

## GIANT CROCODILE

Huge beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 85 (9d12 + 27)

**Speed** 30 ft., swim 50 ft.

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

**Skills** Stealth +5

**Senses** passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Hold Breath.** The crocodile can hold its breath for 30 minutes.

### ACTIONS

**Multiattack.** The crocodile makes two attacks: one with its bite and one with its tail.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

**Tail.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the crocodile. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

## GIANT EAGLE

Large beast, neutral good

**Armor Class** 13

**Hit Points** 26 (4d10 + 4)

**Speed** 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (–1)	14 (+2)	10 (+0)

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** Giant Eagle, understands Common and Auran but can't speak them

**Challenge** 1 (200 XP)

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

### ACTIONS

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

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

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

A giant eagle is a noble creature that speaks its own language and understands some speech.

## GIANT ELK

Huge beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 42 (5d12 + 10)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	7 (–2)	14 (+2)	10 (+0)

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** Giant Elk, understands Common, Elvish, and Sylvan but can't speak them

**Challenge** 2 (450 XP)

**Charge.** If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

### ACTIONS

**Ram.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

**Hooves.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 22 (4d8 + 4) bludgeoning damage.

## GIANT FIRE BEETLE

Small beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 4 (1d6 + 1)

**Speed** 30 ft.

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

**Senses** blindsight 30 ft., passive Perception 8

**Languages** —

**Challenge** 0 (10 XP)

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

### ACTIONS

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

A giant fire beetle is a nocturnal creature that features a pair of glowing glands that give off light for 1d6 days after the beetle dies.

## GIANT FROG

Medium beast, unaligned

**Armor Class** 11

**Hit Points** 18 (4d8)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (–4)	10 (+0)	3 (–4)

**Skills** Perception +2, Stealth +3

**Senses** darkvision 30 ft., passive Perception 12

**Languages** —

**Challenge** 1/4 (50 XP)

**Amphibious.** The frog can breathe air and water.

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

*Hit:* 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

**Swallow.** The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time.

If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

## GIANT GOAT

Large beast, unaligned

**Armor Class** 11 (natural armor)

**Hit Points** 19 (3d10 + 3)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	3 (–4)	12 (+1)	6 (–2)

**Senses** passive Perception 11

**Languages** —

**Challenge** 1/2 (100 XP)

**Charge.** If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Sure-Footed.** The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

### ACTIONS

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

*Hit:* 8 (2d4 + 3) bludgeoning damage.

## GIANT HYENA

Large beast, unaligned

**Armor Class** 12

**Hit Points** 45 (6d10 + 12)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (–4)	12 (+1)	7 (–2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

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

### ACTIONS

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

*Hit:* 10 (2d6 + 3) piercing damage.

## GIANT LIZARD

Large beast, unaligned

**Armor Class** 12 (natural armor)

**Hit Points** 19 (3d10 + 3)

**Speed** 30 ft., climb 30 ft.

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

**Senses** darkvision 30 ft., passive Perception 10

**Languages** —

**Challenge** 1/4 (50 XP)

### ACTIONS

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

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

Giant lizards are fearsome predators often used as mounts or draft animals by reptilian humanoids and residents of the Underdark.

## GIANT OCTOPUS

Large beast, unaligned

**Armor Class** 11

**Hit Points** 52 (8d10 + 8)

**Speed** 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (–3)	10 (+0)	4 (–3)

**Skills** Perception +4, Stealth +5

**Senses** darkvision 60 ft., passive Perception 14

**Languages** —

**Challenge** 1 (200 XP)

**Hold Breath.** While out of water, the octopus can hold its breath for 1 hour.

**Underwater Camouflage.** The octopus has advantage on Dexterity (Stealth) checks made while underwater.

**Water Breathing.** The octopus can breathe only underwater.

### ACTIONS

**Tentacles.** *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

**Ink Cloud (Recharges after a Short or Long Rest).** A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

## GIANT OWL

Large beast, neutral

**Armor Class** 12

**Hit Points** 19 (3d10 + 3)

**Speed** 5 ft., fly 60 ft.

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

**Skills** Perception +5, Stealth +4

**Senses** darkvision 120 ft., passive Perception 15

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

**Challenge** 1/4 (50 XP)

**Flyby.** The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

### ACTIONS

**Talons.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

*Hit:* 8 (2d6 + 1) slashing damage.

Giant owls are intelligent creatures that are the guardians of their woodland realms.

## GIANT POISONOUS SNAKE

Medium beast, unaligned

**Armor Class** 14

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft., swim 30 ft.

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

**Skills** Perception +2

**Senses** blindsight 10 ft., passive Perception 12

**Languages** —

**Challenge** 1/4 (50 XP)

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

*Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

## GIANT RAT

Small beast, unaligned

**Armor Class** 12

**Hit Points** 7 (2d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	11 (+0)	2 (–4)	10 (+0)	4 (–3)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 1/8 (25 XP)

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

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

### ACTIONS

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

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

## GIANT SCORPION

Large beast, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 52 (7d10 + 14)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (–5)	9 (–1)	3 (–4)

**Senses** blindsight 60 ft., passive Perception 9

**Languages** —

**Challenge** 3 (700 XP)

### ACTIONS

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

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

**Sting.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

## GIANT SEA HORSE

Large beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 16 (3d10)

**Speed** 0 ft., swim 40 ft.

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

**Senses** passive Perception 11

**Languages** —

**Challenge** 1/2 (100 XP)

**Charge.** If the sea horse moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

**Water Breathing.** The sea horse can breathe only underwater.

### ACTIONS

**Ram.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

*Hit:* 4 (1d6 + 1) bludgeoning damage.

Giant sea horses are often used as mounts by aquatic humanoids.

## GIANT SHARK

Huge beast, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 126 (11d12 + 55)

**Speed** 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (–5)	10 (+0)	5 (–3)

**Skills** Perception +3

**Senses** blindsight 60 ft., passive Perception 13

**Languages** —

**Challenge** 5 (1,800 XP)

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

**Water Breathing.** The shark can breathe only underwater.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

*Hit:* 22 (3d10 + 6) piercing damage.

A giant shark is 30 feet long and normally found in deep oceans.

## GIANT SPIDER

Large beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 26 (4d10 + 4)

**Speed** 30 ft., climb 30 ft.

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

**Skills** Stealth +7

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

**Languages** —

**Challenge** 1 (200 XP)

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

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

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### ACTIONS

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

*Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Web (Recharge 5–6).** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

## GIANT TOAD

Large beast, unaligned

**Armor Class** 11

**Hit Points** 39 (6d10 + 6)

**Speed** 20 ft., swim 40 ft.

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

**Senses** darkvision 30 ft., passive Perception 10

**Languages** —

**Challenge** 1 (200 XP)

**Amphibious.** The toad can breathe air and water.

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

### ACTIONS

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

*Hit:* 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

**Swallow.** The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

## GIANT VULTURE

Large beast, neutral evil

**Armor Class** 10

**Hit Points** 22 (3d10 + 6)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (–2)	12 (+1)	7 (–2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** understands Common but can't speak

**Challenge** 1 (200 XP)

**Keen Sight and Smell.** The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

### ACTIONS

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

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

*Hit:* 7 (2d4 + 2) piercing damage.

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

*Hit:* 9 (2d6 + 2) slashing damage.

A giant vulture has advanced intelligence and a malevolent bent.

## GIANT WASP

Medium beast, unaligned

**Armor Class** 12

**Hit Points** 13 (3d8)

**Speed** 10 ft., fly 50 ft.

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

**Senses** passive Perception 10

**Languages** —

**Challenge** 1/2 (100 XP)

### ACTIONS

**Sting.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

## GIANT WEASEL

Medium beast, unaligned

**Armor Class** 13

**Hit Points** 9 (2d8)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	4 (-3)	12 (+1)	5 (-3)

**Skills** Perception +3, Stealth +5

**Senses** darkvision 60 ft., passive Perception 13

**Languages** —

**Challenge** 1/8 (25 XP)

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

### ACTIONS

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

## GIANT WOLF SPIDER

Medium beast, unaligned

**Armor Class** 13

**Hit Points** 11 (2d8 + 2)

**Speed** 40 ft., climb 40 ft.

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

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

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 13

**Languages** —

**Challenge** 1/4 (50 XP)

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

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

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Giant wolf spiders hunt prey across open ground or hide in burrows or crevices to attack from ambush.

## GNOLL

Medium humanoid (gnoll), chaotic evil

**Armor Class** 15 (hide armor, shield)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Gnoll

**Challenge** 1/2 (100 XP)

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

### ACTIONS

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

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

**Longbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Gnolls are feral, hyena-headed humanoids that attack without warning, slaughtering their victims and devouring their flesh.

## GOAT

Medium beast, unaligned

**Armor Class** 10

**Hit Points** 4 (1d8)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	2 (–4)	10 (+0)	5 (–3)

**Senses** passive Perception 10

**Languages** —

**Challenge** 0 (10 XP)

**Charge.** If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

**Sure-Footed.** The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

### ACTIONS

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

## GOBLIN

Small humanoid (goblinoid), neutral evil

**Armor Class** 15 (leather armor, shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

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

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 1/4 (50 XP)

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

### ACTIONS

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

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

Goblins are small, black-hearted humanoids that lair in despoiled dungeons and other dismal settings. Individually weak, they gather in large numbers to torment other creatures.

## GRICK

Medium monstrosity, neutral

**Armor Class** 14 (natural armor)

**Hit Points** 27 (6d8)

**Speed** 30 ft., climb 30 ft.

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

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 12

**Languages** —

**Challenge** 2 (450 XP)

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

### ACTIONS

**Multiattack.** The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

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

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

This wormlike monstrosity blends in with the rock of the caverns it haunts. When prey comes near, its barbed tentacles unfurl to reveal its hungry, snapping beak.

## GRIFFON

Large monstrosity, unaligned

**Armor Class** 12

**Hit Points** 59 (7d10 + 21)

**Speed** 30 ft., fly 80 ft.

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

**Skills** Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** —

**Challenge** 2 (450 XP)

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

### ACTIONS

**Multiattack.** The griffon makes two attacks: one with its beak and one with its claws.

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

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

A griffon is an avian carnivore with the muscular body of a lion and the head, forelegs, and wings of an eagle.



## HARPY

Medium monstrosity, chaotic evil

**Armor Class** 11

**Hit Points** 38 (7d8 + 7)

**Speed** 20 ft., fly 40 ft.

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

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1 (200 XP)

### ACTIONS

**Multiattack.** The harpy makes two attacks: one with its claws and one with its club.

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

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

**Luring Song.** The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

A harpy combines the body, legs, and wings of a vulpine with the torso, arms, and head of a human female. Its sweet song has lured countless adventurers to their deaths.

## HAWK

Tiny beast, unaligned

**Armor Class** 13

**Hit Points** 1 (1d4 – 1)

**Speed** 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	16 (+3)	8 (–1)	2 (–4)	14 (+2)	6 (–2)

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** —

**Challenge** 0 (10 XP)

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

### ACTIONS

**Talons.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

## HELL HOUND

Medium fiend, lawful evil

**Armor Class** 15 (natural armor)

**Hit Points** 45 (7d8 + 14)

**Speed** 50 ft.

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

**Skills** Perception +5

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 15

**Languages** understands Infernal but can't speak it

**Challenge** 3 (700 XP)

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

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

**Fire Breath (Recharge 5–6).** The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Fire-breathing fiends that take the form of powerful dogs, hell hounds commonly serve evil creatures that use them as guard animals and companions.



## HILL GIANT

*Huge giant, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 105 (10d12 + 40)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (–1)	19 (+4)	5 (–3)	9 (–1)	6 (–2)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Giant

**Challenge** 5 (1,800 XP)

### ACTIONS

**Multiattack.** The giant makes two greatclub attacks.

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

**Rock.** *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Hill giants are selfish, dimwitted brutes that hunt and raid in constant search of food. Their skins are tan from lives spent beneath the sun, and their weapons are uprooted trees and rocks pulled from the earth.

## HIPPOGRIFF

*Large monstrosity, unaligned*

**Armor Class** 11

**Hit Points** 19 (3d10 + 3)

**Speed** 40 ft., fly 60 ft.

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

**Skills** Perception +5

**Senses** passive Perception 15

**Languages** —

**Challenge** 1 (200 XP)

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

### ACTIONS

**Multiattack.** The hippogriff makes two attacks: one with its beak and one with its claws.

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

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

A hippogriff is a magical creature possessing the wings and forelimbs of an eagle, the hindquarters of a horse, and a head that combines the features of both animals.

## HOBGOBLIN

*Medium humanoid (goblinoid), lawful evil*

**Armor Class** 18 (chain mail, shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

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

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

**Challenge** 1/2 (100 XP)

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

### ACTIONS

**Longsword.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

**Longbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Hobgoblins are large goblinoids with dark orange or red-orange skin. A hobgoblin measures virtue by physical strength and martial prowess, caring about nothing except skill and cunning in battle.

## HUNTER SHARK

*Large beast, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 45 (6d10 + 12)

**Speed** 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (–5)	10 (+0)	4 (–3)

**Skills** Perception +2

**Senses** blindsight 30 ft., passive Perception 12

**Languages** —

**Challenge** 2 (450 XP)

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

**Water Breathing.** The shark can breathe only underwater.

### ACTIONS

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

A hunter shark is 15 to 20 feet long, and usually hunts alone in deep waters.

## HYDRA

*Huge monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 172 (15d12 + 75)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (–4)	10 (+0)	7 (–2)

**Skills** Perception +6

**Senses** darkvision 60 ft., passive Perception 16

**Languages** —

**Challenge** 8 (3,900 XP)

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

**Multiple Heads.** The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

**Reactive Heads.** For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

**Wakeful.** While the hydra sleeps, at least one of its heads is awake.

### ACTIONS

**Multiattack.** The hydra makes as many bite attacks as it has heads.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

The hydra is a reptilian horror with a crocodilian body and multiple heads on long, serpentine necks. Although its heads can be severed, the hydra magically regrows them in short order.

## HYENA

*Medium beast, unaligned*

**Armor Class** 11

**Hit Points** 5 (1d8 + 1)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	2 (–4)	12 (+1)	5 (–3)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 0 (10 XP)

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

### ACTIONS

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

## JACKAL

*Small beast, unaligned*

**Armor Class** 12

**Hit Points** 3 (1d6)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	15 (+2)	11 (+0)	3 (–4)	12 (+1)	6 (–2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 0 (10 XP)

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

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

### ACTIONS

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