

Acolyte

Medium Humanoid (Any Race), Any Alignment

1/4

50 xp

Armor class Hit points Speed
10 **9** **30 ft.**

(2d8)

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

Skills: Medicine +4, Religion +2

Senses: passive Perception 10

Languages: 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.

Adult Blue Dragon

Huge Dragon, Lawful Evil

16

15 xp

Armor class Hit points Speed
19 **225** **40 ft., burrow 30 ft.,**
(natural armor) (18d12+108) **fly 80 ft.**

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

Save Throws: Dex +5, Con +11, Wis +7, Cha +9

Skills: Perception +12, Stealth +5

Damage Immunities: lightning

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages: Common, Draconic

Challenge: 16 (15 xp)

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.,,

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: +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.

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

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

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 White Dragon

Hufe Dragon, Chaotic Evil

13

10 xp

| | | |
|------------------------|-------------------|-------------------------------|
| Armor class | Hit points | Speed |
| 18 | 200 | <i>40 ft., burrow 30 ft.,</i> |
| <i>(natural armor)</i> | <i>(16d12+96)</i> | <i>fly 80 ft., swim 40</i> |
| | | <i>ft.</i> |

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

Save Throws: Dex +5, Con +11, Wis +6, Cha +6

Skills: Perception +11, Stealth +5

Damage Immunities: cold

Senses: blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages: Common, Draconic

Challenge: 13 (10 xp)

Ice Walk. The dragon 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 it extra movement.

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: +11 to hit, reach 10 ft., one target.

Hit: 17 (2d10 + 6) piercing damage plus 4 (1d8) cold 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.

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.

Legendary Actions

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

Air Elemental

Large Elemental, Neutral

5

1 xp

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|-------------|-------------------|--------------------------|
| Armor class | Hit points | Speed |
| 15 | 90 | <i>0 ft., fly 90 ft.</i> |
| | <i>(12d10+24)</i> | <i>(hover)</i> |

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|------------|------------|------------|------------|------------|------------|
| STR | DEX | CON | INT | WIS | CHA |
| 14 (+2) | 20 (+5) | 14 (+2) | 6 (-2) | 10 (0) | 6 (-2) |

Damage Resistances: lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities: poison

Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 60 ft., passive Perception 10

Languages: Auran

Challenge: 5 (1 xp)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Ambush Drake

Medium Dragon, Unaligned

1/2

100 xp

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|-----------------|------------|---------------|
| Armor class | Hit points | Speed |
| 13 | 22 | 30 ft. |
| (natural armor) | (4d6+8) | |

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| STR | DEX | CON | INT | WIS | CHA |
| 13 (+1) | 15 (+2) | 14 (+2) | 4 (-3) | 11 (0) | 6 (-2) |

Skills: Perception +4, Stealth +4

Damage Resistances: poison

Senses: darkvision 60 ft., passive Perception 14

Languages: understands Draconic but can't speak

Challenge: 1/2 (100 xp)

Pack Tactics.

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

Surprise Attack.

If the drake 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

Bite.

Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) piercing damage.

Animated Armor

Medium Construct, Unaligned

1

200 xp

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|-------------|------------|--------------|
| Armor class | Hit points | Speed |
| 18 | 33 | 25 ft |
| (natural) | (6d8+6) | |

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

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60ft. (blind beyond this radius), PP 6

Languages:

Challenge: 1 (200 xp)

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

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

Actions

Multiattack. The armor makes two melee attacks.

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

Aquatic Troll

Large Giant, Chaotic Evil

5

1,800 xp

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|-----------------|------------|--------------------------|
| Armor class | Hit points | Speed |
| 15 | 84 | 30ft., swim 30ft. |
| (natural armor) | (8d10+40) | |

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

Skills: Perception +1

Senses: darkvision 60ft., passive Perception 11

Languages: Giant

Challenge: 5 (1,800 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.

Amphibious. Can breath water or air.,,

Actions

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

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

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

Assassin

Medium Humanoid (Any Race), Any Non-Good Alignment

8

3 xp

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| Armor class | Hit points | Speed |
| 15 | 78 | 30 ft. |
| (studded leather) | (12d8+24) | |

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

Save Throws: Dex +7, Int +5

Skills: Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistances: poison

Senses: passive Perception 14

Languages: Thieves' cant plus any two languages

Challenge: 8 (3 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 (1/Turn). The assassin deals an extra 13 (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.

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Actions

Multiattack. The assassin makes two shortsword attacks. Shortsword. Melee Weapon Attack: +7 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: +7 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.

Awakened Tree

Huge Plant, Unaligned

2

450 xp

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| Armor class | Hit points | Speed |
| 13 | 59 | 20 ft. |
| (natural armor) | (7d12+14) | |

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| STR | DEX | CON | INT | WIS | CHA |
| 19 (+4) | 6 (-2) | 15 (+2) | 10 (0) | 10 (0) | 7 (-2) |

Damage Resistances: bludgeoning, piercing

Senses: PP 10

Languages: one language known by its creator

Challenge: 2 (450 xp)

Damage vulnerabilities: fire

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.

Azbara Jos

Medium Humanoid, Lawful Evil

4

1 xp

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| Armor class | Hit points | Speed |
| 13 | 39 | 0CEÇ30 ft. |
| (16 with Mage Armor) | (6d8+12) | |

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|------------|------------|------------|------------|------------|------------|
| STR | DEX | CON | INT | WIS | CHA |
| 9 (-1) | 16 (+3) | 14 (+2) | 16 (+3) | 13 (+1) | 11 (0) |

Save Throws: Int +5, Wis +3

Skills: Arcana +5, Deception +2, Insight +3, Stealth +5

Senses: passive Perception 11

Languages: Common, Draconic, Infernal, Primordial, Thayan

Challenge: 4 (1 xp)

Special Equipment.

Azbara has two scrolls of mage armor.

Potent Cantrips.

When Azbara casts an evocation cantrip and misses, or the target succeeds on its saving throw, the target still takes half the cantrip's damage but suffers no other effect.

Sculpt Spells.

When Azbara casts an evocation spell that affects other creatures that he can see, he can choose a number of them equal to 1 + the spell's level to succeed on their saving throws against the spell. Those creatures take no damage if they would normally take half damage from the spell.

Spellcasting.

Azbara is a 6th-level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 13, +5 to hit with spell attacks). Azbara has the following spells prepared from the wizard spell list:

Cantrips (at will): mage hand, restidigation, ray of frost, shocking grasp

1st level (4 slots): fog cloud, magic missile, shield, thunderwave

2nd level (3 slots): invisibility, misty step, scorching ray

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or ranged 20 ft./60 ft., one target.

Hit: 5 (1d4 + 3) piercing damage.

Bandit

Medium Humanoid (Any Race), Any Non-Lawful Alignment

1/8

25 xp

| | | |
|-----------------|------------|---------------|
| Armor class | Hit points | Speed |
| 12 | 11 | 30 ft. |
| (leather armor) | (2d8+2) | |

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

Senses: passive Perception 10

Languages: any one language (usually Common)

Challenge: 1/8 (25 xp)

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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.

Barbed Devil

Medium Fiend (Devil), Lawful Evil

5

1,800 xp

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|-------------|------------|---------------|
| Armor class | Hit points | Speed |
| 15 | 110 | 30 ft. |
| (natural) | (13d8+52) | |

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

Save Throws: Str+6, Con+7, Wis+5, Cha+5

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

Damage Resistances: cold, bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Damage Immunities: fire, poison

Condition Immunities: poisoned

Senses: darkvision 120ft., PP18

Languages: Infernal, telepathy 120ft

Challenge: 5 (1,800 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.,,

Actions

Multiattack. 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.

Berserker

Medium Humanoid (Any Race), Any Chaotic Alignment

2

450 xp

| | | |
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| Armor class | Hit points | Speed |
| 13 | 67 | 30 ft. |
| (hide armor) | (9d8+27) | |

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

Senses: passive Perception 10

Languages: 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.

Black Bear

Medium Beast, Unaligned

1/2

100 xp

| | | |
|-----------------|------------|-------------------------|
| Armor class | Hit points | Speed |
| 11 | 19 | 40ft, climb 30ft |
| (natural armor) | (3d8 + 6) | |

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|------------|------------|------------|------------|------------|------------|
| STR | DEX | CON | INT | WIS | CHA |
| 15 (+2) | 10 (0) | 14 (+2) | 2 (-4) | 12 (+1) | 7 (-2) |

Skills: Perception +3

Senses: PP 13

Languages:

Challenge: 1/2 (100 xp)

Keen Smell. The bear has advantage on WIS (Perception) checks that rely on smell.,

Actions

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

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5ft, one target.
Hit: 7 (2d4 + 2) slashing damage.

Blagothkus

Huge Giant, Neutral Evil

9

5 xp

| Armor class | Hit points | Speed |
|-------------|------------|--------|
| 17 | 138 | 40 ft. |
| (splint) | (12d12+60) | |

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 26 (+8) | 13 (+1) | 20 (+5) | 16 (+3) | 15 (+2) | 15 (+2) |

Save Throws: Con +9, Wis +6, Cha +6

Skills: Arcana +7, Insight +6, Intimidation +6, Perception +6

Senses: passive Perception 16

Languages: Common, Draconic, Giant

Challenge: 9 (5 xp)

Keen Smell.

Blagothkus has advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting.

Blagothkus can innately cast the following spells (spell save DC 15), requiring no material components:

3/day each: fog cloud, levitate

Spellcasting.

Blagothkus is a 5th-level Spellcaster that uses Intelligence as his spellcasting ability (spell save DC 15, +7 to hit with spell attacks). Blagothkus has the following spells prepared from the wizard spell list:

Cantrips (at will): light, mage hand, prestidigitation

1st level (4 slots): detect magic, identify, magic missile, shield

2nd level (3 slots): gust of wind, misty step, shatter

3rd level (2 slots): fly, lightning bolt

Actions

Multiattack.

Blagothkus attacks twice with his morningstar.

Morningstar.

Melee Weapon Attack: +10 to hit, reach 10 ft., one target.

Hit: 21 (3d8 + 8) piercing damage.

Blood Hawk

Small Beast, Unaligned

1/8

25 xp

| Armor class | Hit points | Speed |
|-------------|------------|--------------------|
| 12 | 7 | 10 ft., fly 60 ft. |
| | ((2d6)) | |

| 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

Languages:

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 thy ally isn't incapacitated.

Actions

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

Bone Devil

Large Fiend (Devil), Lawful Evil

9

5,000 xp

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|-------------|------------|-------------------------|
| Armor class | Hit points | Speed |
| 19 | 142 | 40ft., fly 40ft. |
| (natural) | (15d10+60) | |

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

Save Throws: Int +5, Wis +6, Cha +7

Skills: Deception +7, Insight +6

Damage Resistances: cold, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities: fire, poison

Condition Immunities: poisoned

Senses: darkvision 120ft., PP12

Languages: Infernal, telepathy 120ft

Challenge: 9 (5,000 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.,,

Actions

Multiattack. The devil makes three attacks: two with its claws and one with its sting.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Sting. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or 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.

Bullywug

Medium Humanoid (Bullywug), Neutral Evil

1/4

50 xp

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|----------------------|------------|--------------------------|
| Armor class | Hit points | Speed |
| 15 | 11 | 20ft., swim 40ft. |
| (hide armor, shield) | (2d8+2) | |

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|------------|------------|------------|------------|------------|------------|
| 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

Languages: Bullywug

Challenge: 1/4 (50 xp)

Amphibious. The bullywug can breathe air and water.
Speak with Frogs and Toads. The bullywug 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. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.,

Actions

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its spear.

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

Captain Othelstan

Medium Humanoid, Lawful Evil

5

1 xp

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|------------------|------------|---------------|
| Armor class | Hit points | Speed |
| 19 | 93 | 30 ft. |
| (splint, shield) | (11d10+33) | |

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|------------|------------|------------|------------|------------|------------|
| STR | DEX | CON | INT | WIS | CHA |
| 19 (+4) | 10 (0) | 16 (+3) | 13 (+1) | 14 (+2) | 12 (+1) |

Save Throws: Str +7, Con +6

Skills: Athletics +7, Intimidation +4, Perception +5, Religion +4

Senses: passive Perception 15

Languages: Common, Draconic, Giant

Challenge: 5 (1 xp)

Action Surge (Recharges when Othelstan Finishes a Short or Long Rest). On his turn, Othelstan can take one additional action.

Tiamat's Blessing of Retribution. When Othelstan takes damage that reduces him to 0 hit points, he immediately regains 20 hit points. If he has 20 hit points or fewer at the end of his next turn, he dies.

Actions

Multiattack. Othelstan attacks twice with his flail or spear, or makes two ranged attacks with his spears.

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

Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or ranged 20 ft./60 ft., one target.

Hit: 7 (1d6 + 4) piercing damage.

Carriion Crawler

Large Monstrosity, Unaligned

2

450 xp

| | | |
|-----------------|------------|-----------------------------|
| Armor class | Hit points | Speed |
| 13 | 51 | 30 ft., climb 30 ft. |
| (natural armor) | (6d10+18) | |

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

Skills: Perception +3

Senses: darkvision 60 ft., passive Perception 13

Languages: --

Challenge: 2 (450 xp)

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

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

Actions

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

Tentacles. Melee Weapon Attack: +8 to hit, reach 10 ft., 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 Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage.

Chasme

Large Fiend (Demon), Chaotic Evil

6

2,300 xp

| | | |
|-------------|------------|-------------------------|
| Armor class | Hit points | Speed |
| 15 | 84 | <i>20ft., fly 60ft.</i> |
| (natural) | (13d10+13) | |

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

Save Throws: Dex +5, Wis +4, Cha +25

Skills: Perception +5

Damage Resistances: cold, fire, lightning

Damage Immunities: poison

Condition Immunities: poisoned

Senses: blindsight 10ft., dark vision 120ft. passive perception 15

Languages: Abyssal, telepathy 120ft.

Challenge: 6 (2,300 xp)

Drone. The chasme produces a horrid droning sound to which demons are immune. Any other creature that starts its turn within 30 feet of the chasme must succeed on a DC 12 Constitution saving throw 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. The chasme can climb difficult surfaces, including upside down on ceilings, without needing to make

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.

Chuul

Large Aberration, Chaotic Evil

4

1,100 xp

| | | |
|-------------|------------|---------------------------|
| Armor class | Hit points | Speed |
| 16 | 93 | <i>30ft., swim 30 ft.</i> |
| (natural) | (11d10+33) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| 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., PP14

Languages: understands Deep Speech but can't speak

Challenge: 4 (1,100 xp)

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical...

Actions

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul 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 effect on itself on a success.

Commoner

Medium Humanoid (Any Race), Any Alignment

0

10 xp

| | | |
|-------------|------------|--------|
| Armor class | Hit points | Speed |
| 10 | 4 | 30 ft. |
| | (1d8) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| STR | DEX | CON | INT | WIS | CHA |
| 10 (0) | 10 (0) | 10 (0) | 10 (0) | 10 (0) | 10 (0) |

Senses: passive Perception 10

Languages: 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.

Crocodile

Large Beast, Unaligned

1/2

100 xp

| | | |
|-----------------|------------|---------------------|
| Armor class | Hit points | Speed |
| 12 | 19 | 20 ft., swim 30 ft. |
| (natural armor) | (3d10+3) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| 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

Languages:

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.

Cult Fanatic

Medium Humanoid (Any Race), Any Non-Good Alignment

2

450 xp

| | | |
|-------------|------------|---------------|
| Armor class | Hit points | Speed |
| 13 | 33 | 30 ft. |
| (leather) | (6d8+6) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| 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: PP 10

Languages: any one language (usually Common)

Challenge: 2 (450 xp)

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

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:
Cantrips (at will): light, sacred flame, thaumaturgy
1st level (4 slots): command, inflict wounds, shield of faith
2nd level (3 slots): hold person, spiritual weapon,,

Actions

Multiattack. The fanatic makes two melee attacks.

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

Cultist

Medium Humanoid (Any Race), Any Non-Good Alignment

1/8

25 xp

| | | |
|-----------------|------------|---------------|
| Armor class | Hit points | Speed |
| 12 | 9 | 30 ft. |
| (leather armor) | (2d8) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| 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

Languages: 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.

Cyclops

Huge Giant, Chaotic Neutral

6

2,300 xp

| | | |
|-------------|------------|-------------|
| Armor class | Hit points | Speed |
| 14 | 138 | 30ft |
| (natural) | (12d12+60) | |

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

Senses: PP 8

Languages: Giant

Challenge: 6 (2,300 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.

Dao

Large Elemental, Neutral Evil

11

7,200 xp

| | | |
|-------------|-------------|--|
| Armor class | Hit points | Speed |
| 18 | 187 | 30 ft., burrow 30 ft., fly 30 ft. |
| (natural) | (15d10+105) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| STR | DEX | CON | INT | WIS | CHA |
| 23 (+6) | 12 (+1) | 24 (+7) | 12 (+1) | 13 (+1) | 14 (+2) |

Save Throws: Int +5, Wis +5, Cha +6

Condition Immunities: petrified

Senses: darkvision 120ft., PP11

Languages: Terran

Challenge: 11 (7,200 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.

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

Multiattack. 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.

Darkmantle

Small Monstrosity, Unaligned

1/2

100 xp

| Armor class | Hit points | Speed |
|-------------|------------|------------------|
| 11 | 22 | 10ft., fly 30ft. |
| | (5d6+5) | |

| 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

Languages: --

Challenge: 1/2 (100 xp)

Echolocation. The darkmantle can't use its blindsight while deafened.

False Appearance. While the darkmantle remains motionless, it is indistinguishable from a cave formation such as a stalactite or stalagmite..

Actions

Crush. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) bludgeoning damage, and the dark mantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the darkmantle is attached in this way. While attached to the target, the darkmantle can attack no other creature except the target but has advantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target. A creature can detach the darkmantle by making a successful DC 13 Strength check as an action. On its turn, the dark mantle can detach itself from the target by using 5 feet of movement.

Darkness Aura (1/Day). A 15-foot radius of magical darkness extends out from the darkmantle, moves with it, and spreads around corners. The darkness lasts as long as the dark mantle maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

Deep Gnome (Svirfneblin)

Small Humanoid (Gnome), Neutral Good

1/2

100 xp

| Armor class | Hit points | Speed |
|---------------|------------|--------|
| 15 | 16 | 20 ft. |
| (chain shirt) | (3d6+6) | |

| 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 120 ft., passive Perception 12

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

Poisoned Dart. Ranged Weapon Attack: +4 to hit, range 30/120ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Deer

Medium Beast, Unaligned

0

10 xp

| | | |
|-------------|------------|--------|
| Armor class | Hit points | Speed |
| 13 | 4 | 50 ft. |
| | (1d8) | |

| | | | | | |
|--------|---------|--------|--------|---------|--------|
| STR | DEX | CON | INT | WIS | CHA |
| 11 (0) | 16 (+3) | 11 (0) | 2 (-4) | 14 (+2) | 5 (-3) |

Senses: passive Perception 12

Languages:

Challenge: 0 (10 xp)

'

Actions

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

Derro

Small Humanoid (Derro), Chaotic Evil

1/4

50 xp

| | | |
|-----------------|------------|--------|
| Armor class | Hit points | Speed |
| 13 | 13 | 30 ft. |
| (leather armor) | (3d6+3) | |

| | | | | | |
|--------|---------|---------|--------|--------|--------|
| STR | DEX | CON | INT | WIS | CHA |
| 9 (-1) | 14 (+2) | 12 (+1) | 11 (0) | 5 (-3) | 9 (-1) |

Skills: Stealth +4

Senses: darkvision 120 ft. passive Perception 7

Languages: Dwarfish, Undercommon

Challenge: 1/4 (50 xp)

The derro are degenerate Underdark humanoids that resemble small dwarves. Cruel and insane, they take a delight in tormenting others—even their own kind.

Ferro have blue-gray skin and straight hair that is white or yellow in color. Their uniformly pale white eyes lack both irises and pupils.

Insanity. The ferro has advantage on saving throws against being charmed or frightened.

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

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

Actions

Hooked Shortspeak. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit 1 (1d4-1) piercing damage, if the target is a creature, the derro can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

Light Repeating Crossbow. Ranged Weapon Attack: +4 to hit, range 40/160 ft., one target. Hit (1d8+2) piercing damage.

Displacer Beast

Large Monstrosity, Lawful Evil

3

700 xp

Armor class Hit points Speed

13

85

40ft

(natural armor) (10d10 +30)

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

Senses: darkvision 60ft, PP 11

Languages:

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 of 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.

Doppelganger

Medium Monstrosity (Shapechanger), Neutral

3

700 xp

Armor class Hit points Speed

14

52

30 ft.

(8d8+16)

| 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 60 ft., passive Perception 11

Languages: 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.** 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.,

Actions

Multiattack. The doppelganger 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 doppelganger 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 doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Dragonclaw

Medium Humanoid, Neutral Evil

1

200 xp

| | | |
|-----------------|------------|---------------|
| Armor class | Hit points | Speed |
| 14 | 16 | 30 ft. |
| (leather armor) | (3d8+3) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| STR | DEX | CON | INT | WIS | CHA |
| 9 (-1) | 16 (+3) | 13 (+1) | 11 (0) | 10 (0) | 12 (+1) |

Save Throws: Wis +2

Skills: Deception +5, Stealth +5

Senses: passive Perception 10

Languages: Common, Draconic

Challenge: 1 (200 xp)

Dragon Fanatic. The dragonclaw has advantage on saving throws against being charmed or frightened. While the dragonclaw can see a dragon or higher-ranking Cult of the Dragon cultist friendly to it, the dragonclaw ignores the effects of being charmed or frightened.

Fanatical Advantage. Once per turn, if the dragonclaw makes a weapon attack with advantage on the attack roll and hits, it deals an extra 7 (2d6) damage.

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

Actions

Multiattack. The dragonclaw attacks twice with its scimitar.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit:6 (1d6 + 3) slashing damage.

Dralmorrer Borngrey

Medium Humanoid, Neutral Evil

3

700 xp

| | | |
|---------------------------|------------|---------------|
| Armor class | Hit points | Speed |
| 16 | 52 | 30 ft. |
| (studded leather, Shield) | (7d10+14) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| STR | DEX | CON | INT | WIS | CHA |
| 18 (+4) | 14 (+2) | 14 (+2) | 16 (+3) | 10 (0) | 8 (-1) |

Save Throws: Str. +6, Con +4

Skills: Arcana +5, Deception +1, Insight +2, Perception +2, Religion +5

Senses: darkvision 60ft., passive Perception +12

Languages: Common, Bullywug, Draconic, Elvish, Goblin, Sylvan

Challenge: 3 (700 xp)

Fey Ancestry. Dralmorrer has advantage on saving throws against being charmed, and magic can't put him to sleep.

Spellcasting. Dralmorrer is a 7th-level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 13, +5 to hit with spell attacks). Dralmorrer has the following spells prepared from the wizard spell list:

Cantrips (at will): fire bolt, prestidigitation, shocking grasp

1st level (4 slots): longstrider, magic missile, shield, thunderwave

2nd level (2 slots): magic weapon, misty step

War Magic. When Dralmorrer uses his action to cast a cantrip, he can also take a bonus action to make one weapon attack.

Weapon Bond. Provided his longsword is on the same plane, Dralmorrer can take a bonus action to teleport it to his hand.

Actions

Multiattack. Dralmorrer attacks twice, either with his longsword or dagger.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit:8 (1d8 + 4) slashing damage.

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or ranged 20 ft./60 ft., one target.

Hit:6 (1d4 + 4) piercing damage.

Drow Elite Warrior

Medium Humanoid (Elf), Neutral Evil

5

1,800 xp

| | | |
|-------------|------------|--------|
| Armor class | Hit points | Speed |
| 18 | 71 | 30 ft. |

(studded leather, shield)

| | | | | | |
|---------|---------|---------|--------|---------|---------|
| STR | DEX | CON | INT | WIS | CHA |
| 13 (+1) | 18 (+4) | 14 (+2) | 11 (0) | 13 (+1) | 12 (+1) |

Save Throws: Dex +7, Con +5, Wis +4

Skills: Percept +4, Stealth +10

Senses: darkvision 120 ft., passive Perception 14

Languages: Elvish, Undercommon

Challenge: 5 (1,800 xp)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

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

At will: dancing lights
1/day each: darkness, faerie fire, levitate (self only)

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

Actions

Multiattack. 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 30/120 ft., 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.

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

Medium Humanoid (Elf), Neutral Evil

1/4

50 xp

| | | |
|-------------|------------|--------|
| Armor class | Hit points | Speed |
| 15 | 13 | 30 ft. |

(chain shirt)

(3d8)

| | | | | | |
|--------|---------|--------|--------|--------|---------|
| 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 120, passive perception 12

Languages: Elvish, Undercommon

Challenge: 1/4 (50 xp)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

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

At will: dancing lights
1/day each: darkness, faerie fire
Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. ,

Actions

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 30/120ft., one target. Hit: 5 (1 d6 + 2) 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.

Duergar

Medium Humanoid (Dwarf), Lawful Evil

1

200 xp

Armor class Hit points Speed

16

26

25 ft.

(scale mail, shield)

(4d8+8)

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

Damage Resistances: poison

Senses: darkvision 120, passive perception 10

Languages: Dwarfish, 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.

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.

Earth Elemental

Large Elemental, Neutral

5

1,800 xp

Armor class Hit points Speed

17

126

30 ft., burrow 30 ft.

(natural)

(12d10+60)

STR **DEX** **CON** **INT** **WIS** **CHA**
20 (+5) 8 (-1) 20 (+5) 5 (-3) 10 (0) 5 (-3)

Damage Resistances: bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities: poison

Condition Immunities: exhaustion, paralyzed, petrified, poisoned, unconscious

Senses: darkvision 60 ft., tremorsense 60 ft., PP10

Languages: Terran

Challenge: 5 (1,800 xp)

Damage Vulnerabilities: Thunder

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.

Efreeti

Large Elemental, Lawful Evil

11

7,200 xp

| | | |
|-------------|-------------|-------------------|
| Armor class | Hit points | Speed |
| 17 | 200 | 40ft., fly 60 ft. |
| (natural) | (16d10+112) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| STR | DEX | CON | INT | WIS | CHA |
| 22 (+6) | 12 (+1) | 24 (+7) | 16 (+3) | 15 (+2) | 16 (+3) |

Save Throws: Int +7, Wis +6, Cha +7

Damage Immunities: Fire

Senses: Darkvision 120ft., PP 12

Languages: Ignan

Challenge: 11 (7,200 xp)

Elemental Demise. If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the efreeti was wearing or carrying.

Innate Spellcasting. The efreeti's 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 (fire elemental only), gaseous form, invisibility, major image, plane shift, wall of fire

Actions

Multiattack. The efreeti makes two scimitar attacks or uses its Hurl Flame twice.

Scimitar. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage plus 7 (2d6) fire damage.

Hurl Flame. Ranged Spell Attack: +7 to hit, range 120 ft., one target. Hit: 17 (5d6) fire damage.

Elk

Large Beast, Unaligned

1/4

50 xp

| | | |
|-------------|------------|--------|
| Armor class | Hit points | Speed |
| 10 | 13 | 50 ft. |
| | (2d10+2) | |

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

Senses: passive Perception 10

Languages:

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.

Ettercap

Medium Monstrosity, Neutral Evil

2

450 xp

| | | |
|-----------------|------------|-----------------------------|
| Armor class | Hit points | Speed |
| 13 | 44 | 30 ft., climb 30 ft. |
| (natural armor) | (8d8+8) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| 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 60 ft., passive Perception 13

Languages:

Challenge: 2 (450 xp)

Spider Climb. The ettercap 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 ettercap knows the exact location of any other creature in contact with the same web.

Web Walker. The ettercap ignores movement restrictions caused by webbing.,,

Actions

Multiattack. The ettercap 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: 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 7 (2d4 + 2) slashing damage.

Web (Recharge 5-6). Ranged Weapon Attack: +4 to hit, range 30/60 ft., one Large or smaller creature. Hit: The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Ettin

Large Giant, Chaotic Evil

4

1,100 xp

| | | |
|-------------|------------|---------------|
| Armor class | Hit points | Speed |
| 12 | 85 | 40 ft. |
| (natural) | (10d10+30) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| STR | DEX | CON | INT | WIS | CHA |
| 21 (+5) | 8 (-1) | 17 (+3) | 6 (-2) | 10 (0) | 8 (-1) |

Skills: Perception +4

Senses: Darkvision 60 ft., PP14

Languages: Giant, Orc

Challenge: 4 (1,100 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

Multiattack. 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.

Fire Elemental

Large Elemental, Neutral

5

1,800 xp

| | | |
|-------------|------------|--------|
| Armor class | Hit points | Speed |
| 13 | 102 | 50 ft. |
| (12d10+36) | | |

| | | | | | |
|--------|---------|---------|--------|--------|--------|
| STR | DEX | CON | INT | WIS | CHA |
| 10 (0) | 17 (+3) | 16 (+3) | 6 (-2) | 10 (0) | 7 (-2) |

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities: fire, poison

Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 60 ft., PP 10

Languages: Ignan

Challenge: 5 (1,800 xp)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire, until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) 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 5 (1d10) fire damage at the start of each of its turns.

Frulam Mondath

Medium Humanoid, Lawful Evil

2

450 xp

| | | |
|--------------|------------|--------|
| Armor class | Hit points | Speed |
| 16 | 44 | 30 ft. |
| (chain mail) | (8d8+8) | |

| | | | | | |
|---------|--------|---------|--------|---------|---------|
| STR | DEX | CON | INT | WIS | CHA |
| 14 (+2) | 10 (0) | 13 (+1) | 11 (0) | 18 (+4) | 15 (+2) |

Save Throws: Wis +6, Cha +4

Skills: Deception +4, History +2, Religion +2

Senses: passive Perception 14

Languages: Common, Draconic, Infernal

Challenge: 2 (450 xp)

Spellcasting. Frulam is a 5th-level spellcaster that uses Wisdom as her spellcasting ability (spell save DC 14, +6 to hit with spell attacks). Frulam has the following spells prepared from the cleric spell list:

Cantrips (at will): light, sacred flama, thaumaturgy
1st level (4 slots): command, cure wounds, healing word, sanctuary
2nd level (3 slots): calm emotions, hold person, spiritual weapon
3rd level (2 slots): mass healing word, spirit guardians.,

Actions

Multiattack. Frulam attacks twice with her halberd.
Halberd. Melee Weapon Attack: +5 to hit, reach 10 ft., one target.
Hit: 7 (1d10 + 2) bludgeoning damage.

Gargoyle

Medium Elemental, Chaotic Evil

2

450 xp

| | | |
|-----------------|------------|---------------------------|
| Armor class | Hit points | Speed |
| 15 | 52 | 30 ft., fly 60 ft. |
| (natural armor) | (7d8+12) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| STR | DEX | CON | INT | WIS | CHA |
| 15 (+2) | 11 (0) | 16 (+3) | 6 (-2) | 11 (0) | 7 (-2) |

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities: poison

Condition Immunities: exhaustion, petrified, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: Terran

Challenge: 2 (450 xp)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue..

Actions

Multiattack. 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.

Ghost

Medium Undead, Any Alignment

4

1,100 xp

| | | |
|-------------|------------|--------------------------|
| Armor class | Hit points | Speed |
| 11 | 45 | 0 ft., fly 40 ft. |
| | (10d8) | |

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

Damage Resistances: acid, fire, lightning, thunder, bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities: cold, necrotic, poison

Condition Immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft., passive Perception 11

Languages: any languages it knew in life

Challenge: 4 (1,100 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. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn in side an object.,,

Actions

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.
Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.
Horridifying 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 Horridifying 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 that the ghost can see within 5 feet 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 inca pacitated 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 li ke the dispel evil and good spell. When the possession ends, 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

1

200 xp

| | | |
|-------------|------------|--------|
| Armor class | Hit points | Speed |
| 12 | 22 | 30 ft. |
| | (5d8) | |

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

Damage Immunities: poison

Condition Immunities: charmed, exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: Common

Challenge: 1 (200 xp)

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 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.

Giant Centipede

Small Beast, Unaligned

1/4

50 xp

| | | |
|-----------------|------------|----------------------|
| Armor class | Hit points | Speed |
| 13 | 4 | 30 ft., climb 30 ft. |
| (natural armor) | (1d6+1) | |

| | | | | | |
|--------|---------|---------|--------|--------|--------|
| STR | DEX | CON | INT | WIS | CHA |
| 5 (-3) | 14 (+2) | 12 (+1) | 1 (-5) | 7 (-2) | 3 (-4) |

Senses: blindsight 30 ft., passive Perception 8

Languages:

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 Fire Beetle

Small Beast, Unaligned

0

10 xp

| Armor class | Hit points | Speed |
|------------------------|---------------------|---------------|
| 13 (natural) | 4 (1d6+1) | 30 ft. |

| STR | DEX | CON | INT | WIS | CHA |
|--------|--------|---------|--------|--------|--------|
| 8 (-1) | 10 (0) | 12 (+1) | 1 (-5) | 7 (-2) | 3 (-4) |

Senses: blindsight 30 ft., passive Perception 8

Languages: --

Challenge: 0 (10 xp)

A giant fire beetle is a nocturnal creature that takes its name from a pair of glowing glands that give off light. Miners and adventurers prize these creatures, for a giant fire beetle's glands continue to shed light for 1d6 days after the beetle dies. Giant fire beetles are most commonly found underground and in dark forests. 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 Frog

Medium Beast, Unaligned

1/4

50 xp

| Armor class | Hit points | Speed |
|-------------|--------------------|----------------------------|
| 11 | 18 (4d8) | 30 ft., swim 30 ft. |

| 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 30 ft., passive Perception 12

Languages:

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. The frog makes one bite attack against a Small 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 frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time. If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

Giant Lizard

Large Beast, Unaligned

1/4

50 xp

| | | |
|-----------------|------------|----------------------|
| Armor class | Hit points | Speed |
| 12 | 19 | 30 ft., climb 30 ft. |
| (natural armor) | (3d10+3) | |

| | | | | | |
|---------|---------|---------|--------|--------|--------|
| STR | DEX | CON | INT | WIS | CHA |
| 15 (+2) | 12 (+1) | 13 (+1) | 2 (-4) | 10 (0) | 5 (-3) |

Senses: darkvision 30 ft., passive Perception 10

Languages:

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 Owl

Large Beast, Neutral

1/4

50 xp

| | | |
|-------------|------------|---------------|
| Armor class | Hit points | Speed |
| 12 | 19 | 5ft, fly 60ft |
| | (3d10 + 3) | |

| | | | | | |
|---------|---------|---------|--------|---------|--------|
| STR | DEX | CON | INT | WIS | CHA |
| 13 (+1) | 15 (+2) | 12 (+1) | 8 (-1) | 13 (+1) | 10 (0) |

Skills: Perception +5, Stealth +4

Senses: darkvision 120ft, PP 15

Languages: Giant Owl, understands Common, Elvish and Sylvan, but can't speak them

Challenge: 1/4 (50 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 WIS (Perception) checks that rely on hearing or sight.,

Actions

Talons. *Melee Weapon Attack:* +3 to hit, reach 5ft, one target. *Hit:* 8 (2d6 + 1) slashing damage

Giant Rocktopus

Large Beast, Unaligned

1

200 xp

| | | |
|-------------|------------|---------------------|
| Armor class | Hit points | Speed |
| 11 | 52 | 20 ft., climb 10ft. |
| (8d10+8) | | |

| | | | | | |
|---------|---------|---------|--------|--------|--------|
| 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 60 ft., passive Perception 14

Languages: --

Challenge: 1 (200 xp)

Camouflage. The octopus has advantage on Dexterity (Stealth) checks.,

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.

Giant Spider

Large Beast, Unaligned

1

200 xp

| | | |
|-----------------|------------|----------------------|
| Armor class | Hit points | Speed |
| 14 | 26 | 30 ft., climb 30 ft. |
| (natural Armor) | (4d10+4) | |

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

Skills: Stealth +7

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages:

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.,

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

1

200 xp

| | | |
|--------------|------------|--------------------|
| Armor class | Hit points | Speed |
| 10 | 22 | 10 ft., fly 60 ft. |
| ((3d10 + 6)) | | |

| | | | | | |
|---------|--------|---------|--------|---------|--------|
| 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

Languages: 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.

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

Actions

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

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage.

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

Gnoll Pack Lord

Medium Humanoid (Gnoll), Chaotic Evil

2

450 xp

| | | |
|---------------|------------|--------|
| Armor class | Hit points | Speed |
| 15 | 49 | 30 ft. |
| (chain shirt) | (9d8+9) | |

| | | | | | |
|---------|---------|---------|--------|--------|--------|
| STR | DEX | CON | INT | WIS | CHA |
| 16 (+3) | 14 (+2) | 13 (+1) | 8 (-1) | 11 (0) | 9 (-1) |

Senses: darkvision 60 ft., passive Perception 10

Languages: 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

Multiattack. 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 10ft., 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

Medium Humanoid (Knoll), Chaotic Evil

1/2

100 xp

Armor class Hit points Speed

15

(hide armor, shield)

22

(5d8)

30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

14 (+2) 12 (+1) 11 (0) 6 (-2) 10 (0) 7 (-2)

Senses: darkvision 60 ft., passive Perception 10

Languages: 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.

Goblin

Small Humanoid (Goblinoid), Neutral Evil

1/4

50 xp

Armor class Hit points Speed

15

(leather armor, shield)

7

(2d6)

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, PP 9

Languages: 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 5ft, one target. *Hit:* 5 (1d6 + 2) slashing damage.

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

Gorgon

Large Monstrosity, Unaligned

5

1,800 xp

| | | |
|-------------|------------|---------------|
| Armor class | Hit points | Speed |
| 19 | 114 | 40 ft. |
| (natural) | (12d10+48) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| 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 60 ft., PP 14

Languages:

Challenge: 5 (1,800 xp)

Trampling Charge. If the gorgon 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 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 Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) piercing damage.

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

Petrifying Breath (Recharge 5-6). The gorgon exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the greater restoration spell or other magic.

Gray Ooze

Medium Ooze, Unaligned

1/2

100 xp

| | | |
|-------------|------------|-----------------------------|
| Armor class | Hit points | Speed |
| 8 | 22 | 10 ft., climb 10 ft. |
| | (3d8+9) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| 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

Condition Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages:

Challenge: 1/2 (100 xp)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.
Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative $\text{asi}1$ penalty to damage rolls. If its penalty drops to $\text{asi}5$, 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.,,

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 $\text{asi}1$ penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Green Hag

Medium Fey, Neutral Evil

3

700 xp

Armor class Hit points Speed

17

82

30 ft.

(natural armor) (11d8+33)

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

Languages: 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.,

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.

Grell

Medium Aberration, Neutral Evil

3

700 xp

Armor class Hit points Speed

12

55

10ft., fly 30 ft.

(10d8+10)

(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 60 ft. (blind beyond this radius) passive perception 14

Languages: Grell

Challenge: 3 (700 xp)

11

Actions

Multiattack. The grell makes two attacks: one with its tentacles and one with its beak.

Tentacles. Melee Weapon Attack: +4 to hit, reach 10ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success. The target is also grappled (escape DC 15). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the grell has advantage on attack rolls against it and can't use this attack against other targets. When the grell moves, any Medium or smaller target it is grappling moves with it.

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4 + 2) piercing damage.

Griffon

Large Monstrosity, Unaligned

2

450 xp

| | | |
|-------------|------------|--------------------|
| Armor class | Hit points | Speed |
| 12 | 59 | 30 ft., fly 80 ft. |
| | (7d10+21) | |

| | | | | | |
|---------|---------|---------|--------|---------|--------|
| STR | DEX | CON | INT | WIS | CHA |
| 18 (+4) | 15 (+2) | 16 (+3) | 2 (-4) | 13 (+1) | 8 (-1) |

Skills: Perception +5

Senses: darkvision 60 ft., passive Perception 15

Languages:

Challenge: 2 (450 xp)

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

Actions

Multiattack. 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.

Guard Drake

Medium Dragon, Unaligned

2

450 xp

| | | |
|-----------------|------------|--------|
| Armor class | Hit points | Speed |
| 14 | 52 | 30 ft. |
| (natural armor) | (7d8+21) | |

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

Save Throws: Perception +2

Damage Resistances: Lightning

Senses: darkvision 60ft., passive Perception 12

Languages: understands Draconic but can't speak

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.

Guard

Medium Humanoid (Any Race), Any Alignment

1/8

25 xp

Armor class Hit points Speed

16

11

30ft

(chain shirt, shield)

(2d8 + 2)

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

Skills: Perception +2

Senses: PP 12

Languages: any one language (usually Common)

Challenge: 1/8 (25 xp)

..

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5ft, or range 20/60ft, one target. *Hit:* 4 (1d6 + 1) piercing damage.

Half-Red Dragon Veteran

Medium Humanoid (Human), Any Alignment

5

1,800 xp

Armor class Hit points Speed

18

65

30 ft.

(plate)

(10d8+20)

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

Save Throws: Str +5, Con +4

Skills: Athletics +5, Perception +2

Damage Resistances: Fire

Senses: Blindsight 10 ft., darkvision 60 ft., PP 12

Languages: Common, Draconic

Challenge: 5 (1,800 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.

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.

Helmed Horror

Medium Construct, Neutral

4

1 xp

| | | |
|-----------------|------------|-------------------|
| Armor class | Hit points | Speed |
| 20 | 60 | 30 ft., fly 30ft. |
| (plate, shield) | (8d8+24) | |

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

Skills: Perception +4

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities: force, necrotic, poison

Condition Immunities: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages: understands the languages of its creator but can't speak

Challenge: 4 (1 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. The helmed horror 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.

Hippogriff

Large Monstrosity, Unaligned

1

200 xp

| | | |
|-------------|------------|--------------------|
| Armor class | Hit points | Speed |
| 11 | 19 | 40 ft., fly 60 ft. |
| | (3d10 + 3) | |

| | | | | | |
|---------|---------|---------|--------|---------|--------|
| STR | DEX | CON | INT | WIS | CHA |
| 17 (+3) | 13 (+1) | 13 (+1) | 2 (-4) | 12 (+1) | 8 (-1) |

Skills: Perception +5

Languages:

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 Captain

Medium Humanoid (Goblinoid), Lawful Evil

3

700 xp

| | | |
|--------------|------------|---------------|
| Armor class | Hit points | Speed |
| 17 | 39 | 30 ft. |
| (half plate) | (6d8+12) | |

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

Senses: darkvision 60 ft., passive Perception 10

Languages: Common, Goblin

Challenge: 3 (700 xp)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) 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 two greatsword attacks.
Greatsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
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 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.

Hobgoblin

Medium Humanoid (Goblinoid), Lawful Evil

1/2

100 xp

| | | |
|----------------------|------------|---------------|
| Armor class | Hit points | Speed |
| 18 | 11 | 30 ft. |
| (chain mail, shield) | (2d8+2) | |

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

Senses: darkvision 60 ft., passive Perception 10

Languages: 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.

Hook Horror

Large Monstrosity, Neutral

3

700 xp

| Armor class | Hit points | Speed |
|------------------------|-------------------------|----------------------|
| 15 (natural) | 75 (10d10+20) | 30 ft., climb 30 ft. |

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 18 (+4) | 10 (0) | 15 (+2) | 6 (-2) | 12 (+1) | 7 (-2) |

Skills: Perception +3

Senses: blindsight 60 ft., dark vision 10 ft., passive perception 13

Languages: 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

Multiattack. The hook horror makes two hook attacks .
Hook. Melee Weapon Attack: +6 to hit , reach 10ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Ixixachitl

Small Aberration, Chaotic Evil

1/4

40 xp

| Armor class | Hit points | Speed |
|------------------------------|----------------------|--------------------|
| 15 (natural armor) | 18 (4d6+4) | 0 ft., swim 30 ft. |

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

Senses: darkvision 60ft., passive Perception 11

Languages: Abyssal, Ixixachitl

Challenge: 1/4 (40 xp)

Aquatic creatures resembling mana rays, with small, clawed hands at the end of their wings and black eyes gleaming with sinister intelligence. Demon Rays is a common nickname.

”

Actions

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

Reactions:

Barbed Tail. When a creature provokes an opportunity attack from the ixixachitl, the ixixachitl can make the following attack instead of using its bite. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 7 (1d8+3) piercing damage.

Jamna Gleamsilver

Small Humanoid, Neutral

1

200 xp

| | | |
|-----------------|------------|---------------|
| Armor class | Hit points | Speed |
| 15 | 22 | 25 ft. |
| (leather armor) | (4d6+8) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| STR | DEX | CON | INT | WIS | CHA |
| 8 (-1) | 17 (+3) | 14 (+2) | 15 (+2) | 10 (0) | 12 (+1) |

Save Throws: Dex +5, Int +4

Skills: Acrobatics +5, Deception +3, Insight+2, Perception +4, Persuasion +3, Stealth +7

Senses: darkvision 60 ft., passive Perception 14

Languages: Common, Gnomish, Goblin, Sylvan

Challenge: 1 (200 xp)

Cunning Action.Jamna can take a bonus action to take the Dash, Disengage, or Hide action.
Gnome Cunning.Jamna has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.
Spellcasting.Jamna is a 4th-level spellcaster that uses Intelligence as her spellcasting ability (spell save DC 12, +4 to hit with spell attacks). Jamna has the following spells prepared from the wizard spell list:
Cantrips (at will): mage hand, minor illusion, prestidigitation, ray of frost
1st level (3 slots): charm person, color spray, disguise self, longstrider

Actions

Multiattack. Jamna attacks twice with her shortswords.
Shortsword. Melee Weapon Attack:+5 to hit, reach 5 ft., one target.

Hit:6 (1d6 + 3) piercing damage, or 9 (1d6 + 3 plus 1d6) piercing damage if the target is Medium or larger.

Knight

Medium Humanoid (Any Race), Any Alignment

3

700 xp

| | | |
|-------------|------------|---------------|
| Armor class | Hit points | Speed |
| 18 | 52 | 30 ft. |
| (plate) | (8d8+16) | |

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

Save Throws: Con +4, Wis +2

Senses: passive Perception 10

Languages: any one language (usually Common)

Challenge: 3 (700 xp)

11

Actions

Multiattack. 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.

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.

Kobold

Small Humanoid (Kobold), Lawful Evil

1/8

25 xp

| | | |
|-------------|------------|--------|
| Armor class | Hit points | Speed |
| 12 | 5 | 30 ft. |
| (2d6-2) | | |

| | | | | | |
|--------|---------|--------|--------|--------|--------|
| STR | DEX | CON | INT | WIS | CHA |
| 7 (-2) | 15 (+2) | 9 (-1) | 8 (-1) | 7 (-2) | 8 (-1) |

Senses: darkvision 60 ft., passive Perception 8

Languages: 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.

Kuo-Toa Monitor

Medium Humanoid (Kuo-Toa), Neutral Evil

1

200 xp

| | | |
|---------------------------|------------|---------------------|
| Armor class | Hit points | Speed |
| 13 | 65 | 30 ft., swim 30 ft. |
| (natural armor) (10d8+20) | | |

| | | | | | |
|---------|--------|---------|---------|---------|--------|
| 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 120, passive perception 16

Languages: Undercommon

Challenge: 1 (200 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.,,

Actions

Multiattack. The kuo-toa 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

1

200 xp

| | | |
|-----------------|------------|----------------------------|
| Armor class | Hit points | Speed |
| 11 | 65 | 30 ft., swim 30 ft. |
| (natural armor) | (10d8+20) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| 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 120, passive perception 16

Languages: Undercommon

Challenge: 1 (200 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.

Spellcasting. The kuo-toa is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 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,

Actions

Multiaction. The kuo-toa makes two attacks: one with its bite and one with its pincer staff.

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

Pincer Staff. Melee Weapon Attack: +4 to hit, reach 10ft., one target. Hit: 5 (1 d6 + 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.

Kuo-Toa

Medium Humanoid (Kuo-Toa), Neutral Evil

1/4

50 xp

| | | |
|-------------------------|------------|----------------------------|
| Armor class | Hit points | Speed |
| 13 | 18 | 30 ft., swim 30 ft. |
| (natural armor, shield) | | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| 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

Languages: 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.

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 20ft60 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 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.

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.

Langdedrosa Cyanwrath

Medium Humanoid, Lawful Evil

4

1 xp

| | | |
|-------------|------------|---------------|
| Armor class | Hit points | Speed |
| 17 | 57 | 30 ft. |
| (splint) | (6d12+18) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| STR | DEX | CON | INT | WIS | CHA |
| 19 (+4) | 13 (+1) | 16 (+3) | 10 (0) | 14 (+2) | 12 (+1) |

Save Throws: Str +6, Con +5

Skills: Athletics +6, Intimidation +3, Perception +4

Damage Resistances: lightning

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages: Common, Draconic

Challenge: 4 (1 xp)

Action Surge (Recharges when Langdedrosa Finishes a Short or Long Rest). On his turn, Langdedrosa can take one additional action.
Improved Critical. Langdedrosa's weapon attacks score a critical hit on a roll of 19 or 20.

Actions

Multiattack. Langdedrosa attacks twice, either with his greatsword or spear.
Greatsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.
Spear. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or ranged 20 ft./60 ft., one target. Hit: 7 (1d6 + 4) piercing damage.
Lightning Breath (Recharge 5-6). Langdedrosa breathes lightning in a 30-foot line that is 5 feet wide. Each creature in the line must make a DC 13 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Lizardfolk

Medium Humanoid (Lizardfolk), Neutral

1/2

100 xp

| | | |
|-------------------------|------------|---------------------------|
| Armor class | Hit points | Speed |
| 15 | 22 | 30 ft., swim 30ft. |
| (natural armor, shield) | (4d8+4) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| 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

Languages: Draconic

Challenge: 1/2 (100 xp)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.,,

Actions

Multiattack. The lizardfolk makes two melee attacks, each one with a 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.

Mage

Medium Humanoid (Any Race), Any Alignment

6

2 xp

| | | | | | |
|----------------------|---------|------------|---------|---------|--------|
| Armor class | | Hit points | | Speed | |
| 12 | | 40 | | 30 | |
| (15 with Mage Armor) | | (9d8) | | | |
| | | | | | |
| STR | DEX | CON | INT | WIS | CHA |
| 9 (-1) | 14 (+2) | 11 (0) | 17 (+3) | 12 (+1) | 11 (0) |

Save Throws: Int +6, Wis +4

Skills: Arcana +6, History +6

Senses: passive Perception 11

Languages: any four languages

Challenge: 6 (2 xp)

Spellcasting. The mage is a 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 Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target.
Hit: 4 (1d4 + 2) piercing damage.

Merrow

Large Monstrosity, Chaotic Evil

2

450 xp

| Armor class | Hit points | Speed | | | |
|-----------------|------------|-------------------|--------|--------|--------|
| 13 | 45 | 10ft., swim 40ft. | | | |
| (natural armor) | (6d10+12) | | | | |
| STR | DEX | CON | INT | WIS | CHA |
| 18 (+4) | 10 (0) | 15 (+2) | 8 (-1) | 10 (0) | 9 (-1) |

Senses: darkvision 60ft., passive Perception 12

Languages: 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.

Merrow

Large Monstrosity, Chaotic Evil

2

450 xp

| | | |
|------------------|------------------|----------------------------|
| Armor class | Hit points | Speed |
| 13 | 45 | <i>10 ft., swim 40 ft.</i> |
| <i>(natural)</i> | <i>(6d10+12)</i> | |

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

Senses: darkvision 60 ft., PP12

Languages: 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.

Minotaur Skeleton

Large Undead, Lawful Evil

2

450 xp

| | | |
|------------------|------------------|---------------|
| Armor class | Hit points | Speed |
| 12 | 67 | <i>40 ft.</i> |
| <i>(natural)</i> | <i>(9d10+18)</i> | |

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

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 9

Languages: understands Abyssal but can't speak

Challenge: 2 (450 xp)

Damage Vulnerabilities: bludgeoning

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.

Mummy Lord

Medium Undead, Lawful Evil

15

13,000 xp

Armor class Hit points Speed

17

(natural)

97

(13d8+39)

20

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

Save Throws: Con +8, Int +5, Wis +9, Cha+8

Skills: History +5, Religion +5

Damage Immunities: necrotic, poison, bludgeoning, piercing and slashing from nonmagical weapons

Condition Immunities: charmed, exhaustion, frightened, paralyzed, poisoned

Senses: darkvision 60 ft., PP14

Languages: the languages that it knew in life

Challenge: 15 (13,000 xp)

Damage vulnerabilities: fire

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.

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

Actions

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

Rotting Fist. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. 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.

Legendary Actions

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

Attack. The mummy lord makes one attack with its rotting fist or uses its Dreadful Glare.

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). The mummy lord 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). The mummy lord magically unleashes negative energy. Creatures within 60 feet of

Noble

Medium Humanoid (Any Race), Any Alignment

1/8

25 xp

Armor class Hit points Speed

15

(breastplate)

9

(2d8)

30 ft.

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 10

Languages: any two languages

Challenge: 1/8 (25 xp)

1

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.

Ogre

Large Giant, Chaotic Evil

2

450 xp

| | | |
|--------------|------------|---------------|
| Armor class | Hit points | Speed |
| 11 | 59 | 40 ft. |
| (hide armor) | (7d10+21) | |

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

Senses: darkvision 60 ft., passive Perception 8

Languages: 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.

Orc

Medium Humanoid (Orc), Chaotic Evil

1/2

100 xp

| | | |
|--------------|------------|---------------|
| Armor class | Hit points | Speed |
| 13 | 15 | 30 ft. |
| (hide armor) | (2d8+6) | |

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

Skills: Intimidation +2

Senses: darkvision 60 ft., passive Perception 10

Languages: 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.

Otyugh

Large Aberration, Neutral

5

1 xp

Armor class Hit points Speed

14

114

30 ft.

(natural armor) (12d10+48)

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

Save Throws: Con +7

Senses: darkvision 120 ft., passive Perception 11

Languages: Otyugh

Challenge: 5 (1 xp)

Limited Telepathy. The otyugh 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. The otyugh makes three attacks: one with its bite and two with its tentacles.
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *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.

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 Strength saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Owlbear

Large Monstrosity, Unaligned

3

700 xp

Armor class Hit points Speed

13

59

40ft

(natural armor) (7d10 + 21)

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

Skills: Perception +3

Damage Resistances: darkvision 60ft, PP 13

Languages:

Challenge: 3 (700 xp)

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

Actions

Multiattack. The owlbear makes thwo attacks: one with its beak and one with its claws.

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

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

Peryton

Medium Monstrosity, Chaotic Evil

2

450 xp

| | | |
|------------------------|----------------|-------------------------|
| Armor class | Hit points | Speed |
| 13 | 33 | <i>20ft., fly 60ft.</i> |
| <i>(natural armor)</i> | <i>(6d8+6)</i> | |

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

Skills: Perception +5

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical weapons

Senses: passive Perception 15

Languages: understands Common and Elvish but can't speak

Challenge: 2 (450 xp)

Dive Attack. If the peryton is 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. The peryton 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.

Pharblex Spattergoo

Medium Humanoid (Bullywug), Chaotic Evil

3

700 xp

| | | |
|----------------------------------|-----------------|--------------------------|
| Armor class | Hit points | Speed |
| 15 | 59 | <i>20ft., swim 40ft.</i> |
| <i>(studded leather, Shield)</i> | <i>(7d8+28)</i> | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| STR | DEX | CON | INT | WIS | CHA |
| 15 (+2) | 12 (+1) | 18 (+4) | 11 (0) | 16 (+3) | 7 (-2) |

Save Throws: Str +4, Con +6

Skills: Perception +5, Religion +2, Stealth +3

Senses: passive Perception 15

Languages: Common, Bullywug

Challenge: 3 (700 xp)

Amphibious. Pharblex can breathe air and water.

Poison Strike (3/Day). Once per turn, when Pharblex hits with a melee attack, he can expend a use of this trait to deal an extra 9 (2d8) poison damage.

Spellcasting. Pharblex is a 6th-level spellcaster that uses Wisdom as his spellcasting ability (spell save DC 13, +5 to hit with spell attacks). Pharblex has the following spells prepared from the druid spell list:

Cantrips (at will): druidcraft, guidance, poison cloud
1st level (4 slots): cure wounds, entangle, healing word, thunderwave

2nd level (3 slots): barkskin, beast sense, spike growth

3rd level (3 slots): plant growth, water walk

Standing Leap. As part of his movement and without a running start, Pharblex can long jump up to 20 feet and high jump up to 10 feet.

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

Actions

Multiattack. Pharblex attacks twice, once with his bite and once with his spear.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage.

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or ranged 20 ft./60 ft., one target.

Hit: 5 (1d6 + 2) piercing damage.

Pixie

Tiny Fey, Natural Good

1/4

50 xp

| | | |
|-------------|------------|----------------|
| Armor class | Hit points | Speed |
| 15 | 1 | 10ft, fly 30ft |
| | (1d4 - 1) | |

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

Skills: Perception +4, Stealth +7

Senses: PP 14

Languages: 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 CHA (spell save DC 12) it can innately cast the following spells, requiring only its pixie dust as a component:

At will: *druidcraft* (236)

1/day each: *confusion*(234), *dancing lights*(230), *detect evil and good*(231), *detect thoughts*(231), *dispel magic*(234), *entangle*(238), *fly*(243), *phantasmal force*(264), *polymorph*(266), *sleep*(276)

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.

Poltergeist

Medium Undead, Chaotic Evil

1

200 xp

| | | |
|-------------|------------|-------------------|
| Armor class | Hit points | Speed |
| 12 | 22 | 0 ft., fly 50 ft. |
| | (5d8) | (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, bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities: necrotic, poison

Condition Immunities: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 60 ft., passive Perception 10

Languages: can't speak

Challenge: 1 (200 xp)

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

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

Invisibility. The poltergeist is invisible.,,

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.

Priest

Medium Humanoid (Any Race), Any Alignment

2

450 xp

| | | |
|---------------|------------|---------------|
| Armor class | Hit points | Speed |
| 13 | 27 | 25 ft. |
| (chain shirt) | (5d8+5) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| 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

Languages: 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. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

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.

Pseudodragon

Tiny Dragon, Neutral Good

1/4

50 xp

| | | |
|-------------|------------|---------------------------|
| Armor class | Hit points | Speed |
| 13 | 7 | 15 ft., fly 60 ft. |
| (natural) | (2d4+2) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| 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., PP 13

Languages: understands Common and Draconic but can't speak

Challenge: 1/4 (50 xp)

Keen Senses. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

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

Limited Telepathy. The pseudodragon can 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 damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

Quaggoth

Medium Humanoid (Quaggoth), Chaotic Neutral

2

450 xp

| | | |
|-------------|------------|---------------------------|
| Armor class | Hit points | Speed |
| 13 | 45 | 30ft., climb 30ft. |
| (natural) | (6d8+18) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| 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 120, passive perception 10

Languages: 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

Multiattack. The quaggoth makes two claw attacks.
Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Rath Modar

Medium Humanoid (Human), Lawful Evil

6

2 xp

| | | |
|----------------------|------------|---------------|
| Armor class | Hit points | Speed |
| 13 | 71 | 30 ft. |
| (16 with mage armor) | (11d8+22) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| STR | DEX | CON | INT | WIS | CHA |
| 11 (0) | 16 (+3) | 14 (+2) | 18 (+4) | 14 (+2) | 10 (0) |

Save Throws: Int +7, Wis +5

Skills: Arcana +7, Deception +3, Insight +5, Stealth +6

Senses: passive Perception 12

Languages: Common, Draconic, Infernal, Primordial, Thayan

Challenge: 6 (2 xp)

Special Equipment. Rath has a staff of fire, and scrolls of dimension door, featherfall, and fireball.
Spellcasting. Rath is an 11th-level spellcaster who uses Intelligence as his spellcasting ability (spell save DC 15, +7 to hit with spell attacks). Rath has the following spells prepared from the wizard spell list:
Cantrips (at will) : fire bolt, minor illusion, prestidigitation, shocking grasp
1st level (4 slots): chromatic orb, color spray, mage armor, magic missile
2nd level (3 slots): detect thoughts, mirror image, phantasmal force
3rd level (3 slots): counterspell, fireball, major image
4th level (3 slots): confusion, greater invisibility
5th level (2 slots): mislead, seeming
6th level (1 slot): globe of invulnerability,

Actions

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

Reactions

Illusory Self (Recharges when Rath Finishes a Short or Long Rest).When a creature Rath can see makes an attack roll against him, he can interpose an illusory duplicate between the attacker and him. The attack automatically misses Rath, then the illusion dissipates.

Revenant

Medium Undead, Neutral

5

1,800 xp

| | | | | | |
|-----------------|-------------|---------|---------|---------|---------|
| Armor class | Hit points | Speed | | | |
| 13 | 136 | 30 ft. | | | |
| (leather armor) | (16d8 + 64) | | | | |
| STR | DEX | CON | INT | WIS | CHA |
| 18 (+4) | 14 (+2) | 18 (+4) | 13 (+1) | 16 (+3) | 18 (+4) |

Save 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 60 ft., passive Perception 13

Languages: the languages it knew in life

Challenge: 5 (1,800 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.

Turn Immunity. The revenant is 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.

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.

Rezmir

Medium Humanoid (Half-Black Dragon), Neutral Evil

7

2 xp

| | | | | | |
|---------------------------------------|------------|---------|---------|---------|---------|
| Armor class | Hit points | Speed | | | |
| 13 | 90 | 30 ft. | | | |
| (15 with Black Dragon Mask) (12d8+36) | | | | | |
| STR | DEX | CON | INT | WIS | CHA |
| 18 (+4) | 16 (+3) | 16 (+3) | 15 (+2) | 12 (+1) | 14 (+2) |

Save Throws: Dex +6, Wis +4

Skills: Arcana +5, Stealth +9

Damage Immunities: acid

Condition Immunities: charmed, frightened

Senses: blindsight 10 ft., darkvision 120 ft., passive Perception 11

Languages: Common, Draconic, Infernal, Giant, Netherese

Challenge: 7 (2 xp)

Special Equipment. Rezmir has the Black Dragon Mask, Hazirawn, and an insignia of claws (see appendix C for all items).

Amphibious. Rezmir can breathe air and water.

Dark Advantage. Once per turn, Rezmir can deal an extra 10 (3d6) damage when she hits with a weapon attack, provided Rezmir has advantage on the attack roll.

Draconic Majesty. While wearing no armor and wearing the Black Dragon Mask, Rezmir adds her Charisma bonus to her AC (included).

Immolation. When Rezmir is reduced to 0 hit points, her body disintegrates into a pile of ash.

Legendary Resistance (1/Day). If Rezmir fails a saving throw while wearing the Black Dragon Mask, she can choose to succeed instead.,,

Actions

Greatsword (Hazirawn). Melee Weapon Attack: +9 to hit, reach 5 ft., one target.

Hit: 13 (2d6 + 6) slashing damage plus 7 (2d6) necrotic damage.

If the target is a creature, it can't regain hit points for 1 minute. The target can make a DC 15 Constitution saving throw at the end of each of its turns, ending this effect early on a success.

Caustic Bolt. Ranged Spell Attack: +8 to hit, range 90 ft., one target. Hit: 18 (4d8) acid damage.

Acid Breath (Recharge 5-6). Rezmir breathes acid in a 30-foot line that is 5 feet wide. Each creature in the line must make a DC 14 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

If she is wearing the Black Dragon Mask, Rezmir can take up to two legendary actions between each of her turns, taking the actions all at once or spreading them over the round. A legendary action can be taken only at the start or end of a turn. Rezmir has the following legendary action options, some of which expend more than one action when taken:

2 Actions. A 15-foot radius of magical darkness extends from a point Rezmir can see within 60 feet of her and spreads around corners. The darkness lasts as long as Rezmir maintains concentration, up to 1 minute. A creature with darkvision can't see through this darkness, and no natural light can illuminate it. If any of the area overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

1 Action. Rezmir makes one melee attack.

1 Action. Rezmir takes the Hide action.

Roper

Large Monstrosity, Neutral Evil

5

1 xp

| Armor class | Hit points | Speed |
|----------------------------|------------|----------------------|
| 20 | 93 | 10 ft., climb 10 ft. |
| (natural armor) (11d10+33) | | |

| 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 60 ft., passive Perception 16

Languages:

Challenge: 5 (1 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.,,

Actions

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

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

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

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

Rug Of Smothering

Large Construct, Unaligned

2

450 xp

| Armor class | Hit points | Speed |
|-------------|------------|--------|
| 12 | 33 | 10 ft. |
| (6d10) | | |

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

Damage Immunities: poison, psychic

Condition Immunities: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages:

Challenge: 2 (450 xp)

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

Damage Transfer. While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

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

Actions

Smother. Melee Weapon Attack: +5 to hit, reach 5 ft., one Medium or smaller creature. Hit: The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

Scout

Medium Humanoid (Any Race), Any Alignment

1/2

100 xp

| | | |
|-----------------|------------|---------------|
| Armor class | Hit points | Speed |
| 13 | 16 | 30 ft. |
| (leather armor) | (3d8+3) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| 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

Languages: 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.

Shambling Mound

Large Plant, Unaligned

5

1 xp

| | | |
|-----------------|------------|----------------------------|
| Armor class | Hit points | Speed |
| 15 | 136 | 20 ft., swim 20 ft. |
| (natural armor) | (16d10+48) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| 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: lightning

Condition Immunities: blinded, deafened, exhaustion

Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages:

Challenge: 5 (1 xp)

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

Actions

Multiattack. 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.

Skeleton

Medium Undead, Lawful Evil

1/4

50 xp

| | | |
|----------------|------------|---------------|
| Armor class | Hit points | Speed |
| 13 | 13 | 30 ft. |
| (armor scraps) | (2d8+4) | |

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

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 9

Languages: understands all languages it knew in life but can't speak

Challenge: 1/4 (50 xp)

Damage Vulnerabilities: bludgeoning

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.

Spectator

Medium Aberration, Lawful Neutral

3

700 xp

| | | |
|-----------------|------------|---------------------------|
| Armor class | Hit points | Speed |
| 14 | 39 | fly 30 ft. (hover) |
| (natural armor) | | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| 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 120 ft., passive Perception 16

Languages: Deep Speech, Undercommon, telepathy, 120 ft.

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.

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.

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.

Specter

Medium Undead, Chaotic Evil

1

200 xp

| | | |
|-------------|-------------|------------------------------|
| Armor class | Hit points | Speed |
| 12 | 22 (5d8) | 0 ft., fly 50 ft. (hover) |

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

Damage Resistances: acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Im

Damage Immunities: necrotic, poison

Condition Immunities: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses: darkvision 60 ft., passive Perception 10

Languages: understands all languages it knew in life but can't speak

Challenge: 1 (200 xp)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.,

Actions

Life Drain. Melee Spell Attack: +4 to hit, reach 5 ft., one creature.

Hit: 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

Medium Undead, Chaotic Evil

1

200 xp

| | | |
|-------------|-------------|------------------------------|
| Armor class | Hit points | Speed |
| 12 | 22 (5d8) | 0 ft., fly 50 ft. (hover) |

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

Damage Resistances: acid, cold, fire, lightning, thunder, bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities: necrotic, poison

Condition Immunities: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconcious

Senses: darkvision 60 ft., passive Perception 10

Languages: can't speak

Challenge: 1 (200 xp)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. Melee Spell Attack: +4 to hit, reach 5 ft. , one creature.

Hit: 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.

Spy

Medium Humanoid (Any Race), Any Alignment

1

200 xp

| | | |
|-------------|------------|--------|
| Armor class | Hit points | Speed |
| 12 | 27 | 30 ft. |
| | (6d8) | |

| | | | | | |
|--------|---------|--------|---------|---------|---------|
| 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

Languages: 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.

Stirge

Tiny Beast, Unaligned

1/8

25 xp

| | | |
|-----------------|------------|--------------------|
| Armor class | Hit points | Speed |
| 14 | 2 | 10 ft., fly 40 ft. |
| (natural armor) | (1d4) | |

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

Senses: darkvision 60 ft., passive Perception 9

Languages:

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.

Stone Giant

Huge Giant, Neutral

7

2 xp

| | | |
|----------------------------|------------|--------|
| Armor class | Hit points | Speed |
| 17 | 126 | 40 ft. |
| (natural armor) (11d12+55) | | |

| | | | | | |
|---------|---------|---------|--------|---------|--------|
| STR | DEX | CON | INT | WIS | CHA |
| 23 (+6) | 15 (+2) | 20 (+5) | 10 (0) | 12 (+1) | 9 (-1) |

Save Throws: Dex +5, Con +8, Wis +4

Skills: Athletics +12, Perception +4

Senses: darkvision 60 ft., passive Perception 14

Languages: Giant

Challenge: 7 (2 xp)

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 Weapon Attack: +9 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.

Reaction

Rock Catching. If a rock or similar object is hurled at the giant the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Stone Golem

Large Construct, Unaligned

10

5 xp

| | | |
|----------------------------|------------|--------|
| Armor class | Hit points | Speed |
| 17 | 178 | 30 ft. |
| (natural armor) (17d10+85) | | |

| | | | | | |
|---------|--------|---------|--------|--------|--------|
| STR | DEX | CON | INT | WIS | CHA |
| 22 (+6) | 9 (-1) | 20 (+5) | 3 (-4) | 11 (0) | 1 (-5) |

Damage Immunities: poison, psychic, bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 120 ft., passive Perception 10

Languages: understands the languages of its creator but can't speak

Challenge: 10 (5 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.,

Actions

Multiattack. 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.

Succubus

Medium Fiend (Shapechanger), Neutral Evil

4

1,100 xp

| Armor class | Hit points | Speed |
|-------------|------------|--------------------|
| 15 | 66 | 30 ft., fly 60 ft. |
| (natural) | (12d8+12) | |

| 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, bludgeoning, piercing and slashing from nonmagical weapons

Senses: darkvision 60 ft., PP 15

Languages: Abyssal, Common, Infernal, telepathy 60 ft.

Challenge: 4 (1,100 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.

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.

Swarm Of Insects

Medium Swarm Of Tiny Beasts, Unaligned

1/2

100 xp

| Armor class | Hit points | Speed |
|-----------------|------------|----------------------|
| 12 | 22 | 20 ft., climb 20 ft. |
| (natural armor) | (5d8) | |

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

Damage Resistances: bludgeoning, piercing, slashing

Condition Immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 10 ft., passive Perception 8

Languages:

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

1

200 xp

| | | |
|-------------|------------|-------------|
| Armor class | Hit points | Speed |
| 13 | 28 | 0ft., 40ft. |
| | (8d8-8) | |

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

Damage Resistances: bludgeoning, piercing, slashing

Condition Immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: darkvision 60ft., passive Perception 8

Languages: --

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 on ly underwater.,

Actions

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

Swarm Of Rats

Medium Swarm Of Tiny Beasts, Unaligned

1/4

50 xp

| | | |
|-------------|------------|--------|
| Armor class | Hit points | Speed |
| 10 | 24 | 30 ft. |
| | (7d8-7) | |

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

Damage Resistances: bludgeoning, piercing, slashing

Condition Immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: darkvision 30 ft., passive Perception 10

Languages:

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

1/4

50 xp

| | | |
|-------------|------------|-------------------|
| Armor class | Hit points | Speed |
| 12 | 24 | 10 ft., fly 50 ft |
| | (7d8-7) | |

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

Skills: Perception +5

Damage Resistances: bludgeoning, piercing, slashing

Condition Immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: PP 15

Languages:

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

Beaks. 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.

Talis The White

Medium Humanoid (Half-Elf), Lawful Evil

5

1 xp

| | | |
|-------------------------|------------|--------|
| Armor class | Hit points | Speed |
| 18 | 58 | 30 ft. |
| (+1 scale mail, shield) | (9d8+18) | |

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

Save Throws: Wis +6, Cha +6

Skills: Deception +6, Insight +6, Perception +6, Persuasion +6

Senses: darkvision 60 ft., passive Perception 16

Languages: Common, Draconic, Elvish, Infernal

Challenge: 5 (1 xp)

Special Equipment. Talis has +1 scale mail and a wand of winter(see appendix C).
Fey Ancestry. Talis has advantage on saving throws against being charmed, and magic can't put her to sleep.
Spellcasting. Talis is a 9th-level spellcaster that uses Wisdom as her spellcasting ability (spell save DC 14, +6 to hit with spell attacks). Talis has the following spells prepared from the cleric spell list:
Cantrips (at will): guidance, resistance, thaumaturgy
1st level (4 slots): command, cure wounds, healing word, inflict wounds
2nd level (3 slots): blindness/deafness, lesser restoration, spiritual weapon (spear)
3rd level (3 slots): dispel magic, mass healing word, sending
4th level (3 slots): death ward, freedom of movement
5th level (1 slot): insect plague
Winter Strike (3/Day). Once per turn, when Talis hits with a melee attack, she can expend a use of this trait to deal an extra 9 (2d8) cold damage.,

Actions

Spear. Melee or Ranged Weapon Attack:+5 to hit, reach 5 ft. or ranged 20 ft./60 ft., one target.
Hit:6 (1d6 + 2) piercing damage.

Troglodyte

Medium Humanoid (Troglodyte), Chaotic Evil

1/4

50 xp

| | | |
|-----------------|------------|---------------|
| Armor class | Hit points | Speed |
| 11 | 13 | 30 ft. |
| (natural armor) | (2d8+4) | |

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

Skills: Stealth +2

Senses: darkvision 60 ft., passive Perception 10

Languages: Troglodyte

Challenge: 1/4 (50 xp)

Chameleon Skin. The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all 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

Multiattack. The troglodyte 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: 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

5

1 xp

| | | |
|-----------------|------------|---------------|
| Armor class | Hit points | Speed |
| 15 | 84 | 30 ft. |
| (natural armor) | (8d10+40) | |

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

Skills: Perception +1

Senses: darkvision 60 ft., passive Perception 11

Languages: Giant

Challenge: 5 (1 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

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

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

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

Vampire Spawm

Medium Undead, Neutral Evil

5

1 xp

| | | | | | |
|-----------------|------------|---------|--------|--------|---------|
| Armor class | Hit points | Speed | | | |
| 15 | 82 | 30 ft. | | | |
| (natural armor) | (11d8+33) | | | | |
| STR | DEX | CON | INT | WIS | CHA |
| 16 (+3) | 16 (+3) | 16 (+3) | 11 (0) | 10 (0) | 12 (+1) |

Save Throws: Dex +6, Wis +3

Skills: Perception +3, Stealth +6

Damage Resistances: necrotic, bludgeoning, piercing, and slashing from nonmagical weapons

Senses: darkvision 60 ft., passive Perception 13

Languages: the languages it knew in life

Challenge: 5 (1 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.

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

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

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

Actions

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

Claws.Melee Weapon Attack: +6 to hit, reach 5 ft., one creature.

Hit:8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite.Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained.

Hit:6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Vampire

Medium Undead (Shapechanger), Lawful Evil

13

10 xp

| | | | | | |
|-----------------|------------|---------|---------|---------|---------|
| Armor class | Hit points | Speed | | | |
| 16 | 144 | 30 ft. | | | |
| (natural armor) | (17d8+68) | | | | |
| STR | DEX | CON | INT | WIS | CHA |
| 18 (+4) | 18 (+4) | 18 (+4) | 17 (+3) | 15 (+2) | 18 (+4) |

Save Throws: Dex +9, Wis +7, Cha +9

Skills: Perception +7, Stealth +9

Damage Resistances: necrotic, bludgeoning, piercing, and slashing from nonmagical weapons

Senses: darkvision 120 ft., passive Perception 17

Languages: the languages it knew in life

Challenge: 13 (10 xp)

Shapechanger.If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form. While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, 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, has a flying speed of 20 feet, can hover, and 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. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

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

Misty Escape.When it drops to 0 hit points outside its resting

Actions

Multiattack (Vampire Form Only).The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only).Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. **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).Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained.

Hit:7 (1d6 + 4) piercing damage plus 10 (3d6) 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. 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.

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 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

Veteran

Medium Humanoid (Any Race), Any Alignment

3

700 xp

| | | |
|-------------|------------|---------------|
| Armor class | Hit points | Speed |
| 17 | 58 | 30 ft. |
| (splint) | (9d8+18) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| 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

Languages: 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: 5 (1d10) piercing damage.

Violent Fungus

Medium Plant, Unaligned

1/4

50 xp

| | | |
|-------------|------------|--------------|
| Armor class | Hit points | Speed |
| 5 | 18 | 5 ft. |
| | (4d8) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| 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 30 ft. (blind beyond this radius), passive Perception 6

Languages:

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.

Vrock

Large Fiend (Demon), Chaotic Evil

6

2,300 xp

| | | |
|-------------|------------|-------------------------|
| Armor class | Hit points | Speed |
| 15 | 104 | 40ft., fly 60ft. |
| (natural) | (11d10+44) | |

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

Save Throws: Dex +5, Wis +4, Cha +2

Damage Resistances: cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 120, passive perception 11

Languages: Abyssal, telepathy 120ft.

Challenge: 6 (2,300 xp)

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

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 .

Warhorse

Large Beast, Unaligned

1/2

100 xp

| | | |
|-------------|------------|---------------|
| Armor class | Hit points | Speed |
| 11 | 19 | 60 ft. |
| | (3d10+3) | |

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

Senses: PP 11

Languages:

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

Water Elemental

Large Elemental, Neutral

5

1,800 xp

| | | |
|-------------|------------|----------------------------|
| Armor class | Hit points | Speed |
| 14 | 114 | 30 ft., swim 90 ft. |
| (natural) | (12d10+48) | |

| | | | | | |
|------------|------------|------------|------------|------------|------------|
| STR | DEX | CON | INT | WIS | CHA |
| 18 (+4) | 14 (+2) | 18 (+4) | 5 (-3) | 10 (0) | 8 (-1) |

Damage Resistances: acid, bludgeoning, piercing and slashing from nonmagical weapons

Damage Immunities: poison

Condition Immunities: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Languages: Aquan

Challenge: 5 (1,800 xp)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes 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 Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space. The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

Water Weird

Large Elemental, Neutral Good

3

700 xp

| | | |
|-------------|------------|--------------------------|
| Armor class | Hit points | Speed |
| 13 | 58 | 0ft., swim 60 ft. |
| | (9d10+9) | |

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

Damage Resistances: fire, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities: poison

Condition Immunities: exhaustion, grappled, paralyzed, poisoned, restrained, prone, unconscious

Senses: blindsight 30ft., passive Perception 10

Languages: understand 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 10ft., 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.

Wererat

Medium Humanoid (Shape Changer), Lawful Evil

2

450 xp

| | | |
|-------------|------------|--------|
| Armor class | Hit points | Speed |
| 12 | 33 | 30 ft. |
| | (6d8+6) | |

| | | | | | |
|--------|---------|---------|--------|--------|--------|
| 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: bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses: darkvision 60 ft. (rat form only), passive perception 12

Languages: 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 were rat has advantage on Wisdom (Perception) checks that rely on smell.,

Actions

Multiattack (Humanoid or Hybrid Form Only). The were rat 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 (1 d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with were rat 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.

Wight

Medium Undead, Neutral Evil

3

700 xp

| | | |
|-------------------|------------|--------|
| Armor class | Hit points | Speed |
| 14 | 45 | 30 ft. |
| (studded leather) | (6d8+18) | |

| | | | | | |
|---------|---------|---------|--------|---------|---------|
| 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, bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft., PP 13

Languages: the languages it knew in life

Challenge: 3 (700 xp)

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

Actions

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

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

Tiny Undead, Chaotic Evil

2

450 xp

| | | |
|-------------|-------------|------------------------------|
| Armor class | Hit points | Speed |
| 19 | 22 (9d4) | 0 ft., fly 50 ft. (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, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities: lightning, poison

Condition Immunities: exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses: darkvision 120 ft., passive Perception 12

Languages: the languages it knew in life

Challenge: 2 (450 xp)

Actions

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.

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.

Winged Kobold

Small Humanoid (Kobold), Lawful Evil

1/4

50 xp

| | | |
|-------------|--------------|--------------------|
| Armor class | Hit points | Speed |
| 13 | 7 (3d6-3) | 30 ft., fly 30 ft. |

| | | | | | |
|--------|---------|--------|--------|--------|--------|
| STR | DEX | CON | INT | WIS | CHA |
| 7 (-2) | 16 (+3) | 9 (-1) | 8 (-1) | 7 (-2) | 8 (-1) |

Senses: darkvision 60 ft., passive Perception 8

Languages: 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.

Wolf

Medium Beast, Unaligned

1/4

50 xp

| | | |
|-------------|------------|---------------|
| Armor class | Hit points | Speed |
| 13 | 11 | 40 ft. |
| (natural) | (2d8+2) | |

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

Skills: Perception +3, Stealth +4

Languages:

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.

Wyvern

Large Dragon, Unaligned

6

2 xp

| | | |
|-----------------|------------|---------------------------|
| Armor class | Hit points | Speed |
| 13 | 110 | 20 ft., fly 80 ft. |
| (natural armor) | (13d10+39) | |

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

Skills: Perception +4

Senses: darkvision 60 ft., passive Perception 14

Languages:

Challenge: 6 (2 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.

Yuan-Ti Malison

Medium Monstrosity (Shapechanger, Yuan-Ti), Neutral Evil

3

700 xp

| | | | | | |
|-------------|------------|---------|---------|---------|---------|
| Armor class | Hit points | Speed | | | |
| 12 | 66 | 30 ft. | | | |
| (12d8+12) | | | | | |
| 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 60 ft., passive Perception 11

Languages: 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
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

Actions for Type 1

Multiattack (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.

Actions for Type 2

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.

Actions for Type 3

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

Bite (Snake Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature.

Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Constrict. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

Scimitar (Yuan-ti Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) slashing damage.

Longbow (Yuan-ti Form Only). Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target.

Hit: 6 (1d8 + 2) piercing damage.

Yuan-Ti Pureblood

Medium Humanoid (Yuan-Ti), Neutral Evil

1

200 xp

| | | | | | |
|-------------|---------|------------|---------|---------|---------|
| Armor class | | Hit points | Speed | | |
| 11 | | 40 | 30 ft. | | |
| (9d8) | | | | | |
| 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 60 ft., passive Perception 13

Languages: 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 Weapon Attack: +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) slashing damage.

Shortbow. Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target.

Hit: 4 (1d6 + 1) piercing damage plus 7 (2d6) poison damage.