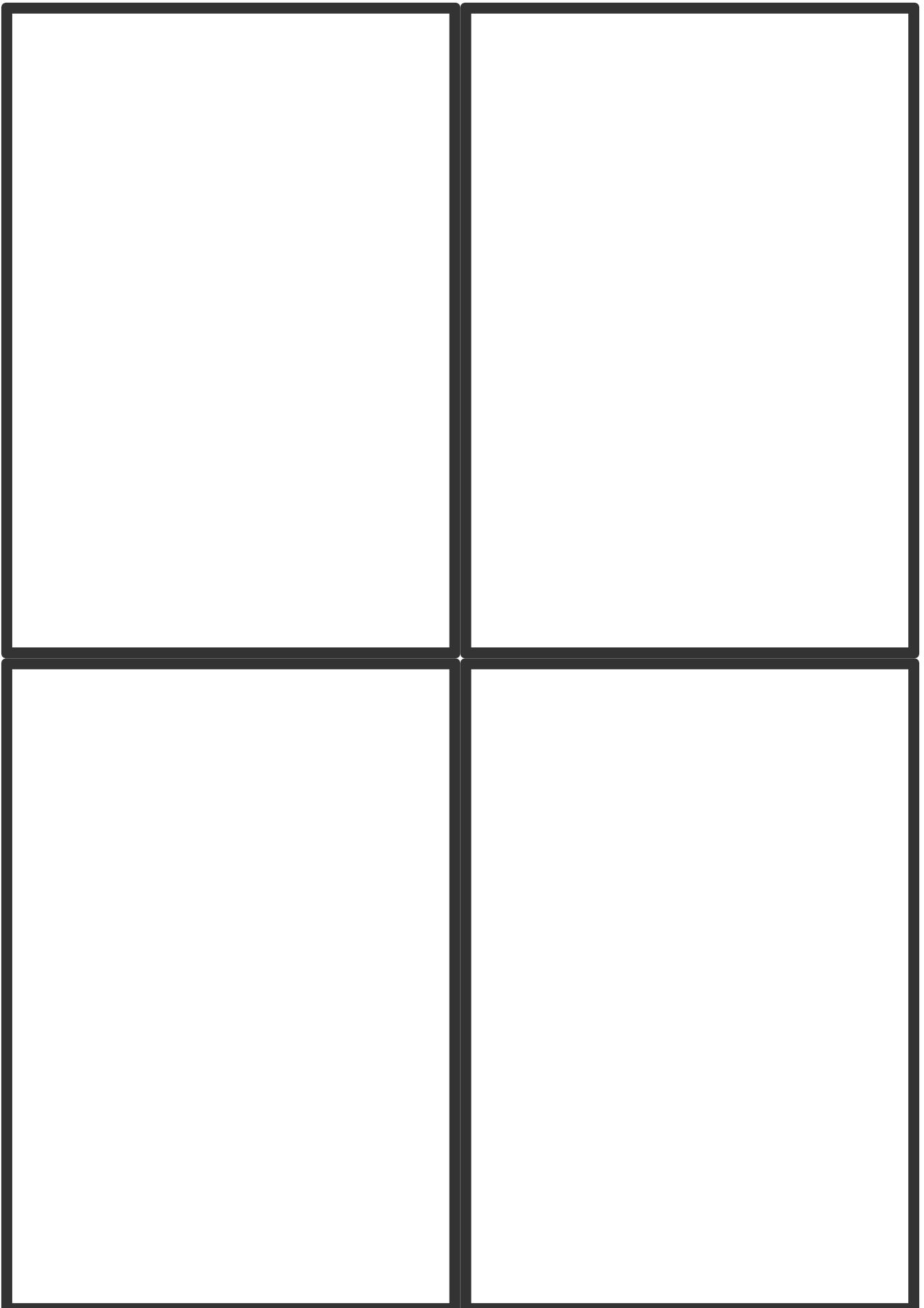
Challenge 5 (1800 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage.



GIANT SPIDER



Large Beast, Unaligned

Armor class 14 (natural armor)

Hit points 26 (4d10 + 4)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	21 (+5)	11 (+0)	4 (-3)

Skills Stealth +7

Senses Blindsight 10ft, Darkvision 60ft, Passive Perc. 13

Language -

Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

GIANT TOAD



Large Beast, Unaligned

Armor class 11

Hit points 39 (6d10 + 6)

Speed 20ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Senses Darkvision 30ft, Passive Perception 10

Language -

Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water.

Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. Melee: +4, 5ft. Hit: 7 (1d10 + 2) piercing plus 5 (1d10) poison, and grappled (DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. Makes bite against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

GIANT SPIDER CONTINUED: ACTIONS



ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

GIANT VULTURE



Large Beast, Neutral Evil

Armor class 10

Hit points 22 (3d10 + 6)

Speed 10ft, **Fly** 60ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Language Understands Common but can't speak

Challenge 1 (200 XP)

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

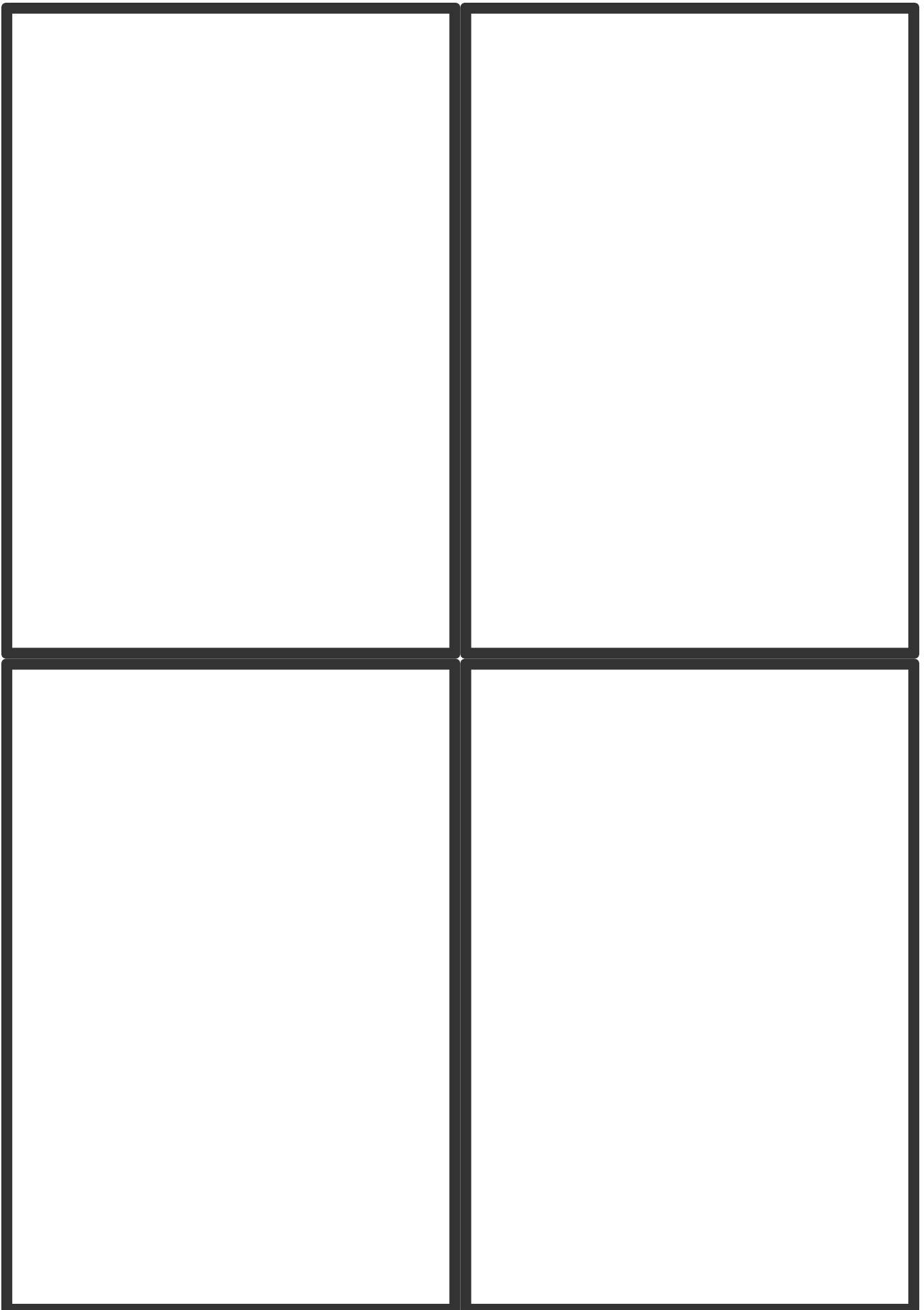
Pack Tactics. The vulture has advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiaction. The vulture makes two attacks: one with its beak and one with its talons.

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage.

Talons. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.



GIANT WASP



Medium Beast, Unaligned

Armor class 12

Hit points 13 (3d8)

Speed 10ft, Fly 50ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses Passive Perception 10

Language -

Challenge 1/2 (100 XP)

ACTIONS

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT WOLF SPIDER



Medium Beast, Unaligned

Armor class 13

Hit points 11 (2d8 + 2)

Speed 40ft, Climb 40ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +7

Senses Blindsight 10ft, Darkvision 60ft, Passive Perc. 13

Language -

Challenge 1/4 (50 XP)

Spider Climb. Climbs difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. Ignores movement restrictions caused by webbing.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT WEASEL



Medium Beast, Unaligned

Armor class 13

Hit points 9 (2d8)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	5 (-3)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +5

Senses Darkvision 60ft, Passive Perception 13

Language -

Challenge 1/8 (25 XP)

Keen Hearing and Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

GOAT



Medium Beast, Unaligned

Armor class 10

Hit points 4 (1d8)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

Senses Passive Perc. 10

Language -

Challenge 0 (10 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Ram. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.



www.brynnart.com

HAWK



Tiny Beast, Unaligned

Armor class 13

Hit points 1 (1d4 - 1)

Speed 10ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	8 (-1)	2 (-4)	14 (+2)	6 (-2)

Skills Perception +4

Senses Passive Perception 14

Language -

Challenge 0 (10 XP)

Keen Sight. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Talons. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

HYENA



Medium Beast, Unaligned

Armor class 11

Hit points 5 (1d8 + 1)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3

Senses Passive Perception 13

Language -

Challenge 0 (10 XP)

Pack Tactics. The hyena has advantage on an attack roll against a creature if at least one of the hyena's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

HUNTER SHARK



Large Beast, Unaligned

Armor class 12 (natural armor)

Hit points 45 (6d10 + 12)

Speed 0ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses Passive Perception 12

Language -

Challenge 2 (450 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

JACKAL



Small Beast, Unaligned

Armor class 12

Hit points 3 (1d6)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses Passive Perception 13

Language -

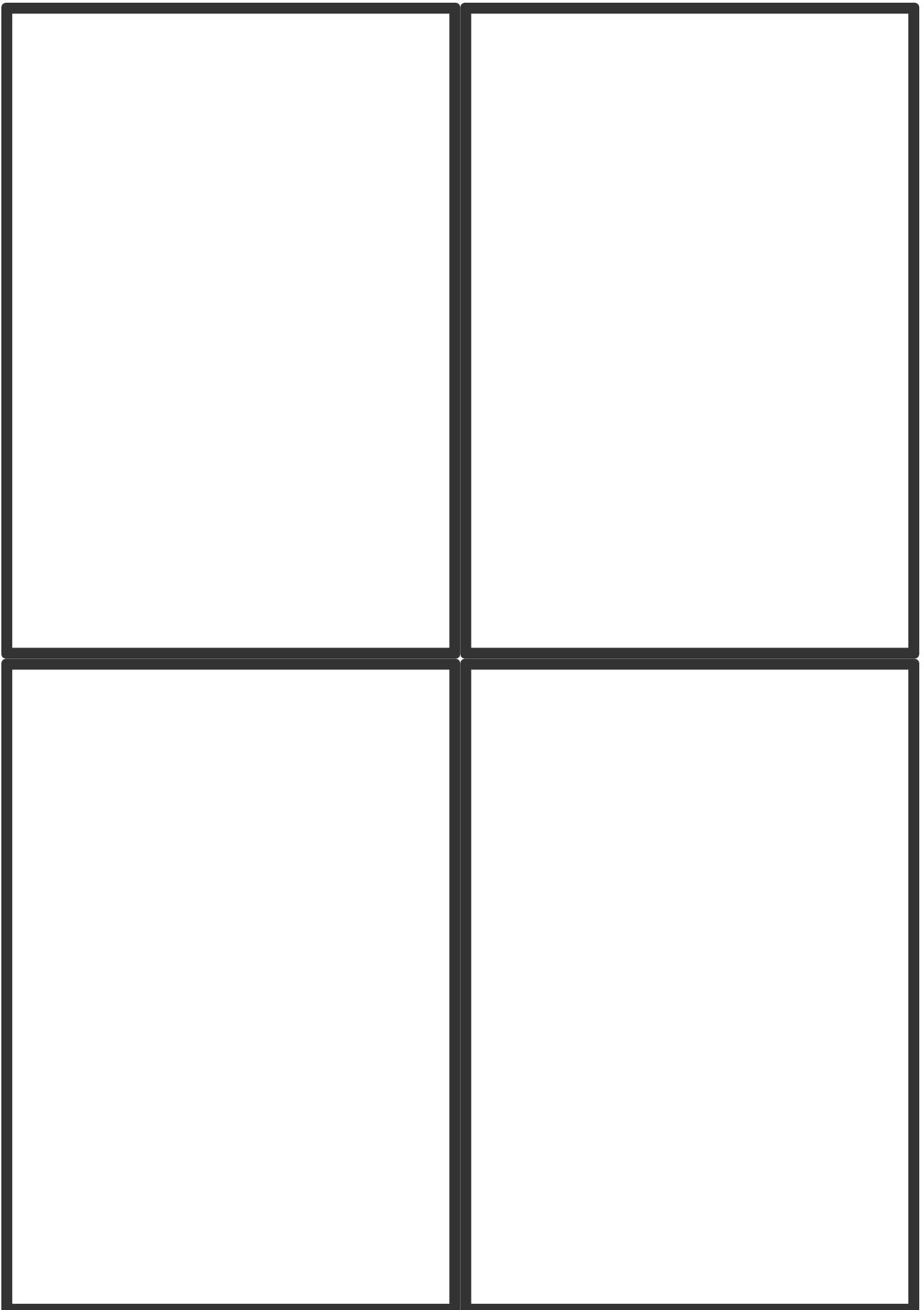
Challenge 0 (10 XP)

Keen Hearing and Smell. The jackal has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The jackal has advantage on an attack roll against a creature if at least one of the jackal's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 (1d4 - 1) piercing damage.



KILLER WHALE



Small Beast, Unaligned

Armor class 12 (natural armor)

Hit points 90 (12d12 + 12)

Speed 0ft, **Swim** 60ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses Blindsight 120ft, Passive Perception 13

Language -

Challenge 3 (700 XP)

Echolocation. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 30 minutes.

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 21 (5d6 + 4) piercing damage.

LIZARD



Tiny Beast, Unaligned

Armor class 10

Hit points 2 (1d4)

Speed 20ft, **Climb** 20ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	10 (+0)	1 (-5)	8 (-1)	3 (-4)

Senses Darkvision 30ft, Passive Perception 9

Language -

Challenge 0 (10 XP)

ACTIONS

Bite. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

LION



Small Beast, Unaligned

Armor class 12

Hit points 26 (4d10 + 4)

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses Passive Perception 13

Language -

Challenge 1 (200 XP)

Keen Smell. Advantage on Perception checks using smell.

Pack Tactics. Advantage on attacks against creatures if one of lion's allies is in 5ft of creature and ally isn't incapacitated.

Pounce. After 20ft of movement straight towards a creature and claws on the same turn, target makes DC13 Strength save or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

MAMMOTH



Huge Beast, Unaligned

Armor class 13 (natural armor)

Hit points 126 (11d12 + 55)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Senses Passive Perception 10

Language -

Challenge 6 (2300 XP)

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

ACTIONS

Gore. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 25 (4d8 + 7) piercing damage.

Stomp. Melee Weapon Attack: +10 to hit, reach 5 ft., one prone creature. Hit: 29 (4d10 + 7) bludgeoning damage.



MASTIFF



Medium Beast, Unaligned

Armor class 12

Hit points 5 (1d8 + 1)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Language -

Challenge 1/8 (25 XP)

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

OWL



Tiny Beast, Unaligned

Armor class 11

Hit points 1 (1d4 - 1)

Speed 5ft, Fly 60ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Senses Darkvision 120ft, Passive Perception 13

Language -

Challenge 0 (10 XP)

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Talons. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

MULE



Medium Beast, Unaligned

Armor class 10

Hit points 11 (2d8 + 2)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses Passive Perception 10

Language -

Challenge 1/8 (25 XP)

Beast of Burden. The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

Sure-Footed. The mule has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Hooves. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

PANTHER



Medium Beast, Unaligned

Armor class 12

Hit points 13 (3d8)

Speed 50ft, Climb 40ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +6

Senses Passive Perception 14

Language -

Challenge 1/4 (50 XP)

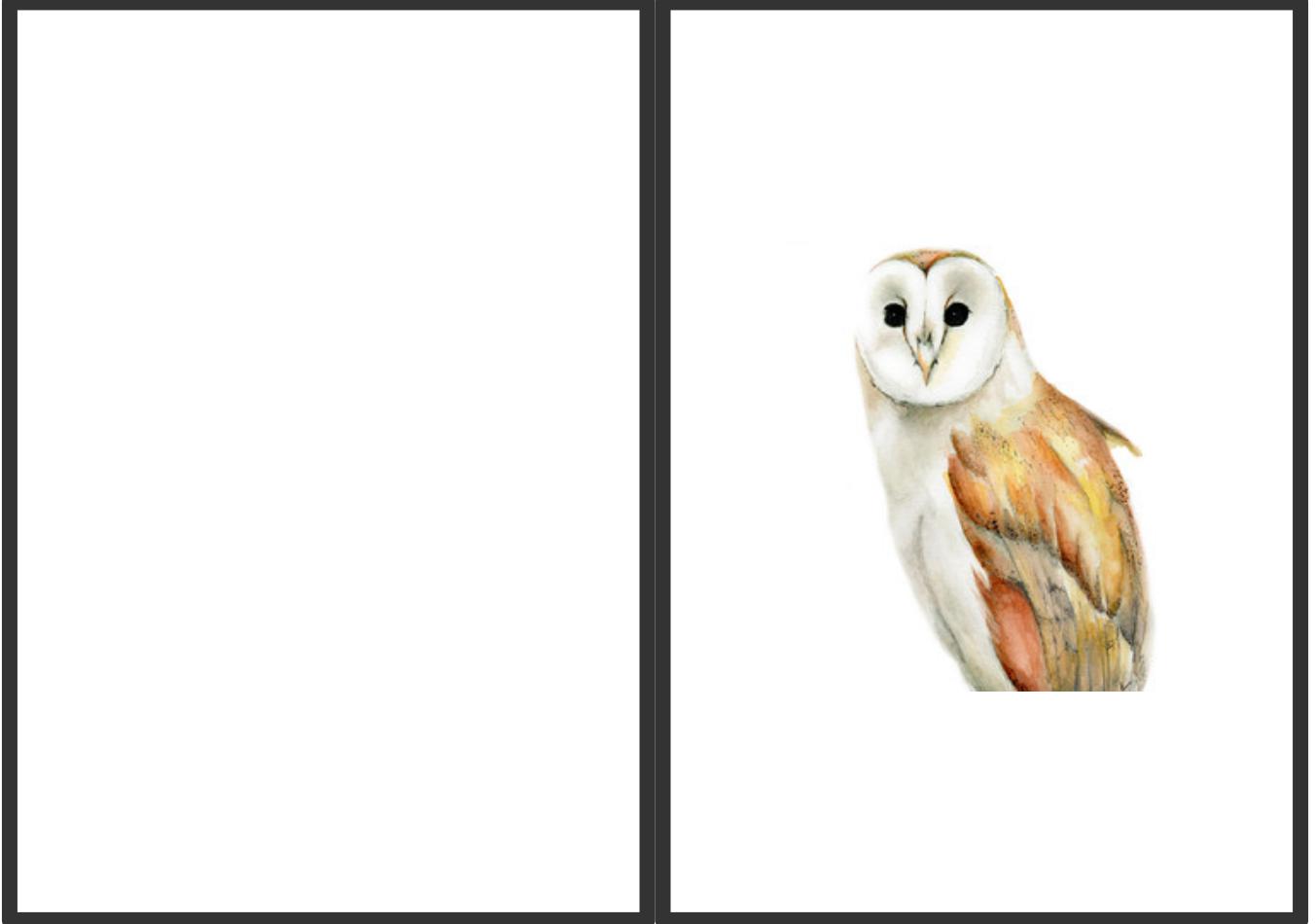
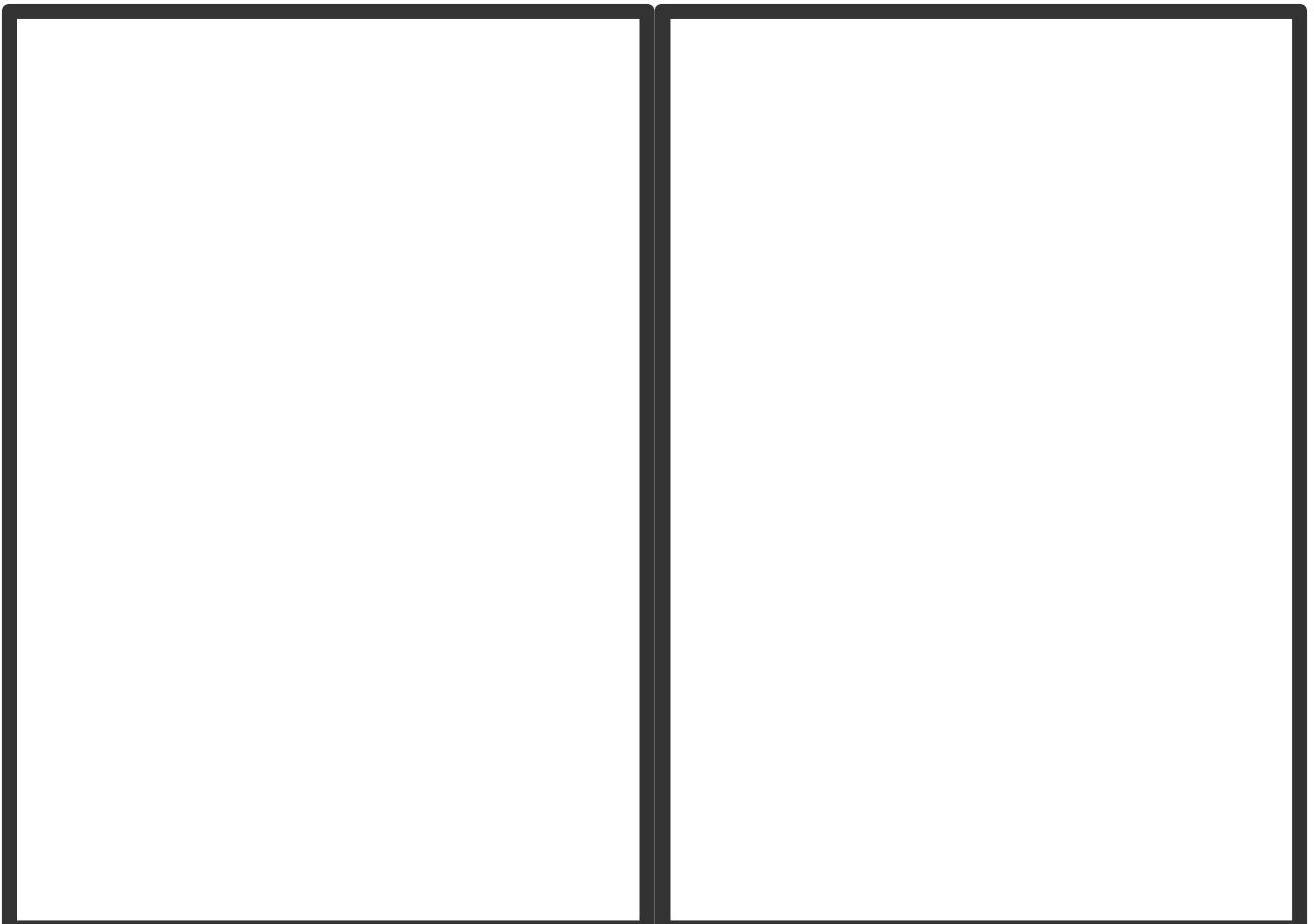
Keen Smell. The panther has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.



PHASE SPIDER



Large Monstrosity, Unaligned

Armor class 13 (natural armor)

Hit points 32 (5d10 + 5)

Speed 30ft, **Climb** 30ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +6

Senses Darkvision 60ft, Passive Perception 10

Language -

Challenge 3 (700 XP)

Ethereal Jaunt. bonus action, spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. Ignores movement restrictions by webbing.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

POLAR BEAR



Large Beast, Unaligned

Armor class 12 (natural armor)

Hit points 42 (5d10 + 15)

Speed 40ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Language -

Challenge 2 (450 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiaction. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

POISONOUS SNAKE



Tiny Beast, Unaligned

Armor class 13

Hit points 2 (1d4)

Speed 30ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses Blindsight 10ft, Passive Perception 10

Language -

Challenge 1/8 (25 XP)

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

CAVE BEAR



Large Beast, Unaligned

Armor class 12 (natural armor)

Hit points 42 (5d10 + 15)

Speed 40ft, **Swim** 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses Darkvision 60ft, Passive Perception 13

Language -

Challenge 2 (450 XP)

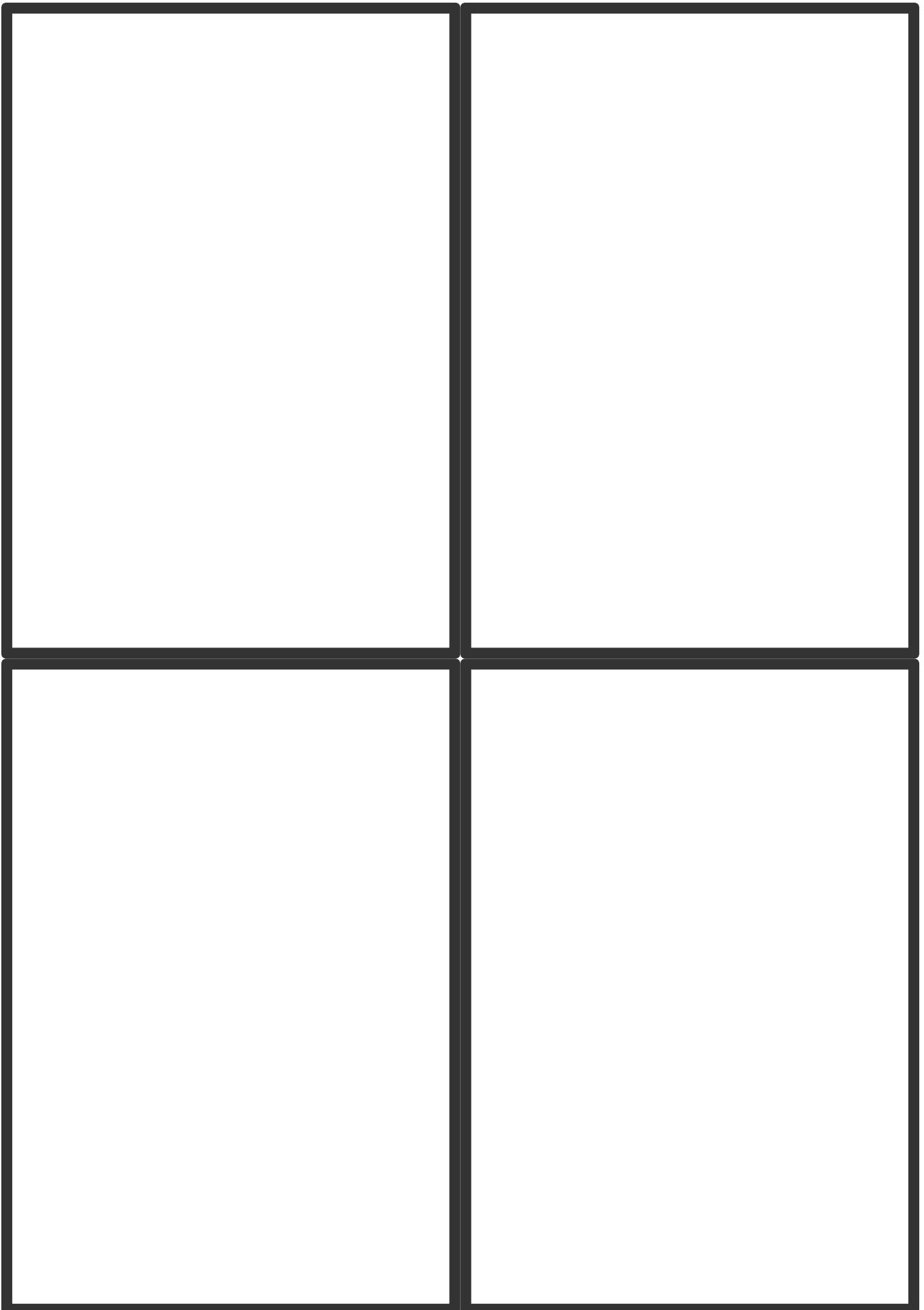
Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiaction. The bear makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.



PONY



Medium Beast, Unaligned

Armor class 10

Hit points 11 (2d8 + 2)

Speed 40ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses Passive Perception 10

Language -

Challenge 1/8 (25 XP)

ACTIONS

Hooves. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) bludgeoning damage.

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.

QUIPPER



Tiny Beast, Unaligned

Armor class 13

Hit points 1 (1d4 - 1)

Speed 0ft, **Swim** 40ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Senses Darkvision 60ft, Passive Perception 8

Language -

Challenge 0 (10 XP)

Blood Frenzy. The quipper has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The quipper can breathe only underwater.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

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

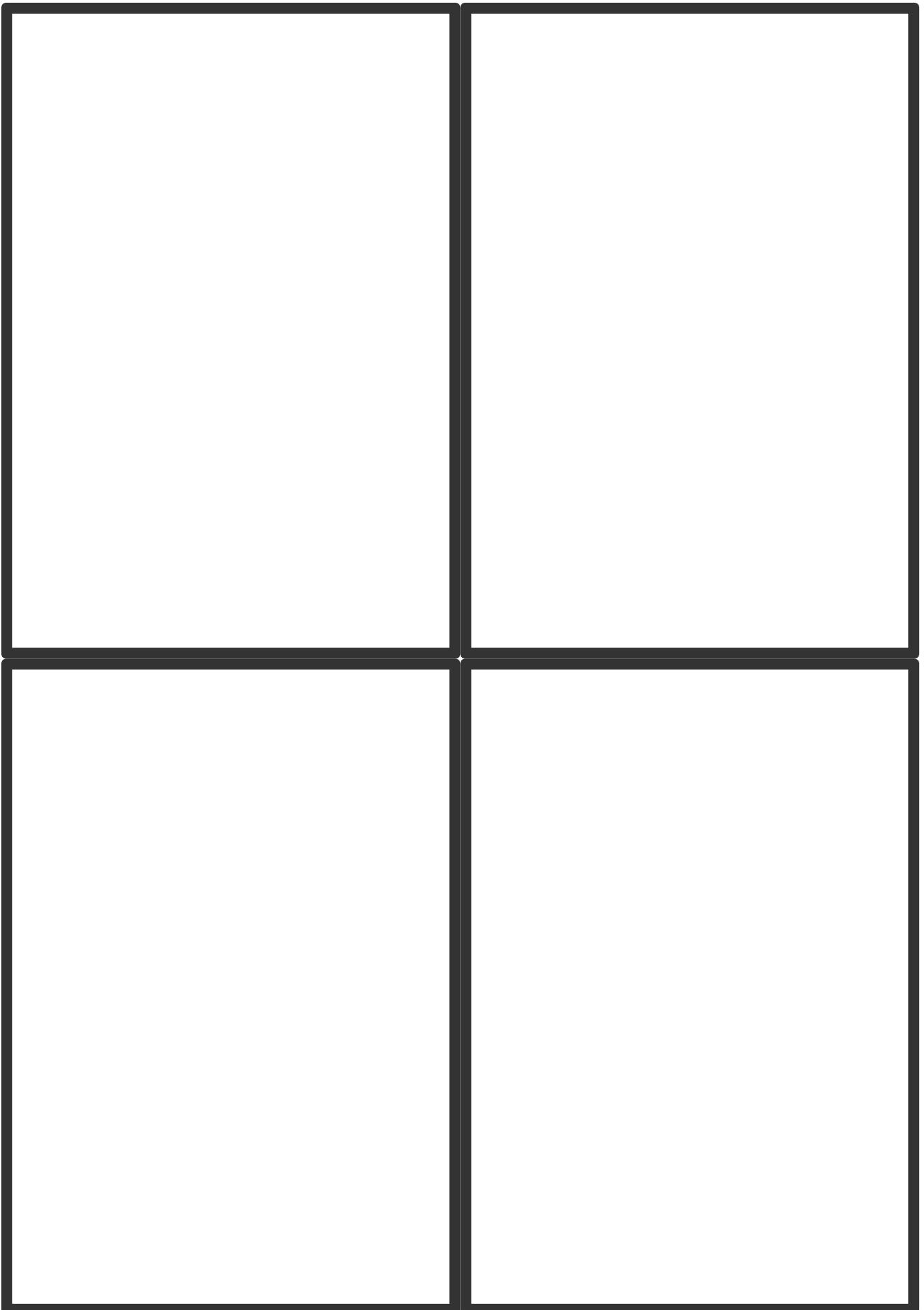
Language -

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.

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.

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.

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)

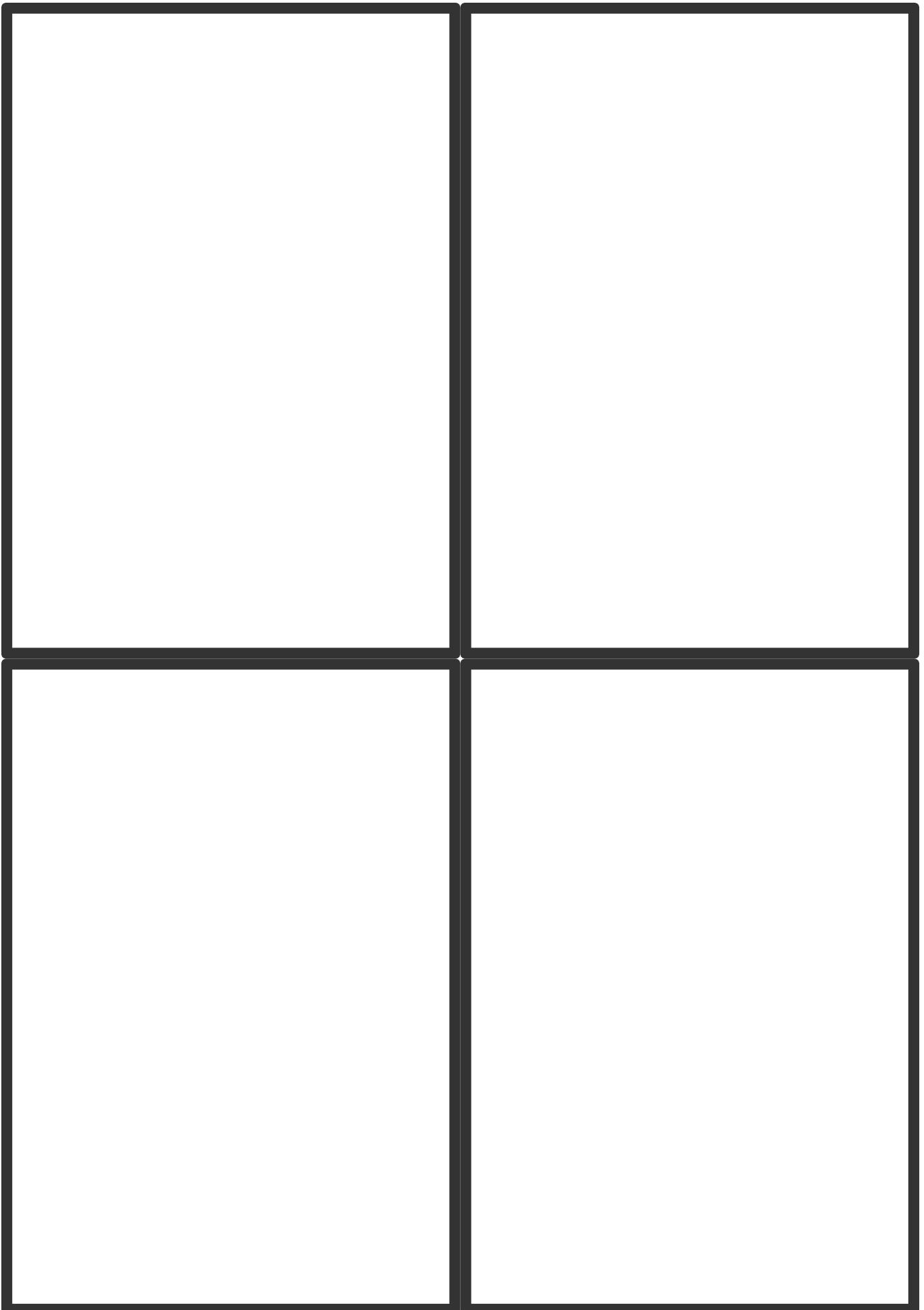
Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

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.

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

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.

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)

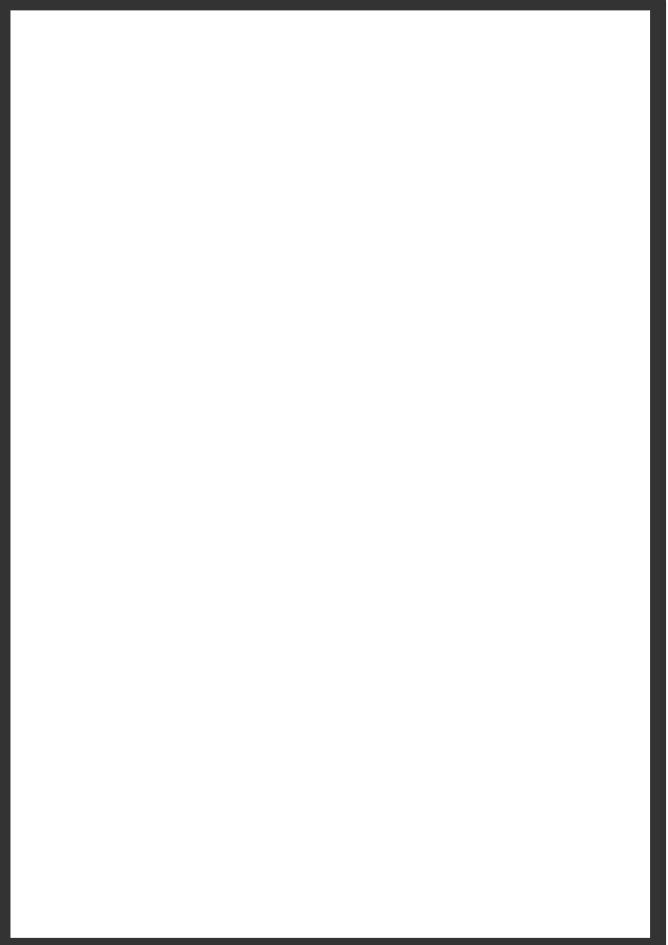
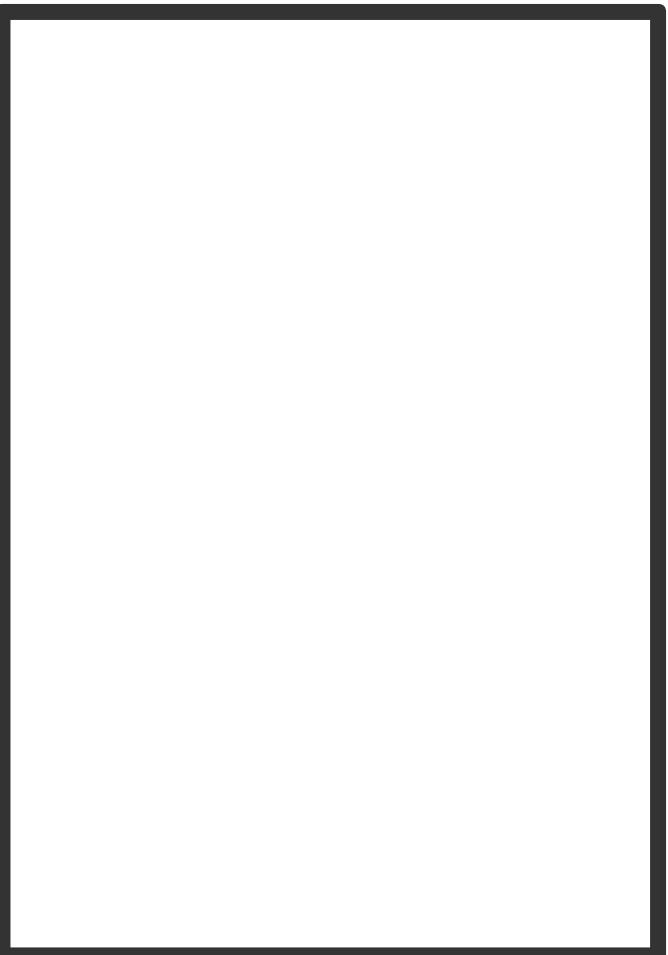
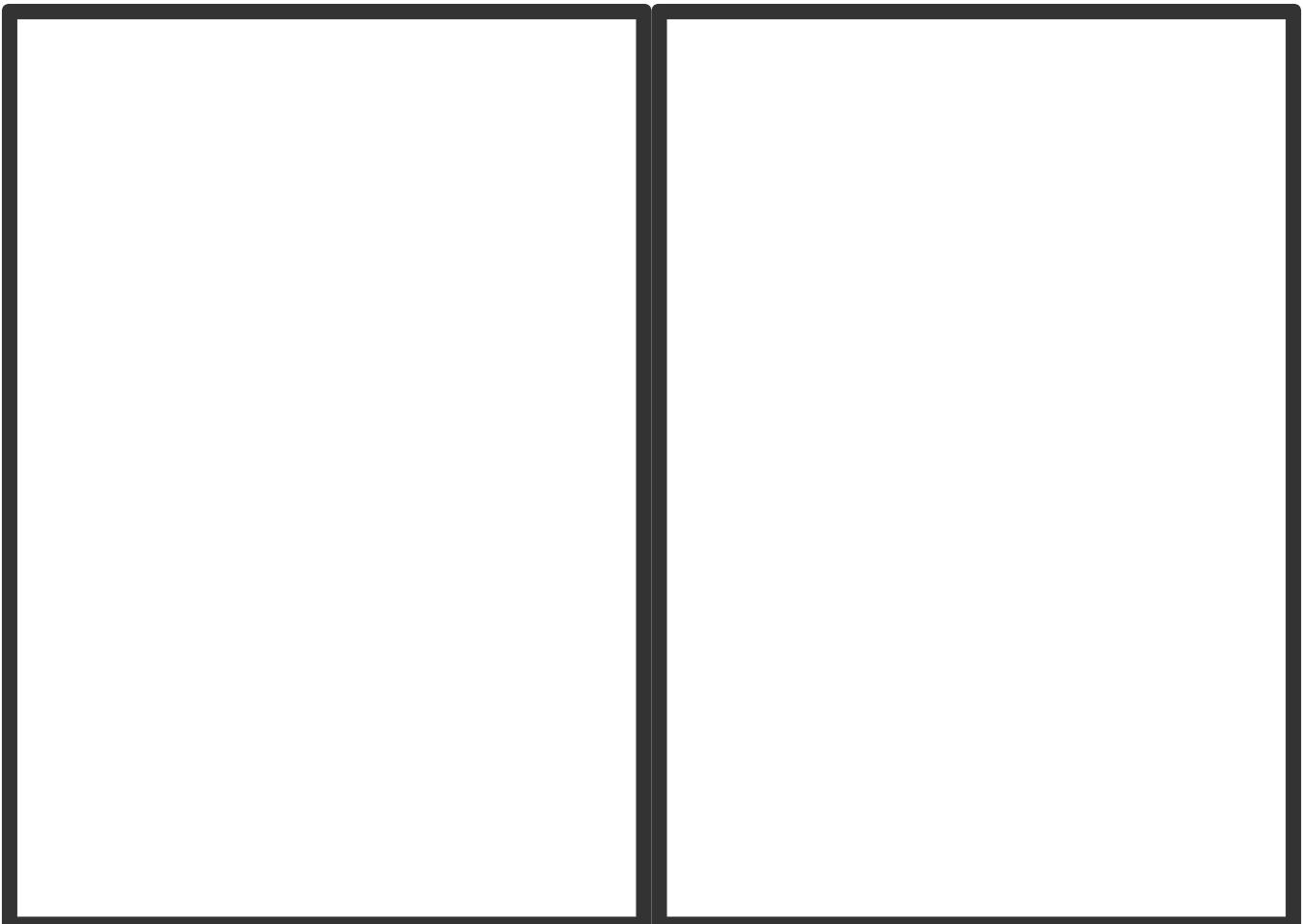
Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (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 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 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 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.

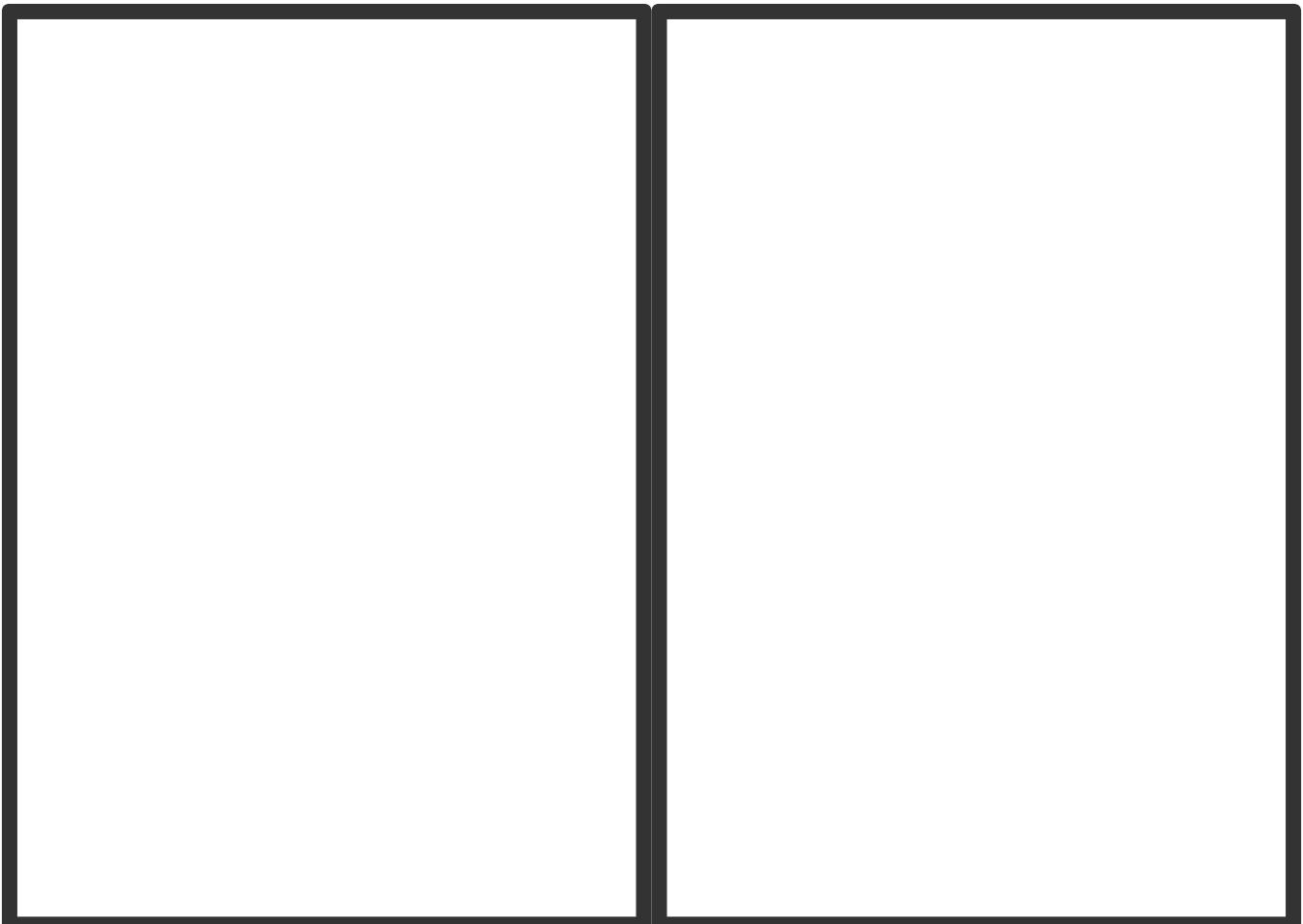
Spider Climb. Can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

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 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 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 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 -

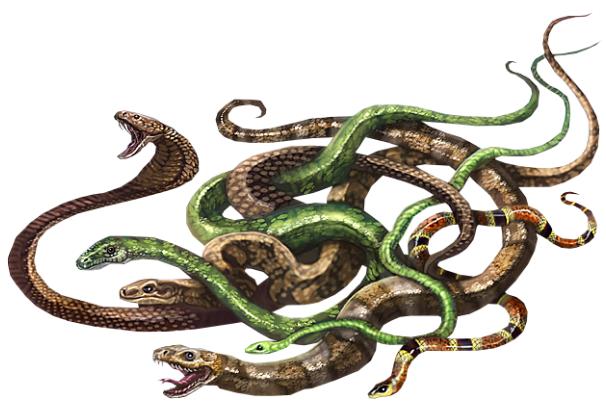
Challenge 1/4 (50 XP)

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.

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.

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.

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

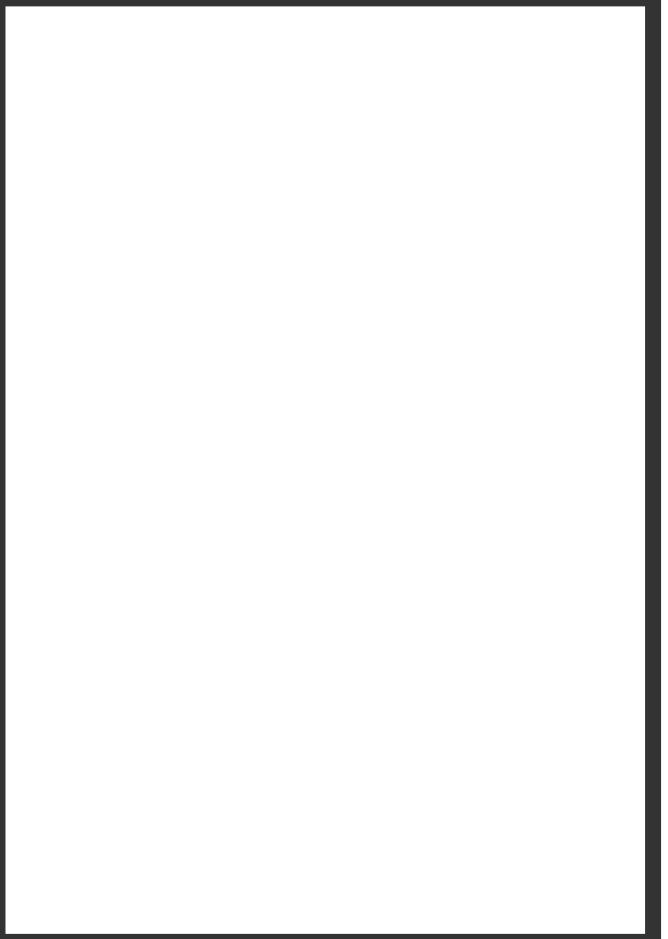
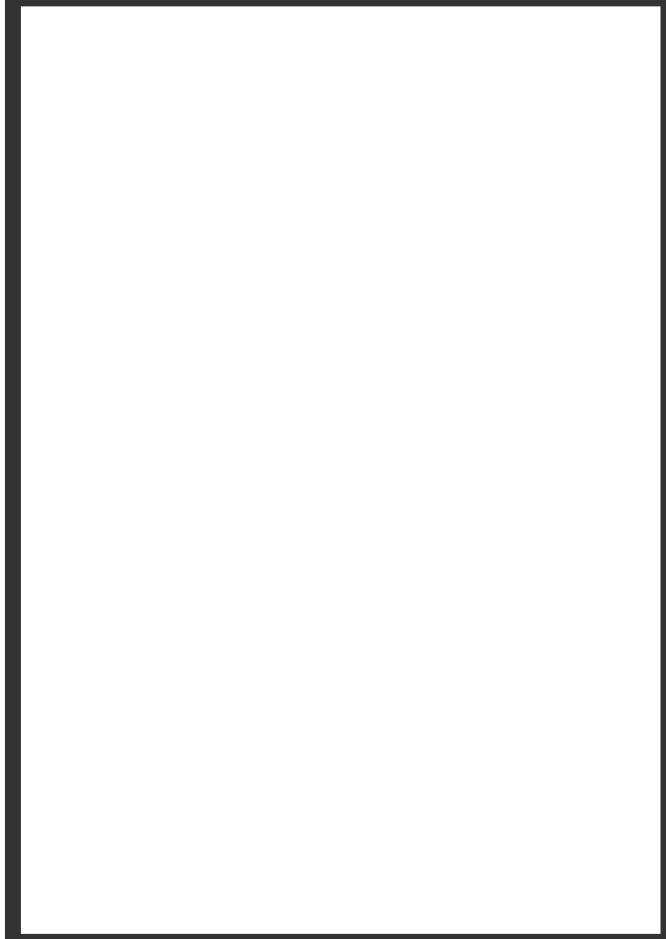
Language -

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.

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.

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.

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.

ARCHMAGE 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.

ARCHMAGE



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.

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

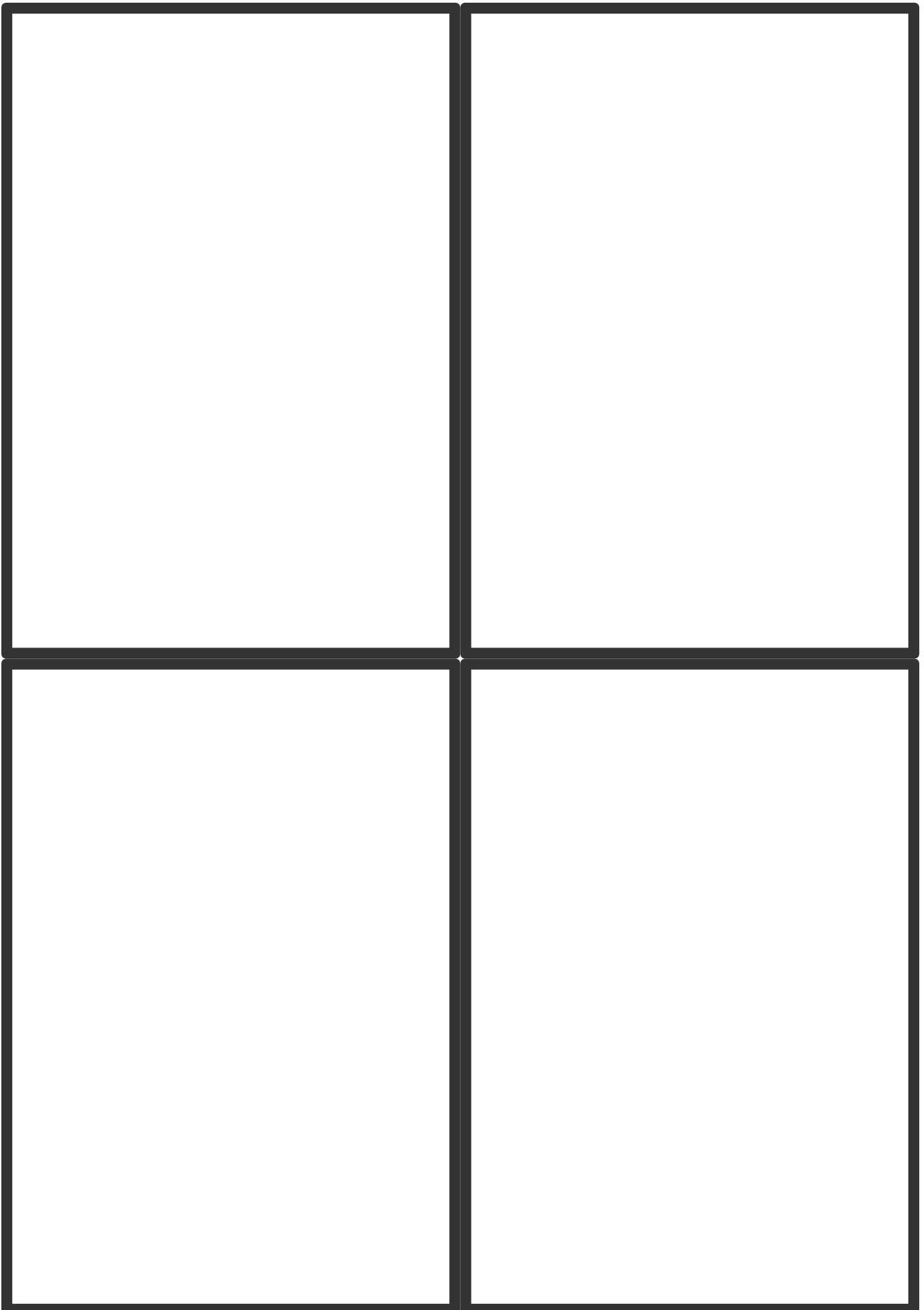
Language Thieves' cant plus any two languages

Challenge 8 (3900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

Multiaction. 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 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

Multiaction. 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.

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.

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

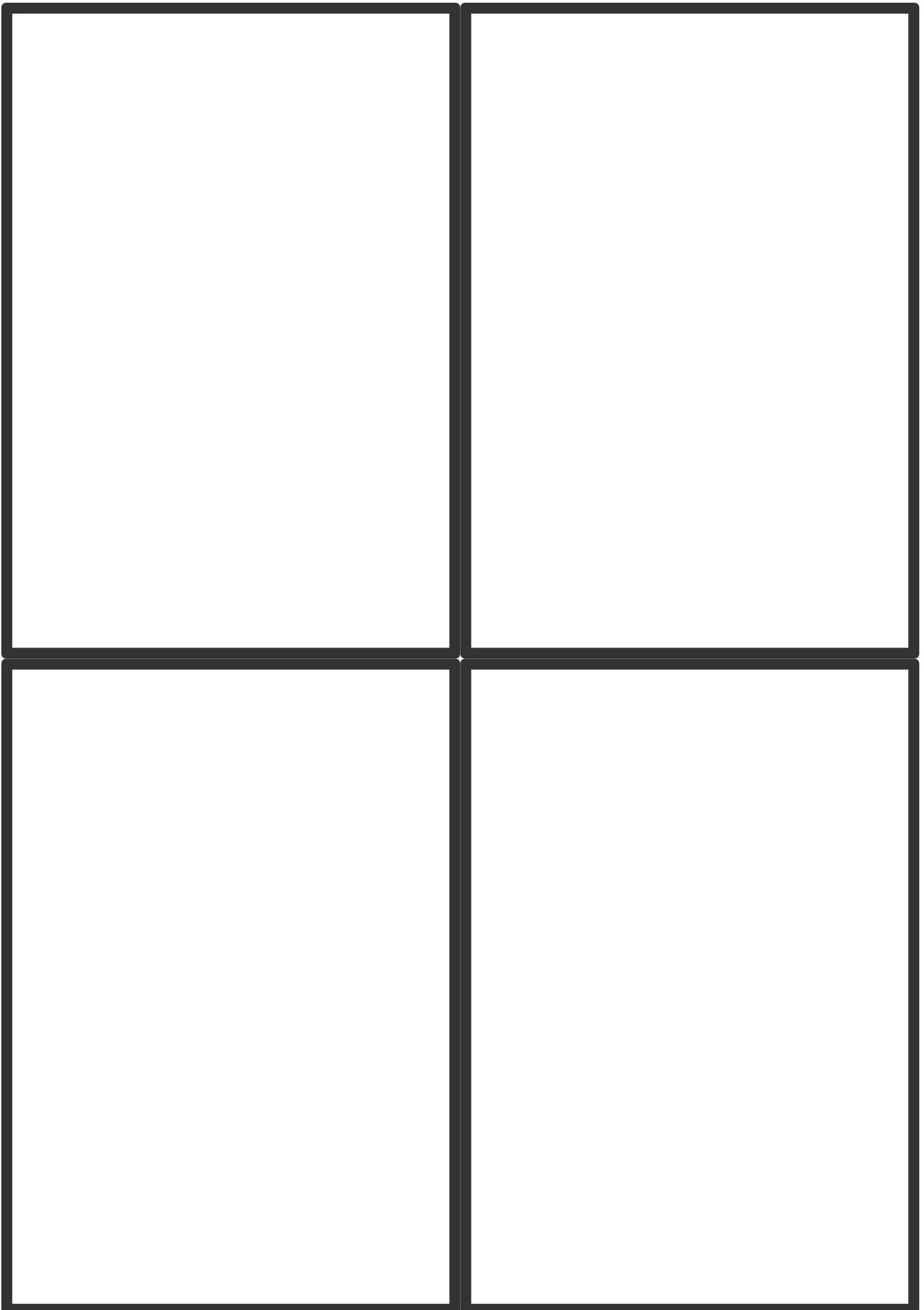
Language Any one language (usually Common)

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.

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

Multiaattack. 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.

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.

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

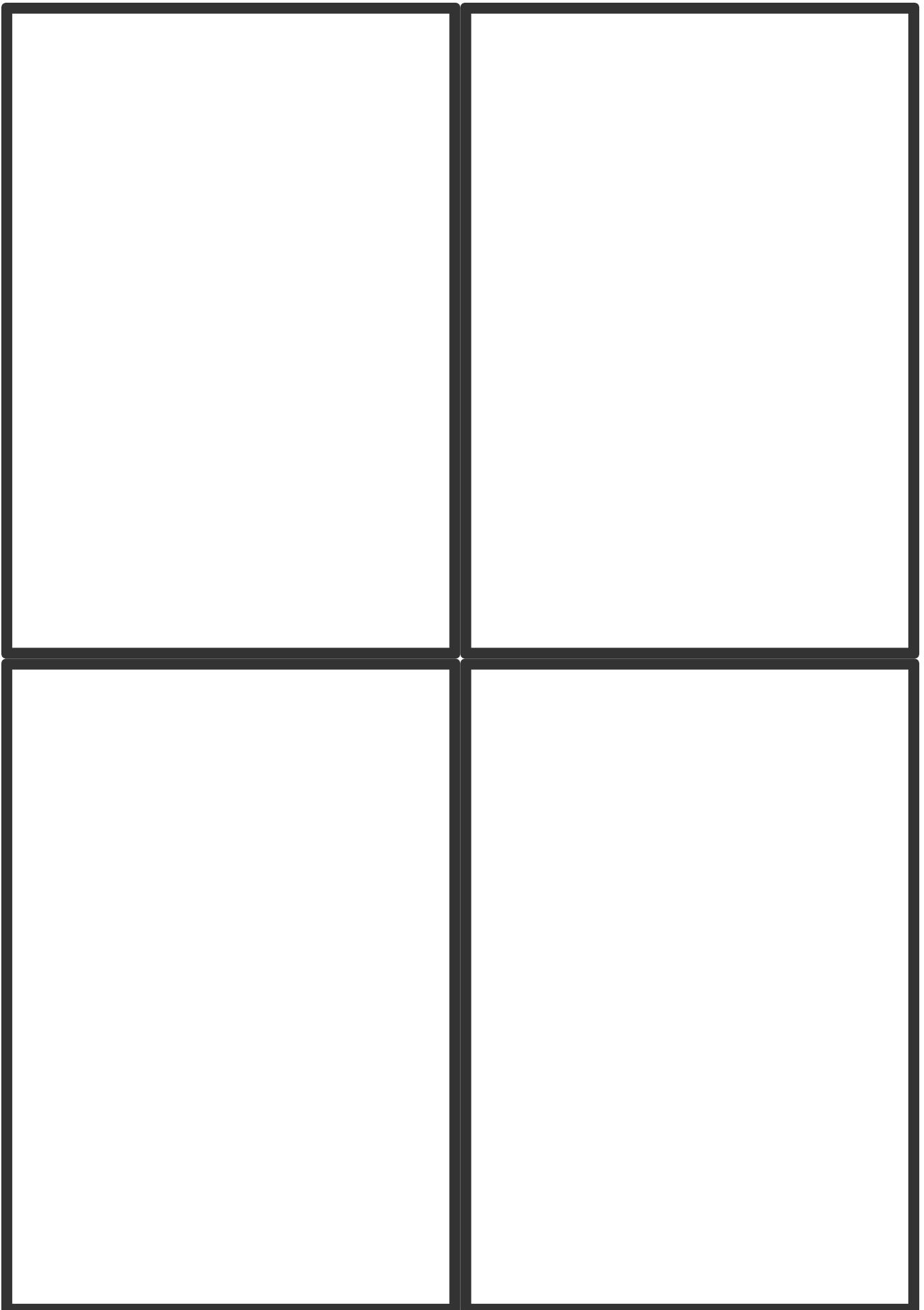
Challenge 2 (450 XP)

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.

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

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.

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)

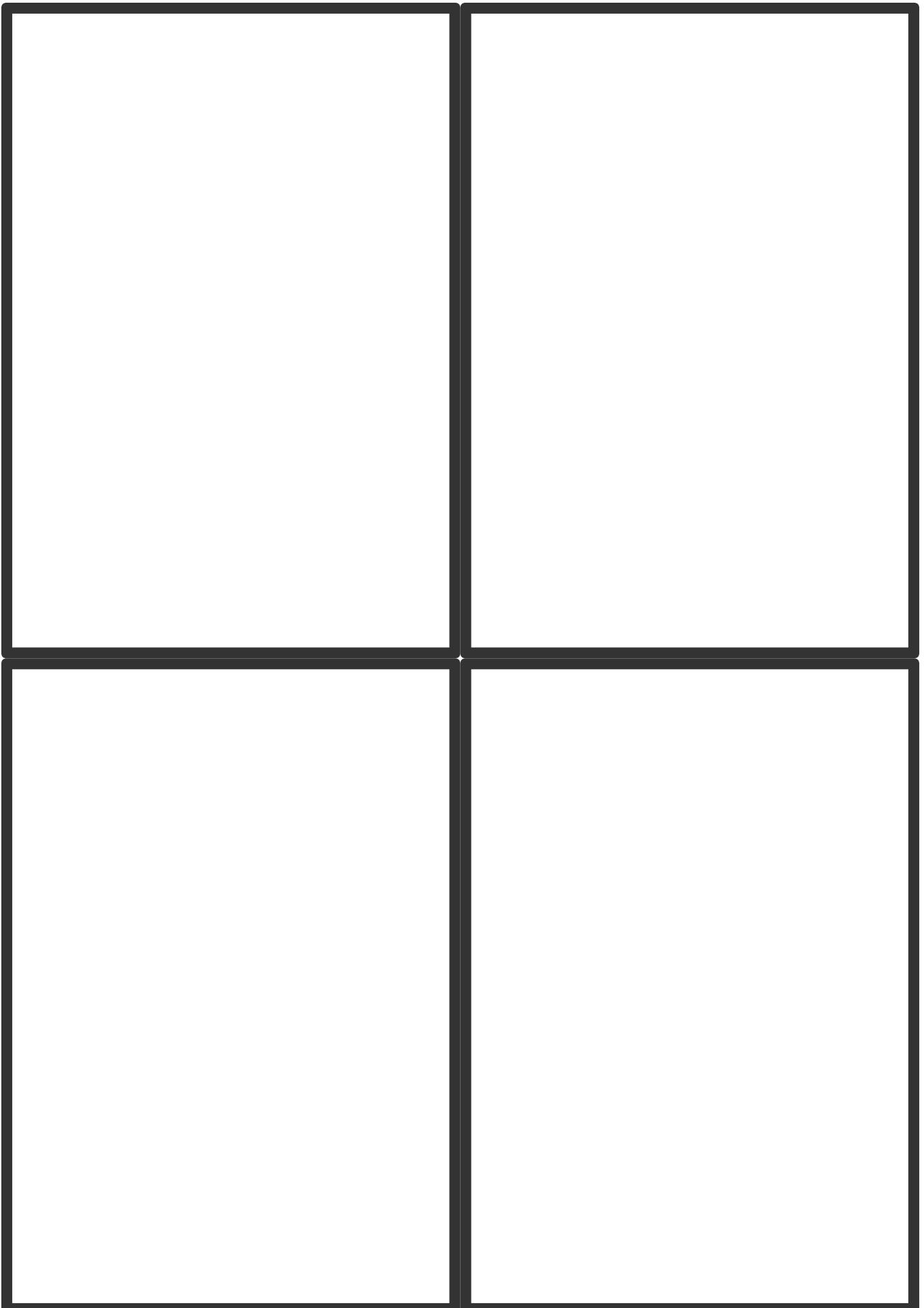
Brave. The knight has advantage on saving throws against being frightened.

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.

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.

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.

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)

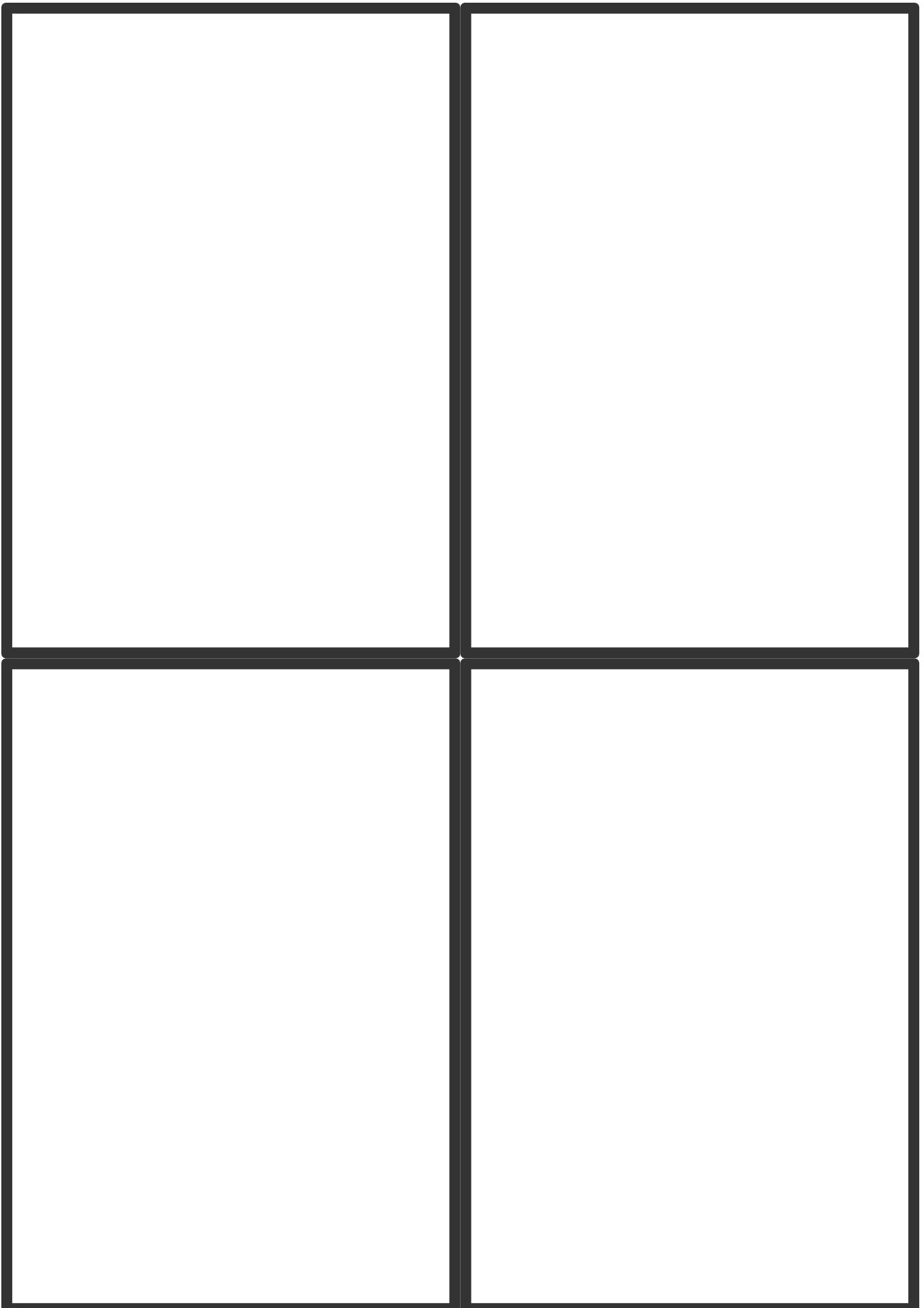
Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases 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

Multiattack. 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.

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.

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

Multiattack. 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.

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

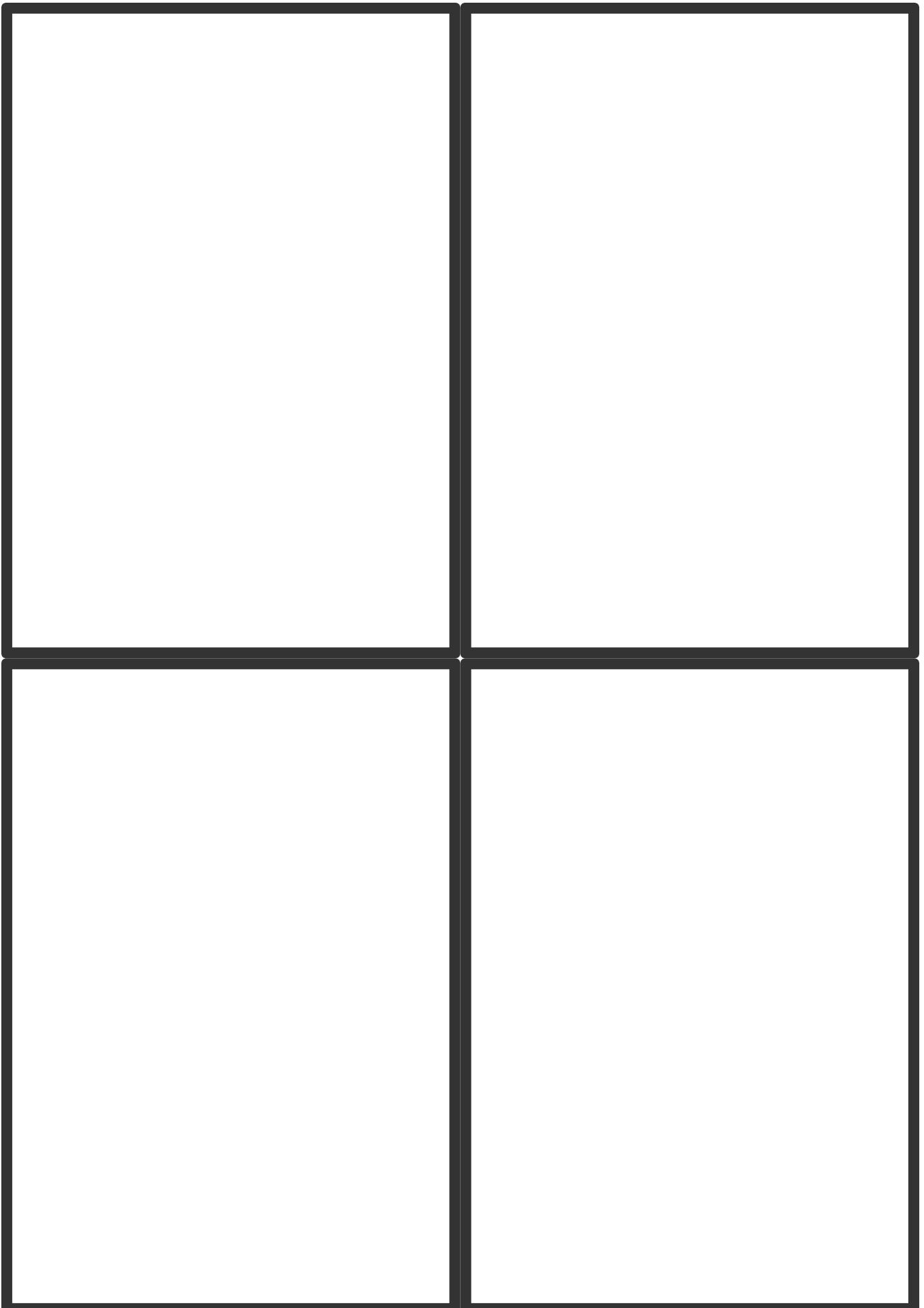
Language Any one language

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 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.

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.

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.

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.

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.

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+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 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.

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.

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

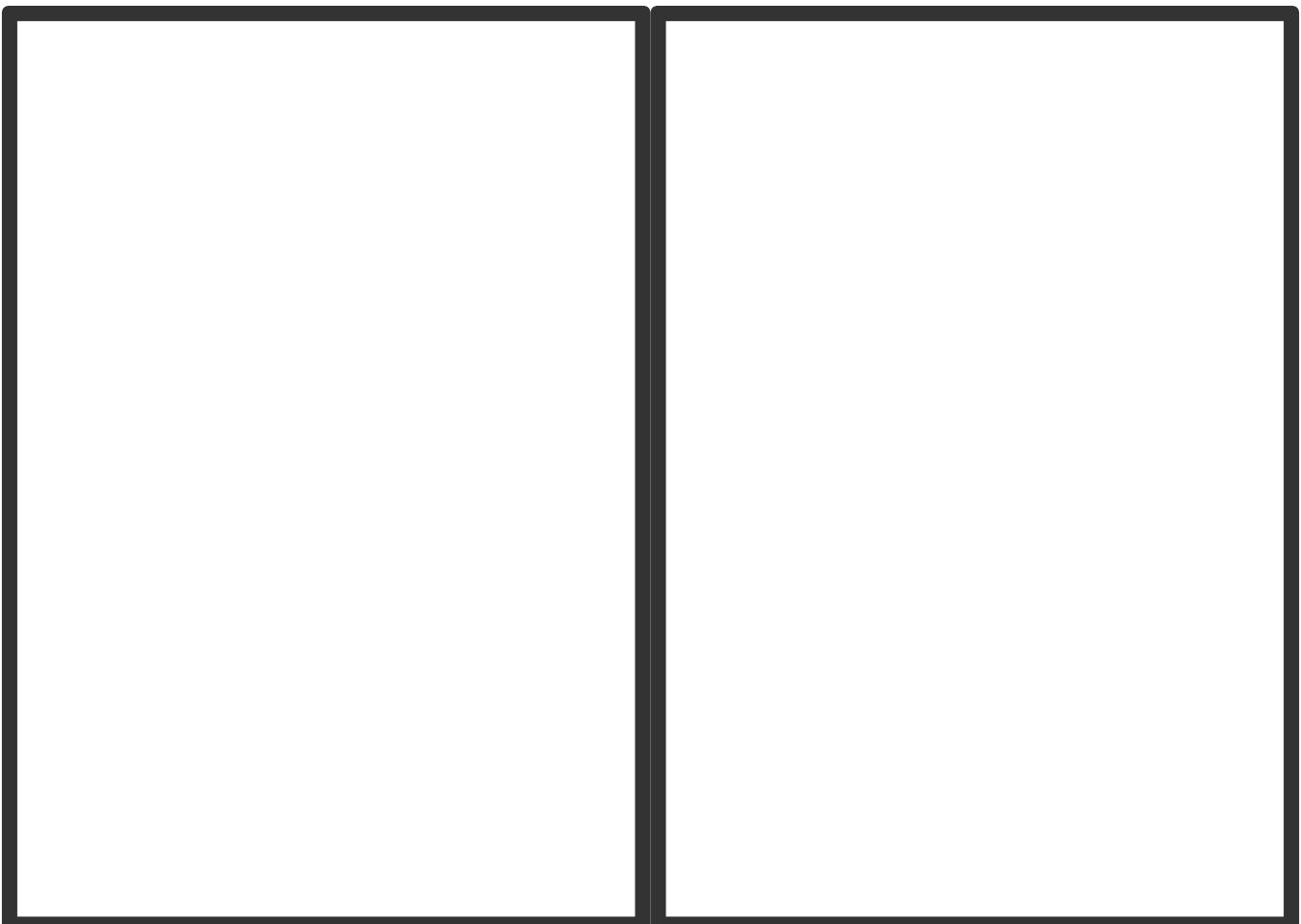
Language Sylvan

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.

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. Can climb difficult surfaces, including upside down on ceilings, without needing to make an ability 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 DC16 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 CONTINUED: ACTIONS

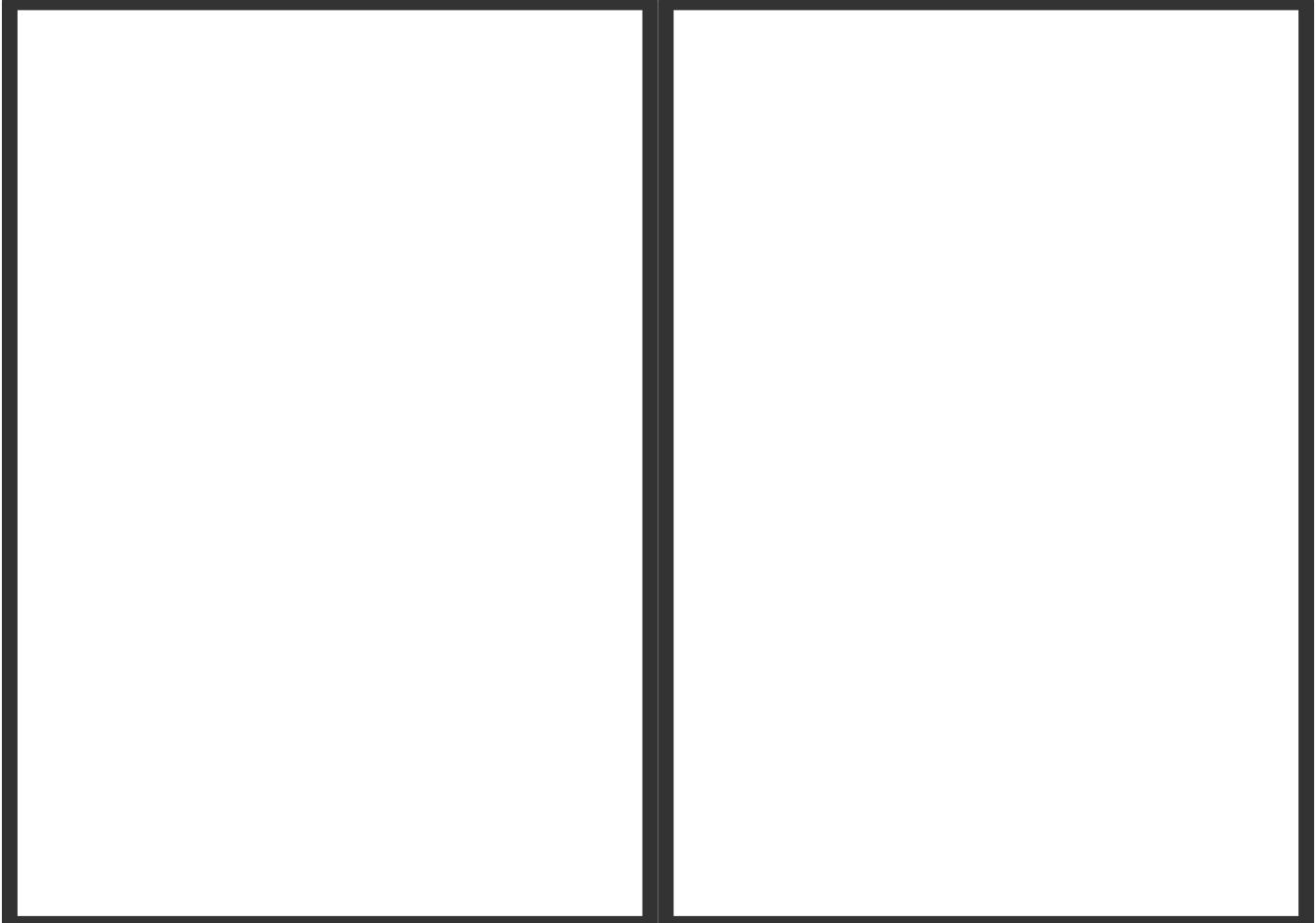
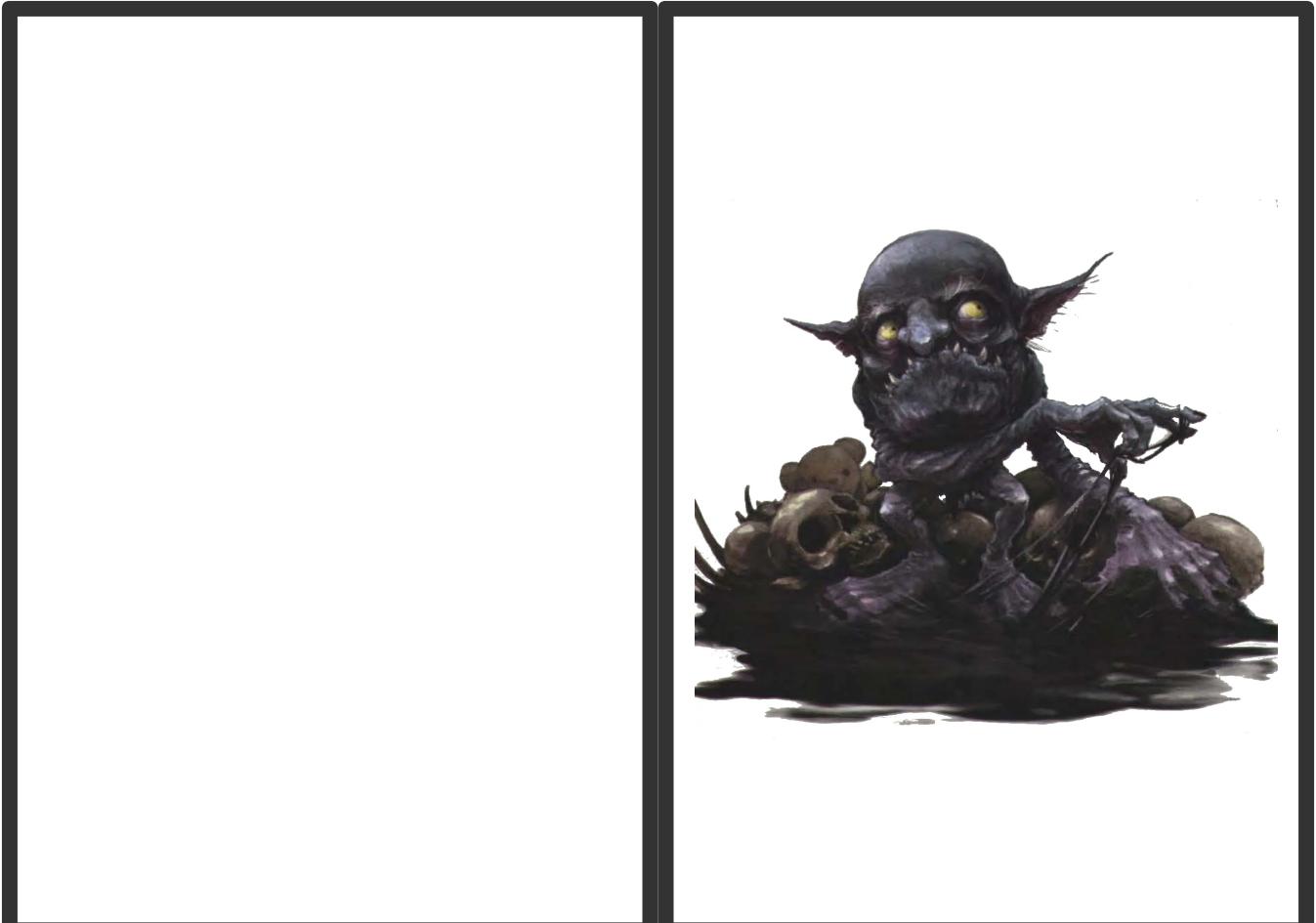


ACTIONS

Multiaattack. 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 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).

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. The choldrith has 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. The choldrith can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

CRANIUM 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

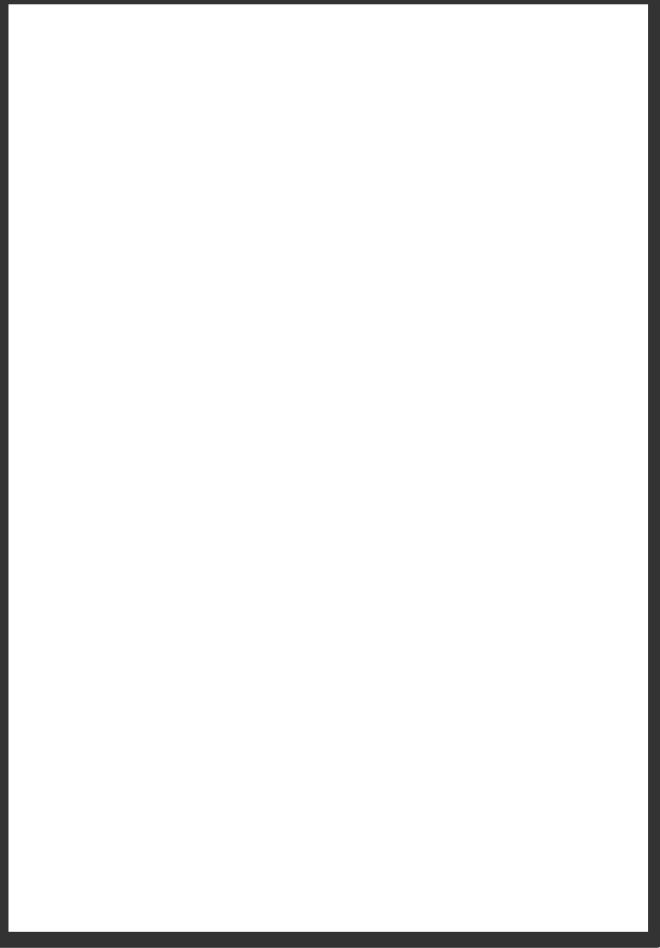
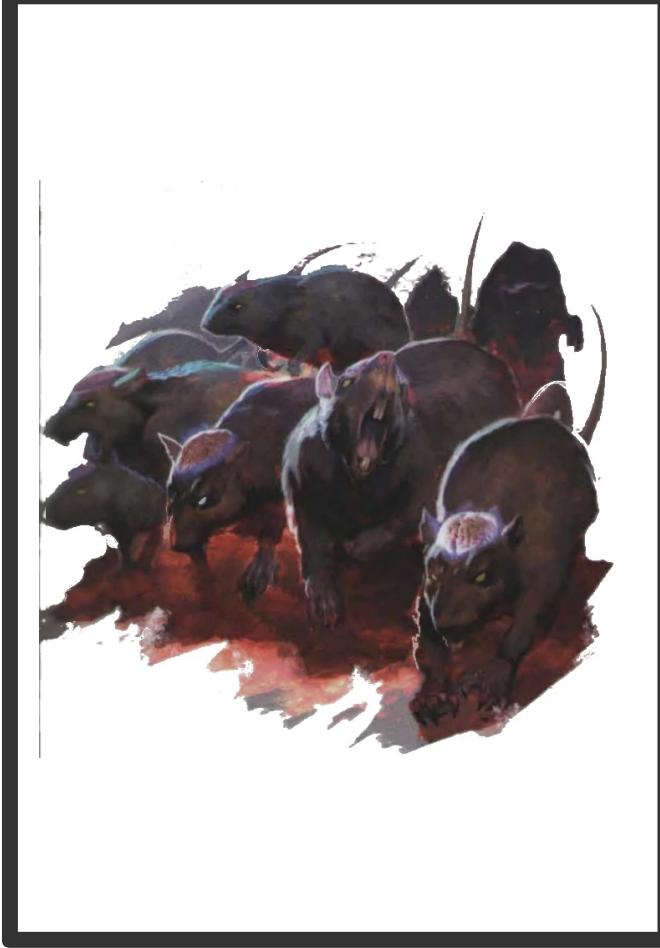
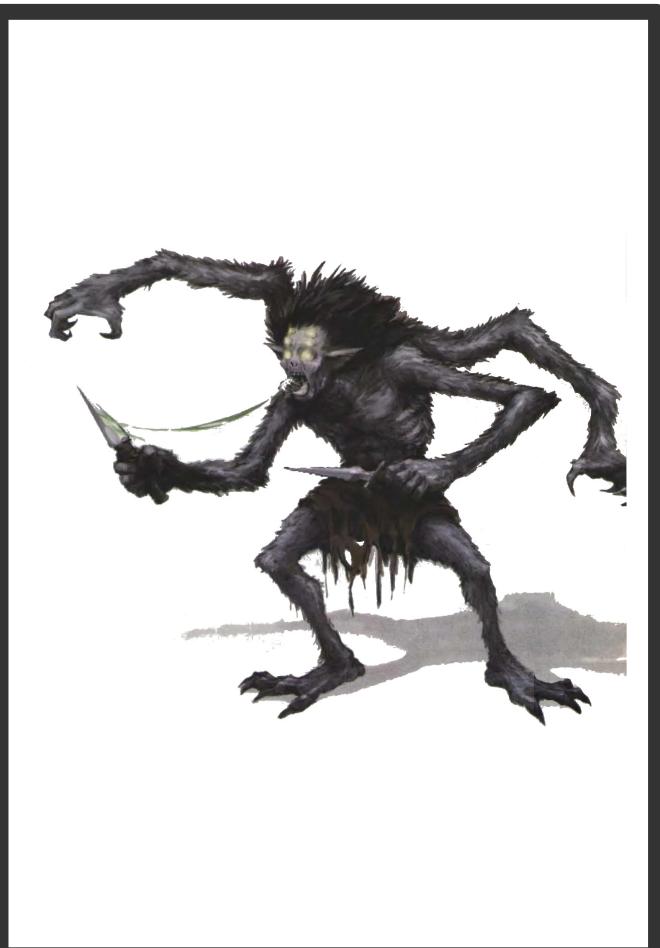
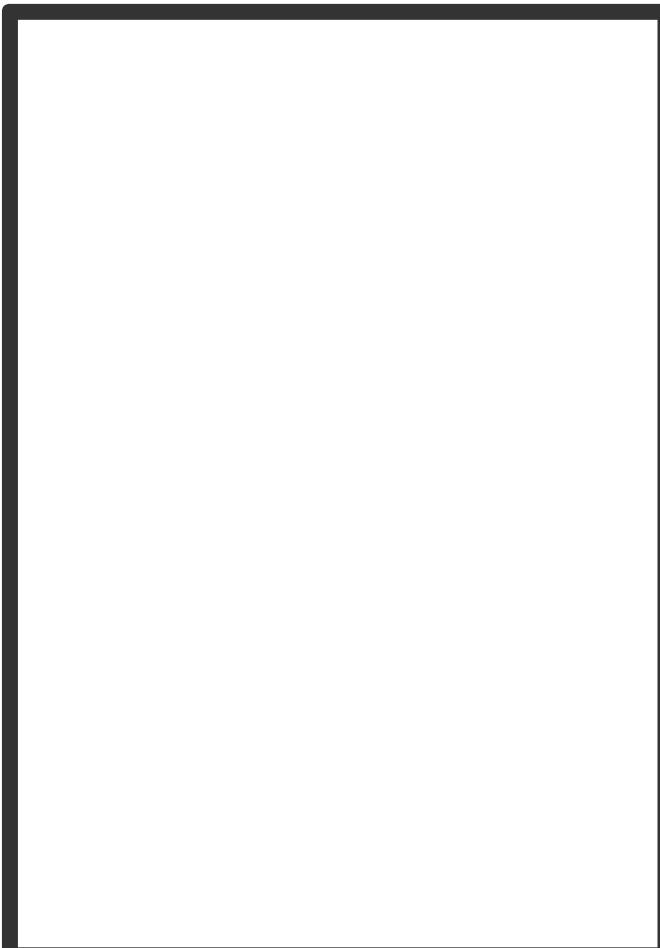
Challenge 0 (10 XP)

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*

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.

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 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)

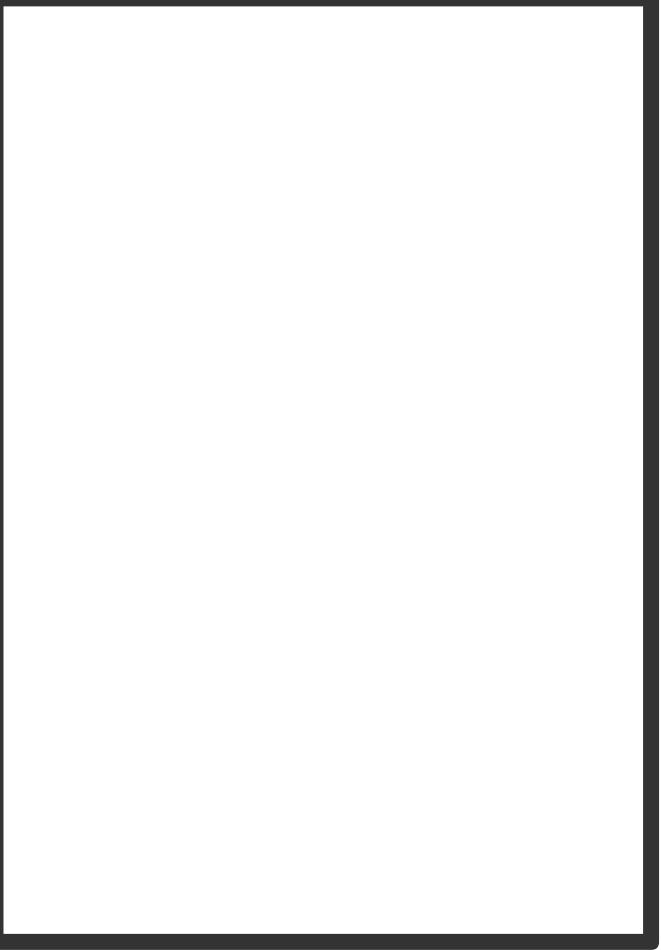
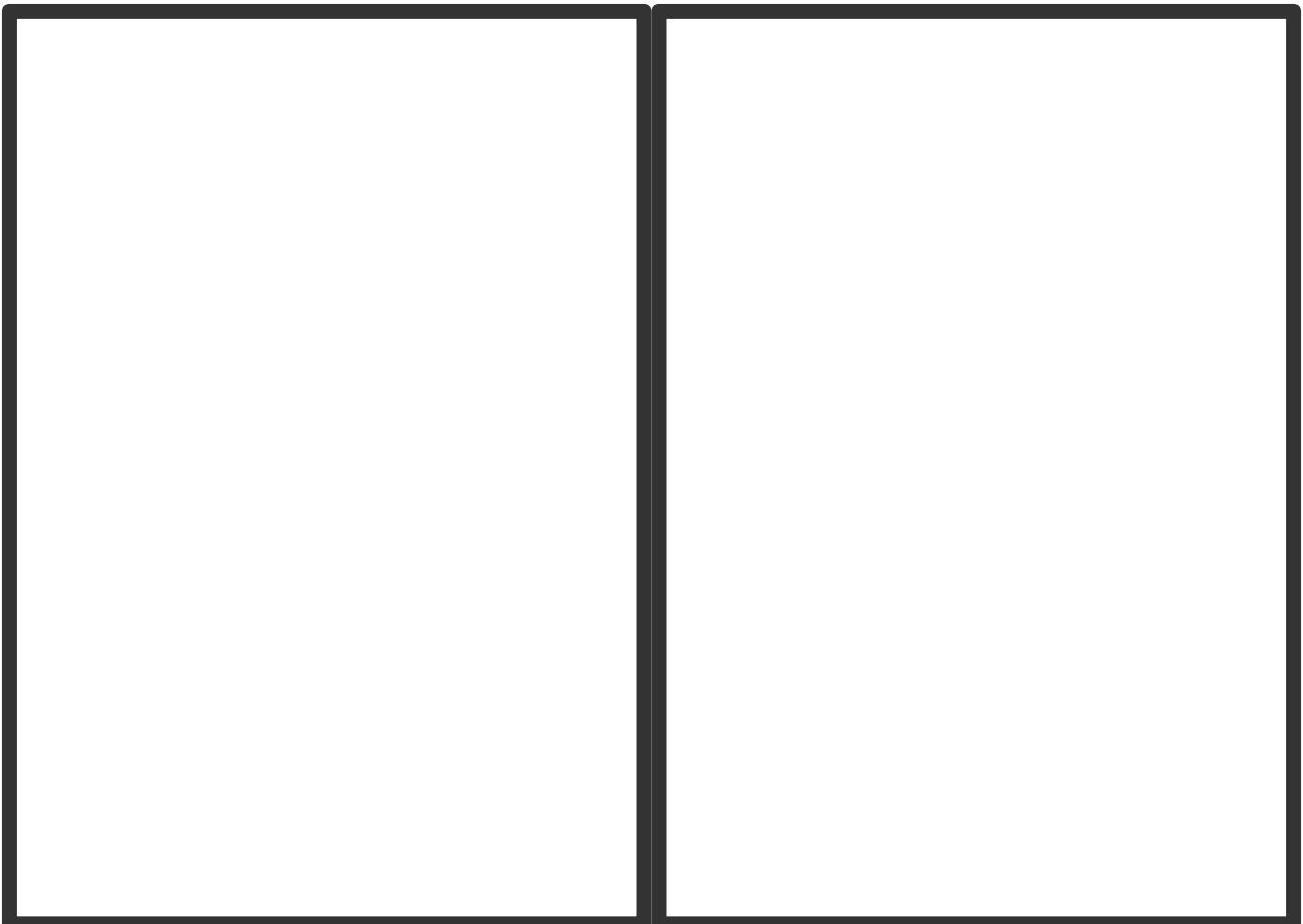
Death Burn. On death, magical light 10ft radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area make DC 11 Constitution save. Failure; the creature takes 7 (2d6) radiant damage and, if the creature can see the light, is blinded until the end of its next turn. If the saving throw is successful, the creature takes half the damage and isn't blinded.

ACTIONS

Multiaction. 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



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

Multiaction. 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



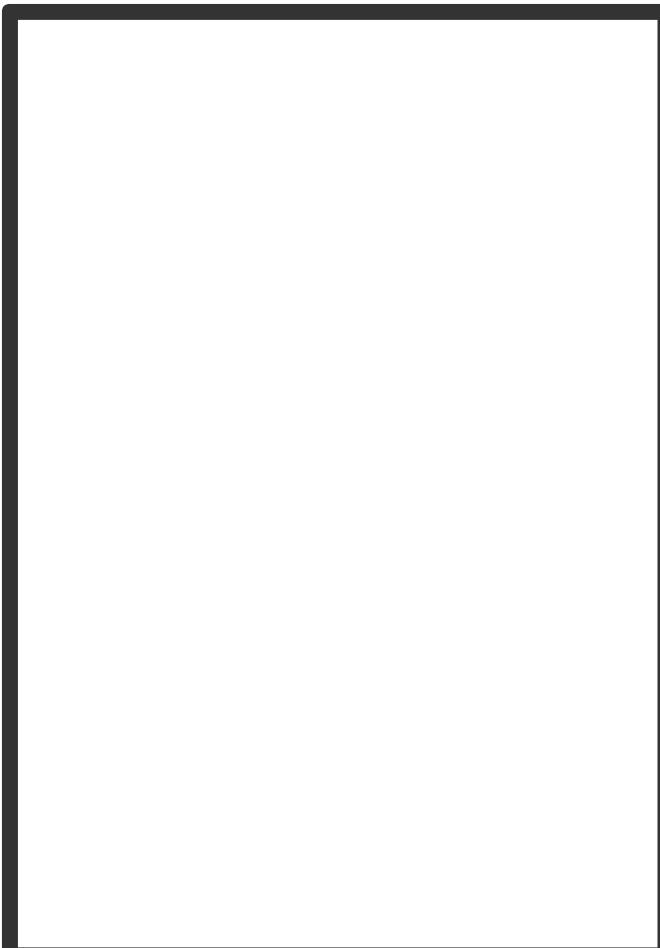
ACTIONS

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.

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.

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 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.

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.

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

Multiaction. 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.

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 -

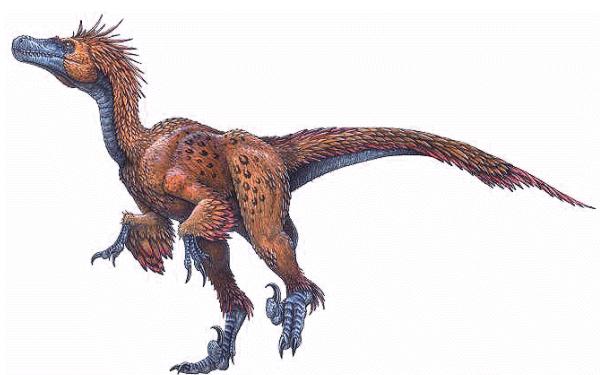
Challenge 2 (450 XP)

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.



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.

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)

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

Multiaction. 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.

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

Multiaction. 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.

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)

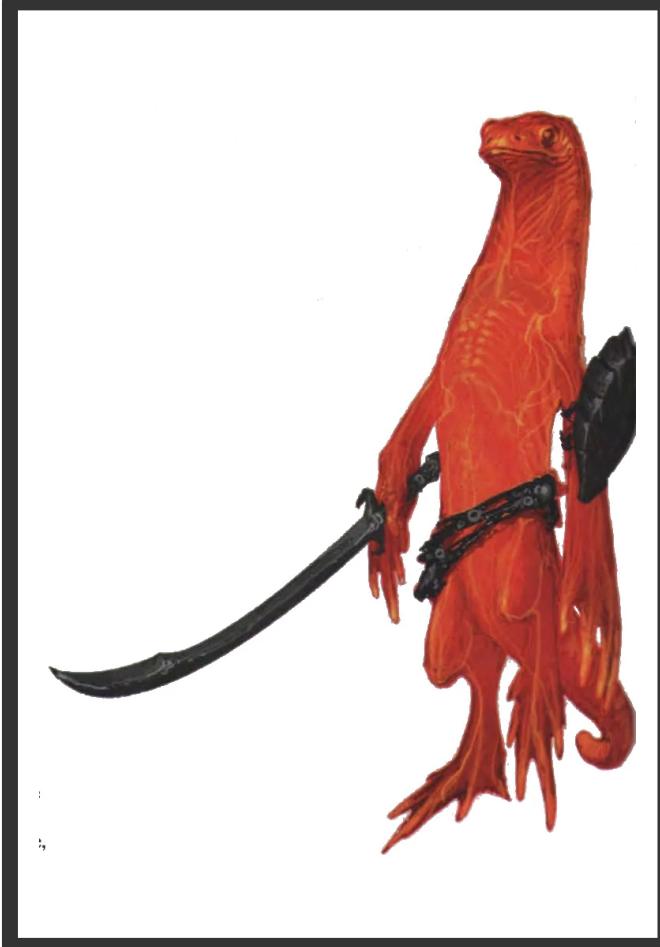
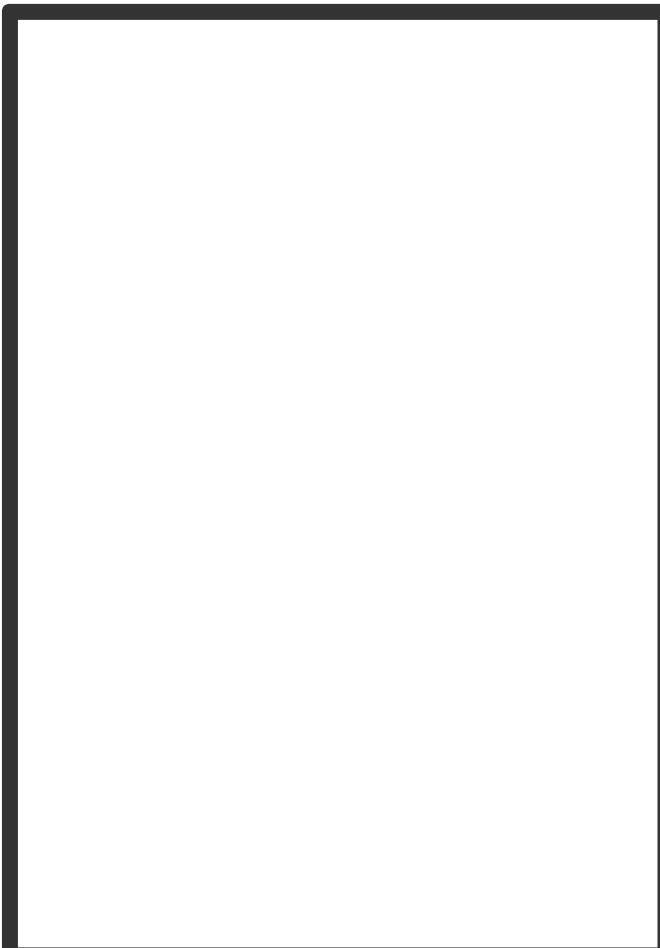
Amphibious. The firenewt can breathe air and water.

ACTIONS

Multiaction. 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.

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: The snail's shell converts some of the spell's energy into a burst of destructive force. Each creature within 30 feet of the snail must make a DC 15 Constitution saving throw, taking 1d6 force damage per level of the spell on a failed save, or half as much damage on a successful one.

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 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

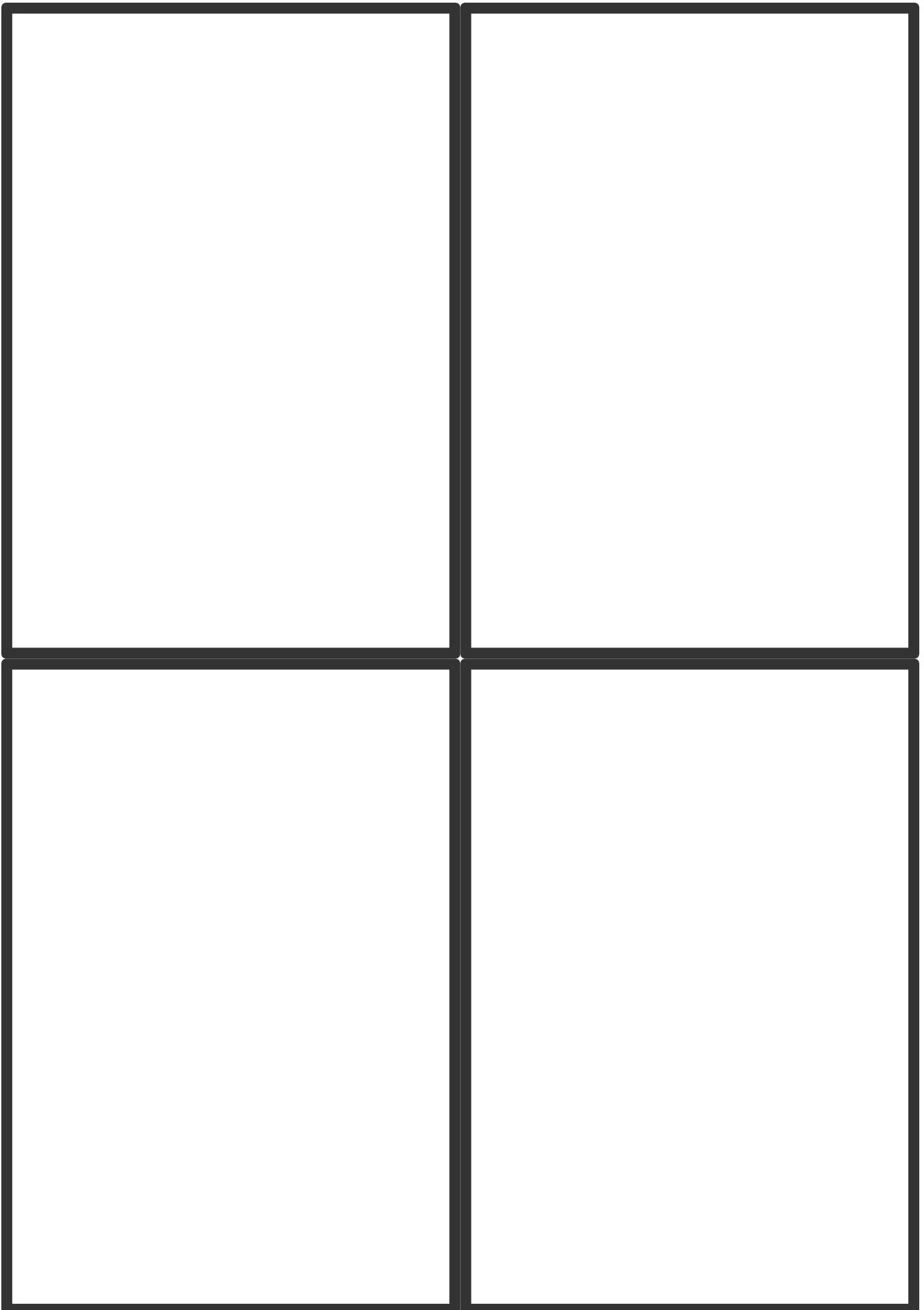
Multiaction. The flail snail makes as many flail tentacle attacks as it has flail tentacles, all against the same target.

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.

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*

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. The Froghemoth targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, 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 CONTINUED: ACTIONS



Keen Smell. The giant has advantage on Wisdom (Perception) checks that rely on smell.

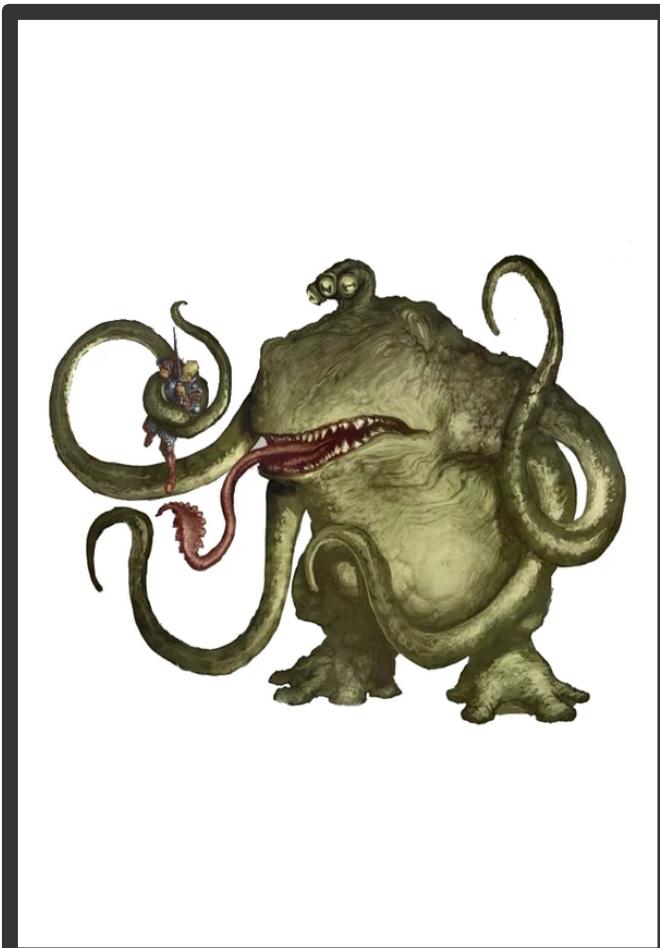
ACTIONS

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)

Dual Shields. The giant carries two shields, each of which is accounted for in the giant's AC. The giant must stow or drop one of its shields to hurl rocks.

ACTIONS

Multiaction. 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.

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.

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.

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:

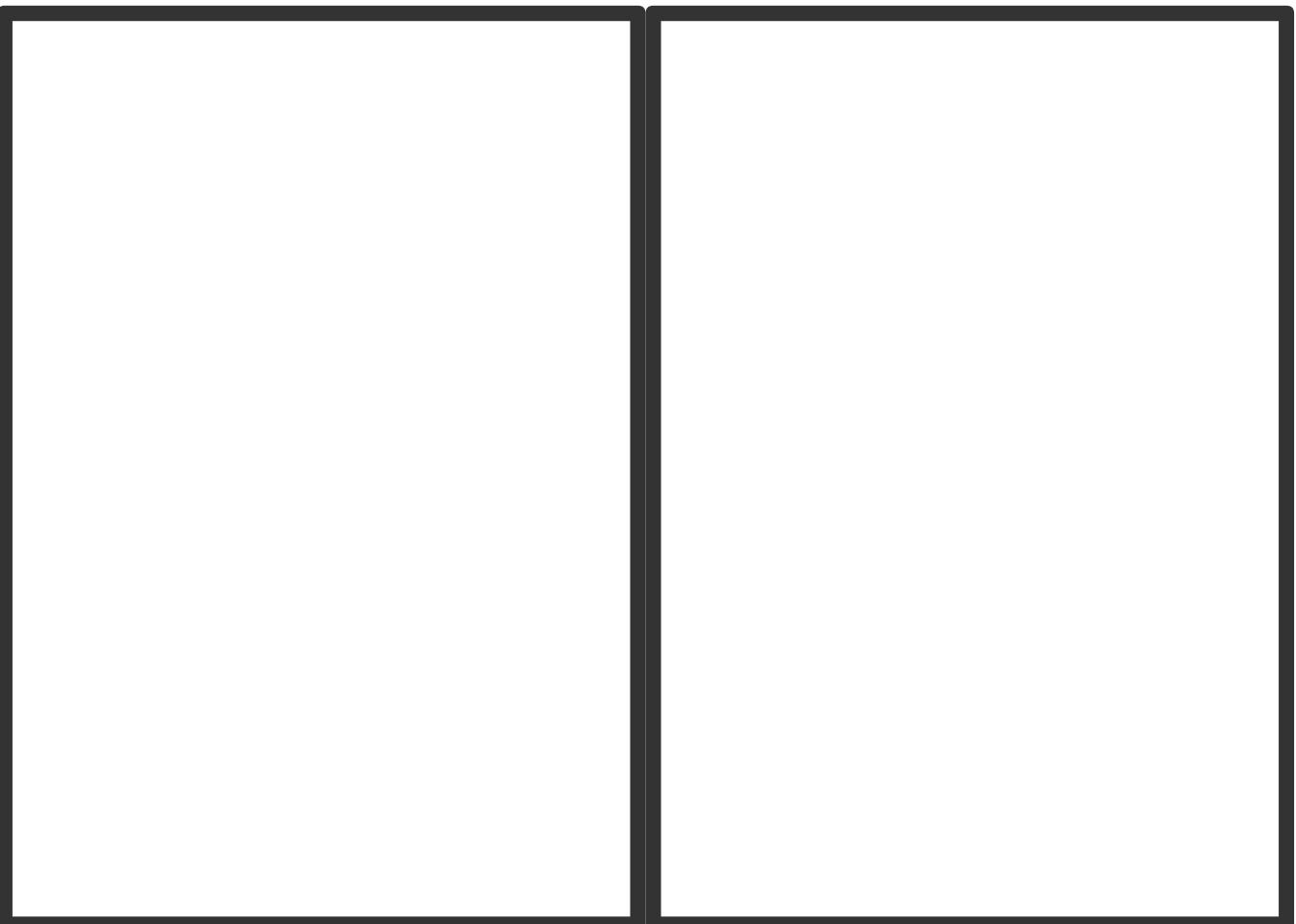
- The giant has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the giant gains a +4 bonus to the damage roll.
- The giant has resistance to bludgeoning, piercing, and slashing damage.

ACTIONS

Multiaction. 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: ACTION



• **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: ACTION



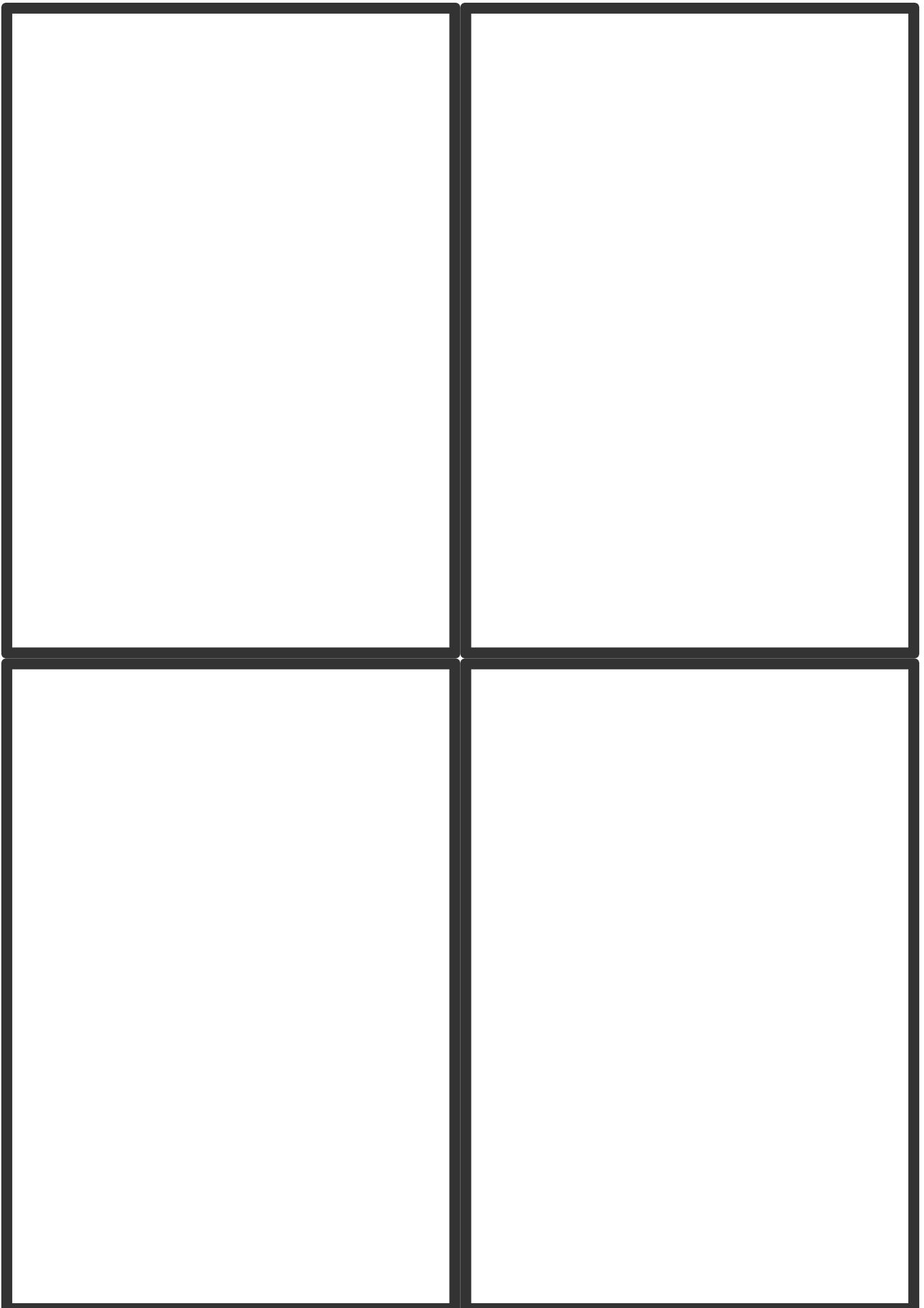
ACTIONS

Multiattack. 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.

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

Multiaction. 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.

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.

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

Multiaction. 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

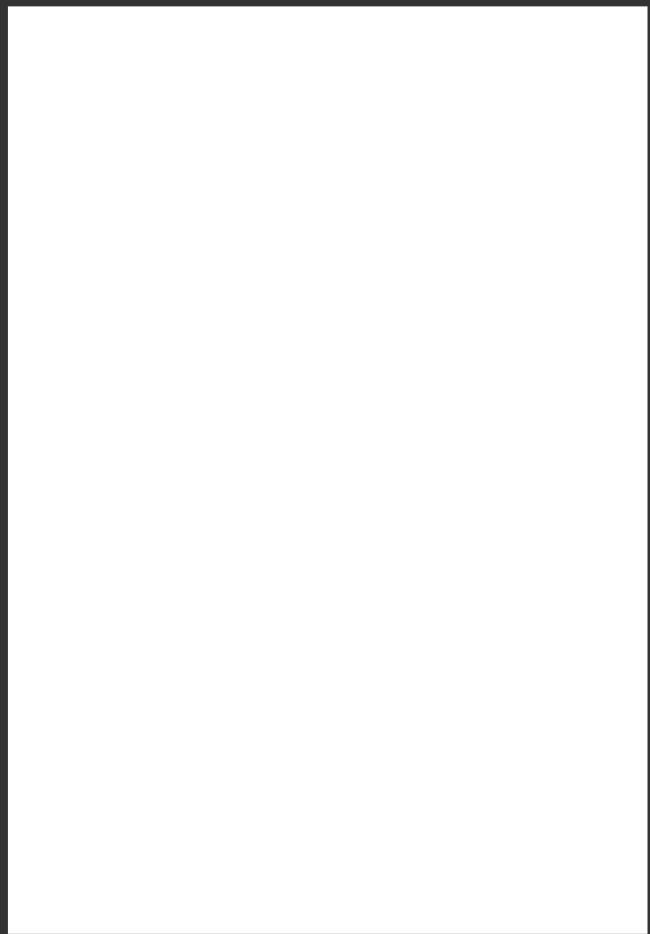
Multiattack. The witherling makes two attacks: one with its bite and one with its club, or two with its club.

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 (Grung), 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 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.

- **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 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.

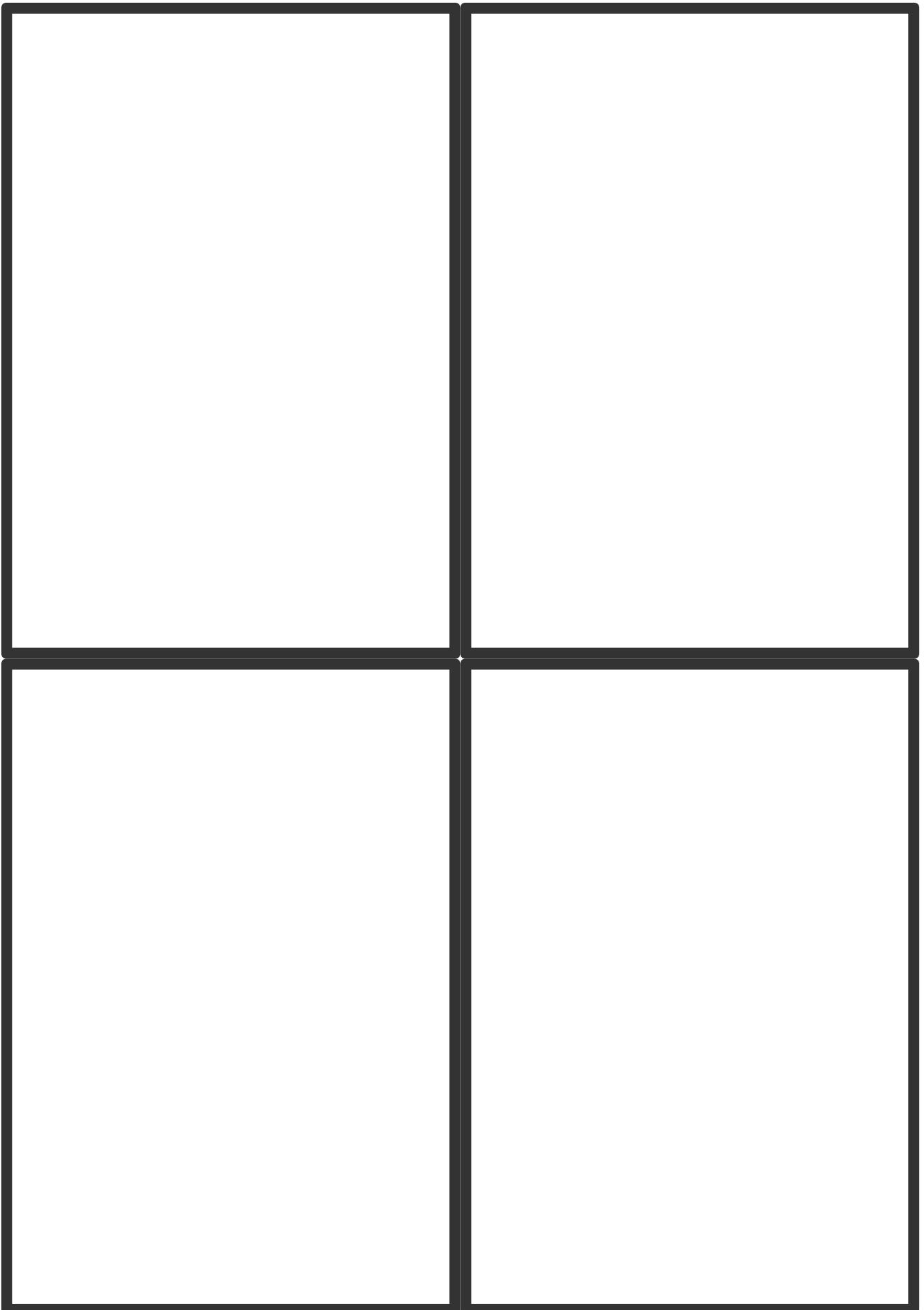
- **Orange** The poisoned creature is frightened of its allies.
- **Gold** The poisoned creature is charmed and can speak Grung.

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. The grung is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It 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*

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.

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.

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

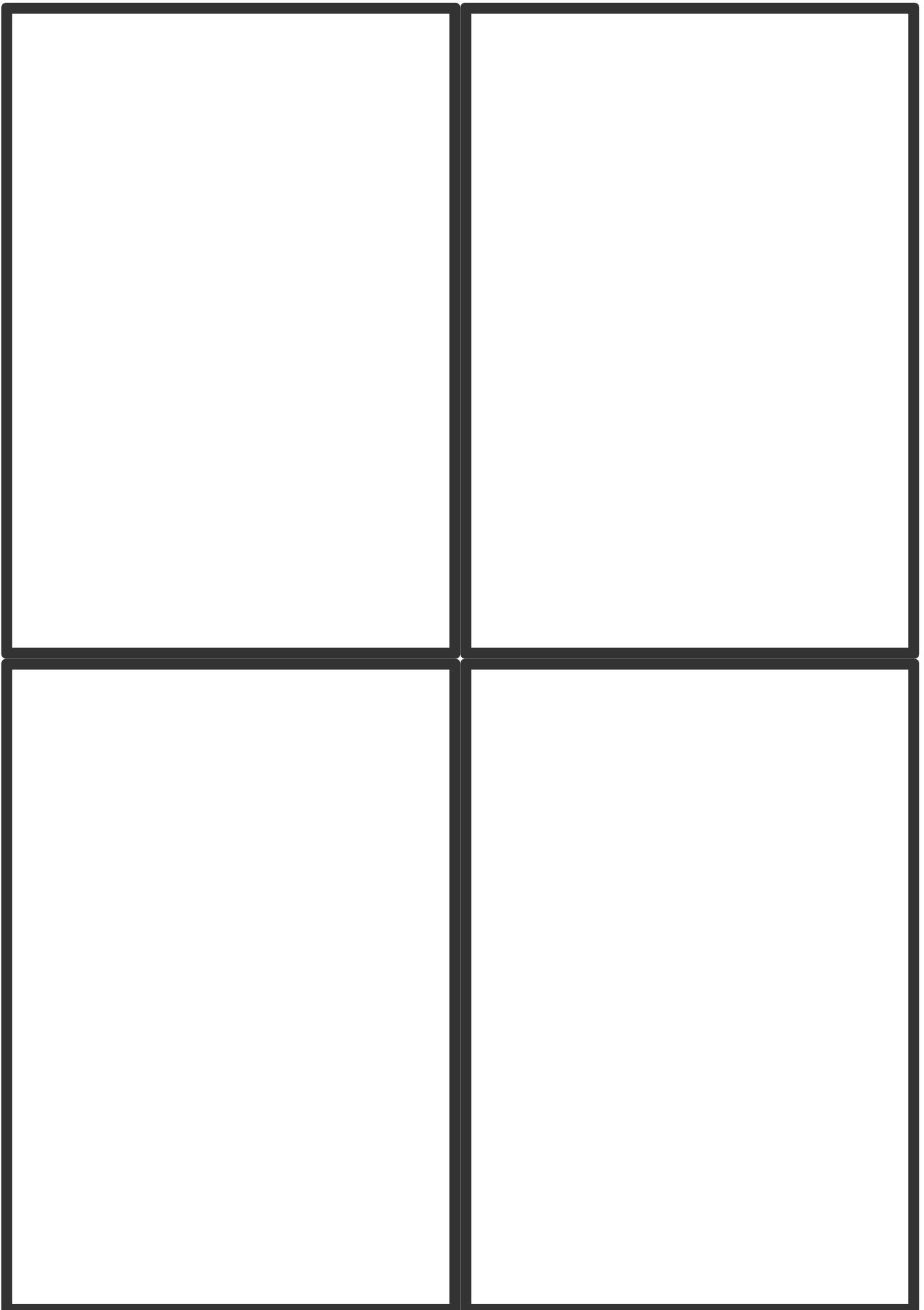
Challenge 2 (450 xp)

ACTIONS

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.



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.

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.

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.

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 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.

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 graystaff, 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 graystaff.

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.

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 CONTINUED:



ACTIONS

Multiattack. 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.

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.

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)

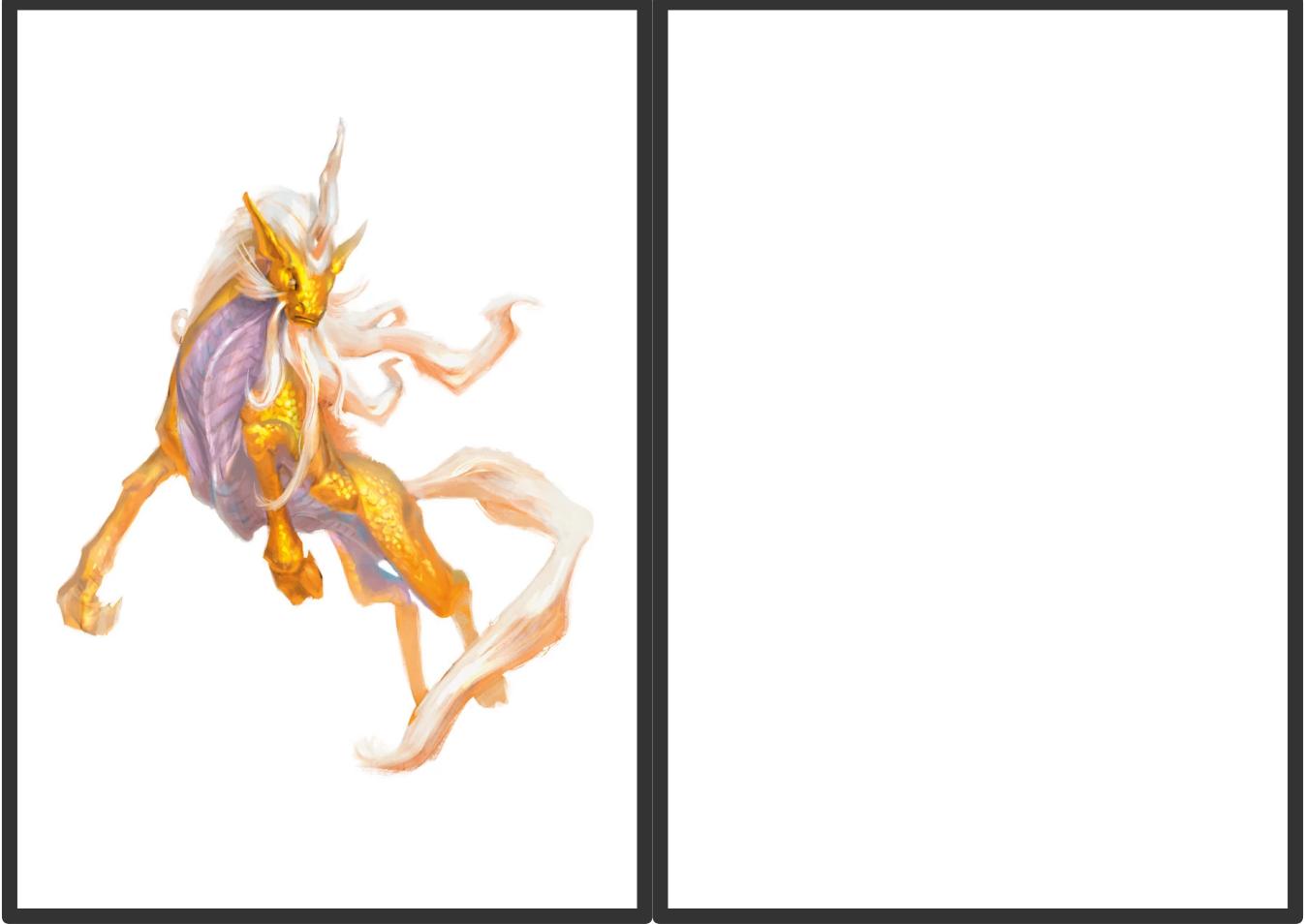
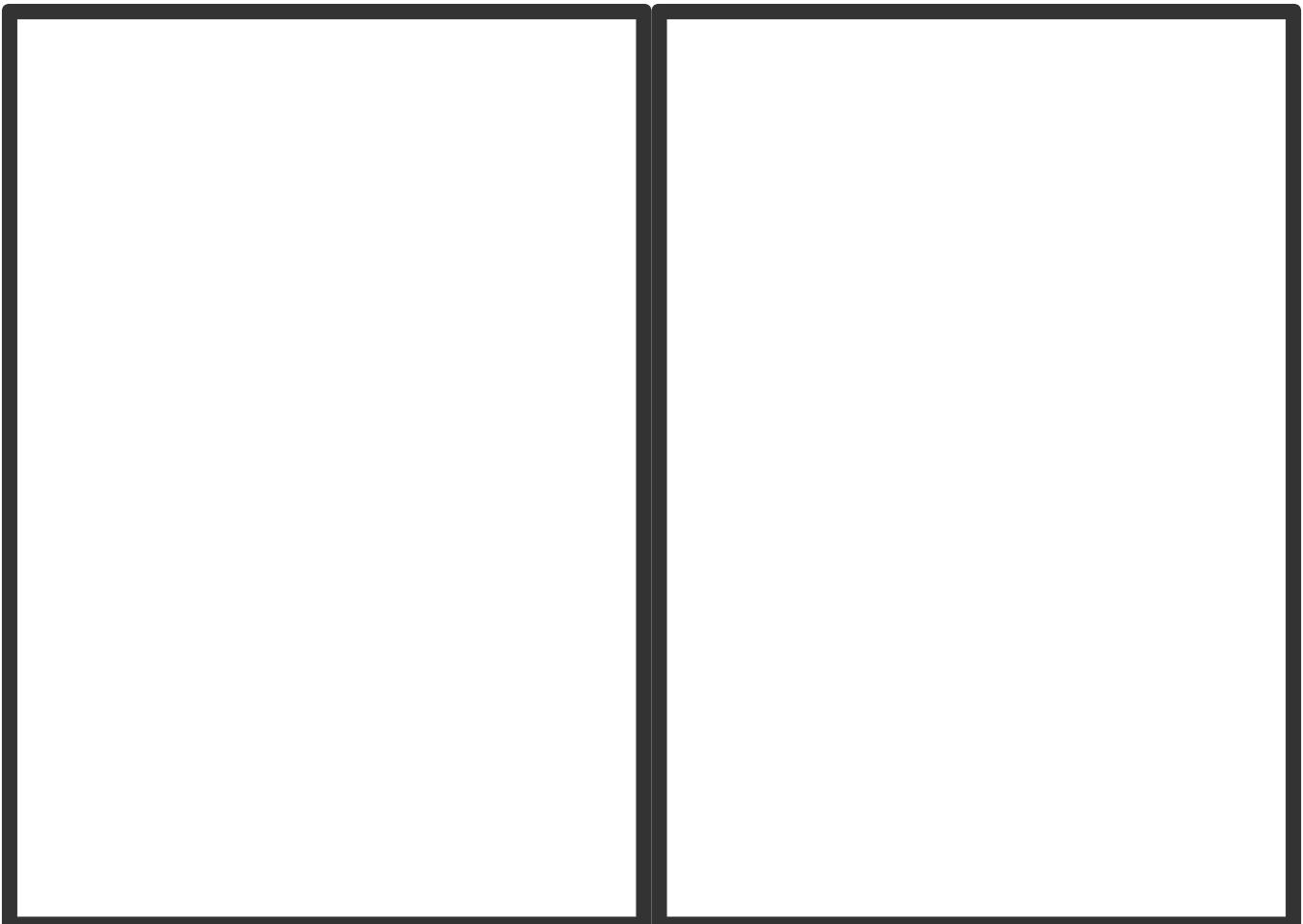
Innate Spellcasting. The ki-rin's innate spellcasting ability is Charisma (spell save DC 17). The ki-rin can innately cast the following spells, requiring no material components:

- **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):** *ethereality, plane shift*
 - **8th level (1 slot):** *control weather*
 - **9th level (1 slot):** *true resurrection*

KI-RIN CONTINUED: ACTIONS



ACTIONS

Multiaction. 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:

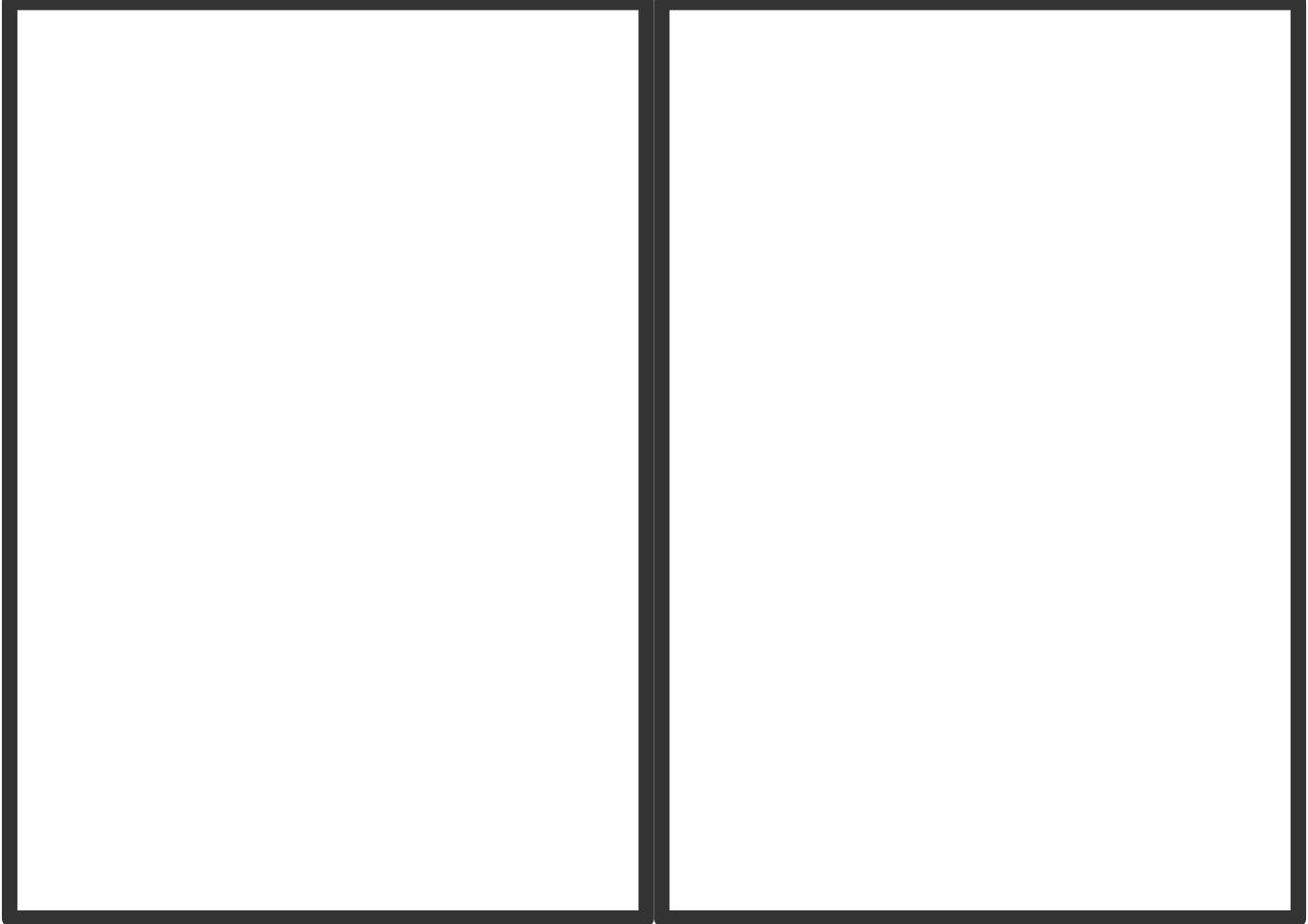
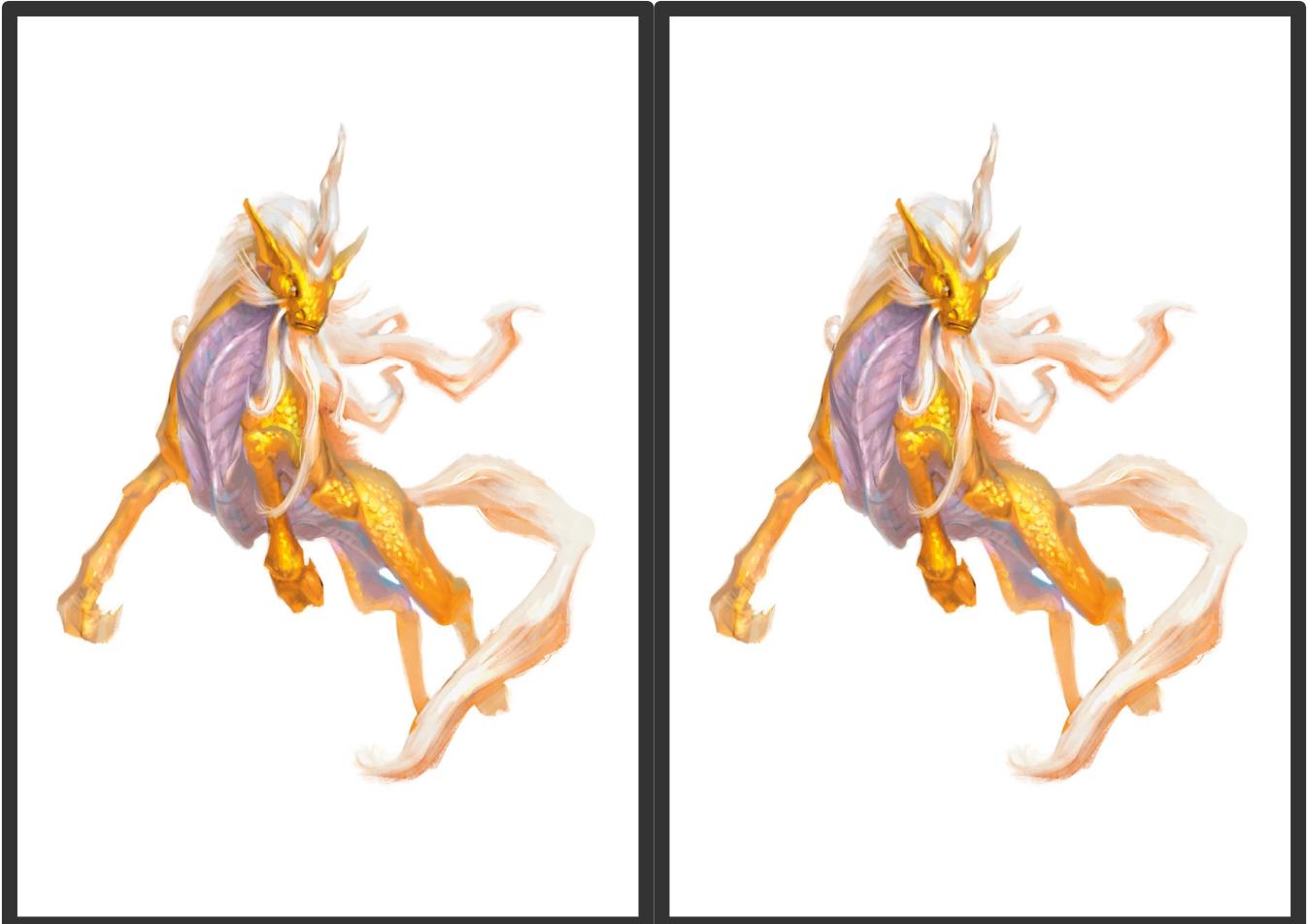


Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiaction. 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** The kobold hurls a flask of 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

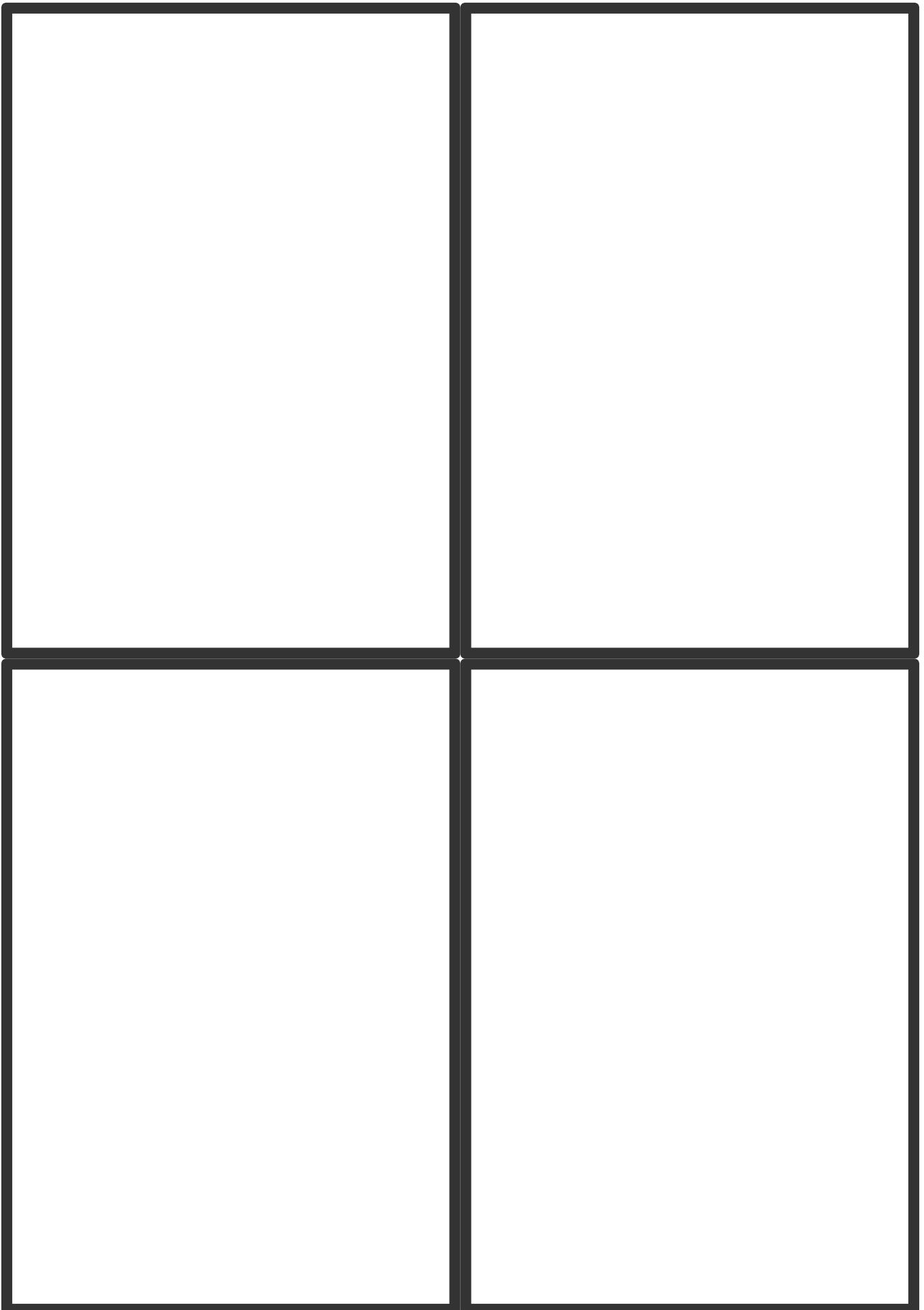
Senses Darkvision 60ft, Passive Perception 9

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*



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.

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 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

Multiaction. 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.

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. The 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, the target is restrained. The 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. It regains 1 hit point 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.

