

Monsters (B)

Balor

Demon of Overwhelming Rage

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

ARTIST: SIDHARTH CHATURVEDI



Balors embody demons' ruinous fury and hatred. Towering, winged terrors, these demonic warlords seethe with wrath, their rage erupting in waves of fire and as a pair of vicious weapons: a sword of crackling lightning and a whip of lashing flames. A balor's fury persists until the moment of its demise, at which point it explodes—a last act of vengeance against those who slew it. Demon lords and evil gods harness balors' rage by making balors commanders of armies or guardians of grave secrets.

BALOR

Huge Fiend (Demon), Chaotic Evil

AC 19 **Initiative +14 (24)**

HP 287 (23d12 + 138)

Speed 40 ft., Fly 80 ft.

Resistances Cold, Lightning

Immunities Fire, Poison; **Charmed, Frightened, Poisoned**

Senses **Truesight** 120 ft.; Passive Perception 19

Languages Abyssal; telepathy 120 ft.

CR 19 (XP 22,000; PB +6)

Traits

Death Throes. The balor explodes when it dies. *Dexterity Saving Throw: DC 20*, each creature in a 30-foot **Emanation** originating from the balor. *Failure: 31 (9d6) Fire damage plus 31 (9d6) Force damage. Success: Half damage. Failure or Success: If the balor dies outside the Abyss, it gains a new body instantly, reviving with all its Hit Points somewhere in the **Abyss**.*

Skills Perception +9

	MOD	SAVE		MOD	SAVE
STR	26	+8	+8	INT	20
DEX	15	+2	+2	WIS	16
CON	22	+6	+12	CHA	22

Fire Aura. At the end of each of the balor's turns, each creature in a 5-foot **Emanation** originating from the balor takes 13 (3d8) Fire damage.

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

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

Actions

Multiaction. The balor makes one Flame Whip attack and one Lightning Blade attack.

Flame Whip. *Melee Attack Roll:* +14, *reach* 30 ft. *Hit:* 18 (3d6 + 8) Force damage plus 17 (5d6) Fire damage. If the target is a Huge or smaller creature, the balor pulls the target up to 25 feet straight toward itself, and the target has the **Prone** condition.

Lightning Blade. *Melee Attack Roll:* +14, *reach* 10 ft. *Hit:* 21 (3d8 + 8) Force damage plus 22 (4d10) Lightning damage, and the target can't take Reactions until the start of the balor's next turn.

Bonus Actions

Teleport. The balor teleports itself or a willing demon within 10 feet of itself up to 60 feet to an unoccupied space the balor can see.

Bandits

Criminals and Scoundrels

Habitat: Any; **Treasure:** Any

ARTIST: KATERINA LADON



Bandits use the threat of violence to take what they want. Such criminals include gang members, desperadoes, and lawless mercenaries. Yet not all bandits are motivated by greed. Some are driven to lives of crime by unjust laws, desperation, or the threats of merciless leaders.

Roll on or choose a result from the Bandit Motivations table to determine the circumstances behind a bandit's crimes.

Bandit Motivations

1d6	The Bandit...
1	Fights only oppressors.
2	Is an ex-soldier who was discarded by their nation and now takes what they were promised.
3	Is in a gang that views nonmembers as foes.
4	Hesitantly serves a villainous leader.

1d6	The Bandit...
5	Secretly works for a government or a regional ruler to sow chaos.
6	Takes what they need to survive.

Bandit

Bandits are inexperienced ne'er-do-wells who typically follow the orders of higher-ranking bandits.

BANDIT

Medium or Small Humanoid, Neutral

AC 12 Initiative +1 (11)

HP 11 (2d8 + 2)

Speed 30 ft.

Gear Leather Armor, Light Crossbow, Scimitar

Senses Passive Perception 10

Languages Common, Thieves' Cant

CR 1/8 (XP 25; PB +2)

Actions

Scimitar. Melee Attack Roll: +3, reach 5 ft. Hit: 4 (1d6 + 1) Slashing damage.

Light Crossbow. Ranged Attack Roll: +3, range 80/320 ft. Hit: 5 (1d8 + 1) Piercing damage.

Bandit Captain

Bandit captains command gangs of scoundrels and conduct straightforward heists. Others serve as guards and muscle for more influential criminals.

BANDIT CAPTAIN

Medium or Small Humanoid, Neutral

AC 15 Initiative +3 (13)

HP 52 (8d8 + 16)

Speed 30 ft.

Senses Passive Perception 10

Languages Common, Thieves' Cant

CR 2 (XP 450; PB +2)

Actions

Multiaction. The bandit makes two attacks, using Scimitar and Pistol in any combination.

Scimitar. Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Slashing damage.

Pistol. Ranged Attack Roll: +5, range 30/90 ft. Hit: 8 (1d10 + 3) Piercing damage.

Reactions

Parry. Trigger: The bandit is hit by a melee attack roll while holding a weapon. Response: The bandit adds 2 to its AC against that attack, possibly causing it to miss.

Bandit Deceiver

Bandit deceivers use magic to disguise their activities or create flashy distractions.

BANDIT DECEIVER

Medium or Small Humanoid, Neutral

AC 16 Initiative +6 (16)

HP 130 (20d8 + 40)

Speed 30 ft.

						Actions	
	MOD	SAVE		MOD	SAVE		
STR	8	-1	-1	INT	17	+3	+6
DEX	16	+3	+6	WIS	12	+1	+1
CON	14	+2	+2	CHA	16	+3	+3

Skills Acrobatics +6, Perception +4, Stealth +9

Gear Daggers (6), Wand

Senses Passive Perception 14

Languages Common, Thieves' Cant

CR 7 (XP 2,900; PB +3)

Actions

Multiattack. The bandit makes three Dagger attacks.

Dagger. Melee or Ranged Attack Roll: +6, reach 5 ft. or range 20/60 ft. Hit: 8 (2d4 + 3) Piercing damage plus 10 (3d6) Poison damage.

Blinding Flash (Recharge 4–6). Constitution Saving Throw: DC 14, each creature in a 10-foot-radius **Sphere** centered on a point the bandit can see within 120 feet. Failure: 13 (3d6 + 3) Radiant damage, and the target has the **Blinded** condition until the start of the bandit's next turn. Success: Half damage only.

Spellcasting. The bandit casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14):

At Will: *Disguise Self, Mage Hand, Minor Illusion*

1/Day Each: *Hold Person* (level 4 version), *Mage Armor* (included in AC), *Major Image*

Bandit Crime Lord

Bandit crime lords manipulate shadowy organizations and prioritize their own survival over any single lackey or plot.

I am he who rules the world, don't you know? One little piece at a time.

—JARLAXLE

BANDIT CRIME LORD

Medium or Small Humanoid, Neutral

AC 17 Initiative +9 (19)

HP 169 (26d8 + 52)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE
STR	10	+0	+0	INT	18
DEX	20	+5	+9	WIS	14
CON	14	+2	+6	CHA	15

Skills Acrobatics +9, Perception +10, Stealth +13

Gear Pistols (2), Scimitar, Studded Leather Armor

Senses Passive Perception 20

Languages Common, Thieves' Cant

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

Traits

Evasion. If the bandit is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the bandit instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it has the **Incapacitated** condition.

Actions

Multiattack. The bandit makes three attacks, using Scimitar or Pistol in any combination.

Scimitar. Melee Attack Roll: +9, reach 5 ft. Hit: 12 (2d6 + 5) Slashing damage plus 14 (4d6) Poison damage.

Pistol. Ranged Attack Roll: +9, range 30/90 ft. Hit: 10 (1d10 + 5) Piercing damage plus 14 (4d6) Poison damage.

Bonus Actions

Deadly Aim. The bandit gives itself Advantage on the next attack roll it makes during the current turn. If that attack hits, the target takes an extra 28 (8d6) Poison damage.

Banshee

Wailing Harbinger of Death

Habitat: Any; **Treasure:** Relics

Heralds of doom and plagues on the living, banshees are spirits obsessed by unresolved bitterness or sorrow. These storied phantoms slay any who glimpse them or hear their baleful wails. Although any tormented soul can arise as a banshee, some elven communities particularly fear them and believe that those who hoard or destroy beauty—natural or otherwise—risk returning as a banshee.

All manner of torments might give rise to a banshee. Roll on or choose a result from the Banshee Sorrows table to inspire how a banshee's torment influences its behavior.

Banshee Sorrows

1d6	Torment Compels the Banshee To...
1	Appear prior to a family member's death.
2	Haunt the site where it was executed.
3	Lament a lost love and haunt their grave.
4	Presage a disaster or tragedy.
5	Seek the return of a stolen treasure.
6	Slay those more beautiful than it was in life.



BANSHEE

Medium Undead, Chaotic Evil

AC 12 Initiative +2 (12)

HP 54 (12d8)

Speed 5 ft., Fly 40 ft. (hover)

	MOD	SAVE		MOD	SAVE
STR	1	-5	-5	INT	12
DEX	14	+2	+2	WIS	11
CON	10	+0	+0	CHA	17

Resistances Acid, Bludgeoning, Fire, Lightning, Piercing, Slashing, Thunder

Immunities Cold, Necrotic, Poison; **Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained**

Senses Darkvision 60 ft.; Passive Perception 10

Languages Common, Elvish

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

Traits

Detect Life. The banshee magically senses the direction of creatures up to 1 mile away that aren't Constructs or Undead.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were **Difficult Terrain**. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Actions

Multiattack. The banshee makes two Corrupting Touch attacks and uses **Horrify**.

Corrupting Touch. *Melee Attack Roll:* +5, *reach:* 5 ft. *Hit:* 7 (1d8 + 3) Necrotic damage.

Horrify. *Wisdom Saving Throw:* DC 13, one creature the banshee can see within 60 feet that can see the banshee. *Failure:* The target has the **Frightened** condition until the start of the banshee's next turn. *Success:* The target is immune to this banshee's **Horrify** for 24 hours.

Deathly Wail (1/Day). The banshee releases a mournful wail if it isn't in sunlight. *Constitution Saving Throw:* DC 13, each creature within 30 feet that can hear the wail and isn't a Construct or an Undead. *Failure:* If the target has 25 Hit Points or fewer, it drops to 0 Hit Points. Otherwise, the target takes 10 (3d6) Psychic damage.

Barbed Devil

Devil of Greed and Obsession

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



Infernal collectors, barbed devils fanatically protect troves of treasure and scour the planes of existence for additions to their hoards. Also known as hamatulas among the ranks of the **Nine Hells**, these devils bedeck their barbed hides with their most prized possessions and trophies taken from those who failed to steal from them. When threatened, barbed devils strike with their thorny limbs and hurl infernal flame.

Barbed devils often serve as guards and accountants for **ice devil** generals, **pit fiend** warlords, archdevils, and similarly powerful villains. In return, barbed devils gain protection for their own collections. Many barbed devils also maintain networks of imps that search the planes for treasures of interest or usefully greedy mortals.

Barbed devils rarely collect anything as prosaic as coins and gems. Rather, they pride themselves on having the multiverse's greatest collection of one kind of thing—typically items of rare pedigree or emblems of power. Barbed devils refuse to steal what they covet; instead they strike bargains to claim both treasure and mortal souls.

BARBED DEVIL

Medium Fiend (Devil), Lawful Evil

AC 15 Initiative +3 (13)

HP 110 (13d8 + 52)

Speed 30 ft., Climb 30 ft.

	STR	DEX	CON	MOD	SAVE	INT	WIS	CHA	MOD	SAVE
	16	17	18	+3	+6	12	14	14	+1	+1
				+3	+3		+2		+2	+5
				+4	+7				+2	+5

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

Resistances Cold

Immunities Fire, Poison; **Poisoned**

Senses **Darkvision** 120 ft. (unimpeded by magical **Darkness**); Passive Perception 18

Languages Infernal; telepathy 120 ft.

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

Traits

Barbed Hide. At the start of each of its turns, the devil deals 5 (1d10) Piercing damage to any creature it is grappling or any creature grappling it.

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 one Claws attack and one Tail attack, or it makes two Hurl Flame attacks.

Claws. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage. If the target is a Large or smaller creature, it has the **Grappled** condition (escape DC 13) from both claws.

Tail. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 14 (2d10 + 3) Slashing damage.

Hurl Flame. *Ranged Attack Roll:* +5, range 150 ft. *Hit:* 17 (5d6) Fire damage. If the target is a flammable object that isn't being worn or carried, it starts **burning**.

Barlgura

Demon of Instinct and Primal Violence

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

ARTIST: IZZY



Barlguras are demons that embody brutality and killer instincts. They ruthlessly hunt creatures that enter their territories, whether such places are Abyssal wildernesses or locations where these demons have been conjured by wicked magic-users. Barlguras litter their territories with fiendish icons and terrifying evidence of their kills.

Barlguras cooperate with other demons, particularly other barlguras, so long as they have ample prey. Should a region be depleted of creatures to slaughter, these demons turn on one another in frays that can devastate vast expanses.

Barlguras vary in appearance, but all have powerful frames and hands capable of climbing swiftly and delivering crushing blows. If brute force isn't enough to overwhelm their foes, barlguras can use demonic magic to conjure terrifying illusions and grasping vines. Most barlguras resemble nightmarish apes, and some bear exaggerated versions of features of predators common to the lands the barlguras inhabit. Many embed trophies from past hunts in their demonic bodies.

BARLGURA

Large Fiend (Demon), Chaotic Evil

AC 15 **Initiative** +2 (12)

HP 85 (10d10 + 30)

Speed 40 ft., Climb 40 ft.

	MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	7
DEX	15	+2	+5	WIS	14
CON	16	+3	+6	CHA	9

Skills Perception +5, Stealth +5

Resistances Cold, Fire, Lightning

Immunities Poison; **Poisoned**

Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 15

Languages Abyssal; telepathy 120 ft.

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

Traits

Demonic Restoration. If the barlgura 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**.

Actions

Multiaction. The barlgura makes one Tormenting Bite attack and two Thrash attacks.

Tormenting Bite. *Melee Attack Roll:* +7, *reach* 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage plus 13 (2d12) Psychic damage.

Thrash. *Melee Attack Roll:* +7, *reach* 5 ft. *Hit:* 9 (1d10 + 4) Bludgeoning damage. If the target is a Large or smaller creature, it has the **Prone** condition.

Spellcasting. The barlgura casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 13):

2/Day Each: *Disguise Self, Invisibility* (self only)

1/Day Each: *Entangle, Phantasmal Killer* (level 6 version)

Bonus Actions

Leap. The barlgura jumps up to 40 feet by spending 10 feet of movement.

Basilisk

Reptilian Guardian with a Petrifying Gaze

Habitat: Mountain, Underdark; **Treasure:** Any

ARTIST: BRIAN VALEZA



Basilisks are ponderous predators with eight clawed legs, crystalline spines, and mighty jaws. Rather than chasing prey, they use their supernatural gaze to turn creatures to stone and then consume these victims at their leisure. While basilisks are most comfortable in subterranean lairs, many are captured and kept by unscrupulous folk seeking guardians for their treasures.

The remains of **Petrified** creatures litter the area where a basilisk hunts. These might be mundane creatures or more unusual beings that had dire encounters with a basilisk. Roll on or choose a result from the Petrified Basilisk Victims table to inspire the statues that might appear in a basilisk's hunting grounds. There is a 50 percent chance that any of these statues are missing limbs or broken into pieces.

Rule 4: No one carves statues of frightened warriors. If you see one, keep your eyes closed and your ears open.

—X THE MYSTIC'S
RULES OF DUNGEON SURVIVAL

Petrified Basilisk Victims

1d8	A Basilisk Used Its Gaze to Petrify...
1	An adventurer with an ornate key hanging around their neck.
2	Animals like bats, bears, deer, or goats.
3	A climber clinging to a stalactite.
4	Itself using a large mirror or shiny surface.



1d8	A Basilisk Used Its Gaze to Petrify...
5	A mimic disguised as a chest full of treasure.
6	A monster such as an umber hulk or a troglodyte.
7	Someone caught in a comic pose or making a regrettable face.
8	A victim now being used as a nest for insects or other vermin.

BASILISK

Medium Monstrosity, Unaligned

AC 15 Initiative -1 (9)

HP 52 (8d8 + 16)

Speed 20 ft.

Languages None

CR 3 (XP 700; PB +2)

Actions

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 10 (2d6 + 3) Piercing damage plus 7 (2d6) Poison damage.

Bonus Actions

Petrifying Gaze (Recharge 4–6). Constitution Saving Throw: DC 12, each creature in a 30-foot Cone. If the basilisk sees its reflection in the Cone, the basilisk must make this save. *First Failure:* The target has the **Restrained** condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target has the **Petrified** condition instead of the Restrained condition.

Senses **Darkvision** 60 ft.; Passive Perception 9

Bearded Devil

Devil of Force and Intimidation

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

Bearded devils, also known as barbazus, fill the legions of the **Nine Hells**. These cruel soldiers follow the orders of diabolical generals as they defend infernal realms, invade Material Plane worlds, and clash against demons in planes-spanning conflicts.

Left to their own devices, bearded devils encourage mortals to act callously and abuse their power, inflating their egos and inspiring petty tyrannies. Villains aligned with the Nine Hells call on bearded devils to serve as guardians, enforce their will, or fight in wicked armies.

Bearded devils' eponymous beards consist of grotesque, tentacle-like growths. These squirming, barb-riddled beards carry poison capable of preventing magical healing. Bearded devils are also known for their distinctive glaives, through which they channel hellish energy. Those struck by these unnatural weapons suffer infernal wounds that grow worse until stanchied or magically healed.





BEARDED DEVIL

Medium Fiend (Devil), Lawful Evil

AC 13 Initiative +2 (12)

HP 58 (9d8 + 18)

Speed 30 ft.

	STR	DEX	CON	MOD	SAVE	INT	WIS	CHA	MOD	SAVE
	16	15	15	+3	+5	9	11	14	-1	-1
				+2	+2		+0		+0	
				+2	+4				+2	+4

Resistances Cold

Immunities Fire, Poison; **Frightened, Poisoned**

Senses Darkvision 120 ft. (unimpeded by magical **Darkness**); Passive Perception 10

Languages Infernal; telepathy 120 ft.

CR 3 (XP 700; PB +2)

Traits

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

Actions

Multiattack. The devil makes one Beard attack and one Infernal Glaive attack.

Beard. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage, and the target has the **Poisoned** condition until the start of the devil's next turn. Until this poison ends, the target can't regain Hit Points.

Infernal Glaive. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 8 (1d10 + 3) Slashing damage. If the target is a creature and doesn't already have an infernal wound, it is subjected to the following effect. *Constitution Saving Throw:* DC 12.

Failure: The target receives an infernal wound. While wounded, the target loses 5 (1d10) 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 12 Wisdom (**Medicine**) check.



Behir

Lightning-Spewing Glutton

Habitat: Underdark; **Treasure:** Any

Twelve-legged, reptilian predators, behirs endlessly hunt for their next meal. Their short legs propel them quickly across floors and walls. Any prey that behirs can't chase down, they blast with breaths of powerful lightning.

Legends claim the first behirs were magically created by storm giants during an ancient, multiversal conflict between giants and dragons. The giants used their mastery of weather to alter the essence of blue dragons. The results were the first behirs, which served as hunters with a particular taste for dragon eggs.

Behirs live in sprawling cave systems and elaborate ruins where they can make the most of their exceptional mobility. They are mindful of areas where dragons dwell, as most dragons view behirs as dangerous abominations and attack them on sight. Nevertheless, behirs occasionally hunt for dragon lairs in the hope of finding and devouring unhatched dragon eggs.

BEHIR

Huge Monstrosity, Neutral Evil

AC 17 **Initiative +3 (13)**

HP 168 (16d12 + 64)

Speed 50 ft., Climb 50 ft.

	MOD	SAVE		MOD	SAVE
STR	23	+6	+6	INT	7
DEX	16	+3	+3	WIS	14
CON	18	+4	+4	CHA	12

Skills Perception +6, Stealth +7

Immunities Lightning

Senses Darkvision 90 ft.; Passive Perception 16

Languages Draconic

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

Actions

Multiattack. The behir makes one Bite attack and uses Constrict.

Bite. *Melee Attack Roll:* +10, *reach* 10 ft. *Hit:* 19 (2d12 + 6) Piercing damage plus 11 (2d10) Lightning damage.

Constrict. *Strength Saving Throw:* DC 18, one Large or smaller creature the behir can see within 5 feet. *Failure:* 28 (5d8 + 6) Bludgeoning damage. The target has the **Grappled** condition (escape DC 16), and it has the **Restrained** condition until the grapple ends.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 16, each creature in a 90-foot-long, 5-foot-wide **Line**. *Failure:* 66 (12d10) Lightning damage. *Success:* Half damage.

Bonus Actions

Swallow. *Dexterity Saving Throw:* DC 18, one Large or smaller creature **Grappled** by the behir (the behir can have only one creature swallowed at a time). *Failure:* The behir swallows the target, which is no longer Grappled. While swallowed, a creature has the **Blinded** and **Restrained** conditions, has **Total Cover** against attacks and other effects outside the behir, and takes 21 (6d6) Acid damage at the start of each of the behir's turns.

If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls in a space within 10 feet of the behir and has the **Prone** condition. If the behir dies, a swallowed creature is no longer Restrained and can escape from the corpse by using 15 feet of movement, exiting Prone.

You wouldn't believe all the great stuff I've swallowed! Now just climb on in here, and you can keep whatever you find.

—LLUDD, BEHIR



Beholder

Infamous Many-Eyed Tyrant

Habitat: Underdark; **Treasure:** Arcana

ARTIST: ERIC BELISLE



Beholders—also known as eye tyrants—number among the most notorious inhabitants of the **Underdark**. Few creatures in the multiverse are as loathed and feared as these maniacal horrors.

A beholder's distinctive, globular body is dominated by an oversize maw and a gigantic central eye. Ten stalks ending in smaller eyes crown its form. From each of these eleven eyes, a beholder can unleash a different magic power. The central eye can deactivate magic, while the smaller eyes emit rays that inflict various dooms—such as petrifying creatures, disintegrating them, slaying them outright, or other effects.

Beholders possess utterly alien minds. Most exhibit paranoid, narcissistic, and megalomaniacal tendencies, and they act on agendas beyond human reasoning. While some keep to themselves, others force weaker creatures into their service. Still others cultivate grand ambitions, creating networks of minions to manipulate groups, settlements, and whole nations in the Underdark and sometimes the surface world.

Few creatures loathe beholders more than other beholders. Every beholder views itself as the physical and intellectual pinnacle of its species. To them, all other beholders are aberrant rivals to be dominated or destroyed. Conflicts between beholders can last for decades and lay waste to vast subterranean realms.

Beholders are a particular threat to adventurers because both gravitate toward mysterious ruins and sites of great magic. Many beholders collect the magic items and petrified bodies of heroes they've defeated, displaying them as trophies.

Beholder Lairs

Beholders lurk in cavern complexes they've carved using their eye rays deep in the Underdark or in lairs created for them by their servants.

The region containing a beholder's lair is twisted by its presence, creating the following effects:

Scopophobia. Creatures within 1 mile of the lair feel as if they're being watched. Any creature (excluding the beholder and its allies) that finishes a Short Rest while within 1 mile of the lair must succeed on a DC 13 Wisdom saving throw or gain no benefit from that rest.

Warping Terrain. Minor warps in reality occur near the lair; any creature (excluding the beholder) within 1 mile of the lair that makes a **D20 Test** and rolls a 1 has the **Prone** condition.



If the beholder dies or moves its lair elsewhere, these effects end immediately.

BEHOLDER

Large Aberration, Lawful Evil

AC 18 Initiative +12 (22)

HP 190 (20d10 + 80)

Speed 5 ft., Fly 40 ft. (hover)

	MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	17
DEX	14	+2	+2	WIS	15
CON	18	+4	+9	CHA	17

Skills Perception +12

Immunities Prone

Senses Darkvision 120 ft.; Passive Perception 22

Languages Deep Speech, Undercommon

CR 13 (XP 10,000, or 11,500 in lair; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the beholder fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The beholder uses Eye Rays three times.

Bite. Melee Attack Roll: +8, reach 5 ft. Hit: 13 (3d6 + 3) Piercing damage.

Eye Rays. The beholder randomly shoots one of the following magical rays at a target it can see within 120 feet of itself (roll 1d10; reroll if the beholder has already used that ray during this turn):

1. Charm Ray. Wisdom Saving Throw: DC 16. Failure: 13 (3d8) Psychic damage, and the target has the **Charmed** condition for 1 hour or until it takes damage. Success: Half damage only.

2. Paralyzing Ray. Constitution Saving Throw: DC 16. Failure: The target has the **Paralyzed** condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

3. Fear Ray. Wisdom Saving Throw: DC 16. Failure: 14 (4d6) Psychic damage, and the target has the **Frightened** condition until the end of its next turn. Success: Half damage only.

4. Slowing Ray. Constitution Saving Throw: DC 16. Failure: 18 (4d8) Necrotic damage. Until the end of the target's next turn, the target's Speed is halved; the target can't take Reactions; and it can take either an action or a Bonus Action on its turn, not both. Success: Half damage only.

5. Enevration Ray. Constitution Saving Throw: DC 16. Failure: 13 (3d8) Poison damage, and the target has the **Poisoned** condition until the end of its next turn. While Poisoned, the target can't regain Hit Points. Success: Half damage only.

6. Telekinetic Ray. Strength Saving Throw: DC 16 (the target succeeds automatically if it is Gargantuan). Failure: The beholder moves the target up to 30 feet in any direction. The target has the **Restrained** condition until the start of the beholder's next turn or until the beholder has the **Incapacitated** condition. The beholder can also exert fine control on objects with this ray, such as manipulating a tool or opening a door or container.

7. Sleep Ray. Wisdom Saving Throw: DC 16 (the target succeeds automatically if it is a Construct or an Undead). Failure: The target has the **Unconscious** condition for 1 minute. The condition ends if the target takes damage or a creature within 5 feet of it takes an action to wake it.

8. Petrification Ray. Constitution Saving Throw: DC 16. First Failure: The target has the **Restrained** condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. Second Failure: The target has the **Petrified** condition instead of the Restrained condition.

9. Disintegration Ray. Dexterity Saving Throw: DC 16. Failure: 36 (8d8) Force damage. If the target is a nonmagical object or a creation of magical force, a 10-foot **Cube** of it disintegrates into dust. Success: Half damage. Failure or Success: If the target is a creature and this damage reduces it to 0 Hit Points, it disintegrates into dust.

10. Death Ray. Dexterity Saving Throw: DC 16. Failure: 55 (10d10) Necrotic damage. Success: Half damage. Failure or Success: The target dies if the ray reduces it to 0 Hit Points.

Bonus Actions

Antimagic Cone. The beholder's central eye emits an antimagic wave in a 150-foot **Cone**. Until the start of the beholder's next turn, that area acts as an **Antimagic Field** spell, and that area works against the beholder's own Eye Rays.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the beholder can expend a use to take one of the following actions. The beholder regains all expended uses at the start of each of its turns.

Chomp. The beholder makes two Bite attacks.

Glare. The beholder uses Eye Rays.

Berserkers

Raging Invaders and Impassioned Warriors

Habitat: Any; **Treasure:** Armaments, Individual

Gripped by the adrenaline of battle, berserkers are reckless invaders, pit fighters, and other ferocious warriors.

Berserker Commander



Berserker commanders bear the scars of battle and drive their followers to match their deadly zeal. These commanders tap into a primal magic to enhance their might.

BERSERKER COMMANDER

Medium or Small Humanoid, Neutral

AC 16 Initiative +5 (15)

HP 136 (16d8 + 64)

Speed 40 ft.

		MOD	SAVE		MOD	SAVE
STR	19	+4	+7	INT	10	+0
DEX	14	+2	+2	WIS	14	+2
CON	19	+4	+7	CHA	9	-1

Skills Athletics +7, Perception +5

Immunities Charmed, Frightened

Gear Greataxe, Javelins (6)

Senses Passive Perception 15

Languages Common

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

Traits

Bloodied Frenzy. While **Bloodied**, the berserker has Advantage on attack rolls and saving throws.

Actions

Multiaction. The berserker makes three attacks, using Greataxe or Javelin in any combination.

Greataxe. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 10 (1d12 + 4) Slashing damage, plus 10 (3d6) Thunder damage to the target or another creature within 5 feet of the target.

Javelin. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 30/120 ft. *Hit:* 18 (4d6 + 4) Piercing damage, and the target's Speed decreases by 5 feet until the start of the berserker's next turn.

Bonus Actions

Frenzied Rush. Each ally within 30 feet of the berserker can take a Reaction to move up to half the ally's Speed without provoking **Opportunity Attacks**. The berserker can also move up to half its Speed without provoking Opportunity Attacks.

Berserker

Berserkers might fight for personal glory or form motivated forces or howling hordes.

BERSERKER

Medium or Small Humanoid, Neutral

AC 13 Initiative +1 (11)

HP 67 (9d8 + 27)

Speed 30 ft.

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

Gear Greataxe, Hide Armor

Senses Passive Perception 10

Languages Common

CR 2 (XP 450; PB +2)

Traits

Bloodied Frenzy. While **Bloodied**, the berserker has Advantage on attack rolls and saving throws.

Actions

Greataxe. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 9 (1d12 + 3)

Slashing damage.



Black Dragons

Dragons of Decay and Despair

Habitat: Swamp; **Treasure:** Relics

Black dragons delight in suffering and ruin. While other chromatic dragons scheme for power and wealth, these dragons seek to tear down all they see and rule over what remains.

Black dragons are terrifying creatures with curved horns and withered visages suggestive of fiendish skulls. They typically inhabit stagnant swamps, crumbling ruins, or places of magical or environmental corruption. Their acid breath scars their domains, eroding the features from ancient statues and leaving nature with festering wounds.

Black dragons hoard tarnished symbols of hope and relics of fallen empires. The more sought-after the treasure, the more black dragons prize it—particularly if they were responsible for it being lost.

Black Dragon Wyrmling

Black dragon wyrmlings lurk in bogs and polluted waterways, hunting for prey and weaker creatures to overpower. While older wyrmlings eventually seek their own territories, recently hatched ones might hunt one another, seeking dominance over their clutch and slaying rivals they can't subjugate.

BLACK DRAGON WYRMLING

Medium Dragon (Chromatic), Chaotic Evil

AC 17 Initiative +4 (14)

HP 33 (6d8 + 6)

Speed 30 ft., Fly 60 ft., Swim 30 ft.

		MOD	SAVE		MOD	SAVE
STR	15	+2	+2	INT	10	+0
DEX	14	+2	+4	WIS	11	+0
CON	13	+1	+1	CHA	13	+1

Skills Perception +4, Stealth +4

Immunities Acid

Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14

Languages Draconic

CR 2 (XP 450; PB +2)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage plus 2 (1d4) Acid damage.

Acid Breath (Recharge 5–6). Dexterity Saving Throw: DC 11, each creature in a 15-foot-long, 5-foot-wide **Line**. *Failure:* 22 (5d8) Acid damage. *Success:* Half damage.

ARTIST: MARTIN MOTTET



BLACK DRAGON WYRMLING

Young Black Dragon

Most young black dragons claim a hidden lair—typically a dismal place accessible through deadly ruins or a treacherous bog. They delight in exploiting fearful servants and might terrorize small communities or impress groups of kobolds or troglodytes into their service. Some ally themselves with powerful undead such as death knights and vampires or aberrations such as aboleths and kuo-toa.

YOUNG BLACK DRAGON

Large Dragon (Chromatic), Chaotic Evil

AC 18 Initiative +5 (15)

HP 127 (15d10 + 45)

Speed 40 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE		MOD	SAVE
STR	19	+4	+4	INT	12	+1
DEX	14	+2	+5	WIS	11	+0
CON	17	+3	+3	CHA	15	+2

Skills Perception +6, Stealth +5

Immunities Acid

Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 16

Languages Common, Draconic

CR 7 (XP 2,900; PB +3)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 9 (2d4 + 4) Slashing damage plus 3 (1d6) Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 14, each creature in a 30-foot-long, 5-foot-wide **Line**. *Failure:* 49 (14d6) Acid damage. *Success:* Half damage.

Black Dragon Lairs

Black dragons lurk in dismal ruins, polluted bogs, or other sites gripped by decay.

The region containing an adult or ancient black dragon's lair is warped by its presence, creating the following effects:

Acrid Haze. Odorous and stifling fog covers the area within 1 mile of the lair, rendering that area **Lightly Obscured**. Travel for creatures other than the dragon and its allies takes twice the usual time in that area.

Foul Water. Water sources within 1 mile of the lair are supernaturally fouled. A creature that drinks such water must succeed on a DC 15 Constitution saving throw or have the **Poisoned** condition for 1 hour.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

Adult Black Dragon



AN ADULT BLACK DRAGON USES ITS ACID BREATH TO MELT THE CONSTRUCT DEFENDERS OF A CLOCKWORK FORTRESS

By the time they're adults, black dragons are among the greatest terrors in the lands they claim. Wretched swamps and monster-haunted ruins grow more dismal and spread under an adult black dragon's influence. Morbid cultists and doomsayers frequently gather in the dragon's service, bringing with them undead terrors that answer to the black dragon and aid it in spreading ruin to nearby bastions of beauty and peace.

ADULT BLACK DRAGON

Huge Dragon (Chromatic), Chaotic Evil

AC 19 Initiative +12 (22)

HP 195 (17d12 + 85)

Speed 40 ft., Fly 80 ft., Swim 40 ft.

	MOD	SAVE	MOD	SAVE			
STR	23	+6	+6	INT	14	+2	+2
DEX	14	+2	+7	WIS	13	+1	+6
CON	21	+5	+5	CHA	19	+4	+4

Skills Perception +11, Stealth +7

Immunities Acid

Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 21

Languages Common, Draconic

CR 14 (XP 11,500, or 13,000 in lair; PB +5)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Melf's Acid Arrow* (level 3 version).

Rend. Melee Attack Roll: +11, reach 10 ft. Hit: 13 (2d6 + 6) Slashing damage plus 4 (1d8) Acid damage.

Acid Breath (Recharge 5–6). Dexterity Saving Throw: DC 18, each creature in a 60-foot-long, 5-foot-wide Line. Failure: 54 (12d8) Acid damage. Success: Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At Will: *Detect Magic, Fear, Melf's Acid Arrow* (level 3 version)

1/Day Each: *Speak with Dead, Vitriolic Sphere*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Cloud of Insects. Dexterity Saving Throw: DC 17, one creature the dragon can see within 120 feet. Failure: 22 (4d10) Poison damage, and the target has Disadvantage on saving throws to maintain **Concentration** until the end of its next turn. Failure or Success: The dragon can't take this action again until the start of its next turn.

Frightful Presence. The dragon uses Spellcasting to cast *Fear*. The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Ancient Black Dragon

Ancient black dragons plot the ruin of whole realms. They seek magic to corrupt the land, raise undead hordes, bind fiends, and replicate magical disasters. Ancient black dragons strive to create vast, dead domains where they are the greatest things that remain.



**AS TERRIFYING AS IT IS TITANIC, AN ANCIENT BLACK DRAGON
ERADICATES UNWANTED LIFE IN ITS DESPOILED TERRITORY**

ANCIENT BLACK DRAGON

Gargantuan Dragon (Chromatic), Chaotic Evil

AC 22 Initiative +16 (26)

HP 367 (21d20 + 147)

Speed 40 ft., Fly 80 ft., Swim 40 ft.

	MOD	SAVE		MOD	SAVE		
STR	27	+8	+8	INT	16	+3	+3
DEX	14	+2	+9	WIS	15	+2	+9
CON	25	+7	+7	CHA	22	+6	+6

Immunities Acid

Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 26

Languages Common, Draconic

CR 21 (XP 33,000, or 41,000 in lair; PB +7)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Melf's Acid Arrow* (level 4 version).

Rend. Melee Attack Roll: +15, reach 15 ft. Hit: 17 (2d8 + 8) Slashing damage plus 9 (2d8) Acid damage.

Acid Breath (Recharge 5–6). Dexterity Saving Throw: DC 22, each creature in a 90-foot-long, 10-foot-wide Line. Failure: 67 (15d8) Acid damage. Success: Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21, +13 to hit with spell attacks):

At Will: Detect Magic, Fear, Melf's Acid Arrow (level 4 version)

1/Day Each: Create Undead, Speak with Dead, Vitriolic Sphere (level 5 version)

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Cloud of Insects. Dexterity Saving Throw: DC 21, one creature the dragon can see within 120 feet. Failure: 33 (6d10) Poison damage, and the target has Disadvantage on saving throws to maintain Concentration until the end of its next turn. Failure or Success: The dragon can't take this action again until the start of its next turn.

Frightful Presence. The dragon uses Spellcasting to cast Fear. The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Black Pudding

Divisible, Corrosive Blob

Habitat: Underdark; **Treasure:** None

Black puddings are shapeless masses of predatory cells. Once a pudding detects organic matter, it oozes toward its prey, dissolving living matter and various objects. If a black pudding is split by lightning or slashing attacks, it divides into two smaller, independent puddings.

Various supernatural conditions might bring black puddings into being. Roll on or choose a result from the Black Pudding Sources table to inspire a pudding's origins.

Black Pudding Sources

1d6	The Black Pudding Formed From...
1	An ancient black dragon's acidic saliva.
2	The blood or extreme emotions of a foul deity.
3	Cosmic entropy or ruinous planar forces.
4	A curse that transformed a forgotten tyrant.
5	Forbidden or industrialized magic.
6	Necrotic material animated by aimless spirits.



BLACK PUDDING

Large Ooze, Unaligned

AC 7 Initiative -3 (7)

HP 68 (8d10 + 24)

Speed 20 ft., Climb 20 ft.

Immunities Acid, Cold, Lightning, Slashing; **Charmed, Deafened, Exhaustion, Frightened, Grappled, Prone, Restrained**

Senses Blindsight 60 ft.; Passive Perception 8

Languages None

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

Traits

Amorphous. The pudding can move through a space as narrow as 1 inch without expending extra movement to do so.

	MOD	SAVE		MOD	SAVE		
STR	16	+3	+3	INT	1	-5	-5
DEX	5	-3	-3	WIS	6	-2	-2
CON	16	+3	+3	CHA	1	-5	-5

Corrosive Form. A creature that hits the pudding with a melee attack roll takes 4 (1d8) Acid damage. Nonmagical ammunition is destroyed immediately after hitting the pudding and dealing any damage. Any nonmagical weapon takes a cumulative -1 penalty to attack rolls immediately after dealing damage to the pudding and coming into contact with it. The weapon is destroyed if the penalty reaches -5. The penalty can be removed by casting the *Mending* spell on the weapon.

In 1 minute, the pudding can eat through 2 feet of nonmagical wood or metal.

Spider Climb. The pudding can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Dissolving Pseudopod. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 17 (4d6 + 3) Acid damage. Nonmagical armor worn by the target takes a -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the *Mending* spell on the armor.

Reactions

Split. *Trigger:* While the pudding is Large or Medium and has 10+ Hit Points, it becomes **Bloodied** or is subjected to Lightning or Slashing damage. *Response:* The pudding splits into two new **Black Puddings**. Each new pudding is one size smaller than the original pudding and acts on its Initiative. The original pudding's Hit Points are divided evenly between the new puddings (round down).

Blights

Plants Sprouted from Evil

Habitat: Forest; **Treasure:** None

Blights are malicious plants that sprout from deep-rooted evil. Their gnarled forms twist with fearsome features suggestive of human limbs and vicious maws. Blights lurk in ambush amid mundane vegetation and lash out at non-Plant creatures. While blights can act independently, they're usually motivated by whatever sinister forces spawned them or by wicked creatures with control over nature. The magic that creates blights often affects other vegetation as well, causing brambles, vines, and gnarled trees to overwhelm roads and fields, choke wells and streams, and force animals from their natural habitat. This might make blights the first sign of an oncoming wave of corruption.

Twig Blight

Resembling bundles of sticks or dead brush, twig blights easily blend in among deadwood, flotsam, and the wood piles common in many rural settings. Groups of them are often found near river crossings, forgotten wells, or natural campsites, where they ambush those who let down their guard.

TWIG BLIGHT

Small Plant, Neutral Evil

AC 14 **Initiative** +2 (12)

HP 7 (2d6)

Speed 20 ft.

	MOD	SAVE		MOD	SAVE
STR	6	-2	INT	4	-3
DEX	14	+2	WIS	8	-1
CON	11	+0	CHA	3	-4

Skills *Stealth* +4

Vulnerabilities Fire

Immunities Deafened

Senses *Blindsight* 60 ft.; *Passive Perception* 9

Languages Understands Common but can't speak

CR 1/8 (XP 25; PB +2)

Traits

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

Actions

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Slashing damage.



Needle blights have vaguely bipedal forms, with gaunt, misshapen limbs. Whether standing unnaturally still or lurching with their awkward gaits, these blights can't pass as either normal plants or woodland travelers. Once they spot foes, needle blights attack using their thorn-covered claws or by rapidly growing and flinging volleys of serrated, needlelike projectiles.

NEEDLE BLIGHT

Medium Plant, Neutral Evil

AC 12 **Initiative +1 (11)**

HP 16 (3d8 + 3)

Speed 30 ft.

Immunities Deafened

Senses **Blindsight** 60 ft., Passive Perception 9

Languages Understands Common but can't speak

CR 1/4 (XP 50; PB +2)

Actions

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

Needles. *Ranged Attack Roll:* +3, range 30/60 ft. *Hit:* 6 (2d4 + 1) Piercing damage.

Vine Blight

ARTIST: BRIAN VALEZA



LEFT TO RIGHT: VINE BLIGHT, TREE BLIGHT, AND NEEDLE BLIGHT

Vine blights resemble humans wrapped in vines common to the areas in which they grow, from hairy ivy vines to flowering kudzu. They can cause plants to burst from the ground around themselves and entangle nearby foes.

Unlike most other blights, vine blights can speak. They do so rarely, typically only to convey messages from their masters or to repeat the words of their victims in rasping voices.

VINE BLIGHT

Medium Plant, Neutral Evil

Speed 20 ft.

AC 12 **Initiative -1 (9)**

HP 19 (3d8 + 6)

						Languages Common	
STR	15	+2	+2	INT	5	-3	-3
DEX	8	-1	-1	WIS	10	+0	+0
CON	14	+2	+2	CHA	3	-4	-4
Skills	Stealth +1			Actions			
Immunities	Deafened			Constricting Vine. <i>Melee Attack Roll:</i> +4, reach 10 ft. <i>Hit:</i> 6 (1d8 + 2) Bludgeoning damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 12). Until the grapple ends, the target takes 4 (1d8) Bludgeoning damage at the start of each of its turns, and the blight can't make Constricting Vine attacks.			
Senses	Blindsight 60 ft.; Passive Perception 10			Entangling Plants (Recharge 5–6). The blight casts the <i>Entangle</i> spell, using Constitution as the spellcasting ability (spell save DC 12).			

Tree Blight

Tree blights look like ancient, dead trees with gnarled limbs and splintered hollows. Imbued with bloodlust, these blights feed on the living. Evidence of their past meals is often tangled amid their branches and roots. Tree blights cooperate with other blights, but they attack other tree-shaped beings they encounter, such as awakened trees and treants.

TREE BLIGHT

Huge Plant, Neutral Evil

AC 15 **Initiative** +3 (13)

HP 115 (10d12 + 50)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE	
STR	23	+6	+6	INT	6	-2	-2
DEX	10	+0	+0	WIS	10	+0	+0
CON	20	+5	+5	CHA	3	-4	-4

Languages Understands Common and Druidic but can't speak

CR 7 (XP 2,900; PB +3)

Actions

Multiattack. The blight makes two Branch attacks and uses Grasping Root.

Branch. *Melee Attack Roll:* +9, reach 15 ft. *Hit:* 16 (3d6 + 6) Bludgeoning damage.

Grasping Root. *Strength Saving Throw:* DC 17, one Large or smaller creature the blight can see within 15 feet. *Failure:* The target is pulled up to 10 feet straight toward the blight and has the **Grappled** condition (escape DC 16) from one of six roots. Until the grapple ends, the target takes 13 (2d6 + 6) Bludgeoning damage at the start of each of its turns.

Bonus Actions

Gnash. *Dexterity Saving Throw:* DC 17, one creature **Grappled** by the blight. *Failure:* 19 (3d8 + 6) Piercing damage. *Success:* Half damage.

Immunities Deafened

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

Gulthias Blight

Ancient plants twisted by evil, Gulthias blights feed on blood and despoil the surrounding land, often giving rise to subservient blights. These cursed plants take their name from the story of their creation; the first of their kind was a tree that grew from the stake piercing the heart of the vampire Gulthias. These blights consider all creatures either servants or fertilizer for the blights' corruption.

GULTHIAS BLIGHT

Gargantuan Plant, Neutral Evil

AC 20 **Initiative** +5 (15)

HP 264 (16d20 + 96)

Speed 50 ft.

		MOD	SAVE		MOD	SAVE	
STR	25	+7	+7	INT	10	+0	+0
DEX	10	+0	+0	WIS	18	+4	+4
CON	22	+6	+6	CHA	12	+1	+1

Skills Perception +9

Resistances Fire, Necrotic

Immunities Deafened

Senses **Blindsight** 120 ft.; Passive Perception 19

Languages Common, Druidic

CR 16 (XP 15,000; PB +5)

Traits

Blight Seeds. When it finishes a Long Rest, the blight expels 1d6 seeds into unoccupied spaces on the ground within 30 feet of itself. After 24 hours, the seeds become creatures under the blight's control. Roll 1d8 for each seed to determine the creature it becomes: on 1–4, **Twig Blight**; on 5–6, **Needle Blight**; on 7–8, **Vine Blight**.

Actions

Multiattack. The blight makes two attacks, using Slam or Thorn Volley in any combination. It also uses Life-Draining Root.

Slam. *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 25 (4d8 + 7)
Bludgeoning damage.

Thorn Volley. *Ranged Attack Roll:* +12, range 60/180 ft. *Hit:* 20 (3d8 + 7)
Piercing damage.

Life-Draining Root. *Constitution Saving Throw:* DC 20, one Huge or smaller creature the blight can see within 30 feet. *Failure:* 14 (2d6 + 7) Necrotic damage, and the target has the **Grappled** condition (escape DC 17) from one of six roots. Until the grapple ends, the target has the **Restrained** condition and takes 14 (4d6) Necrotic damage at the start of each of its turns. The target's Hit Point maximum decreases by an amount equal to the Necrotic damage taken, and the blight regains Hit Points equal to that amount.



ARTIST: BRIAN VALEZA

It lives, though it looks dead. In an age long past, someone staked a vampire to the earth on this very spot. The wooden stake was yet green and took root. And so grew the Gulthias Tree, reverberating with primal power.

—BELAK THE OUTCAST,
DRUID OF THE TWILIGHT GROVE

Blink Dog

Elusive Feywild Canine

Habitat: Forest, Planar (Feywild); **Treasure:** None

Blink dogs glimmer with a magic that allows them to teleport, “blinking” from one spot to another. These dogs use this power to chase prey, baffle foes, and express joy. They’re frequently found among Feywild folk, such as [centaurs](#) and [pixies](#)—often as members of rollicking hunts between worlds.

BLINK DOG

Medium Fey, Lawful Good

AC 13 **Initiative** +3 (13)

HP 22 (4d8 + 4)

Speed 40 ft.

		MOD	SAVE		MOD	SAVE
STR	12	+1	+1	INT	10	+0
DEX	17	+3	+3	WIS	13	+1
CON	12	+1	+1	CHA	11	+0

Skills Perception +5, Stealth +5

Senses Darkvision 60 ft.; Passive Perception 15

Languages Blink Dog; understands Elvish and Sylvan but can't speak them

ARTIST: JOHN PATRICK GAÑAS



CR 1/4 (XP 50; PB +2)

Actions

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 5 (1d4 + 3) Piercing damage.

Bonus Actions

Teleport (Recharge 4–6). The dog teleports up to 40 feet to an unoccupied space it can see.

Blob of Annihilation

All-Consuming Cosmic Entropy Unleashed

Habitat: Any; **Treasure:** Any

ARTIST: MATHIAS KOLLROS



Honey, I've seen horrors that would make you shit your drawers and reach for the nearest drink. And then there's the blob of annihilation. If you see it, run. And if you can't get away from it, just hope you dissolve fast.

—VI, ARTIFICER OF EBERRON

The blob of annihilation is a coagulation of cosmic entropy conjoined to the remains of dead gods. This malicious entity drifts through **Wildspace** and multiversal expanses inimical to life—vast regions where the chance of encountering it is low.

The blob poses the greatest threat when disasters or nihilistic magic-users summon it to inhabited realms. Once unleashed, the blob of annihilation rolls across the land in vast, cosmic gyres, with fragments of the blob splitting off to engulf targets. The blob consumes anything it encounters, sweeping forests, villages, and fortresses into its mass. Within the blob is an expanse without air or gravity where entropic forces destroy whatever they engulf. Nothing can survive within for long.

Only magic items and the corpses of gods and titans can endure inside the blob. Because of that fact, treasure hunters and theologians sometimes give themselves the deadly task of trying to retrieve something from within the blob. This quest usually ends in annihilation, but occasionally it results in the find of a lifetime.

When the blob appears, roll on or choose a result from the Blob of Annihilation Contents table to inspire what extraordinary thing remains within its goop.

Blob of Annihilation Contents

1d10	The Blob Contains...
1	An <i>Amulet of the Planes</i> .
2	An Artifact of the DM's choice.
3	The corpses of two gods who were entangled in battle when the blob consumed them.
4	A <i>Cubic Gate</i> .
5	A <i>Deck of Many Things</i> .
6	A magic key that opens a door in Sigil that no other key and no spell can open.
7	The preserved corpse of an empyrean.
8	The remains of half a kraken.
9	The skull of a death god.
10	A tarrasque that just died.

BLOB OF ANNIHILATION

Gargantuan Ooze (Titan), Neutral Evil

AC 18 Initiative +16 (26)

HP 448 (23d20 + 207)

Speed 30 ft.

Resistances Bludgeoning, Piercing, Slashing

Immunities Acid, Necrotic, Poison; **Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Unconscious**

Senses **Blindsight** 120 ft.; Passive Perception 13

Languages None

CR 23 (XP 50,000; PB +7)

	MOD	SAVE		MOD	SAVE		
STR	27	+8	+8	INT	10	+0	+0
DEX	14	+2	+9	WIS	16	+3	+3
CON	28	+9	+16	CHA	10	+0	+0

Traits

Astral Implosion. If the blob is reduced to 0 Hit Points, it implodes and ejects any creatures and objects engulfed by it into the Astral Sea. The blob itself vanishes, leaving behind a layer of slime on everything that was within 600 feet of it. In 1d20 years, the blob reconstitutes on a random world in the Material Plane.

Legendary Resistance (4/Day). If the blob fails a saving throw, it can choose to succeed instead.

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

Actions

Multiattack. The blob makes two Pseudopod attacks and uses Engulf. It can replace one attack with a use of Restraining Glob.

Pseudopod. *Melee Attack Roll:* +15, *reach* 30 ft. *Hit:* 24 (3d10 + 8) Force damage.

Engulf. The blob moves up to its Speed and can move through the spaces of Huge or smaller creatures and objects. *Strength Saving Throw:* DC 23, each creature or object whose space the blob enters for the first time during this move. *Failure:* The target is engulfed. While engulfed, a target has **Total Cover** against attacks and other effects outside the blob, and when the blob moves, the engulfed target moves with it. A nonmagical object is destroyed after spending 1 minute engulfed.

While engulfed, a creature takes 21 (6d6) Force damage at the start of each of its turns, is **suffocating**, has the **Restrained** condition, and repeats the save at the end of each of its turns. An engulfed creature that is reduced to 0 Hit Points dissolves into ash, which is ejected into the Astral Sea.

Success: The target escapes and enters the nearest unoccupied space.

Restraining Glob. The blob lobs a slimy glob at one Large or smaller creature it can see within 600 feet of itself. *Dexterity Saving Throw:* DC 23, the targeted creature. *Failure:* 18 (3d6 + 8) Acid damage. The glob rolls the target 60 feet straight toward the blob, and the target has the **Restrained** condition until the end of its next turn, when the glob harmlessly dissolves. *Success:* Half damage only.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the blob can expend a use to take one of the following actions. The blob regains all expended uses at the start of each of its turns.

Decay. The blob deals 14 (4d6) Necrotic damage to each creature engulfed by it. The blob can't take this action again until the start of its next turn.

Grasping Glob. The blob uses Restraining Glob. The blob can't take this action again until the start of its next turn.

Lashing Goop. The blob makes one Pseudopod attack.

Blue Dragons

Dragons of Tyranny and Tempests

Habitat: Coastal, Desert; **Treasure:** Relics

Arrogant and imperious, blue dragons are chromatic dragons that crave control and collect followers like other dragons hoard treasure. They seek to transform their territories into empires, domains to be feared by nations.

Blue dragons have sharp features with piercing horns and scales that range from sapphire to the shades of stormy skies. They dwell in deserts and badlands, particularly regions with dramatic spires from whose tops they might see for miles. They seek lairs near sites of symbolic power, such as the abandoned fortresses of giants, the colossi of fallen empires, or monuments raised by their followers.

Regalia of rulership and artistic masterpieces fill blue dragons' hoards. These dragons have no interest in treasures that are common or flawed, preferring one-of-a-kind gemstones, the crowns of fallen royals, and magic items capable of spreading the dragons' influence.

Blue Dragon Wyrmling

Blue dragon wyrmlings often serve other powerful creatures, learning the ways of control and establishing fearful reputations among weaker creatures. Many wyrmlings initially serve loyally, but as their powers grow to match their ambitions, they eventually betray or abandon their associates. These wyrmlings tempt small groups of creatures into their service, rewarding them with modest treasures and promises of future power.

BLUE DRAGON WYRMLING

Medium Dragon (Chromatic), Lawful Evil

AC 17 **Initiative** +2 (12)

HP 65 (10d8 + 20)

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

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

Skills Perception +4, Stealth +2

Immunities Lightning

Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14

Languages Draconic

CR 3 (XP 700; PB +2)

Actions

Multiaction. The dragon makes two Rend attacks.

Rend. Melee Attack Roll: +5, reach 5 ft. Hit: 8 (1d10 + 3) Slashing damage plus 3 (1d6) Lightning damage.

Lightning Breath (Recharge 5–6). Dexterity Saving Throw: DC 12, each creature in a 30-foot-long, 5-foot-wide **Line**. Failure: 21 (6d6) Lightning damage. Success: Half damage.



ARTIST: ANTONIO JOSÉ MANZANEDO

Young Blue Dragon

Young blue dragons seek to establish themselves as forces to be feared. Many claim isolated communities to rule over or ancient ruins where they might find magical paths to power. These blue dragons might temporarily cooperate with other dragons or powerful villains to gain followers and influence.

YOUNG BLUE DRAGON

Large Dragon (Chromatic), Lawful Evil

AC 18 **Initiative** +4 (14)

HP 152 (16d10 + 64)

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

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

Skills Perception +9, Stealth +4

Immunities Lightning

Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 19

Languages Common, Draconic

CR 9 (XP 5,000; PB +4)

Actions

Multiaction. The dragon makes three Rend attacks.

Rend. Melee Attack Roll: +9, reach 10 ft. Hit: 12 (2d6 + 5) Slashing damage plus 5 (1d10) Lightning damage.

Lightning Breath (Recharge 5–6). Dexterity Saving Throw: DC 16, each creature in a 60-foot-long, 5-foot-wide **Line**. Failure: 55 (10d10) Lightning damage. Success: Half damage.

Blue Dragon Lairs

Blue dragons dwell in arid lands. Their lairs might be death traps meant to entomb invaders or ostentatious fortresses where they plot domination.

The region containing an adult or ancient blue dragon's lair is changed by its presence, creating the following effects:

Sinkholes. Sinkholes form more frequently in the area within 1 mile of the lair. Whenever a creature in that area other than the dragon and its allies finishes a Long Rest, roll 1d20. On a 1, a sinkhole opens beneath the creature, and the creature must succeed on a DC 15 Dexterity saving throw or fall $2d4 \times 10$ feet into the sinkhole.

Spiteful Storms. Dust devils and thunderstorms rage within 1 mile of the lair. The area is **Lightly Obscured**.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

Adult Blue Dragon



AN ADULT BLUE DRAGON INVADES THE TERRITORY OF A SILVER DRAGON RIVAL

Adult blue dragons command small empires, which might be territories of subjugated followers, shadowy criminal networks, or cultic enclaves. Endlessly suspicious and wary of rivals, these dragons enact elaborate schemes to ruin their foes, test the loyalty of their servants, and ensure their dominance for centuries.

ADULT BLUE DRAGON

Huge Dragon (Chromatic), Lawful Evil

AC 19 **Initiative** +10 (20)

HP 212 (17d12 + 102)

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

	MOD	SAVE		MOD	SAVE
STR	25	+7	+7	INT	16
DEX	10	+0	+5	WIS	15
CON	23	+6	+6	CHA	20

Skills Perception +12, Stealth +5

Immunities Lightning

Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 22

Languages Common, Draconic

CR 16 (XP 15,000, or 18,000 in lair; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Shatter*.

Rend. *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 16 (2d8 + 7) Slashing damage plus 5 (1d10) Lightning damage.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 19, each creature in a 90-foot-long, 5-foot-wide *Line*. *Failure:* 60 (11d10) Lightning damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 18):

At Will: *Detect Magic, Invisibility, Mage Hand, Shatter*

1/Day Each: *Scrying, Sending*

Legendary Actions

Legendary Action Uses: 3 (in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Cloaked Flight. The dragon uses Spellcasting to cast *Invisibility* on itself, and it can fly up to half its Fly Speed. The dragon can't take this action again until the start of its next turn.

Sonic Boom. The dragon uses Spellcasting to cast *Shatter*. The dragon can't take this action again until the start of its next turn.

Tail Swipe. The dragon makes one Rend attack.

Ancient blue dragons think beyond dominating groups of short-lived servants. Instead, they seek to claim their places above other dragons and their world's most powerful inhabitants. If world domination seems too tedious or cliché, these dragons might seek to seize control of extraplanar realms, multiworld empires, or forces of reality—like life, storms, or time itself.

ARTIST: ANTONIO JOSÉ MANZANEDO



*SHATTERING THE ENEMY'S DEFENSES, AN ANCIENT
BLUE DRAGON LEADS ITS ARMIES IN CONQUEST*

ANCIENT BLUE DRAGON

Gargantuan Dragon (Chromatic), Lawful Evil

AC 22 Initiative +14 (24)

HP 481 (26d20 + 208)

Speed 40 ft., Burrow 40 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE
STR	29	+9	+9	INT	18
DEX	10	+0	+7	WIS	17
CON	27	+8	+8	CHA	25

Skills Perception +17, Stealth +7

Immunities Lightning

Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 27

Languages Common, Draconic

CR 23 (XP 50,000, or 62,000 in lair; PB +7)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Shatter* (level 3 version).

Rend. *Melee Attack Roll:* +16, reach 15 ft. *Hit:* 18 (2d8 + 9) Slashing damage plus 11 (2d10) Lightning damage.

Lightning Breath (Recharge 5–6). Dexterity Saving Throw: DC 23, each creature in a 120-foot-long, 10-foot-wide **Line**. Failure: 88 (16d10) Lightning damage.

Success: Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 22):

At Will: *Detect Magic, Invisibility, Mage Hand, Shatter* (level 3 version)

1/Day Each: *Scrying, Sending*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Cloaked Flight. The dragon uses Spellcasting to cast *Invisibility* on itself, and it can fly up to half its Fly Speed. The dragon can't take this action again until the start of its next turn.

Sonic Boom. The dragon uses Spellcasting to cast *Shatter* (level 3 version). The dragon can't take this action again until the start of its next turn.

Tail Swipe. The dragon makes one Rend attack.

Bone Devil

Devil of Dread and Obedience

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

Bone devils are gaunt, nightmarish Fiends with pallid skin stretched tight over frames that combine human and insectile features. Also known as osyluths, these Fiends command weaker devils and other beings aligned with infernal legions. Bone devils ensure that the commands of hellish sovereigns are exacted efficiently and that non-devils fulfill their commitments to the **Nine Hells**. They slay those who renege on infernal deals, sending treacherous mortal souls to face unspeakable punishments.

When not serving their diabolical masters, bone devils tempt self-obsessed mortals with promises of other creatures' adulation and obedience. These devils prop up petty tyrants, helping them grow increasingly calloused and amoral.

ARTIST: NILS HAMM



Bone devils travel across the multiverse to fulfill diabolical orders. If left with no other choices, they might conscript mortals to aid them in their vicious goals. Roll on or choose a result from the Bone Devil Objectives table to inspire a bone devil's goals.

Bone Devil Objectives

1d4	The Bone Devil Seeks To...
1	Capture a soul that escaped the Nine Hells.
2	Convey a message or make an example of someone in the name of an archdevil.
3	Find someone who broke a deal with a devil.
4	Slay someone or steal something as part of its pact with a wicked magic-user.

BONE DEVIL

Large Fiend (Devil), Lawful Evil

AC 16 **Initiative** +7 (17)

HP 161 (17d10 + 68)

Speed 40 ft., Fly 40 ft.

		MOD	SAVE		MOD	SAVE	
STR	18	+4	+8	INT	13	+1	+5
DEX	16	+3	+3	WIS	14	+2	+6
CON	18	+4	+4	CHA	16	+3	+7

Skills *Deception* +7, *Insight* +6

Resistances Cold

Immunities Fire, Poison; **Poisoned**

Senses Darkvision 120 ft. (unimpeded by magical **Darkness**); Passive Perception 12

Languages Infernal; telepathy 120 ft.

CR 9 (XP 5,000; 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 two Claw attacks and one Infernal Sting attack.

Claw. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 13 (2d8 + 4) Slashing damage.

Infernal Sting. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 15 (2d10 + 4) Piercing damage plus 18 (4d8) Poison damage, and the target has the **Poisoned** condition until the start of the devil's next turn. While Poisoned, the target can't regain Hit Points.

Bone devils are just one of a thousand reasons never to make a deal with a devil, but they're a significant one. Break said deal, and it'll likely be one of these nightmares that drags you down to the Nine Hells.

—SYLVIRA SAVIKAS, CANDLEKEEP SAGE

Bone Naga

Deathless Serpentine Mind Bender

Habitat: Underdark; **Treasure:** Relics

ARTIST: VIKO MENEZES



Nagas are immortal but not invincible, and powerful magic can end their lives. Bone nagas are skeletal terrors raised from the remains of magically slain nagas or nagas that were killed but that hadn't yet rejuvenated. They are granted unlife through rituals practiced by cultists, yuan-ti, and morbid spirit nagas. These Undead nagas possess magical abilities similar to those they had in life, along with an eerie gaze that can beguile other creatures.

Bone nagas typically obey those who resurrected them, serving their creators as tireless guards and sharing the lore they collected in life. Undeath disrupts the perfect memory bone nagas enjoyed while alive, leaving them with gaps in their memories or details scrambled into puzzle-like jumbles.

In rare cases, bone nagas continue to pursue the goals they had while alive instead of serving other creatures. Most free-willed bone nagas are evil beings raised from **spirit naga** remains, but in unusual instances, bone nagas created from **guardian nagas** continue good, albeit confused, existences.



BONE NAGA

Large Undead, Neutral Evil

AC 15 Initiative +3 (13)

HP 65 (10d10 + 10)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE
STR	15	+2	+2	INT	16
DEX	16	+3	+3	WIS	15
CON	12	+1	+1	CHA	15

Immunities Poison; **Charmed, Exhaustion, Paralyzed, Poisoned**

Senses Darkvision 60 ft.; Passive Perception 12

Languages Common plus one other language

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

Actions

Multiaction. The naga makes two Bite attacks. It can replace any attack with a use of Serpentine Gaze.

Bite. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 10 (2d6 + 3) Piercing damage plus 7 (2d6) Necrotic damage.

Serpentine Gaze. *Wisdom Saving Throw:* DC 13, one creature the naga can see within 60 feet. *Failure:* 13 (3d6 + 3) Psychic damage, and the target has the **Charmed** condition until the start of the naga's next turn.

Spellcasting. The naga casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 13):

At Will: *Mage Hand, Thaumaturgy*

1/Day Each: *Command, Detect Thoughts, Lightning Bolt*

Brass Dragons

Dragons of Lore and Rapport

Habitat: Desert; **Treasure:** Arcana

Gregarious and outgoing, brass dragons relish sharing knowledge and stories. Although these metallic dragons favor arid lands, they cheerfully journey considerable distances to visit friendly creatures, pass on what they've learned, and collect news. Though good natured, brass dragons don't shirk from combat when necessary, thwarting foes with magical sleep and searing them with flame.

Brass dragons favor warm climes, particularly steppes and rocky or sandy deserts, and they usually dwell near prominent crossroads or oases that regularly draw visitors. They enjoy adopting Humanoid forms, disguising themselves as traveling merchants, scholars, storytellers, or anyone else invested in others' stories.

ARTIST: CAIO MONTEIRO



BRASS DRAGON WYRMLING

Brass dragons collect eclectic objects. While such items might seem like knickknacks, each is part of a story—perhaps a nostalgic memento or evidence of a tale passed into myth. An old friend's hat and the crown of the last ruler of a forgotten dynasty could occupy the same shelf in a brass dragon's hoard.

Brass Dragon Wyrmling

Brass dragon wyrmlings are relentlessly curious. These dragons eagerly engage approachable creatures and are quick to explore any place that has an interesting story. Once they hear tales of adventure, many are keen to start their own quests.

BRASS DRAGON WYRMLING

Medium Dragon (Metallic), Chaotic Good

AC 15 Initiative +2 (12)

HP 22 (4d8 + 4)

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

CR 1 (XP 200; PB +2)

Actions

Rend. Melee Attack Roll: +4, reach 5 ft. Hit: 7 (1d10 + 2) Slashing damage.

Fire Breath (Recharge 5–6). Dexterity Saving Throw: DC 11, each creature in a 20-foot-long, 5-foot-wide Line. Failure: 14 (4d6) Fire damage. Success: Half damage.

Sleep Breath. Constitution Saving Throw: DC 11, each creature in a 15-foot Cone. Failure: The target has the Incapacitated condition until the end of its next turn, at which point it repeats the save. Second Failure: The target has the Unconscious condition for 1 minute. This effect ends for the target if it takes damage or a creature within 5 feet of it takes an action to wake it.

Skills Perception +4, Stealth +2

Immunities Fire

Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14

Languages Draconic

Young Brass Dragon

Young brass dragons travel extensively, often spending a few years in a region before circling back to their lair. Some work closely with other metallic dragons, carrying information between allies.

YOUNG BRASS DRAGON

Large Dragon (Metallic), Chaotic Good

AC 17 Initiative +3 (13)

HP 110 (13d10 + 39)

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

Languages Common, Draconic

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

Actions

Multiattack. The dragon makes three Rend attacks. It can replace two attacks with a use of Sleep Breath.

Rend. Melee Attack Roll: +7, reach 10 ft. Hit: 15 (2d10 + 4) Slashing damage.

Fire Breath (Recharge 5–6). Dexterity Saving Throw: DC 14, each creature in a 40-foot-long, 5-foot-wide Line. Failure: 38 (11d6) Fire damage. Success: Half damage.

Sleep Breath. Constitution Saving Throw: DC 14, each creature in a 30-foot Cone. Failure: The target has the Incapacitated condition until the end of its next turn, at which point it repeats the save. Second Failure: The target has the Unconscious condition for 1 minute. This effect ends for the target if it takes damage or a creature within 5 feet of it takes an action to wake it.

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

Immunities Fire

Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 16

Brass Dragon Lairs

Brass dragons usually dwell in secret caves and canyons near well-traveled routes.

The area containing an adult or ancient brass dragon's lair is altered by its presence, creating the following effects:

Mirages. While in its lair, the dragon can cast *Major Image*, requiring no Material components and using the same spellcasting ability as its Spellcasting action. When casting the spell this way, the spell's range is 1 mile, and the dragon doesn't need to see the spot where the illusion appears.

Refreshing Water. Water within 1 mile of the lair is magically refreshing. A creature that drinks such water gains 2d4 Temporary Hit Points, and the dragon is immediately aware of the creature's presence.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

Adult Brass Dragon





AN ADULT BRASS DRAGON RIDES ITS NEW LAIR OF UNWELCOME UNDEAD

Adult brass dragons know many secrets and have vast networks of contacts. These dragons share perspectives they've learned from across the world and passionately combat the lies of con artists and villains that lead people astray.

ADULT BRASS DRAGON

Huge Dragon (Metallic), Chaotic Good

AC 18 **Initiative** +10 (20)

HP 172 (15d12 + 75)

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

	MOD	SAVE		MOD	SAVE
STR	23	+6	+6	INT	14
DEX	10	+0	+5	WIS	13
CON	21	+5	+5	CHA	17

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

Immunities Fire

Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 21

Languages Common, Draconic

CR 13 (XP 10,000, or 11,500 in lair; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Sleep Breath or (B) Spellcasting to cast *Scorching Ray*.

Rend. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 17 (2d10 + 6) Slashing damage plus 4 (1d8) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 60-foot-long, 5-foot-wide **Line**. *Failure:* 45 (10d8) Fire damage. *Success:* Half damage.

Sleep Breath. *Constitution Saving Throw:* DC 18, each creature in a 60-foot **Cone**. *Failure:* The target has the **Incapacitated** condition until the end of its next turn, at which point it repeats the save. *Second Failure:* The target has the **Unconscious** condition for 10 minutes. This effect ends for the target if it takes damage or a creature within 5 feet of it takes an action to wake it.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 16):

At Will: *Detect Magic, Minor Illusion, Scorching Ray, Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no **Concentration** or **Temporary Hit Points** required to maintain the spell), *Speak with Animals*

1/Day Each: *Detect Thoughts, Control Weather*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Blazing Light. The dragon uses Spellcasting to cast *Scorching Ray*.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Scorching Sands. *Dexterity Saving Throw:* DC 16, one creature the dragon can see within 120 feet. *Failure:* 27 (6d8) Fire damage, and the target's Speed is halved until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Ancient Brass Dragon

Ancient brass dragons create worlds-spanning networks. They combat forces of repression and misinformation, helping people learn from the mistakes of the past. Either personally or through webs of messengers, ancient brass dragons keep allies informed about challenges they can face together.

ARTIST: CAIO MONTEIRO



AN ANCIENT BRASS DRAGON PROTECTS TRAVELERS FROM AN ONCOMING SANDSTORM

ANCIENT BRASS DRAGON

Gargantuan Dragon (Metallic), Chaotic Good

AC 20 Initiative +12 (22)

HP 332 (19d20 + 133)

Speed 40 ft., Burrow 40 ft., Fly 80 ft.

Senses **Blindsight** 60 ft., **Darkvision** 120 ft.; Passive Perception 24

Languages Common, Draconic

CR 20 (XP 25,000, or 33,000 in lair; PB +6)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Sleep Breath or (B) Spellcasting to cast *Scorching Ray* (level 3 version).

Rend. *Melee Attack Roll:* +14, reach 15 ft. *Hit:* 19 (2d10 + 8) Slashing damage plus 7 (2d6) Fire damage.

Skills **History** +9, **Perception** +14, **Persuasion** +12, **Stealth** +6

Immunities Fire

	MOD	SAVE		MOD	SAVE
STR	27	+8	+8	INT	16
DEX	10	+0	+6	WIS	15
CON	25	+7	+7	CHA	22

Fire Breath (Recharge 5–6). Dexterity Saving Throw: DC 21, each creature in a 90-foot-long, 5-foot-wide **Line**. Failure: 58 (13d8) Fire damage. Success: Half damage.

Sleep Breath. Constitution Saving Throw: DC 21, each creature in a 90-foot **Cone**. Failure: The target has the **Incapacitated** condition until the end of its next turn, at which point it repeats the save. **Second Failure:** The target has the **Unconscious** condition for 10 minutes. This effect ends for the target if it takes damage or a creature within 5 feet of it takes an action to wake it.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 20):

At Will: *Detect Magic, Minor Illusion, Scorching Ray* (level 3 version), *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no **Concentration** or **Temporary Hit Points** required to maintain the spell), *Speak with Animals*

1/Day Each: *Control Weather, Detect Thoughts*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Blazing Light. The dragon uses Spellcasting to cast *Scorching Ray* (level 3 version).

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Scorching Sands. Dexterity Saving Throw: DC 20, one creature the dragon can see within 120 feet. Failure: 36 (8d8) Fire damage, and the target's Speed is halved until the end of its next turn. Failure or Success: The dragon can't take this action again until the start of its next turn.

Bronze Dragons

Dragons of Potential and Preservation

Habitat: Coastal; **Treasure:** Implements

ARTIST: MATT STEWART



BRONZE DRAGON WYRMLING

Bronze Dragon Wyrmling

Bronze dragon wyrmlings believe they can solve any problems, and they seek to prove it. They often fixate on local challenges, such as drought or rampant banditry. While their zeal can be charming, these wyrmlings can get in over their heads and might then need help correcting mistakes.

BRONZE DRAGON WYRMLING

Medium Dragon (Metallic), Lawful Good

AC 15 **Initiative** +2 (12)

HP 39 (6d8 + 12)

Speed 30 ft., Fly 60 ft., Swim 30 ft.

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

Skills Perception +4, Stealth +2

Immunities Lightning

Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14

Languages Draconic

CR 2 (XP 450; PB +2)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. Melee Attack Roll: +5, reach 5 ft. Hit: 8 (1d10 + 3) Slashing damage.

Lightning Breath (Recharge 5–6) Dexterity Saving Throw: DC 12, each creature in a 40-foot-long, 5-foot-wide **Line**. Failure: 16 (3d10) Lightning damage. Success: Half damage.

Repulsion Breath. Strength Saving Throw: DC 12, each creature in a 30-foot **Cone**. Failure: The target is pushed up to 30 feet straight away from the dragon and has the **Prone** condition.

Young Bronze Dragon

Many young bronze dragons become experts in a type of problem, like driving off pirates or protecting communities from storms. Young bronze dragons collect friends with varied expertise, cultivating a community of experts they can rely on.

YOUNG BRONZE DRAGON

Large Dragon (Metallic), Lawful Good

AC 17 **Initiative** +3 (13)

HP 142 (15d10 + 60)

Speed 40 ft., Fly 80 ft., Swim 40 ft.

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

Skills **Insight** +4, **Perception** +7, **Stealth** +3

Immunities Lightning

Senses **Blindsight** 30 ft., **Darkvision** 120 ft.; Passive Perception 17

Languages Common, Draconic

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

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Repulsion Breath.

Rend. Melee Attack Roll: +8, reach 10 ft. Hit: 16 (2d10 + 5) Slashing damage.

Lightning Breath (Recharge 5–6). Dexterity Saving Throw: DC 15, each creature in a 60-foot-long, 5-foot-wide **Line**. Failure: 49 (9d10) Lightning damage. Success: Half damage.

Repulsion Breath. Strength Saving Throw: DC 15, each creature in a 30-foot **Cone**. Failure: The target is pushed up to 40 feet straight away from the dragon and has the **Prone** condition.

Bronze Dragon Lairs

Bronze dragons usually make their homes near or under the sea.

The region containing an adult or ancient bronze dragon's lair is changed by its presence, creating the following effects:

Buoying Currents. Creatures within 1 mile of the lair that lack a Swim Speed ignore the extra cost of movement while swimming.

Sun and Storms. While in its lair, the dragon can cast **Control Weather**, requiring no Material components and using the same spellcasting ability as its Spellcasting action. When casting the spell this way, the dragon can control the weather within 1 mile of its lair, regardless if the dragon is inside or outside.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

Adult Bronze Dragon



AN ADULT BRONZE DRAGON DEFENDS THE DEEP FROM A RAVENOUS GIANT SHARK

Adult bronze dragons often dwell near places they defend or where they help others work toward goals. They might become patrons of whole cities, advising leaders and helping generations flourish.

ADULT BRONZE DRAGON

Huge Dragon (Metallic), Lawful Good

AC 18 Initiative +10 (20)

HP 212 (17d12 + 102)

Speed 40 ft., Fly 80 ft., Swim 40 ft.

	MOD	SAVE		MOD	SAVE
STR	25	+7	+7	INT	16
DEX	10	+0	+5	WIS	15
CON	23	+6	+6	CHA	20

Skills **Insight** +7, **Perception** +12, **Stealth** +5

Immunities Lightning

Senses **Blindsight** 60 ft., **Darkvision** 120 ft.; Passive Perception 22

Languages Common, Draconic

CR 15 (XP 13,000, or 15,000 in lair; PB +5)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Repulsion Breath or (B) Spellcasting to cast **Guiding Bolt** (level 2 version).

Rend. Melee Attack Roll: +12, reach 10 ft. Hit: 16 (2d8 + 7) Slashing damage plus 5 (1d10) Lightning damage.

Lightning Breath (Recharge 5–6). Dexterity Saving Throw: DC 19, each creature in a 90-foot-long, 5-foot-wide **Line**. Failure: 55 (10d10) Lightning damage. Success: Half damage.

Repulsion Breath. Strength Saving Throw: DC 19, each creature in a 30-foot **Cone**. Failure: The target is pushed up to 60 feet straight away from the dragon and has the **Prone** condition.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17, +10 to hit with spell attacks):

At Will: *Detect Magic*, *Guiding Bolt* (level 2 version), *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no **Concentration** or **Temporary Hit Points** required to maintain the spell), *Speak with Animals*, *Thaumaturgy*

1/Day Each: *Detect Thoughts*, *Water Breathing*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Guiding Light. The dragon uses Spellcasting to cast **Guiding Bolt** (level 2 version).

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Thunderclap. Constitution Saving Throw: DC 17, each creature in a 20-foot-radius **Sphere** centered on a point the dragon can see within 90 feet. Failure: 10 (3d6) Thunder damage, and the target has the **Deafened** condition until the end of its next turn.

Ancient Bronze Dragon

Ancient bronze dragons develop dramatic patinas on their glimmering scales. These dragons strive to protect whole regions, continents, or planets from threats. They seek solutions to planes-spanning calamities or multiversal perils and oppose the evil of mighty chromatic dragons.



ARTIST: MATT STEWART

*AN ANCIENT BRONZE DRAGON USES ITS REPULSION BREATH TO
PROTECT A COMMUNITY FROM RAMPAGING WATER ELEMENTALS*

ANCIENT BRONZE DRAGON

Gargantuan Dragon (Metallic), Lawful Good

AC 22 Initiative +14 (24)

HP 444 (24d20 + 192)

Speed 40 ft., Fly 80 ft., Swim 40 ft.

Senses **Blindsight** 60 ft., **Darkvision** 120 ft.; Passive Perception 27

Languages Common, Draconic

CR 22 (XP 41,000, or 50,000 in lair; PB +7)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Repulsion Breath or (B) Spellcasting to cast **Guiding Bolt** (level 2 version).

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

Immunities Lightning

	MOD	SAVE		MOD	SAVE
STR	29	+9	+9	INT	18
DEX	10	+0	+7	WIS	17
CON	27	+8	+8	CHA	25

Rend. Melee Attack Roll: +16, reach 15 ft. Hit: 18 (2d8 + 9) Slashing damage plus 9 (2d8) Lightning damage.

Lightning Breath (Recharge 5–6). Dexterity Saving Throw: DC 23, each creature in a 120-foot-long, 10-foot-wide **Line**. Failure: 82 (15d10) Lightning damage. Success: Half damage.

Repulsion Breath. Strength Saving Throw: DC 23, each creature in a 30-foot **Cone**. Failure: The target is pushed up to 60 feet straight away from the dragon and has the **Prone** condition.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 22, +14 to hit with spell attacks):

At Will: *Detect Magic*, *Guiding Bolt* (level 2 version), *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no **Concentration** or **Temporary Hit Points** required to maintain the spell), *Speak with Animals*, *Thaumaturgy*

1/Day Each: *Detect Thoughts*, *Control Water*, *Scrying*, *Water Breathing*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Guiding Light. The dragon uses Spellcasting to cast *Guiding Bolt* (level 2 version).

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Thunderclap. Constitution Saving Throw: DC 22, each creature in a 20-foot-radius **Sphere** centered on a point the dragon can see within 120 feet. Failure: 13 (3d8) Thunder damage, and the target has the **Deafened** condition until the end of its next turn.

Bugbears

Lurking Goblinoid Brutes

Habitat: Forest, Grassland, Planar (Feywild), Underdark; **Treasure:** Armaments, Individual

Bugbears embody fear of the wilds and the menace of natural places. They're notoriously stealthy, and foes that venture into their territories often vanish without a trace.

Bugbear Stalker

Bugbear stalkers frequently take their victims hostage, relishing opportunities to imprison and terrorize other creatures.

BUGBEAR STALKER

Medium Fey (Goblinoid), Chaotic Evil

CR 3 (XP 700; PB +2)

AC 15 Initiative +2 (12)

Traits

HP 65 (10d8 + 20)

Abduct. The bugbear needn't spend extra movement to move a creature it is grappling.

Speed 30 ft.

Actions

Multiaattack. The bugbear makes two Javelin or Morningstar attacks.

Javelin. Melee or Ranged Attack Roll: +5, reach 10 ft. or range 30/120 ft. Hit: 13 (3d6 + 3) Piercing damage.

Morningstar. Melee Attack Roll: +5 (with Advantage if the target is **Grappled** by the bugbear), reach 10 ft. Hit: 12 (2d8 + 3) Piercing damage.

Bonus Actions

Quick Grapple. Dexterity Saving Throw: DC 13, one Medium or smaller creature the bugbear can see within 10 feet. Failure: The target has the **Grappled** condition (escape DC 13).

Skills Stealth +6, Survival +3

Gear Chain Shirt, Javelins (6), Morningstar

Senses Darkvision 60 ft.; Passive Perception 11

Languages Common, Goblin

Bugbear Warrior

Bugbear warriors serve those who offer them treasure, food, or the chance to hunt challenging prey.

BUGBEAR WARRIOR

Medium Fey (Goblinoid), Chaotic Evil

HP 33 (6d8 + 6)

AC 14 Initiative +2 (12)

Speed 30 ft.

CR 1 (XP 200; PB +2)

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

Skills Stealth +6, Survival +2**Gear** Hide Armor, Light Hammers (3)**Senses** Darkvision 60 ft.; Passive Perception 10**Languages** Common, Goblin**Traits**

Abduct. The bugbear needn't spend extra movement to move a creature it is grappling.

Actions

Grab. *Melee Attack Roll:* +4, reach 10 ft. *Hit:* 9 (2d6 + 2) Bludgeoning damage. If the target is a Medium or smaller creature, it has the **Grappled** condition (escape DC 12).

Light Hammer. *Melee or Ranged Attack Roll:* +4 (with Advantage if the target is **Grappled** by the bugbear), reach 10 ft. or range 20/60 ft. *Hit:* 9 (3d4 + 2) Bludgeoning damage.

ARTIST: TARAS SUSAK



Bulettes

Ravenous, Subsurface Land Sharks

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

Also called "land sharks," bulettes are single-minded predators that burrow under, leap over, and burst through obstacles in pursuit of their quarry. They burrow rapidly just belowground. On sensing movement, they erupt from below, attempting to catch prey in their oversize maws.

Bullette

Bulettes range under vast territories. They often threaten animal herds, and they can wipe out whole farming communities.

BULETTE

Large Monstrosity, Unaligned

Speed 40 ft., Burrow 40 ft.

AC 17 **Initiative** +0 (10)

HP 94 (9d10 + 45)

						Actions	
	MOD	SAVE		MOD	SAVE		
STR	19	+4	+4	INT	2	-4	-4
DEX	11	+0	+0	WIS	10	+0	+0
CON	21	+5	+5	CHA	5	-3	-3

Skills Perception +6
Senses Darkvision 60 ft., Tremorsense 120 ft.; Passive Perception 16
Languages None
CR 5 (XP 1,800; PB +3)

Bulette Pup

Juvenile bulettes are known as pups. They travel in small groups, using their numbers to bring down larger foes. Their arrival frequently presages the appearance of an adult bulette.

ARTIST: OLIVIER BERNARD



BULETTE PUP

Medium Monstrosity, Unaligned

AC 16 Initiative -1 (9)

HP 45 (6d8 + 18)

Speed 30 ft., Burrow 20 ft.

	MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	2
DEX	8	-1	-1	WIS	10
CON	17	+3	+3	CHA	4

Skills Perception +4

Senses Darkvision 30 ft., Tremorsense 60 ft.; Passive Perception 14

Languages None

CR 2 (XP 450; PB +2)

Actions

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 14 (2d10 + 3) Piercing damage.

Bonus Actions

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

Bullywugs

Amphibious Appreciators of Marsh and Muck

Habitat: Swamp; **Treasure:** Implements, Individual

Fey embodiments of swamplands, bullywugs protect the murky wilds and consider themselves cosmically favored for that role. These human-size, toad- or frog-like creatures have close relationships with the creatures of the swamp.

Bullywug Bog Sage



Bullywug bog sages channel the magic of the swamp to sicken foes and speak with plants.

BULLYWUG BOG SAGE

Medium Fey, Neutral

AC 16 Initiative +3 (13)

HP 52 (8d8 + 16)

Speed 30 ft., Swim 30 ft.

	MOD	SAVE		MOD	SAVE
STR	8	-1	-1	INT	10
DEX	16	+3	+3	WIS	16
CON	14	+2	+4	CHA	12

Skills Nature +4, Stealth +5

Gear Component Pouch

Senses Passive Perception 13

Languages Bullywug, Common, Sylvan

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

Traits

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.

Actions

Multiattack. The bullywug makes two Bog Staff attacks. It can replace any attack with a use of Spellcasting to cast *Ray of Sickness*.

Bog Staff. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage plus 10 (3d6) Poison damage.

Spellcasting. The bullywug casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At Will: *Dancing Lights, Druidcraft, Ray of Sickness*

1/Day Each: *Speak with Plants, Vitriolic Sphere*

Bonus Actions

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

BULLYWUG WARRIOR

Bullywug warriors are adept at moving through swamps and ambushing trespassers. They often work alongside packs of trained giant frogs.

BULLYWUG WARRIOR

Medium Fey, Neutral

AC 15 Initiative +2 (12)

HP 11 (2d8 + 2)

Speed 30 ft., Swim 30 ft.

	MOD	SAVE		MOD	SAVE
STR	12	+1	+1	INT	7
DEX	14	+2	+2	WIS	10
CON	13	+1	+1	CHA	7

Skills Stealth +4

Senses Passive Perception 10

Languages Bullywug, Common

CR 1/4 (XP 50; PB +2)

Traits

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.

Actions

Insectile Rapier. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage plus 2 (1d4) Poison damage.

Bonus Actions

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



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