

Monsters (H)

Half-Dragon

Warrior Created by Dragons

Habitat: Any; **Treasure:** Armaments

ARTIST: MATHIAS KOLLROS



Born through magical rites involving the essences of dragons, half-dragons serve their creators and their own draconic whims. Most half-dragons are created by chromatic dragons who desire servants with some trace of their own might and grandeur. Half-dragons frequently command other servants of a villainous dragon or act as agents in lands where their draconic master would attract unwanted attention.

Half-dragons share personality traits and agendas with the dragon who spawned them. Those resembling chromatic dragons typically loathe their creator even as they seek the same ends. Half-dragons with the traits of metallic dragons are especially rare, but they might arise through magical accidents, the efforts of reckless magic-users, or the last act of a dying dragon.

What blessing demands more yet inspires greater works than
the blood of Tiamat?

—WYRMLORD AZARR KUL, HALF-DRAGON

HALF-DRAGON

Medium Dragon, Neutral

AC 18 **Initiative** +5 (15)

HP 105 (14d8 + 42)

Speed 40 ft.

						Traits	
	MOD	SAVE		MOD	SAVE		
STR	19	+4	+4	INT	10	+0	+0
DEX	14	+2	+5	WIS	15	+2	+5
CON	16	+3	+3	CHA	14	+2	+2

Skills Athletics +7, Perception +5, Stealth +5

Resistances Damage type chosen for the Draconic Origin trait below

Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 15

Languages Common, Draconic

CR 5 (XP 1,800; PB +3)

Draconic Origin. The half-dragon is related to a type of dragon associated with one of the following damage types (DM's choice): Acid, Cold, Fire, Lightning, or Poison. This choice affects other aspects of the stat block.

Actions

Multiaction. The half-dragon makes two Claw attacks.

Claw. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 6 (1d4 + 4) Slashing damage plus 7 (2d6) damage of the type chosen for the Draconic Origin trait.

Dragon's Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 14, each creature in a 30-foot **Cone**. *Failure:* 28 (8d6) damage of the type chosen for the Draconic Origin trait. *Success:* Half damage.

Bonus Actions

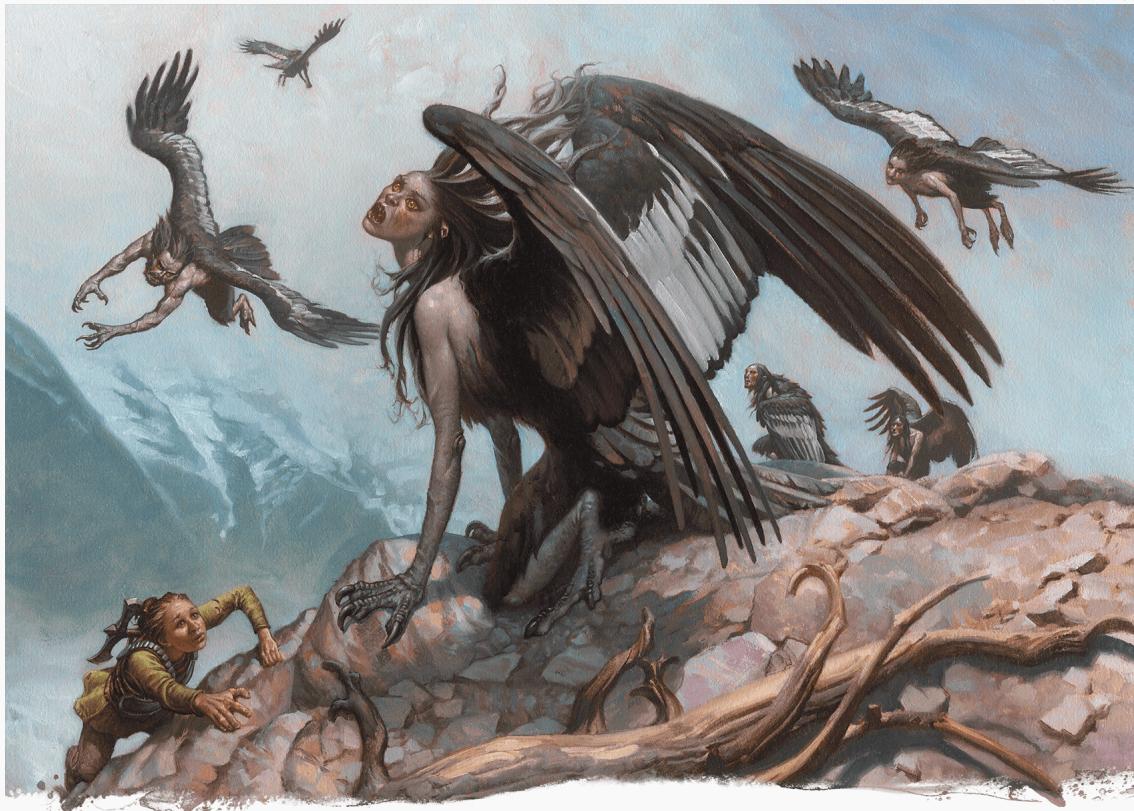
Leap. The half-dragon jumps up to 30 feet by spending 10 feet of movement.

Harpy

Winged Voice of Doom

Habitat: Coastal, Forest, Hill, Mountain; **Treasure:** Any

ARTIST: MARK ZUG



Hate-filled creatures, harpies strive to cause pain and bring an end to love and life. These monsters combine humanlike features with the talons and wings of avian scavengers. Their notorious songs compel listeners to follow them, heedless of danger. Creatures captivated by a harpy's song frequently meet their deaths on harpies' vicious claws or amid natural perils.

Harpies dwell in remote, dismal places tainted by tragedy and despair. Some tales claim harpies offended the gods and were transformed as a punishment; harpies might also be the descendants of such cursed souls.

Every harpy sings a distinct song. While some songs are said to be heartbreakingly beautiful, others are wretched squawking and compel only the magically enthralled.



HARPY

Medium Monstrosity, Chaotic Evil

AC 11 Initiative +1 (11)

HP 38 (7d8 + 7)

Speed 20 ft., Fly 40 ft.

	MOD	SAVE		MOD	SAVE
STR	12	+1	+1	INT	7
DEX	13	+1	+1	WIS	10
CON	12	+1	+1	CHA	13

Senses Passive Perception 10

Languages Common

CR 1 (XP 200; PB +2)

Actions

Claw. Melee Attack Roll: +3, reach 5 ft. Hit: 6 (2d4 + 1) Slashing damage.

Luring Song. The harpy sings a magical melody, which lasts until the harpy's **Concentration** ends on it. **Wisdom Saving Throw:** DC 11, each Humanoid and Giant in a 300-foot **Emanation** originating from the harpy when the song starts. **Failure:** The target has the **Charmed** condition until the song ends and repeats the save at the end of each of its turns. While Charmed, the target has the **Incapacitated** condition and ignores the Luring Song of other harpies. If the target is more than 5 feet from the harpy, the target moves on its turn toward the harpy by the most direct route, trying to get within 5 feet of the harpy. It doesn't avoid **Opportunity Attacks**; however, before moving into damaging terrain (such as lava or a pit) and whenever it takes damage from a source other than the harpy, the target repeats the save. **Success:** The target is immune to this harpy's Luring Song for 24 hours.

Hell Hound

Unrelenting Warden of the Lower Planes

Habitat: Mountain, Planar (Lower Planes), Underdark; **Treasure:** None

ARTIST: KEV WALKER



Spawned from the pits of **Acheron**, **Gehenna**, and the **Nine Hells**, hell hounds enforce the merciless order of those realms and the whims of tyrannical masters. On their home planes of existence, these grim canines ensure that souls don't escape their bleak afterlives. On the Material Plane, hell hounds typically serve cruel masters—such as fire giants and cultists—who appreciate their viciousness, obedience, and fiery characteristics. Hell hounds serve other creatures so long as they're given opportunities to hunt and kill, but they're quick to turn on those who treat them as mere animals.

Hell hounds have greater cunning than normal canines. They're skilled trackers and work together well in packs, often employing tricks and ambushes. Hell hounds enjoy hearing prey scream in their scorching jaws and fiery breath. They often go out of their way to draw out the terror of their victims' final moments.

HELL HOUND

Medium Fiend, Lawful Evil

AC 15 Initiative +1 (11)

HP 58 (9d8 + 18)

Speed 50 ft.

Senses Darkvision 60 ft.; Passive Perception 15

Languages Understands Infernal but can't speak

CR 3 (XP 700; PB +2)

Traits

Pack Tactics. The hound has Advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally doesn't have the **Incapacitated** condition.

Actions

Multiaction. The hound makes two Bite attacks.

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Piercing damage plus 3 (1d6) Fire damage.

Fire Breath (Recharge 5–6). Dexterity Saving Throw: DC 12, each creature in a 15-foot **Cone**. Failure: 17 (5d6) Fire damage. Success: Half damage.

Skills Perception +5

Immunities Fire

	MOD	SAVE		MOD	SAVE
STR	17	+3	+3	INT	6
DEX	12	+1	+1	WIS	13
CON	14	+2	+2	CHA	6

Helmed Horror

Armor with a Warrior's Purpose

Habitat: Any; Treasure: Armaments

ARTIST: NIKKI DAWES



A HELMED HORROR PROVES IMMUNE TO A MAGE'S LIGHTNING BOLT SPELL

Helmed horrors are suits of armor animated by magic. Rather than being unreasoning automatons, these armored shells possess the guile of soldiers and resilience against destructive magic. While their name suggests sinister intentions, these creatures serve their creators loyally. Helmed horrors are also sometimes called doom guards or spirit armors. Most show no evidence of a personality, but exceptions exist.

Helmed horrors might perform any number of assignments. Roll on or choose a result from the Helmed Horror Directives table to inspire what tasks helmed horrors perform.

Helmed Horror Directives



1d6	The Helmed Horror Follows Commands To...
1	Carry its master's palanquin through the air.
2	Defend a remarkable treasure or piece of armor by incorporating the item into its being.
3	Imitate a dead or imprisoned hero by using their armor and weapons.
4	Perform as a laborer or servant.
5	Serve in a legion formed from the armors of a land's ancient defenders.
6	Stand sentry in a gallery of mundane armors.

HELMED HORROR

Medium Construct, Neutral

AC 20 Initiative +3 (13)

HP 67 (9d8 + 27)

Speed 30 ft., Fly 30 ft. (hover)

Gear Shield

Senses **Blindsight** 60 ft.; Passive Perception 14

Languages Understands Common plus one other language but can't speak

CR 4 (XP 1,100; PB +2)

Traits

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 choices include *Heat Metal*, *Lightning Bolt*, and *Magic Missile*.

Actions

Multiattack. The helmed horror makes two Arcane Sword attacks.

Arcane Sword. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Slashing damage plus 5 (1d10) Force damage.

Skills **Perception** +4

Immunities Necrotic, Poison; **Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Stunned**

Hezrou

Demon of Obscenity and Outrage

Habitat: Planar (Abyss); **Treasure:** Any

ARTIST: JUSTIN GERARD



Hezrous compose the bulk of many demonic hordes. In croaking, reeking throngs, these ogre-size brutes seek to crush and consume foes. Their oozing hides are manifestations of embodied evils. Every few moments, patches of their slimy skins erupt with grotesque transformations such as rows of mismatched fangs, fungal growths, or half-formed features. These unsettling manifestations emerge, then roil away.

Hezrous serve more powerful demons, such as **nalfeshnees** and **mariliths**. They take the abuse and intimidation of these deadlier demons and pass it on to droves of weaker **dretches** and **manes**. This predictable brutality makes hezrous useful links in the chaotic structure of a demonic horde.

When on the Material Plane or otherwise left to their own devices, hezrous recklessly indulge in destructive, short-sighted rampages. Only magic and threats from more powerful masters can curb these demons' outrages and compel hezrous to pursue greater plots. Powerful spellcasters often use sinister coercions, spells like **Magic Circle** and **Planar Binding**, or other magic to force hezrous to serve them. Roll on or choose a result from the Demonic Undertakings table to inspire how a magic-user might employ a hezrou or similar demon.

Demonic Undertakings

1d6	The Demon Is Compelled To...
1	Break open a vault and steal what's within.
2	Defile a place using blasphemous symbols and demonic gore.
3	Fetch or otherwise provide materials for a profane ritual.
4	Guard a site and slay anyone who comes near.
5	Hunt down a foe, destroying everything barring the demon's path.
6	Intimidate someone into following orders.

HEZROU

Large Fiend (Demon), Chaotic Evil

AC 18 **Initiative +6 (16)**

HP 157 (15d10 + 75)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		
STR	19	+4	+7	INT	5	-3	-3
DEX	17	+3	+3	WIS	12	+1	+4
CON	20	+5	+8	CHA	13	+1	+1

Resistances Cold, Fire, Lightning

Immunities Poison; **Poisoned**

Senses **Darkvision** 120 ft.; Passive Perception 11

Languages Abyssal; telepathy 120 ft.

CR 8 (XP 3,900; PB +3)

Traits

Demonic Restoration. If the hezrou dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the **Abyss**.

Magic Resistance. The hezrou has Advantage on saving throws against spells and other magical effects.

Stench. *Constitution Saving Throw:* DC 16, any creature that starts its turn in a 10-foot **Emanation** originating from the hezrou. *Failure:* The target has the **Poisoned** condition until the start of its next turn.

Actions

Multiattack. The hezrou makes three Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 6 (1d4 + 4) Slashing damage plus 9 (2d8) Poison damage.

Bonus Actions

Leap. The hezrou jumps up to 30 feet by spending 10 feet of movement.

Hill Giant

Giant of Crags and Valleys

Habitat: Hill; **Treasure:** Armaments





Hill giants live among rugged bluffs and highlands. Standing three times the size of most humans, these giants exhibit skin and hair in a range of shades, including hues suggestive of the earth and mosses near their dwellings.

Among hidden valleys, pristine waterfalls, and game-filled slopes, hill giants usually find their needs met by nature's bounty. What the wilderness doesn't provide, hill giants make, crafting clothes, tools, and weapons from rocks, wood, and hides. When they encounter strangers, hill giants might be suspicious and protective of their territories, but some might be convinced to share their bounties with travelers willing to entertain them.

Disaster, invasion, or want might drive hill giants from their homes into other people's lands. Some displaced hill giants might steal what they need or seek revenge for their losses by causing ruin among smaller beings. Others might take up lives of raiding or serve other giants in return for protection.

HILL GIANT

Huge Giant, Chaotic Evil

AC 13 **Initiative +2 (12)**

HP 105 (10d12 + 40)

Speed 40 ft.

Senses Passive Perception 12

Languages Giant

CR 5 (XP 1,800; PB +3)

Actions

Multiattack. The giant makes two attacks, using Tree Club or Trash Lob in any combination.

Tree Club. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 18 (3d8 + 5) Bludgeoning damage. If the target is a Large or smaller creature, it has the **Prone** condition.

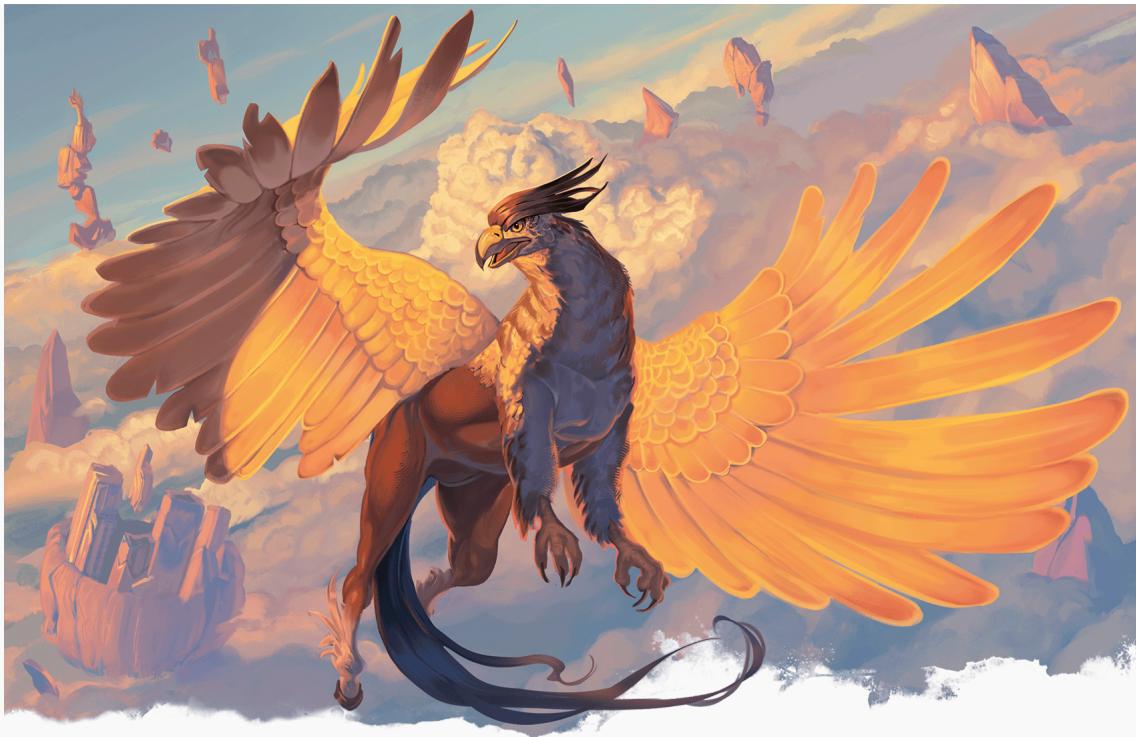
Trash Lob. *Ranged Attack Roll:* +8, range 60/240 ft. *Hit:* 16 (2d10 + 5) Bludgeoning damage, and the target has the **Poisoned** condition until the end of its next turn.

Skills Perception +2

Hippogriff

World-Traveling Hunter and Steed

Habitat: Grassland, Hill, Mountain; **Treasure:** None



Part hunting bird, part horse, hippogriffs are majestic creatures that hunt opportunistically as they migrate, often targeting lone travelers and livestock. Hippogriffs might carry riders with them in their travels in return for food or other aid.

Hippogriff migrations might take months or years, and sages frequently predict their routes. Roll on or choose a result from the Hippogriff Destination table to inspire where a hippogriff might be en route to.

Hippogriff Destination

1d6	The Hippogriff Is Traveling to A...
1	Lost ruin hidden by clouds or fog.
2	Low-hanging moon, star, or other solar body.
3	Magical garden on a floating island.
4	Mountaintop with a view of a giant geoglyph.
5	Nest full of hippogriff eggs atop a spire.
6	Portal to the Feywild or an Upper Plane.

HIPPOGRIFF

Large Monstrosity, Unaligned

AC 11 **Initiative +1 (11)**

HP 26 (4d10 + 4)

Speed 40 ft., Fly 60 ft.

Skills Perception +5

Senses Passive Perception 15

Languages None

CR 1 (XP 200; PB +2)

Traits

Flyby. The hippogriff doesn't provoke an [Opportunity Attack](#) when it flies out of an enemy's reach.

Actions

Multiattack. The hippogriff makes two Rend attacks.

	MOD	SAVE		MOD	SAVE		
STR	17	+3	+3	INT	2	-4	-4
DEX	13	+1	+1	WIS	12	+1	+1
CON	13	+1	+1	CHA	8	-1	-1

Rend. Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Slashing damage.

Hobgoblins

Conquerors of Every Horizon

Habitat: Desert, Forest, Grassland, Hill, Mountain, Planar (Acheron), Underdark; **Treasure:** [Armaments](#), [Individual](#)

ARTIST: TARAS SUSAK



A HOBGOBLIN WARLORD OVERSEES A HOBGOBLIN CAPTAIN AND HOBGOBLIN WARRIORS MARCHING TO WAR

Hobgoblins embody the primal urge to grow and spread, expressing such drives by bending the world to their whims. Lone hobgoblins claim woodland territories and plunder the wilds. In groups, they form hierarchical, martial societies bent on conquering lands and stripping them of resources to serve their expansionist zeal.

Hobgoblins often subjugate animals, monsters, and destructive Fey—particularly goblins and bugbears—to serve their plans. Hobgoblins might ally with dragons, warlords, the servants of warlike gods, or other powerful creatures that promise them control of new territories. Should hobgoblins bring an entire land to heel, they seek new conquests, venturing across seas, into the Underdark, or to stars and planes of existence beyond.

Many hobgoblins serve the violent god Maglubiyet, whose hunger for conquest matches their own. Hobgoblin followers of Maglubiyet flourish in the Infinite Battlefield of [Acheron](#), where they endlessly indulge their drive for domination. These war-obsessed hobgoblins employ elaborate tactics and strange weapons, which they sometimes unleash on worlds of the Material Plane.

Hobgoblin Warfare

The drive to subjugate and pillage is part of hobgoblins' supernatural nature, though a few might repress their warlike tendencies or turn them to more useful ends. Roll on or choose a result from the Hobgoblin Strategies table to inspire how a hobgoblin carries out its conquest.

Hobgoblin Strategies

1d6	The Hobgoblin Works To...
1	Build a vessel to carry hobgoblin armies to new conquests.
2	Capture monsters and train them to fight.
3	Collapse a region into the Underdark so riches can be sifted from the ruins.



1d6	The Hobgoblin Works To...
4	Construct a giant machine to strip resources.
5	Convince devils, dragons, or hobgoblins from Acheron to invade an enemy land.
6	Help shortsighted merchants undermine a government or despoil the environment.

Hobgoblin Warrior

Hobgoblin warriors might hunt and raid alone or with trained mastiffs, worgs, goblin gangs, or other allies. They employ simple tactics and exploit every advantage their allies provide. They willingly sacrifice companions in their pursuit of victory.

HOBGOBLIN WARRIOR

Medium Fey (Goblinoid), Lawful Evil

AC 18 Initiative +3 (13)

HP 11 (2d8 + 2)

Speed 30 ft.

Senses **Darkvision** 60 ft.; Passive Perception 10

Languages Common, Goblin

CR 1/2 (XP 100; PB +2)

Traits

Pack Tactics. The hobgoblin has Advantage on an attack roll against a creature if at least one of the hobgoblin's allies is within 5 feet of the creature and the ally doesn't have the **Incapacitated** condition.

Actions

Longsword. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 12 (2d10 + 1) Slashing damage.

Longbow. *Ranged Attack Roll:* +3, range 150/600 ft. *Hit:* 5 (1d8 + 1) Piercing damage plus 7 (3d4) Poison damage.

Gear Half-Plate Armor, Longbow, Longsword, Shield

Hobgoblin Captain

Hobgoblin captains are battlefield tacticians. They lead their allies to victory by employing martial skill and rallying others with orders and threats.

Hobgoblin captains usually oversee hobgoblin battle groups or gangs of weaker monsters.

HOBGOBLIN CAPTAIN

Medium Fey (Goblinoid), Lawful Evil

AC 17 Initiative +4 (14)

HP 58 (9d8 + 18)

Speed 30 ft.

Languages Common, Goblin

CR 3 (XP 700; PB +2)

Traits

Aura of Authority. While in a 10-foot **Emanation** originating from the hobgoblin, the hobgoblin and its allies have Advantage on attack rolls and saving throws, provided the hobgoblin doesn't have the **Incapacitated** condition.

Actions

Multattack. The hobgoblin makes two attacks, using Greatsword or Longbow in any combination.

Greatsword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Slashing damage plus 3 (1d6) Poison damage.

Longbow. *Ranged Attack Roll:* +4, range 150/600 ft. *Hit:* 6 (1d8 + 2) Piercing damage plus 5 (2d4) Poison damage.

Gear Greatsword, Half-Plate Armor, Longbow

Senses **Darkvision** 60 ft.; Passive Perception 10

Hobgoblin Warlord

Hobgoblin warlords lead armies of hobgoblins and their allies, using their experience and strategic minds to command amid the ebb and flow of battle.



HOBGOBLIN WARLORD

Medium Fey (Goblinoid), Lawful Evil

AC 20 Initiative +5 (15)

HP 112 (15d8 + 45)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE
STR	17	+3	+3	INT	14
DEX	14	+2	+5	WIS	11
CON	16	+3	+3	CHA	15

Gear Javelins (9), Longsword, Plate Armor, Shield

Senses Darkvision 60 ft.; Passive Perception 10

Languages Common, Goblin

CR 6 (XP 2,300; PB +3)

Traits

Aura of Authority. While in a 30-foot **Emanation** originating from the hobgoblin, the hobgoblin and its allies have Advantage on attack rolls and saving throws, provided the hobgoblin doesn't have the **Incapacitated** condition.

Actions

Multiattack. The hobgoblin makes three attacks, using Javelin or Longsword in any combination.

Javelin. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30/120 ft. *Hit:* 11 (2d6 + 4) Piercing damage, and the target's Speed decreases by 10 feet until the start of the hobgoblin's next turn.

Longsword. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 12 (2d8 + 3) Slashing damage.

Reactions

Parry. *Trigger:* The hobgoblin is hit by a melee attack roll while holding a weapon; *Response:* The hobgoblin adds 3 to its AC against that attack, possibly causing it to miss.

ARTIST: TARAS SUSAK



HOMUNCULI ARE AS VARIED AS THE MAGIC-USERS WHO CREATE THEM

Homunculus

Winged Servant Given Magical Life

Habitat: Any; **Treasure:** None

A mage can create a cat-sized, obedient assistant called a homunculus through a ritual that uses the mage's blood. Each homunculus shares a telepathic bond with the mage who created it and loyally serves its creator. A homunculus is reduced to inert material if its creator dies.

A homunculus's appearance reflects its creator's tastes. Roll on or choose a result from the Homunculus Features table to inspire a homunculus's form.

Homunculus Features

1d8	The Homunculus Has Features That Are...
1	Bat-like with tattered wings.
2	Made of soft metal and delicate gears.
3	Marked with its creator's symbol.
4	Similar to those of a winged humanoid.
5	Sprouting flowers and leaves.
6	Suggestive of its creator's appearance.
7	Underdeveloped and fleshy with beady eyes.
8	Woven and patchwork, like a well-loved toy.

HOMUNCULUS

Tiny Construct, Neutral

AC 13 Initiative +2 (12)

HP 4 (1d4 + 2)

Speed 20 ft., Fly 40 ft.

CR 0 (XP 10; PB +2)

	MOD	SAVE		MOD	SAVE
STR	4	-3	-3	INT	10
DEX	15	+2	+2	WIS	10
CON	14	+2	+2	CHA	7

Immunities Poison; **Charmed, Poisoned**

Senses Darkvision 60 ft.; Passive Perception 10

Languages Understands Common plus one other language but can't speak

Traits

Telepathic Bond. While the homunculus is on the same plane of existence as its master, the two of them can communicate telepathically with each other.

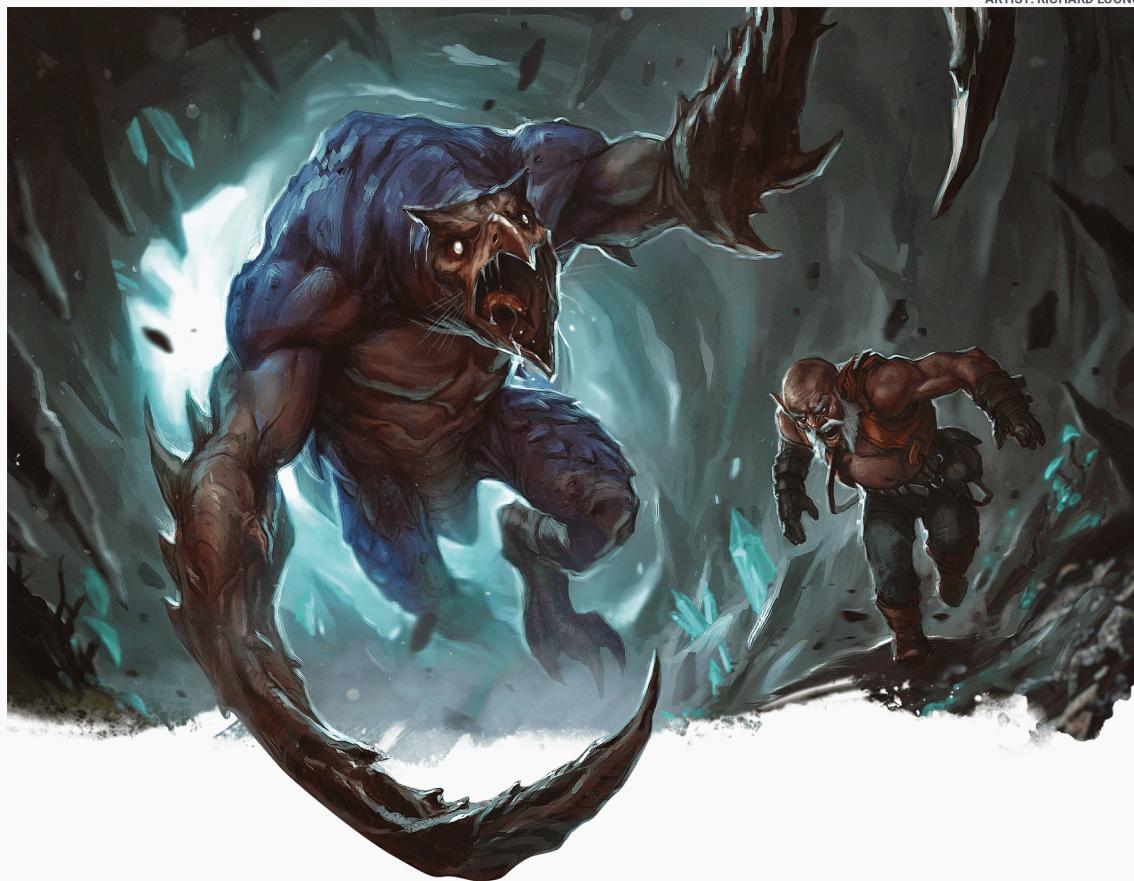
Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage, and the target is subjected to the following effect. *Constitution Saving Throw:* DC 12. *Failure:* The target has the **Poisoned** condition until the end of the homunculus's next turn. *Failure by 5 or More:* The target has the **Poisoned** condition for 1 minute. While **Poisoned**, the target has the **Unconscious** condition, which ends early if the target takes any damage.

Hook Horror

Echo-Stalking Underdark Hunter

Habitat: Underdark; **Treasure:** None



Hook horrors are beaked predators whose forelimbs end in massive, hooklike claws. They flourish in the cavernous mazes of the **Underdark**, with its miles-deep trenches and stalactite forests suspended over empty darkness, where they barrel through caves and swing across cavern ceilings.

Hook horrors feed opportunistically on plants, fungi, and any creatures that come close enough to hook. To perceive their surroundings, hook horrors echolocate via a range of noises, from banging on rocks and their own bodies to vocalizations that sound like strange squawks, screams, or clicks. Only hook horrors know the meaning of these noises, but many people who explore the Underdark or live near deep-reaching caves have sought the sources of such sounds only to fall victim to hungry hook horrors.

HOOK HORROR

Large Monstrosity, Neutral

AC 15 **Initiative** +0 (10)

HP 75 (10d10 + 20)

Speed 30 ft., Climb 30 ft.

Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 15

Languages Hook Horror

CR 3 (XP 700; PB +2)

Actions

Multiaction. The hook horror makes two Hook attacks.

Hook. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 11 (2d6 + 4) Piercing damage. If the target is a Large or smaller creature, the hook horror moves the target 5 feet straight toward or away from itself.

Skills Perception +5

Horned Devil

Devil of Hatred and Subjugation

Habitat: Planar (Nine Hells); **Treasure:** Relics

Horned devils, also known as cornugons or malebranche, are infernal warriors that exact the will of diabolical generals and lead other devils in battle. Their bodies and weapons are forged in the **Nine Hells**, and they torment their foes with diabolical flames and pernicious wounds.





HORNED DEVIL

Large Fiend (Devil), Lawful Evil

AC 18 Initiative +7 (17)

HP 199 (19d10 + 95)

Speed 30 ft., Fly 60 ft.

		MOD	SAVE		MOD	SAVE
STR	22	+6	+10	INT	12	+1
DEX	17	+3	+7	WIS	16	+3
CON	21	+5	+5	CHA	18	+4

Resistances Cold

Immunities Fire, Poison; **Poisoned**

Senses Darkvision 150 ft. (unimpeded by magical **Darkness**); Passive Perception 13

Languages Infernal; telepathy 120 ft.

CR 11 (XP 7,200; PB +4)

Traits

Diabolical Restoration. If the devil dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the **Nine Hells**.

Magic Resistance. The devil has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes three attacks, using Searing Fork or Hurl Flame in any combination. It can replace one attack with a use of Infernal Tail.

Searing Fork. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 15 (2d8 + 6) Piercing damage plus 9 (2d8) Fire damage.

Hurl Flame. *Ranged Attack Roll:* +8, range 150 ft. *Hit:* 26 (5d8 + 4) Fire damage. If the target is a flammable object that isn't being worn or carried, it starts **burning**.

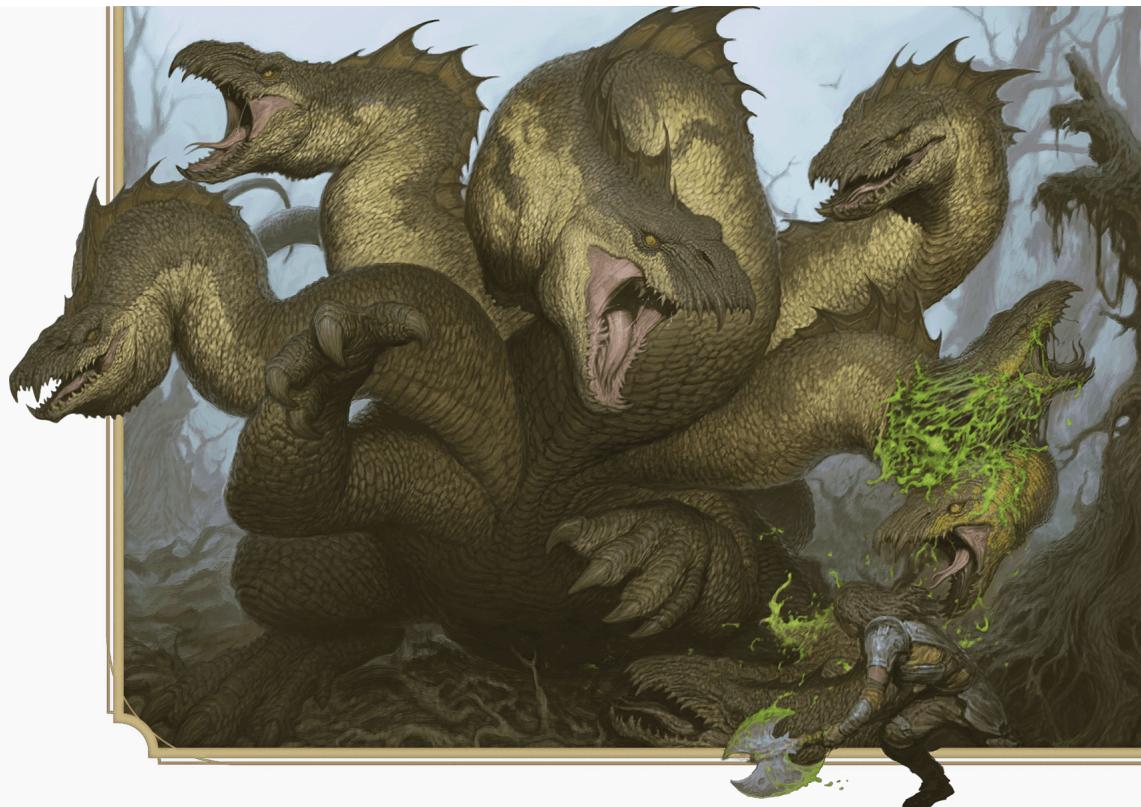
Infernal Tail. *Dexterity Saving Throw:* DC 17, one creature the devil can see within 10 feet. *Failure:* 10 (1d8 + 6) Necrotic damage, and the target receives an infernal wound if it doesn't have one. While wounded, the target loses 10 (3d6) Hit Points at the start of each of its turns. The wound closes after 1 minute, after a spell restores Hit Points to the target, or after the target or a creature within 5 feet of it takes an action to stanch the wound, doing so by succeeding on a DC 17 Wisdom (**Medicine**) check.

Hydra

Multiheaded Serpent of Legend

Habitat: Coastal, Swamp; **Treasure:** Any





Hydras are storied hero slayers with vicious, serpentine heads and infamous regenerative powers. Endlessly hungry, they devour any creatures they catch. Hydras that deplete an area of prey often go into a lengthy torpor until new prey arrives.

Most hydras have five heads, but some mature or battle-tested hydras have more. Such elder hydras might become local legends, known for their battles with heroes or for the riches lost in their domains.

While many hydras claim their own territories, wicked deities might use them to guard treasures or magical sites. Roll on or choose a result from the Hydra Lairs table to inspire why a hydra lurks where it does.

Hydra Lairs

1d4	The Hydra Lurks Where It Does To...
1	Ensure none claim the weapon of a fallen hero.
2	Defend the home of a wise but sinister oracle.
3	Guard a magical herb that blooms once a year.
4	Protect a font of poison that pollutes a river.

HYDRA

Huge Monstrosity, Unaligned

AC 15 Initiative +4 (14)

HP 184 (16d12 + 80)

Speed 40 ft., Swim 40 ft.

	STR	20	MOD +5	SAVE +5	INT	2	MOD -4	SAVE -4
	DEX	12	MOD +1	SAVE +1	WIS	10	MOD +0	SAVE +0
	CON	20	MOD +5	SAVE +5	CHA	7	MOD -2	SAVE -2

Skills Perception +6

Immunities Blinded, Charmed, Deafened, Frightened, Stunned, Unconscious

Senses Darkvision 60 ft.; Passive Perception 16

Languages None

CR 8 (XP 3,900; PB +3)

Traits

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

Multiple Heads. The hydra has five heads. Whenever the hydra takes 25 damage or more on a single turn, one of its heads dies. The hydra dies if all its heads are dead. At the end of each of its turns when it has at least one living head, the hydra grows two heads for each of its heads that died since its last turn, unless it has taken Fire damage since its last turn. The hydra regains 20 Hit Points when it grows new heads.

Reactive Heads. For each head the hydra has beyond one, it gets an extra Reaction that can be used only for **Opportunity Attacks**.

Actions

Multiattack. The hydra makes as many Bite attacks as it has heads.

Bite. *Melee Attack Roll:* +8, *reach* 10 ft. *Hit:* 10 (1d10 + 5) Piercing damage.

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