

1/4
CR**Aarakocra**

SIZE: medium
ALIGNMENT: neutral good
TYPE: humanoid (aarakocra)

+0
STR+2
DEX+0
CON+0
INT

SKILLS: Perception +5
PASSIVE PERCEPTION: 15
LANGUAGES: Auran, Aarakocra

Monster Manual - 12+1
WIS**20 ft., fly 50 ft.**

SPEED

+0
CHA13
HIT POINTS12
ARMOUR**TRAIT: Dive Attack**

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

ACTION: Talon

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

ACTION: Javelin

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

ACTION: Summon Air Elemental

Five aarakocra within 30 feet of each other can magically summon an air elemental. Each of the five must use its action and movement on three consecutive turns to perform an aerial dance and must maintain concentration while doing so (as if concentrating on a spell). When all five have finished their third turn of the dance, the elemental appears in an unoccupied space within 60 feet of them. It is friendly toward them and obeys their spoken commands. It remains for 1 hour, until it or all its summoners die, or until any of its summoners dismisses it as a bonus action. A summoner can't perform the dance again until it finishes a short rest. When the elemental returns to the Elemental Plane of Air, any aarakocra within 5 feet of it can return with it.

EXPERIENCE POINTS: 50**TRAIT: Amphibious**

The aboleth can breathe air and water.

TRAIT: Mucous Cloud

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

TRAIT: Probing Telepathy

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

ACTION: Multiattack

The aboleth makes three tentacle attacks.

ACTION: Tentacle

Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

ACTION: Tail

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

ACTION: Enslave (3/day)

The aboleth targets one creature it can see within 30 ft. of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The aboleth makes a Wisdom (Perception) check.

LEGENDARY: Tail Swipe

The aboleth makes one tail attack.

LEGENDARY: Psychic Drain (Costs 2 Actions)

One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

EXPERIENCE POINTS: 5,90010
CR**Aboleth**

SIZE: large
ALIGNMENT: lawful evil
TYPE: aberration

+5
STR

SAVES: Con +6, Int +8, Wis +6
SKILLS: History +12, Perception +10
SENSES: darkvision 120 ft.

-1
DEX

PASSIVE PERCEPTION: 20
LANGUAGES: Deep Speech, telepathy 120 ft.

+2
CON+4
INT+2
WIS

10 ft., swim 40 ft.

SPEED

+4
CHA

135
HIT POINTS

17
ARMOUR

TRAIT: Amphibious

The aboleth can breathe air and water.

TRAIT: Mucous Cloud

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

TRAIT: Probing Telepathy

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

ACTION: Multiattack

The aboleth makes three tentacle attacks.

ACTION: Tentacle

Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

ACTION: Tail

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

14
CR**Adult Black Dragon**SIZE: huge
ALIGNMENT: chaotic evil
TYPE: dragon**+6**
STR**+2**
DEX**+5**
CON**+2**
INTSAVES: Dex +7, Con +10, Wis +6, Cha +8
SKILLS: Perception +11, Stealth +7
IMMUNITIES: acid
SENSES: blindsight 60 ft., darkvision 120 ft.
PASSIVE PERCEPTION: 21
LANGUAGES: Common, Draconic**Monster Manual - 88****40 ft., fly 80 ft., swim 40 ft.**

SPEED

+3

HIT POINTS

195

ARMOUR

TRAIT: Amphibious

The dragon can breathe air and water.

TRAIT: Legendary Resistance (3/Day)

If the dragon fails a saving throw, it can choose to succeed instead.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Frightful Presence

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

ACTION: Acid Breath (Recharge 5-6)

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

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

EXPERIENCE POINTS: 11,500**17**
CR**Adult Blue Dracolich**SIZE: huge
ALIGNMENT: lawful evil
TYPE: undead**+7**
STR**+0**
DEX**+6**
CON**+3**
INTSAVES: Dex +5, Con +11, Wis +7, Cha +9
SKILLS: Perception +12, Stealth +5
RESISTANCES: necrotic
IMMUNITIES: lightning, poison
CONDITIONS: charmed, exhaustion, frightened, paralyzed, poisoned
SENSES: blindsight 60 ft., darkvision 120 ft.
PASSIVE PERCEPTION: 22
LANGUAGES: Common, Draconic**Monster Manual - 84****40 ft., burrow 30 ft.,
fly 80 ft.**

SPEED

+2
WIS**225**

HIT POINTS

19

ARMOUR

TRAIT: Legendary Resistance (3/Day)

If the dracolich fails a saving throw, it can choose to succeed instead.

TRAIT: Magic Resistance

The dracolich has advantage on saving throws against spells and other magical effects.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Frightful Presence

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

ACTION: Lightning Breath (Recharge 5-6)

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

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dracolich makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dracolich makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

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

EXPERIENCE POINTS: 18,000

16
CR

Adult Blue Dragon

SIZE: huge
ALIGNMENT: lawful evil
TYPE: dragon

+7
STR

+0
DEX

+6
CON

+3
INT

SAVES: Dex +5, Con +11, Wis +7, Cha +9
SKILLS: Perception +12, Stealth +5
IMMUNITIES: lightning
SENSES: blindsight 60 ft., darkvision 120 ft.
PASSIVE PERCEPTION: 22
LANGUAGES: Common, Draconic

Monster Manual - 91

**40 ft., burrow 30 ft.,
fly 80 ft.**
SPEED

+2
WIS

+4
CHA

225
HIT POINTS

19
ARMOUR

TRAIT: Legendary Resistance (3/Day)

If the dragon fails a saving throw, it can choose to succeed instead.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Frightful Presence

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

ACTION: Lightning Breath (Recharge 5-6)

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

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

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

EXPERIENCE POINTS: 15,000

13
CR

Adult Brass Dragon

SIZE: huge
ALIGNMENT: chaotic good
TYPE: dragon

+6
STR

+0
DEX

+5
CON

+2
INT

SAVES: Dex +5, Con +10, Wis +6, Cha +8
SKILLS: History +7, Perception +11, Persuasion +8, Stealth +5
IMMUNITIES: fire
SENSES: blindsight 60 ft., darkvision 120 ft.
PASSIVE PERCEPTION: 21
LANGUAGES: Common, Draconic

Monster Manual - 105

**40 ft., burrow 40 ft.,
fly 80 ft.**
SPEED

+1
WIS

+3
CHA

172
HIT POINTS

18
ARMOUR

TRAIT: Legendary Resistance (3/Day)

If the dragon fails a saving throw, it can choose to succeed instead.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Frightful Presence

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

ACTION: Breath Weapons (Recharge 5-6)

The dragon uses one of the following breath weapons.

Fire Breath: The dragon exhales fire in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath: The dragon exhales sleep gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

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

EXPERIENCE POINTS: 10,000

15
CR

Adult Bronze Dragon

SIZE: huge
ALIGNMENT: lawful good
TYPE: dragon

+7
STR

+0
DEX

+6
CON

+3
INT

SAVES: Dex +5, Con +11, Wis +7, Cha +9

SKILLS: Insight +7, Perception +12, Stealth +5

IMMUNITIES: lightning

SENSES: blindsight 60 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 22

LANGUAGES: Common, Draconic

Monster Manual - 108

40 ft., fly 80 ft., swim 40 ft.

SPEED

+2

WIS

+4

CHA

212

HIT POINTS

19

ARMOUR

TRAIT: Amphibious

The dragon can breathe air and water.

TRAIT: Legendary Resistance (3/Day)

If the dragon fails a saving throw, it can choose to succeed instead.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Frightful Presence

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

ACTION: Breath Weapons (Recharge 5-6)

The dragon uses one of the following breath weapons.

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

Repulsion Breath: The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 19 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the dragon.

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

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

EXPERIENCE POINTS: 13,000

14
CR

Adult Copper Dragon

SIZE: huge
ALIGNMENT: chaotic good
TYPE: dragon

+6
STR

+1
DEX

+5
CON

+4
INT

SAVES: Dex +6, Con +10, Wis +7, Cha +8

SKILLS: Deception +8, Perception +12, Stealth +6

IMMUNITIES: acid

SENSES: blindsight 60 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 22

LANGUAGES: Common, Draconic

Monster Manual - 111

40 ft., climb 40 ft., fly 80 ft.

SPEED

+2

WIS

+3

CHA

184

HIT POINTS

18

ARMOUR

TRAIT: Legendary Resistance (3/Day)

If the dragon fails a saving throw, it can choose to succeed instead.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Frightful Presence

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

ACTION: Breath Weapons (Recharge 5-6)

The dragon uses one of the following breath weapons.

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

Slowing Breath: The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

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

EXPERIENCE POINTS: 11,500

17
CR

Adult Gold Dragon

SIZE: huge
ALIGNMENT: lawful good
TYPE: dragon

+8
STR

+2
DEX

+7
CON

+3
INT

SAVES: Dex +8, Con +13, Wis +8, Cha +13

SKILLS: Insight +8, Perception +14, Persuasion +13, Stealth +8

IMMUNITIES: fire

SENSES: blindsight 60 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 24

LANGUAGES: Common, Draconic

Monster Manual - 114

40 ft., fly 80 ft., swim 40 ft.

SPEED

+7

HIT POINTS

19

ARMOUR

TRAIT: Amphibious

The dragon can breathe air and water.

TRAIT: Legendary Resistance (3/Day)

If the dragon fails a saving throw, it can choose to succeed instead.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Frightful Presence

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

ACTION: Breath Weapons (Recharge 5-6)

The dragon uses one of the following breath weapons.

Fire Breath: The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath: The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 21 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

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

EXPERIENCE POINTS: 18,000

15
CR

Adult Green Dragon

SIZE: huge
ALIGNMENT: lawful evil
TYPE: dragon

+6
STR

+1
DEX

+5
CON

+4
INT

SAVES: Dex +6, Con +10, Wis +7, Cha +8

SKILLS: Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6

IMMUNITIES: poison

CONDITIONS: poisoned

SENSES: blindsight 60 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 22

LANGUAGES: Common, Draconic

Monster Manual - 94

40 ft., fly 80 ft., swim 40 ft.

SPEED

+2
WIS

+3

HIT POINTS

19

ARMOUR

TRAIT: Amphibious

The dragon can breathe air and water.

TRAIT: Legendary Resistance (3/Day)

If the dragon fails a saving throw, it can choose to succeed instead.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Frightful Presence

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

ACTION: Poison Breath (Recharge 5-6)

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

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

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

EXPERIENCE POINTS: 13,000

17
CR

Adult Red Dragon

SIZE: huge
ALIGNMENT: chaotic evil
TYPE: dragon

+8
STR

+0
DEX

+7
CON

+3
INT

SAVES: Dex +6, Con +13, Wis +7, Cha +11

SKILLS: Perception +13, Stealth +6

IMMUNITIES: fire

SENSES: blindsight 60 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 23

LANGUAGES: Common, Draconic

Monster Manual - 98

40 ft., climb 40 ft., fly 80 ft.

SPEED

+5

HIT POINTS

19

ARMOUR

TRAIT: Legendary Resistance (3/Day)

If the dragon fails a saving throw, it can choose to succeed instead.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Frightful Presence

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

ACTION: Fire Breath (Recharge 5-6)

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

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

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

EXPERIENCE POINTS: 18,000

16
CR

Adult Silver Dragon

SIZE: huge
ALIGNMENT: lawful good
TYPE: dragon

+8
STR

+0
DEX

+7
CON

+3
INT

SAVES: Dex +5, Con +12, Wis +6, Cha +10

SKILLS: Arcana +8, History +8, Perception +11, Stealth +5

IMMUNITIES: cold

SENSES: blindsight 60 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 21

LANGUAGES: Common, Draconic

Monster Manual - 117

40 ft., fly 80 ft.

SPEED

+1
WIS

243

HIT POINTS

19

ARMOUR

TRAIT: Legendary Resistance (3/Day)

If the dragon fails a saving throw, it can choose to succeed instead.

ACTION: Multiattack

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

ACTION: Bite

Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 19 (2d10 + 8) piercing damage.

ACTION: Claw

Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

ACTION: Tail

Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

ACTION: Frightful Presence

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

ACTION: Breath Weapons (Recharge 5-6)

The dragon uses one of the following breath weapons.

Cold Breath: The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath: The dragon exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

The dragon beats its wings. Each creature within 10 ft. of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

EXPERIENCE POINTS: 15,000

13
CR

Adult White Dragon

SIZE: huge
ALIGNMENT: chaotic evil
TYPE: dragon

+6
STR

+0
DEX

+6
CON

-1
INT

SAVES: Dex +5, Con +11, Wis +6, Cha +6
SKILLS: Perception +11, Stealth +5
IMMUNITIES: cold
SENSES: blindsight 60 ft., darkvision 120 ft.
PASSIVE PERCEPTION: 21
LANGUAGES: Common, Draconic

Monster Manual - 101

40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.
SPEED

200
HIT POINTS

18
ARMOUR

TRAIT: Ice Walk

The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

TRAIT: Legendary Resistance (3/Day)

If the dragon fails a saving throw, it can choose to succeed instead.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Frightful Presence

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

ACTION: Cold Breath (Recharge 5-6)

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

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

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

EXPERIENCE POINTS: 10,000

5
CR

Air Elemental

SIZE: large
ALIGNMENT: neutral
TYPE: elemental

+2
STR

+5
DEX

+2
CON

-2
INT

RESISTANCES: lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons
IMMUNITIES: poison
CONDITIONS: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 10
LANGUAGES: Auran

Monster Manual - 124

fly 90 ft. (hover)

SPEED

90
HIT POINTS

15
ARMOUR

TRAIT: Air Form

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

ACTION: Multiattack

The elemental makes two slam attacks.

ACTION: Slam

Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

ACTION: Whirlwind (Recharge 4-6)

Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

EXPERIENCE POINTS: 13,000

21
CR

Ancient Black Dragon

SIZE: gargantuan
ALIGNMENT: chaotic evil
TYPE: dragon

+8
STR

+2
DEX

+7
CON

+3
INT

SAVES: Dex +9, Con +14, Wis +9, Cha +11

SKILLS: Perception +16, Stealth +9

IMMUNITIES: acid

SENSES: blindsight 60 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 26

LANGUAGES: Common, Draconic

Monster Manual - 87

40 ft., fly 80 ft., swim 40 ft.

SPEED

+2

WIS

367

CHA

22

ARMOUR

ACTION: Acid Breath (Recharge 5-6)

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

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

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

EXPERIENCE POINTS: 33,000

TRAIT: Amphibious

The dragon can breathe air and water.

TRAIT: Legendary Resistance (3/Day)

If the dragon fails a saving throw, it can choose to succeed instead.

TRAIT: Legendary Resistance (3/Day)

If the dragon fails a saving throw, it can choose to succeed instead.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Frightful Presence

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

23
CR

Ancient Blue Dragon

SIZE: gargantuan
ALIGNMENT: lawful evil
TYPE: dragon

+9
STR

+0
DEX

+8
CON

+4
INT

SAVES: Dex +7, Con +15, Wis +10, Cha +12

SKILLS: Perception +17, Stealth +7

IMMUNITIES: lightning

SENSES: blindsight 60 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 27

LANGUAGES: Common, Draconic

Monster Manual - 90

40 ft., burrow 40 ft., fly 80 ft.

SPEED

+3
WIS

481

CHA

22

ARMOUR

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

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

EXPERIENCE POINTS: 50,000

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Frightful Presence

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

ACTION: Lightning Breath (Recharge 5-6)

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

20
CR

Ancient Brass Dragon

SIZE: gargantuan
ALIGNMENT: chaotic good
TYPE: dragon

+8
STR

+0
DEX

+7
CON

+3
INT

SAVES: Dex +6, Con +13, Wis +8, Cha +10

SKILLS: History +9, Perception +14, Persuasion +10, Stealth +6

IMMUNITIES: fire

SENSES: blindsight 60 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 24

LANGUAGES: Common, Draconic

Monster Manual - 104

40 ft., burrow 40 ft., fly 80 ft.
SPEED

297
HIT POINTS

20
ARMOUR

TRAIT: Legendary Resistance (3/Day)

If the dragon fails a saving throw, it can choose to succeed instead.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Frightful Presence

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

ACTION: Breath Weapons (Recharge 5-6)

The dragon uses one of the following breath weapons:

Fire Breath: The dragon exhales fire in an 90-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath: The dragon exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

ACTION: Change Shape

The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

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

EXPERIENCE POINTS: 25,000

22
CR

Ancient Bronze Dragon

SIZE: gargantuan
ALIGNMENT: lawful good
TYPE: dragon

+9
STR

+0
DEX

+8
CON

+4
INT

SAVES: Dex +7, Con +15, Wis +10, Cha +12

SKILLS: Insight +10, Perception +17, Stealth +7

IMMUNITIES: lightning

SENSES: blindsight 60 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 27

LANGUAGES: Common, Draconic

Monster Manual - 107

40 ft., fly 80 ft., swim 40 ft.
SPEED

+3
WIS

444
HIT POINTS

22
ARMOUR

TRAIT: Amphibious

The dragon can breathe air and water.

TRAIT: Legendary Resistance (3/Day)

If the dragon fails a saving throw, it can choose to succeed instead.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Frightful Presence

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

ACTION: Breath Weapons (Recharge 5-6)

The dragon uses one of the following breath weapons:

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

Repulsion Breath: The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 23 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the dragon.

ACTION: Change Shape

The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

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

EXPERIENCE POINTS: 41,000

21
CR

Ancient Copper Dragon

SIZE: gargantuan
ALIGNMENT: chaotic good
TYPE: dragon

+8
STR

+1
DEX

+7
CON

+5
INT

SAVES: Dex +8, Con +14, Wis +10, Cha +11
SKILLS: Deception +11, Perception +17, Stealth +8
IMMUNITIES: acid
SENSES: blindsight 60 ft., darkvision 120 ft.
PASSIVE PERCEPTION: 27
LANGUAGES: Common, Draconic

Monster Manual - 110

40 ft., climb 40 ft., fly 80 ft.

SPEED

+3
WIS

+4
CHA

350
HIT POINTS

21
ARMOUR

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

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Frightful Presence

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

ACTION: Breath Weapons (Recharge 5-6)

The dragon uses one of the following breath weapons.

Slowing Breath: The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Acid Breath: The dragon exhales acid in an 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save, or half as much damage on a successful one.

ACTION: Change Shape

The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

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

EXPERIENCE POINTS: 33,000

24
CR

Ancient Gold Dragon

SIZE: gargantuan
ALIGNMENT: lawful good
TYPE: dragon

+10
STR

+2
DEX

+9
CON

+4
INT

SAVES: Dex +9, Con +16, Wis +10, Cha +16
SKILLS: Insight +10, Perception +17, Persuasion +16, Stealth +9
IMMUNITIES: fire
SENSES: blindsight 60 ft., darkvision 120 ft.
PASSIVE PERCEPTION: 27
LANGUAGES: Common, Draconic

Monster Manual - 113

40 ft., fly 80 ft., swim 40 ft.

SPEED

+3
WIS

+9
CHA

546
HIT POINTS

22
ARMOUR

TRAIT: Amphibious

The dragon can breathe air and water.

TRAIT: Legendary Resistance (3/Day)

If the dragon fails a saving throw, it can choose to succeed instead.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Frightful Presence

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

ACTION: Breath Weapons (Recharge 5-6)

The dragon uses one of the following weapons.

Weakening Breath: The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fire Breath: The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

ACTION: Change Shape

The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

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

EXPERIENCE POINTS: 62,000

22
CR

Ancient Green Dragon

SIZE: gargantuan
ALIGNMENT: lawful evil
TYPE: dragon

+8
STR

+1
DEX

+7
CON

+5
INT

SAVES: Dex +8, Con +14, Wis +10, Cha +11

SKILLS: Deception +11, Insight +10, Perception +17, Persuasion +11, Stealth +8

IMMUNITIES: poison

CONDITIONS: poisoned

SENSES: blindsight 60 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 27

LANGUAGES: Common, Draconic

Monster Manual - 93

40 ft., fly 80 ft., swim 40 ft.

SPEED

+3

WIS

385

CHA

21

HIT POINTS

21

ARMOUR

TRAIT: Amphibious

The dragon can breathe air and water.

TRAIT: Legendary Resistance (3/Day)

If the dragon fails a saving throw, it can choose to succeed instead.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 22 (4d6 + 8) slashing damage.

ACTION: Tail

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

ACTION: Frightful Presence

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

ACTION: Poison Breath (Recharge 5-6)

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

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

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

EXPERIENCE POINTS: 41,000

24
CR

Ancient Red Dragon

SIZE: gargantuan
ALIGNMENT: chaotic evil
TYPE: dragon

+10
STR

+0
DEX

+9
CON

+4
INT

SAVES: Dex +7, Con +16, Wis +9, Cha +13

SKILLS: Perception +16, Stealth +7

IMMUNITIES: fire

SENSES: blindsight 60 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 26

LANGUAGES: Common, Draconic

Monster Manual - 97

40 ft., climb 40 ft., fly 80 ft.

SPEED

WIS

+6

CHA

546

HIT POINTS

22

ARMOUR

TRAIT: Legendary Resistance (3/Day)

If the dragon fails a saving throw, it can choose to succeed instead.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Frightful Presence

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

ACTION: Fire Breath (Recharge 5-6)

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

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

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

EXPERIENCE POINTS: 62,000

23
CR

Ancient Silver Dragon

SIZE: gargantuan
ALIGNMENT: lawful good
TYPE: dragon

+10
STR

+0
DEX

+9
CON

+4
INT

SAVES: Dex +7, Con +16, Wis +9, Cha +13

SKILLS: Arcana +11, History +11, Perception +16, Stealth +7

IMMUNITIES: cold

SENSES: blindsight 60 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 26

LANGUAGES: Common, Draconic

Monster Manual - 116

40 ft., fly 80 ft.

SPEED

+6

HIT POINTS

22

ARMOUR

TRAIT: Legendary Resistance (3/Day)

If the dragon fails a saving throw, it can choose to succeed instead.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Frightful Presence

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

ACTION: Breath Weapons (Recharge 5-6)

The dragon uses one of the following breath weapons.

Paralyzing Breath: The dragon exhales paralyzing gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cold Breath: The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.

ACTION: Change Shape

The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

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

EXPERIENCE POINTS: 50,000

20
CR

Ancient White Dragon

SIZE: gargantuan
ALIGNMENT: chaotic evil
TYPE: dragon

+8
STR

+0
DEX

+8
CON

+0
INT

SAVES: Dex +6, Con +14, Wis +7, Cha +8

SKILLS: Perception +13, Stealth +6

IMMUNITIES: cold

SENSES: blindsight 60 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 23

LANGUAGES: Common, Draconic

Monster Manual - 100

40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

SPEED

+1
WIS

333

HIT POINTS

20

ARMOUR

TRAIT: Ice Walk

The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

TRAIT: Legendary Resistance (3/Day)

If the dragon fails a saving throw, it can choose to succeed instead.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Frightful Presence

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

ACTION: Cold Breath (Recharge 5-6)

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

LEGENDARY ACTIONS

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

LEGENDARY: Detect

The dragon makes a Wisdom (Perception) check.

LEGENDARY: Tail Attack

The dragon makes a tail attack.

LEGENDARY: Wing Attack (Costs 2 Actions)

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

EXPERIENCE POINTS: 25,000

17
CR

Androsphinx

SIZE: large
ALIGNMENT: lawful neutral
TYPE: monstrosity

+6
STR

+0
DEX

+5
CON

+3
INT

+4
WIS

SAVES: Dex +6, Con +11, Int +9, Wis +10

SKILLS: Arcana +9, Perception +10, Religion +15

IMMUNITIES: psychic, bludgeoning, piercing, and slashing from nonmagical weapons

CONDITIONS: charmed, frightened

SENSES: truesight 120 ft.

PASSIVE PERCEPTION: 20

LANGUAGES: Common, Sphinx

Monster Manual - 281

40 ft., fly 60 ft.

SPEED

+6

HIT POINTS

199

ARMOUR

TRAIT: Inscrutable

The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

TRAIT: Magic Weapons

The sphinx's weapon attacks are magical.

TRAIT: Spellcasting — +10 / DC 18

- Cantrips (at will): sacred flame, spare the dying, thaumaturgy
- 1st level (4 slots): command, detect evil and good, detect magic
- 2nd level (3 slots): lesser restoration, zone of truth
- 3rd level (3 slots): dispel magic, tongues
- 4th level (3 slots): banishment, freedom of movement
- 5th level (2 slots): flame strike, greater restoration
- 6th level (1 slot): heroes' feast

ACTION: Multiattack

The sphinx makes two claw attacks.

ACTION: Claw

Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) slashing damage.

ACTION: Roar (3/Day)

The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

First Roar: Each creature that fails a DC 18 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Roar: Each creature that fails a DC 18 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Third Roar: Each creature makes a DC 18 Constitution saving throw. On a failed save, a creature takes 44 (8d10) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

LEGENDARY ACTIONS

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

LEGENDARY: Claw Attack

The sphinx makes one claw attack.

LEGENDARY: Teleport (Costs 2 Actions)

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

LEGENDARY: Cast a Spell (Costs 3 Actions)

The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

EXPERIENCE POINTS: 18,000

19
CR

Balor

SIZE: huge
ALIGNMENT: chaotic evil
TYPE: fiend (demon)

+8
STR

+2
DEX

+6
CON

+5
INT

+3
WIS

SAVES: Str +14, Con +12, Wis +9, Cha +12

RESISTANCES: cold, lightning, bludgeoning, piercing, and slashing from nonmagical weapons

IMMUNITIES: fire, poison

CONDITIONS: poisoned

SENSES: truesight 120 ft.

PASSIVE PERCEPTION: 13

LANGUAGES: Abyssal, telepathy 120 ft.

Monster Manual - 55

40 ft., fly 80 ft.

SPEED

+6
CHA

262

HIT POINTS

19

ARMOUR

TRAIT: Death Throes

When the balor dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the balor's weapons.

TRAIT: Fire Aura

At the start of each of the balor's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

TRAIT: Magic Resistance

The balor has advantage on saving throws against spells and other magical effects.

TRAIT: Magic Weapons

The balor's weapon attacks are magical.

ACTION: Multiattack

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

ACTION: Longsword

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

ACTION: Whip

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

ACTION: Teleport

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

ACTION: Variant: Summon Demon (1/Day)

The demon chooses what to summon and attempts a magical summoning.

A balor has a 50 percent chance of summoning 1d8 roacks, 1d6 hezrous, 1d4 glabrezus, 1d3 nalfeshnees, 1d2 mariliths, or one goristro.

A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

EXPERIENCE POINTS: 22,000



5

+3

STR



+3

DEX



+4

CON



+1

INT

Barbed Devil

SIZE: medium
ALIGNMENT: lawful evil
TYPE: fiend (devil)

SAVES: Str +6, Con +7, Wis +5, Cha +5
SKILLS: Deception +5, Insight +5, Perception +8
RESISTANCES: cold, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
IMMUNITIES: fire, poison
CONDITIONS: poisoned
SENSES: darkvision 120 ft.
PASSIVE PERCEPTION: 18
LANGUAGES: Infernal, telepathy 120 ft.

Monster Manual - 70

30 ft.

SPEED

110

15

HIT POINTS

ARMOUR

TRAIT: Barbed Hide

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

TRAIT: Devil's Sight

Magical darkness doesn't impede the devil's darkvision.

TRAIT: Magic Resistance

The devil has advantage on saving throws against spells and other magical effects.

ACTION: Multiattack

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

ACTION: Claw

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

ACTION: Tail

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

ACTION: Hurl Flame

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

EXPERIENCE POINTS: 1,800



3



+3

STR



-1

DEX



+2

CON



-4

INT

Basilisk

SIZE: medium
ALIGNMENT: unaligned
TYPE: monstrosity

SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 9

Monster Manual - 24

20 ft.

SPEED

52

12

HIT POINTS

ARMOUR

TRAIT: Petrifying Gaze

If a creature starts its turn within 30 ft. of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 ft. of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

ACTION: Bite

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

EXPERIENCE POINTS: 700



Bearded Devil

SIZE: medium
ALIGNMENT: lawful evil
TYPE: fiend (devil)

+3
STR

+2
DEX

+2
CON

-1
INT

SAVES: Str +5, Con +4, Wis +2
RESISTANCES: cold, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
IMMUNITIES: fire, poison
CONDITIONS: poisoned
SENSES: darkvision 120 ft.
PASSIVE PERCEPTION: 10
LANGUAGES: Infernal, telepathy 120 ft.

Monster Manual - 70

+0	30 ft.
SPEED	
+0	52
CHA	13

TRAIT: Devil's Sight

Magical darkness doesn't impede the devil's darkvision.

TRAIT: Magic Resistance

The devil has advantage on saving throws against spells and other magical effects.

TRAIT: Steadfast

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

ACTION: Multiattack

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

ACTION: Beard

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

ACTION: Glaive

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

EXPERIENCE POINTS: 700



Behir

SIZE: huge
ALIGNMENT: neutral evil
TYPE: monstrosity

+6
STR

+3
DEX

+4
CON

-2
INT

SKILLS: Perception +6, Stealth +7
IMMUNITIES: lightning
SENSES: darkvision 90 ft.
PASSIVE PERCEPTION: 16
LANGUAGES: Draconic

Monster Manual - 25

+2	50 ft., climb 40 ft.
SPEED	
+1	168
CHA	17

ACTION: Multiattack

The behir makes two attacks: one with its bite and one to constrict.

ACTION: Bite

Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) piercing damage.

ACTION: Constrict

Melee Weapon Attack: +10 to hit, reach 5 ft., one Large or smaller creature. Hit: 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

ACTION: Lightning Breath (Recharge 5-6)

The behir exhales a line of lightning that is 20 ft. long and 5 ft. wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

ACTION: Swallow

The behir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time.

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 prone in a space within 10 ft. of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 ft. of movement, exiting prone.

EXPERIENCE POINTS: 7,200



Black Pudding

SIZE: large
ALIGNMENT: unaligned
TYPE: ooze

+3
STR

-3
DEX

+3
CON

-5
INT

IMMUNITIES: acid, cold, lightning, slashing

CONDITIONS: blinded, charmed, deafened, exhaustion, frightened, prone

SENSES: blindsight 60 ft.
(blind beyond this radius)

PASSIVE PERCEPTION: 8

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20 ft., climb 20 ft.

SPEED

85
HIT POINTS

7
ARMOUR

TRAIT: Amorphous

The pudding can move through a space as narrow as 1 inch wide without squeezing.

TRAIT: Corrosive Form

A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage. The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

TRAIT: Spider Climb

The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTION: Pseudopod

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

EXPERIENCE POINTS: 1,100

REACTION: Split

When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.



Bone Devil

SIZE: large
ALIGNMENT: lawful evil
TYPE: fiend (devil)

+4
STR

+3
DEX

+4
CON

+1
INT

SAVES: Int +5, Wis +6, Cha +7
SKILLS: Deception +7, Insight +6

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

IMMUNITIES: fire, poison

CONDITIONS: poisoned

SENSES: darkvision 120 ft.

PASSIVE PERCEPTION: 9

LANGUAGES: Infernal, telepathy 120 ft.

Monster Manual - 71

40 ft., fly 40 ft.

SPEED

142
HIT POINTS

19
ARMOUR

TRAIT: Devil's Sight

Magical darkness doesn't impede the devil's darkvision.

TRAIT: Magic Resistance

The devil has advantage on saving throws against spells and other magical effects.

ACTION: Multiattack

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

ACTION: Claw

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

ACTION: Sting

Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

EXPERIENCE POINTS: 8,400



Bronze Dragon Wyrmling

SIZE: medium
ALIGNMENT: lawful good
TYPE: dragon

+3
STR

+0
DEX

+2
CON

+1
INT

SAVES: Dex +2, Con +4, Wis +2, Cha +4
SKILLS: Perception +4, Stealth +2
IMMUNITIES: lightning
SENSES: blindsight 10 ft., darkvision 60 ft.
PASSIVE PERCEPTION: 14
LANGUAGES: Draconic

Monster Manual - 109

30 ft., fly 60 ft., swim 30 ft.

SPEED

32
HIT POINTS

17
ARMOUR

TRAIT: Amphibious

The dragon can breathe air and water.

ACTION: Bite

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

ACTION: Breath Weapons (Recharge 5-6)

The dragon uses one of the following breath weapons.

Lightning Breath: The dragon exhales lightning in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath: The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 12 Strength saving throw. On a failed save, the creature is pushed 30 feet away from the dragon.

EXPERIENCE POINTS: 450



Bulette

SIZE: large
ALIGNMENT: unaligned
TYPE: monstrosity

+4
STR

+0
DEX

+5
CON

-4
INT

SKILLS: Perception +6
SENSES: darkvision 60 ft., tremorsense 60 ft.
PASSIVE PERCEPTION: 16

Monster Manual - 34

40 ft., burrow 40 ft.

SPEED

+0
WIS

94
HIT POINTS

17
ARMOUR

TRAIT: Standing Leap

The bulette's long jump is up to 30 ft. and its high jump is up to 15 ft., with or without a running start.

ACTION: Bite

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

ACTION: Deadly Leap

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

EXPERIENCE POINTS: 1,800



Carrion Crawler

SIZE: large
ALIGNMENT: unaligned
TYPE: monstrosity

+2
STR

+1
DEX

+3
CON

-5
INT

SKILLS: Perception +3
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 13

Monster Manual - 37

30 ft., climb 30 ft.

SPEED

51
HIT POINTS

13
ARMOUR

TRAIT: Keen Smell

The carrion crawler has advantage on Wisdom (Perception) checks that rely on smell.

TRAIT: Spider Climb

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

ACTION: Multiattack

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

ACTION: Tentacles

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

ACTION: Bite

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

EXPERIENCE POINTS: 450



Centaur

SIZE: large
ALIGNMENT: neutral good
TYPE: monstrosity

+4
STR

+2
DEX

+2
CON

-1
INT

SKILLS: Athletics +6, Perception +3, Survival +3
PASSIVE PERCEPTION: 13
LANGUAGES: Elvish, Sylvan

Monster Manual - 38

50 ft.

SPEED

45
HIT POINTS

12
ARMOUR

TRAIT: Charge

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

ACTION: Multiattack

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

ACTION: Pike

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

ACTION: Hooves

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

ACTION: Longbow

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

EXPERIENCE POINTS: 450

11
CR

Chain Devil

SIZE: medium
ALIGNMENT: lawful evil
TYPE: fiend (devil)

+4
STR

+2
DEX

+4
CON

+0
INT

SAVES: Con +7, Wis +4, Cha +5
RESISTANCES: cold, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
IMMUNITIES: fire, poison
CONDITIONS: poisoned
SENSES: darkvision 120 ft.
PASSIVE PERCEPTION: 8
LANGUAGES: Infernal, telepathy 120 ft.

Monster Manual - 72

+1 WIS	30 ft. SPEED
+2 CHA	85 HIT POINTS 16 ARMOUR

TRAIT: Devil's Sight

Magical darkness doesn't impede the devil's darkvision.

TRAIT: Magic Resistance

The devil has advantage on saving throws against spells and other magical effects.

ACTION: Multiattack

The devil makes two attacks with its chains.

ACTION: Chain

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

ACTION: Animate Chains

(Recharges after a Short or Long Rest)

Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

EXPERIENCE POINTS: 7,200

REACTION: Unnerving Mask

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

6
CR

Chimera

SIZE: large
ALIGNMENT: chaotic evil
TYPE: monstrosity

+4
STR

+0
DEX

+4
CON

-4
INT

SKILLS: Perception +8
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 18
LANGUAGES: understands Draconic but can't speak

Monster Manual - 39

+2 WIS	30 ft., fly 60 ft. SPEED
+0 CHA	114 HIT POINTS 14 ARMOUR

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Horns

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

ACTION: Claws

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

ACTION: Fire Breath (Recharge 5-6)

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

EXPERIENCE POINTS: 2,300

4
CR**Chuul**

SIZE: large
ALIGNMENT: chaotic evil
TYPE: aberration

+4
STR+0
DEX+3
CON-3
INT

SKILLS: Perception +4
IMMUNITIES: poison
CONDITIONS: poisoned
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 14
LANGUAGES: understands Deep Speech but can't speak

Monster Manual - 40+0
WIS**30 ft., swim 30 ft.**

SPEED

-3
CHA93
HIT POINTS16
ARMOUR**TRAIT: Amphibious**

The chuul can breathe air and water.

TRAIT: Sense Magic

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

ACTION: Multiattack

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

ACTION: Pincer

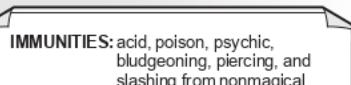
Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

ACTION: Tentacles

One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

EXPERIENCE POINTS: 1,100+5
STR-1
DEX+4
CON-4
INT**Clay Golem**

SIZE: large
ALIGNMENT: unaligned
TYPE: construct

+5
STR

IMMUNITIES: acid, poison, psychic, bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

CONDITIONS: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

SENSES: darkvision 60 ft.

PASSIVE PERCEPTION: 9

LANGUAGES: understands languages of its creator but can't speak

Monster Manual - 168-1
WIS

20 ft.
SPEED

-5
CHA

133
HIT POINTS

14
ARMOUR

TRAIT: Acid Absorption

Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

TRAIT: Berserk

Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

TRAIT: Immutable Form

The golem is immune to any spell or effect that would alter its form.

TRAIT: Magic Resistance

The golem has advantage on saving throws against spells and other magical effects.

TRAIT: Magic Weapons

The golem's weapon attacks are magical.

ACTION: Multiattack

The golem makes two slam attacks.

ACTION: Slam

Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

ACTION: Haste (Recharge 5-6)

Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

EXPERIENCE POINTS: 5,000



Cloaker

SIZE: large
ALIGNMENT: chaotic neutral
TYPE: aberration

+3
STR

+2
DEX

+1
CON

+1
INT

SKILLS: Stealth +5
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 11
LANGUAGES: Deep Speech, Undercommon

Monster Manual - 41

10 ft., fly 40 ft.

SPEED

+2
HIT POINTS

14
ARMOUR

TRAIT: Damage Transfer

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

TRAIT: False Appearance

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

TRAIT: Light Sensitivity

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

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Tail

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

ACTION: Moan

Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours.

ACTION: Phantasms

(Recharges after a Short or Long Rest)

The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear.

Whenever any creature targets the cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight.

A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

EXPERIENCE POINTS: 3,900



Copper Dragon Wyrmling

SIZE: medium
ALIGNMENT: chaotic good
TYPE: dragon

+2
STR

+1
DEX

+1
CON

+2
INT

SAVES: Dex +3, Con +3, Wis +2, Cha +3
SKILLS: Perception +4, Stealth +3
IMMUNITIES: acid
SENSES: blindsight 10 ft., darkvision 60 ft.
PASSIVE PERCEPTION: 14
LANGUAGES: Draconic

Monster Manual - 112

30 ft., climb 30 ft., fly 60 ft.

SPEED

+0
HIT POINTS

16
ARMOUR

ACTION: Bite

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

ACTION: Breath Weapons (Recharge 5-6)

The dragon uses one of the following breath weapons.

Acid Breath: The dragon exhales acid in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath: The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

EXPERIENCE POINTS: 200



Couatl

SIZE: medium
ALIGNMENT: lawful good
TYPE: celestial

+3
STR

+5
DEX

+3
CON

+4
INT

SAVES: Con +5, Wis +7, Cha +6
RESISTANCES: radiant
IMMUNITIES: psychic, bludgeoning, piercing, and slashing from nonmagical weapons
SENSES: truesight 120 ft.
PASSIVE PERCEPTION: 15
LANGUAGES: all, telepathy 120 ft.

Monster Manual - 43

30 ft., fly 90 ft.

SPEED

97
HIT POINTS

19
ARMOUR

TRAIT: Innate Spellcasting — +6 / DC 14

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

TRAIT: Magic Weapons

The couatl's weapon attacks are magical.

TRAIT: Shielded Mind

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

ACTION: Bite

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

ACTION: Constrict

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

ACTION: Change Shape

The couatl magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the couatl's choice).

In a new form, the couatl retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a bite attack, the couatl can use its bite in that form.

EXPERIENCE POINTS: 1,100



Darkmantle

SIZE: small
ALIGNMENT: unaligned
TYPE: monstrosity

+3
STR

+1
DEX

+1
CON

-4
INT

SKILLS: Stealth +3
SENSES: blindsight 60 ft.
PASSIVE PERCEPTION: 10

Monster Manual - 46

10 ft., fly 30 ft.

SPEED

22
HIT POINTS

11
ARMOUR

TRAIT: Echolocation

The darkmantle can't use its blindsight while deafened.

TRAIT: False Appearance

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

ACTION: Crush

Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) bludgeoning damage, and the darkmantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the darkmantle is attached in this way.

While attached to the target, the darkmantle can attack no other creature except the target but has advantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

A creature can detach the darkmantle by making a successful DC 13 Strength check as an action. On its turn, the darkmantle can detach itself from the target by using 5 feet of movement.

ACTION: Darkness Aura (1/day)

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

EXPERIENCE POINTS: 100

1/2
CR

**Deep Gnome
(Svirfneblin)**

SIZE: small
ALIGNMENT: neutral good
TYPE: humanoid (gnome)

+2
STR

+2
DEX

+2
CON

+1
INT

+0
WIS

-1
CHA

SKILLS: Investigation +3, Perception +2,
Stealth +4

SENSES: darkvision 120 ft.

PASSIVE PERCEPTION: 12

LANGUAGES: Gnomish, Terran,
Undercommon

Monster Manual - 164

20 ft.

SPEED

16
HIT POINTS

15
ARMOUR

TRAIT: Stone Camouflage

The gnome has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

TRAIT: Gnome Cunning

The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

TRAIT: Innate Spellcasting — +3 / DC 11

At will: nondetection (self only)

1/day each: blindness/deafness, blur, disguise self

ACTION: War Pick

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

ACTION: Poisoned Dart

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

EXPERIENCE POINTS: 100

TRAIT: Angelic Weapons

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

TRAIT: Innate Spellcasting — +9 / DC 17

At will: detect evil and good

1/day each: commune, raise dead

TRAIT: Magic Resistance

The deva has advantage on saving throws against spells and other magical effects.

ACTION: Multiattack

The deva makes two melee attacks.

ACTION: Mace

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

ACTION: Healing Touch (3/Day)

The deva touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

ACTION: Change Shape

The deva magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice).

In a new form, the deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

EXPERIENCE POINTS: 5,900

Monster Manual - 16

30 ft., fly 90 ft.

SPEED

136
HIT POINTS

17
ARMOUR

TRAIT: Stone Camouflage

The gnome has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

TRAIT: Gnome Cunning

The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

TRAIT: Innate Spellcasting — +3 / DC 11

At will: nondetection (self only)

1/day each: blindness/deafness, blur, disguise self

ACTION: War Pick

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

ACTION: Poisoned Dart

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

EXPERIENCE POINTS: 100

TRAIT: Angelic Weapons

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

TRAIT: Innate Spellcasting — +9 / DC 17

At will: detect evil and good

1/day each: commune, raise dead

TRAIT: Magic Resistance

The deva has advantage on saving throws against spells and other magical effects.

ACTION: Multiattack

The deva makes two melee attacks.

ACTION: Mace

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

ACTION: Healing Touch (3/Day)

The deva touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

ACTION: Change Shape

The deva magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice).

In a new form, the deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

EXPERIENCE POINTS: 5,900

11
CR**Djinni**

SIZE: large
ALIGNMENT: chaotic good
TYPE: elemental

+5
STR+2
DEX+6
CON+2
INT

SAVES: Dex +6, Wis +7, Cha +9
IMMUNITIES: lightning, thunder
SENSES: darkvision 120 ft.
PASSIVE PERCEPTION: 13
LANGUAGES: Auran

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30 ft., fly 90 ft.

SPEED

+5
CHA161
HIT POINTS17
ARMOUR**TRAIT: Elemental Demise**

If the djinni dies, its body disintegrates into a warm breeze, leaving behind only equipment the djinni was wearing or carrying.

TRAIT: Innate Spellcasting — +9 / DC 17

At will: detect evil and good, detect magic, thunderwave 3/day each: create food and water (can create wine instead of water), tongues, wind walk

1/day each: conjure elemental (air elemental only), creation, gaseous form, invisibility, major image, plane shift

ACTION: Multiattack

The djinni makes three scimitar attacks.

ACTION: Scimitar

Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or thunder damage (djinni's choice).

ACTION: Create Whirlwind

A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point the djinni can see within 120 feet of it. The whirlwind lasts as long as the djinni maintains concentration (as if concentrating on a spell). Any creature but the djinni that enters the whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

TRAIT: Variant: Genie Powers

Genies have a variety of magical capabilities, including spells. A few have even greater powers that allow them to alter their appearance or the nature of reality.

Disguises: Some genies can veil themselves in illusion to pass as other similarly shaped creatures. Such genies can innately cast the *disguise self* spell at will, often with a longer duration than is normal for that spell. Mightier genies can cast the *true polymorph* spell one to three times per day, possibly with a longer duration than normal. Such genies can change only their own shape, but a rare few can use the spell on other creatures and objects as well.

Wishes: The genie power to grant wishes is legendary among mortals. Only the most potent genies, such as those among the nobility, can do so. A particular genie that has this power can grant one to three wishes to a creature that isn't a genie. Once a genie has granted its limit of wishes, it can't grant wishes again for some amount of time (usually 1 year), and cosmic law dictates that the same genie can expend its limit of wishes on a specific creature only once in that creature's existence.

To be granted a wish, a creature within 60 feet of the genie states a desired effect to it. The genie can then cast the *wish* spell on the creature's behalf to bring about the effect. Depending on the genie's nature, the genie might try to pervert the intent of the wish by exploiting the wish's poor wording. The perversion of the wording is usually crafted to be to the genie's benefit.

EXPERIENCE POINTS: 7,2003
CR**Doppelganger**

SIZE: medium
ALIGNMENT: unaligned
TYPE: monstrosity (shapechanger)

+0
STR+4
DEX+2
CON+0
INT

SKILLS: Deception +6, Insight +3
IMMUNITIES: charmed
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 11
LANGUAGES: Common

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30 ft.

SPEED

+1
WIS52
HIT POINTS14
ARMOUR**TRAIT: Shapechanger**

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

TRAIT: Ambusher

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

TRAIT: Surprise Attack

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

ACTION: Multiattack

The doppelganger makes two melee attacks.

ACTION: Slam

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

ACTION: Read Thoughts

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

EXPERIENCE POINTS: 7,200

17
CR

Dragon Turtle

SIZE: gargantuan
ALIGNMENT: neutral
TYPE: dragon

+7
STR

+0
DEX

+5
CON

+0
INT

SAVES: Dex +6, Con +11, Wis +7
RESISTANCES: fire
SENSES: darkvision 120 ft.
PASSIVE PERCEPTION: 11
LANGUAGES: Aquan, Draconic

Monster Manual - 119

20 ft., swim 40 ft.

SPEED

+1
HIT POINTS

20
ARMOUR

TRAIT: Amphibious

The dragon turtle can breathe air and water.

ACTION: Multiattack

The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

ACTION: Bite

Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 26 (3d12 + 7) piercing damage.

ACTION: Claw

Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 16 (2d8 + 7) slashing damage.

ACTION: Tail

Melee Weapon Attack: +13 to hit, reach 15 ft., one target. Hit: 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

ACTION: Steam Breath (Recharge 5-6)

The dragon turtle exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

EXPERIENCE POINTS: 18,000

1/4
CR

Dretch

SIZE: small
ALIGNMENT: chaotic evil
TYPE: fiend (demon)

+0
STR

+0
DEX

+1
CON

-3
INT

RESISTANCES: cold, fire, lightning
IMMUNITIES: poison
CONDITIONS: poisoned
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 9
LANGUAGES: Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)

Monster Manual - 57

20 ft.

SPEED

-4
HIT POINTS

11
ARMOUR

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claws

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

ACTION: Fetid Cloud (1/Day)

A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

EXPERIENCE POINTS: 50



Dridger

SIZE: large
ALIGNMENT: chaotic evil
TYPE: monstrosity

+3
STR

+3
DEX

+4
CON

+1
INT

SKILLS: Perception +5, Stealth +9
SENSES: darkvision 120 ft.
PASSIVE PERCEPTION: 15
LANGUAGES: Elvish, Undercommon

Monster Manual - 120

+2
WIS

30 ft., climb 30 ft.

SPEED

+1
CHA

123
HIT POINTS

19
ARMOUR

TRAIT: Fey Ancestry

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

TRAIT: Innate Spellcasting — +5 / DC 13

At will: dancing lights
1/day each: darkness, faerie fire

TRAIT: Spider Climb

The drider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

TRAIT: Sunlight Sensitivity

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

TRAIT: Web Walker

The drider ignores movement restrictions caused by webbing.

ACTION: Multiattack

The drider makes three attacks, either with its longsword or its longbow. It can replace one of those attacks with a bite attack.

ACTION: Bite

Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 2 (1d4) piercing damage plus 9 (2d8) poison damage.

ACTION: Longsword

Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

ACTION: Longbow

Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

EXPERIENCE POINTS: 2,300



Drow

SIZE: medium
ALIGNMENT: neutral evil
TYPE: humanoid (elf)

+0
STR

SKILLS: Perception +2, Stealth +4
SENSES: darkvision 120 ft.
PASSIVE PERCEPTION: 12
LANGUAGES: Elvish, Undercommon

Monster Manual - 128

+2
DEX

+0
CON

+0
INT

+0
WIS

30 ft.

SPEED

+1
CHA

13
HIT POINTS

15
ARMOUR

TRAIT: Fey Ancestry

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

TRAIT: Innate Spellcasting — +3 / DC 11

At will: dancing lights
1/day each: darkness, faerie fire

TRAIT: Sunlight Sensitivity

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

ACTION: Shortsword

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

ACTION: Hand Crossbow

Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

EXPERIENCE POINTS: 50



Dryad

SIZE: medium
ALIGNMENT: neutral
TYPE: fey

+0
STR

+1
DEX

+0
CON

+2
INT

SKILLS: Perception +4, Stealth +5
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 14
LANGUAGES: Elvish, Sylvan

Monster Manual - 121

30 ft.

SPEED

+4
HIT POINTS

22
ARMOUR

TRAIT: Innate Spellcasting — +6 / DC 14

At will: druidcraft
3/day each: entangle, goodberry
1/day each: barkskin, pass without trace, shillelagh

TRAIT: Magic Resistance

The dryad has advantage on saving throws against spells and other magical effects.

TRAIT: Speak with Beasts and Plants

The dryad can communicate with beasts and plants as if they shared a language.

TRAIT: Tree Stride

Once on her turn, the dryad can use 10 ft. of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be large or bigger.

ACTION: Club

Melee Weapon Attack: +2 to hit (+6 to hit with shillelagh), reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with shillelagh.

ACTION: Fey Charm

The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

EXPERIENCE POINTS: 200



Duergar

SIZE: medium
ALIGNMENT: lawful evil
TYPE: humanoid (dwarf)

+2
STR

+0
DEX

+2
CON

+0
INT

RESISTANCES: poison
SENSES: darkvision 120 ft.
PASSIVE PERCEPTION: 10
LANGUAGES: Dwarvish, Undercommon

Monster Manual - 122

25 ft.

SPEED

+0
WIS

-1
CHA

HIT POINTS

26
ARMOUR

TRAIT: Duergar Resilience

The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

TRAIT: Sunlight Sensitivity

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

ACTION: Enlarge

(Recharges after a Short or Long Rest)

For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

ACTION: War Pick

Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

ACTION: Javelin

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

ACTION: Invisibility

(Recharges after a Short or Long Rest)

The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

EXPERIENCE POINTS: 200

1/2
CR

Dust Mephitz

SIZE: small
ALIGNMENT: neutral evil
TYPE: elemental

-3
STR

+2
DEX

+0
CON

-1
INT

SKILLS: Perception +2, Stealth +4
VULNERABILITIES: fire
IMMUNITIES: poison
CONDITIONS: poisoned
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 12
LANGUAGES: Auran, Terran

Monster Manual - 215

+0
WIS

30 ft., fly 30 ft.

SPEED

+0
CHA

17
HIT POINTS

12
ARMOUR

TRAIT: Death Burst

When the mephitz dies, it explodes in a burst of dust. Each creature within 5 ft. of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

TRAIT: Innate Spellcasting (1/Day)

The mephitz can innately cast sleep, requiring no material components. Its innate spellcasting ability is Charisma.

ACTION: Claws

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

ACTION: Blinding Breath (Recharge 6)

The mephitz exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ACTION: Variant: Summon Mephitz (1/Day)

The mephitz has a 25 percent chance of summoning 1d4 mephitzes of its kind. A summoned mephitz appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other mephitzes. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

EXPERIENCE POINTS: 50

Earth Elemental

SIZE: large
ALIGNMENT: neutral
TYPE: elemental

5
CR

+5
STR

RESISTANCES: bludgeoning, piercing, and slashing from nonmagical weapons
VULNERABILITIES: thunder
IMMUNITIES: poison
CONDITIONS: exhaustion, paralyzed, petrified, poisoned, unconscious
SENSES: darkvision 60 ft., tremorsense 60 ft.
PASSIVE PERCEPTION: 10
LANGUAGES: Terran

Monster Manual - 124

-1
DEX

+5
CON

-3
INT

+0
WIS

30 ft., burrow 30 ft.

SPEED

-3
CHA

126
HIT POINTS

17
ARMOUR

TRAIT: Earth Glide

The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

TRAIT: Siege Monster

The elemental deals double damage to objects and structures.

ACTION: Multiattack

The elemental makes two slam attacks.

ACTION: Slam

Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

EXPERIENCE POINTS: 1,800

11
CR

Efreeti

SIZE: large
ALIGNMENT: lawful evil
TYPE: elemental

+6
STR

+1
DEX

+7
CON

+3
INT

SAVES: Int +7, Wis +6, Cha +7
IMMUNITIES: fire
SENSES: darkvision 120 ft.
PASSIVE PERCEPTION: 12
LANGUAGES: Ignan

Monster Manual - 145

40 ft., fly 60 ft.

SPEED

+3
HIT POINTS

17
ARMOUR

TRAIT: Elemental Demise

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

TRAIT: Innate Spellcasting — +7 / DC 15

At will: detect magic
3/day: enlarge/reduce, tongues
1/day each: conjure elemental (fire elemental only), gaseous form, invisibility, major image, plane shift, wall of fire

ACTION: Multiattack

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

ACTION: Scimitar

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

ACTION: Hurl Flame

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

TRAIT: Variant: Genie Powers

Genies have a variety of magical capabilities, including spells. A few have even greater powers that allow them to alter their appearance or the nature of reality.

Disguises: Some genies can veil themselves in illusion to pass as other similarly shaped creatures. Such genies can innately cast the Disguise Self spell at will, often with a longer duration than is normal for that spell. Mightier genies can cast the True Polymorph spell one to three times per day, possibly with a longer duration than normal. Such genies can change only their own shape, but a rare few can use the spell on other creatures and objects as well.

Wishes: The genie power to grant wishes is legendary among mortals. Only the most potent genies, such as those among the nobility, can do so. A particular genie that has this power can grant one to three wishes to a creature that isn't a genie. Once a genie has granted its limit of wishes, it can't grant wishes again for some amount of time (usually 1 year). And cosmic law dictates that the same genie can expend its limit of wishes on a specific creature only once in that creature's existence.

To be granted a wish, a creature within 60 feet of the genie states a desired effect to it. The genie can then cast the Wish spell on the creature's behalf to bring about the effect. Depending on the genie's nature, the genie might try to pervert the intent of the wish by exploiting the wish's poor wording. The perversion of the wording is usually crafted to be to the genie's benefit.

EXPERIENCE POINTS: 7,200

12
CR

Erinyes

SIZE: medium
ALIGNMENT: lawful evil
TYPE: fiend (devil)

+4
STR

+3
DEX

+4
CON

+2
INT

SAVES: Dex +7, Con +8, Wis +6, Cha +8
RESISTANCES: cold, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
IMMUNITIES: fire, poison
CONDITIONS: poisoned
SENSES: truesight 120 ft.
PASSIVE PERCEPTION: 12
LANGUAGES: Infernal, telepathy 120 ft.

Monster Manual - 73

30 ft., fly 60 ft.

SPEED

+2
HIT POINTS

18
ARMOUR

TRAIT: Hellish Weapons

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

TRAIT: Magic Resistance

The erinyes has advantage on saving throws against spells and other magical effects.

ACTION: Multiattack

The erinyes makes three attacks

ACTION: Longsword

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

ACTION: Longbow

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

ACTION: Variant: Rope of Entanglement

Some erinyes carry a rope of entanglement (detailed in the Dungeon Master's Guide). When such an erinyes uses its Multiattack, the erinyes can use the rope in place of two of the attacks.

REACTION: Parry

The erinyes adds 4 to its AC against one melee attack that would hit it. To do so, the erinyes must see the attacker and be wielding a melee weapon.

EXPERIENCE POINTS: 8,400



2

CR

Ettercap

SIZE: medium
ALIGNMENT: neutral evil
TYPE: monstrosity

+2

STR

+2

DEX

+1

CON

-2

INT

SKILLS: Perception +3, Stealth +4,
Survival +3
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 13

Monster Manual - 131**30 ft., climb 30 ft.**

SPEED

-1

WIS

HIT POINTS**ARMOUR****TRAIT: Spider Climb**

The ettercap can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

TRAIT: Web Sense

While in contact with a web, the ettercap knows the exact location of any other creature in contact with the same web.

TRAIT: Web Walker

The ettercap ignores movement restrictions caused by webbing.

ACTION: Multiattack

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

ACTION: Bite

Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ACTION: Claws

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

ACTION: Web (Recharge 5-6)

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

ACTION: Variant: Web Garrote

Melee Weapon Attack: +4 to hit, reach 5 ft., one Medium or Small creature against which the ettercap has advantage on the attack roll. Hit: 4 (1d4 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the target can't breathe, and the ettercap has advantage on attack rolls against it.

EXPERIENCE POINTS: 450

+0

STR

+3

DEX

+3

CON

-2

INT

Fire Elemental

SIZE: large
ALIGNMENT: neutral
TYPE: elemental

RESISTANCES: bludgeoning, piercing, and slashing from nonmagical weapons

IMMUNITIES: fire, poison

CONDITIONS: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

SENSES: darkvision 60 ft.

PASSIVE PERCEPTION: 10

LANGUAGES: Ignan

Monster Manual - 125**50 ft.**

SPEED

+0

WIS

102**HIT POINTS****13****ARMOUR****TRAIT: Fire Form**

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

TRAIT: Illumination

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

TRAIT: Water Susceptibility

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

ACTION: Multiattack

The elemental makes two touch attacks.

ACTION: Touch

Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

EXPERIENCE POINTS: 1,800



Flesh Golem

SIZE: medium
ALIGNMENT: neutral
TYPE: construct

+4
STR

-1
DEX

+4
CON

-2
INT

IMMUNITIES: lightning, poison, bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

CONDITIONS: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

SENSES: darkvision 60 ft.

PASSIVE PERCEPTION: 10

LANGUAGES: understands languages of its creator but can't speak

Monster Manual - 169

30 ft.

SPEED

93
HIT POINTS

9
ARMOUR

TRAIT: Berserk

Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

TRAIT: Aversion of Fire

If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

TRAIT: Immutable Form

The golem is immune to any spell or effect that would alter its form.

TRAIT: Lightning Absorption

Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

TRAIT: Magic Resistance

The golem has advantage on saving throws against spells and other magical effects.

TRAIT: Magic Weapons

The golem's weapon attacks are magical.

ACTION: Multiattack

The golem makes two slam attacks.

ACTION: Slam

Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

EXPERIENCE POINTS: 1,800



Flying Sword

SIZE: small
ALIGNMENT: unaligned
TYPE: construct

+1
STR

+2
DEX

+0
CON

-5
INT

SAVES: Dex +4
IMMUNITIES: poison, psychic
CONDITIONS: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
SENSES: blindsight 60 ft.
(blind beyond this radius)
PASSIVE PERCEPTION: 7

Monster Manual - 20

0 ft., fly 50 ft. It can hover.

SPEED

17
HIT POINTS

17
ARMOUR

TRAIT: Antimagic Susceptibility

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

TRAIT: False Appearance

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

ACTION: Longsword

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

EXPERIENCE POINTS: 50



2

CR

Gargoyle

SIZE: medium
ALIGNMENT: chaotic evil
TYPE: elemental

+2
STR**+0**
DEX**+3**
CON**-2**
INT**+0**
WIS**-2**
CHA

RESISTANCES: bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
IMMUNITIES: poison
CONDITIONS: exhaustion, petrified, poisoned
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 10
LANGUAGES: Terran

Monster Manual - 140**30 ft., fly 60 ft.**

SPEED

52

HIT POINTS

15

ARMOUR

TRAIT: False Appearance

While the gargoyle remains motion less, it is indistinguishable from an inanimate statue.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claws

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

EXPERIENCE POINTS: 450**+2**
STR**-4**
DEX**+5**
CON**-5**
INT**-2**
WIS**-5**
CHA**Gelatinous Cube**

SIZE: large
ALIGNMENT: unaligned
TYPE: ooze

CONDITIONS: blinded, charmed, deafened, exhaustion, frightened, prone
SENSES: blindsight 60 ft. (blind beyond this radius)
PASSIVE PERCEPTION: 8

Monster Manual - 242**15 ft.**

SPEED

84

HIT POINTS

6

ARMOUR

TRAIT: Ooze Cube

The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

TRAIT: Transparent

Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

ACTION: Pseudopod

Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) acid damage.

ACTION: Engulf

The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

EXPERIENCE POINTS: 450



Ghast

SIZE: medium
ALIGNMENT: chaotic evil
TYPE: undead

+3

STR

+3

DEX

+0

CON

+0

INT

IMMUNITIES: necrotic

CONDITIONS: poisoned

SENSES: darkvision 60 ft.

PASSIVE PERCEPTION: 10

LANGUAGES: Common

Monster Manual - 148**30 ft.**

SPEED

+0

WIS

-1

CHA

36

HIT POINTS

13

ARMOUR

TRAIT: Stench

Any creature that starts its turn within 5 ft. of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

TRAIT: Turn Defiance

The ghast and any ghouls within 30 ft. of it have advantage on saving throws against effects that turn undead.

ACTION: Bite

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

ACTION: Claws

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

EXPERIENCE POINTS: 450

Ghost

SIZE: medium
ALIGNMENT: any alignment
TYPE: undead

-2

STR

+1

DEX

+0

CON

+0

INT

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

IMMUNITIES: cold, necrotic, poison

CONDITIONS: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

SENSES: darkvision 60 ft.

PASSIVE PERCEPTION: 11

LANGUAGES: any languages it knew in life

Monster Manual - 147**0 ft., fly 40 ft. It can hover.**

SPEED

+1

WIS

+3

CHA

45

HIT POINTS

11

ARMOUR

TRAIT: Ethereal Sight

The ghost can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

TRAIT: Incorporeal Movement

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

ACTION: Withering Touch

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

ACTION: Ethereality

The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

ACTION: Horrifying Visage

Each non-undead creature within 60 ft. of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 – 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

ACTION: Possession (Recharge 6)

One humanoid that the ghost can see within 5 ft. of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 ft. of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

EXPERIENCE POINTS: 1,100

1/4
CR

Giant Frog

SIZE: medium
ALIGNMENT: unaligned
TYPE: beast

+1
STR

+1
DEX

+0
CON

-4
INT

SKILLS: Perception +2, Stealth +3
SENSES: darkvision 30 ft.
PASSIVE PERCEPTION: 12

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+0
WIS

30 ft., swim 30 ft.

SPEED

-4
CHA

18
HIT POINTS

11
ARMOUR

TRAIT: Amphibious

The frog can breathe air and water

TRAIT: Standing Leap

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

ACTION: 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.

ACTION: 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 ft. of movement, exiting prone.

EXPERIENCE POINTS: 50

1
CR

Giant Octopus

SIZE: large
ALIGNMENT: unaligned
TYPE: beast

+3
STR

SKILLS: Perception +4, Stealth +5
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 14

Monster Manual - 326

+1
DEX

+1
CON

-3
INT

10 ft., swim 60 ft.

SPEED

+0
WIS

52
HIT POINTS

11
ARMOUR

TRAIT: Hold Breath

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

TRAIT: Underwater Camouflage

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

TRAIT: Water Breathing

The octopus can breathe only underwater.

ACTION: 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.

ACTION: 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.

EXPERIENCE POINTS: 200



Giant Spider

SIZE: large
ALIGNMENT: unaligned
TYPE: beast

+2
STR

+3
DEX

+1
CON

-4
INT

SKILLS: Stealth +7
SENSES: blindsight 10 ft., darkvision 60 ft.
PASSIVE PERCEPTION: 10

Monster Manual - 328



30 ft., climb 30 ft.

SPEED



26
HIT POINTS

14
ARMOUR

TRAIT: Spider Climb

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

TRAIT: Web Sense

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

TRAIT: Web Walker

The spider ignores movement restrictions caused by webbing.

ACTION: 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.

ACTION: 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).

EXPERIENCE POINTS: 200



Giant Toad

SIZE: large
ALIGNMENT: unaligned
TYPE: beast



SENSES: darkvision 30 ft.
PASSIVE PERCEPTION: 10



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20 ft., swim 40 ft.

SPEED



39
HIT POINTS

11
ARMOUR

TRAIT: Amphibious

The toad can breathe air and water

TRAIT: Standing Leap

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

ACTION: 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.

ACTION: 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.

EXPERIENCE POINTS: 200

1/4
CR

Giant Wolf Spider

SIZE: medium
ALIGNMENT: unaligned
TYPE: beast

+1
STR

+3
DEX

+1
CON

-4
INT

SKILLS: Perception +3, Stealth +7
SENSES: blindsight 10 ft., darkvision 60 ft.
PASSIVE PERCEPTION: 13

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+1
WIS

40 ft., climb 40 ft.

SPEED

-3
CHA

11
HIT POINTS

13
ARMOUR

TRAIT: Spider Climb

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

TRAIT: Web Sense

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

TRAIT: Web Walker

The spider ignores movement restrictions caused by webbing.

ACTION: Bite

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.

EXPERIENCE POINTS: 50

Gibbering Mouther

SIZE: medium
ALIGNMENT: neutral
TYPE: aberration

+0
STR

CONDITIONS: prone
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 10

-1
DEX

+3
CON

-4
INT

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+0
WIS

10 ft., swim 10 ft.

SPEED

-2
CHA

67
HIT POINTS

9
ARMOUR

TRAIT: Aberrant Ground

The ground in a 10-foot radius around the mouther is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

TRAIT: Gibbering

The mouther babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the mouther and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

ACTION: Multiattack

The gibbering mouther makes one bite attack and, if it can, uses its Blinding Spittle.

ACTION: Bites

Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the mouther.

ACTION: Blinding Spittle (Recharge 5-6)

The mouther spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the mouther's next turn.

EXPERIENCE POINTS: 450



Glabrezu

SIZE: large
ALIGNMENT: chaotic evil
TYPE: fiend (demon)

+5
STR

+2
DEX

+5
CON

+4
INT

SAVES: Str +9, Con +9, Wis +7, Cha +7
RESISTANCES: cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical weapons

IMMUNITIES: poison

CONDITIONS: poisoned

SENSES: truesight 120 ft.

PASSIVE PERCEPTION: 13

LANGUAGES: Abyssal, telepathy 120 ft.

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40 ft.

SPEED

+3

HIT POINTS

157

ARMOUR

TRAIT: Innate Spellcasting — +8 / DC 16

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

TRAIT: Magic Resistance

The glabrezu has advantage on saving throws against spells and other magical effects.

ACTION: Multiattack

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

ACTION: Pincer

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

ACTION: Fist

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

ACTION: Variant: Summon Demon (1/Day)

The demon chooses what to summon and attempts a magical summoning.

A glabrezu has a 30 percent chance of summoning 1d3 vrocks, 1d2 hezrous, or one glabrezu.

A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

EXPERIENCE POINTS: 5,000



Gold Dragon Wyrmling

SIZE: medium
ALIGNMENT: lawful good
TYPE: dragon

+4
STR

+2
DEX

+3
CON

+2
INT

SAVES: Dex +4, Con +5, Wis +2, Cha +5
SKILLS: Perception +4, Stealth +4
IMMUNITIES: fire
SENSES: blindsight 10 ft., darkvision 60 ft.
PASSIVE PERCEPTION: 14
LANGUAGES: Draconic

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30 ft., fly 60 ft., swim 30 ft.

SPEED

+0
WIS

HIT POINTS

60

ARMOUR

TRAIT: Amphibious

The dragon can breathe air and water.

ACTION: Bite

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

ACTION: Breath Weapons (Recharge 5-6)

The dragon uses one of the following breath weapons.

Fire Breath: The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath: The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

EXPERIENCE POINTS: 700



Gorgon

SIZE: large
ALIGNMENT: unaligned
TYPE: monstrosity

+5
STR

+0
DEX

+4
CON

-4
INT

SKILLS: Perception +4
IMMUNITIES: petrified
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 14

Monster Manual - 171

+1
WIS

40 ft.

SPEED

-2
CHA

114
HIT POINTS

19
ARMOUR

TRAIT: Trampling Charge

If the gorgon moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

ACTION: Gore

Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) piercing damage.

ACTION: Hooves

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

ACTION: Petrifying Breath (Recharge 5-6)

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

EXPERIENCE POINTS: 1,800



Gray Ooze

SIZE: medium
ALIGNMENT: unaligned
TYPE: ooze

+1
STR

-2
DEX

+3
CON

-5
INT

SKILLS: Stealth +2
RESISTANCES: acid, cold, fire
CONDITIONS: blinded, charmed, deafened, exhaustion, frightened, prone
SENSES: blindsight 60 ft.
(blind beyond this radius)
PASSIVE PERCEPTION: 8

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-2
WIS

10 ft., climb 10 ft.

SPEED

-4
CHA

22
HIT POINTS

8
ARMOUR

TRAIT: Amorphous

The ooze can move through a space as narrow as 1 inch wide without squeezing.

TRAIT: Corrode Metal

Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

TRAIT: False Appearance

While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

ACTION: Pseudopod

Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

EXPERIENCE POINTS: 100



Green Hag

SIZE: medium
ALIGNMENT: neutral evil
TYPE: fey

+4
STR

+1
DEX

+3
CON

+1
INT

SKILLS: Arcana +3, Deception +4,
Perception +4, Stealth +3

SENSES: darkvision 60 ft.

PASSIVE PERCEPTION: 14

LANGUAGES: Common, Draconic,
Sylvan

Monster Manual - 177

30 ft.

SPEED

82

HIT POINTS

17

ARMOUR

TRAIT: Amphibious

The hag can breathe air and water.

TRAIT: Innate Spellcasting — +4 / DC 12

At will: dancing lights, minor illusion, vicious mockery

TRAIT: Mimicry

The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

TRAIT: Hag Coven

When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power.

A coven consists of three hags so that any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

TRAIT: Hag Eye (Coven Only)

A hag coven can craft a magic item called a hag eye, which is made from a real eye coated in varnish and often fitted to a pendant or other wearable item. The hag eye is usually entrusted to a minion for safekeeping and transport. A hag in the coven can take an action to see what the hag eye sees if the hag eye is on the same plane of existence. A hag eye has AC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, each covenant member takes 3d10 psychic damage and is blinded for 24 hours.

A hag coven can have only one hag eye at a time, and creating a new one requires all three members of the coven to perform a ritual. The ritual takes 1 hour, and the hags can't perform it while blinded. During the ritual, if the hags take any action other than performing the ritual, they must start over.

TRAIT: Shared Spellcasting (Coven Only)

— +5 / +16

- 1st level (4 slots): identify, ray of sickness
- 2nd level (3 slots): hold person, locate object
- 3rd level (3 slots): bestow curse, counterspell, lightning bolt
- 4th level (3 slots): phantasmal killer, polymorph
- 5th level (2 slots): contact other plane, scrying
- 6th level (1 slot): eye bite

ACTION: Claws

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

ACTION: Illusory Appearance

The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

ACTION: Invisible Passage

The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

EXPERIENCE POINTS: 700



Guardian Naga

SIZE: large
ALIGNMENT: lawful good
TYPE: monstrosity

+4
STR

+4
DEX

+3
CON

+3
INT

SAVES: Dex +8, Con +7, Int +7, Wis +8,
Cha +8

IMMUNITIES: poison

CONDITIONS: charmed, poisoned

SENSES: darkvision 60 ft.

PASSIVE PERCEPTION: 14

LANGUAGES: Celestial, Common

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40 ft.

SPEED

127

HIT POINTS

18

ARMOUR

TRAIT: Rejuvenation

If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

TRAIT: Spellcasting — +8 / DC 16

- Cantrips (at will): mending, sacred flame, thaumaturgy
- 1st level (4 slots): command, cure wounds, shield of faith
- 2nd level (3 slots): calm emotions, hold person
- 3rd level (3 slots): bestow curse, clairvoyance
- 4th level (3 slots): banishment, freedom of movement
- 5th level (2 slots): flame strike, geas
- 6th level (1 slot): true seeing

ACTION: Bite

Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. Hit: 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

ACTION: Spit Poison

Ranged Weapon Attack: +8 to hit, range 15/30 ft., one creature. Hit: The target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 5,900



Gynosphinx

SIZE: large
ALIGNMENT: lawful neutral
TYPE: monstrosity

+4
STR

+2
DEX

+3
CON

+4
INT

SKILLS: Arcana +12, History +12,
Perception +8, Religion +8

RESISTANCES: bludgeoning, piercing,
and slashing from nonmagical weapons

IMMUNITIES: psychic

CONDITIONS: charmed, frightened

SENSES: truesight 120 ft.

PASSIVE PERCEPTION: 18

LANGUAGES: Common, Sphinx

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40 ft., fly 60 ft.

SPEED

+4
CHA

136
HIT POINTS

17
ARMOUR

TRAIT: Inscrutable

The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

TRAIT: Magic Weapons

The sphinx's weapon attacks are magical.

TRAIT: Spellcasting — +8 / DC 16

- Cantrips (at will): mage hand, minor illusion, prestidigitation
- 1st level (4 slots): detect magic, identify, shield
- 2nd level (3 slots): darkness, locate object, suggestion
- 3rd level (3 slots): dispel magic, remove curse, tongues
- 4th level (3 slots): banishment, greater invisibility
- 5th level (1 slot): legend lore

ACTION: Multiattack

The sphinx makes two claw attacks.

ACTION: Claw

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

LEGENDARY ACTIONS

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

LEGENDARY: Claw Attack

The sphinx makes one claw attack.

LEGENDARY: Teleport (Costs 2 Actions)

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

LEGENDARY: Cast a Spell (Costs 3 Actions)

The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

EXPERIENCE POINTS: 7,200



Harpy

SIZE: medium
ALIGNMENT: chaotic evil
TYPE: monstrosity

+1
STR

+1
DEX

+1
CON

-2
INT

PASSIVE PERCEPTION: 10
LANGUAGES: Common

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20 ft., fly 40 ft.

SPEED

+0
WIS

+1
CHA

38
HIT POINTS

11
ARMOUR

ACTION: Multiattack

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

ACTION: Claws

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

ACTION: Club

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

ACTION: Luring Song

The harpy sings a magical melody. Every humanoid and giant within 300 ft. 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 ft. away from the harpy, the must move on its turn toward the harpy by the most direct route. 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 creature can also repeat the saving throw at the end of each of its turns. If a creature's 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.

EXPERIENCE POINTS: 200



Hezrou

SIZE: large
ALIGNMENT: chaotic evil
TYPE: fiend (demon)

+4
STR

+3
DEX

+5
CON

-3
INT

SAVES: Str +7, Con +8, Wis +4
RESISTANCES: cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical weapons
IMMUNITIES: poison
CONDITIONS: poisoned
SENSES: darkvision 120 ft.
PASSIVE PERCEPTION: 11
LANGUAGES: Abyssal, telepathy 120 ft.

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30 ft.

SPEED

136
HIT POINTS

16
ARMOUR

TRAIT: Magic Resistance

The hezrou has advantage on saving throws against spells and other magical effects.

TRAIT: Stench

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

ACTION: Multiattack

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

ACTION: Bite

Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

ACTION: Claws

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

ACTION: Variant: Summon Demon (1/Day)

The demon chooses what to summon and attempts a magical summoning.

A hezrou has a 30 percent chance of summoning 2d6 dretches or one hezrou.

A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

EXPERIENCE POINTS: 3,900



Horned Devil

SIZE: large
ALIGNMENT: lawful evil
TYPE: fiend (devil)

+6
STR

+3
DEX

+5
CON

+1
INT

SAVES: Str +10, Dex +7, Wis +7, Cha +7
RESISTANCES: cold, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
IMMUNITIES: fire, poison
CONDITIONS: poisoned
SENSES: darkvision 120 ft.
PASSIVE PERCEPTION: 13
LANGUAGES: Infernal, telepathy 120 ft.

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20 ft., fly 60 ft.

SPEED

178
HIT POINTS

18
ARMOUR

TRAIT: Devil's Sight

Magical darkness doesn't impede the devil's darkvision.

TRAIT: Magic Resistance

The devil has advantage on saving throws against spells and other magical effects.

ACTION: Multiattack

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

ACTION: Fork

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

ACTION: Tail

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

ACTION: Hurl Flame

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

EXPERIENCE POINTS: 7,200



Hydra

SIZE: huge
ALIGNMENT: unaligned
TYPE: monstrosity

+5
STR

+1
DEX

+5
CON

-4
INT

SKILLS: Perception +6
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 16

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30 ft., swim 30 ft.

SPEED



172

HIT POINTS

15

ARMOUR

TRAIT: Hold Breath

The hydra can hold its breath for 1 hour.

TRAIT: 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.

TRAIT: Reactive Heads

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

TRAIT: Wakeful

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

ACTION: Multiattack

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

ACTION: Bite

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

EXPERIENCE POINTS: 3,900



Ice Devil

SIZE: large
ALIGNMENT: lawful evil
TYPE: fiend (devil)

+5
STR

+2
DEX

+4
CON

+4
INT

SAVES: Dex +7, Con +9, Wis +7, Cha +9
RESISTANCES: bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

IMMUNITIES: fire, poison

CONDITIONS: poisoned

SENSES: blindsight 60 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 12

LANGUAGES: Infernal, telepathy 120 ft.

Monster Manual - 75



40 ft.

SPEED



180

HIT POINTS

18

ARMOUR

TRAIT: Devil's Sight

Magical darkness doesn't impede the devil's darkvision.

TRAIT: Magic Resistance

The devil has advantage on saving throws against spells and other magical effects.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claws

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

ACTION: Tail

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

ACTION: Wall of Ice

The devil magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

The wall lasts for 1 minute or until the devil is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

EXPERIENCE POINTS: 11,500

1/2
CR

Ice Mephitz

SIZE: small
ALIGNMENT: neutral evil
TYPE: elemental

-2
STR

+1
DEX

+0
CON

-1
INT

SKILLS: Perception +2, Stealth +3
VULNERABILITIES: bludgeoning, fire
IMMUNITIES: cold, poison
CONDITIONS: poisoned
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 12
LANGUAGES: Aquan, Auran

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+0
WIS

30 ft., fly 30 ft.

SPEED

+1
CHA

21
HIT POINTS

11
ARMOUR

TRAIT: Death Burst

When the mephitz dies, it explodes in a burst of jagged ice. Each creature within 5 ft. of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

TRAIT: False Appearance

While the mephitz remains motionless, it is indistinguishable from an ordinary shard of ice.

TRAIT: Innate Spellcasting (1/Day)

The mephitz can innately cast fog cloud, requiring no material components. Its innate spellcasting ability is Charisma.

ACTION: Claws

Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

ACTION: Frost Breath (Recharge 6)

The mephitz exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

ACTION: Variant: Summon Mephitz (1/Day)

The mephitz has a 25 percent chance of summoning 1d4 mephitzes of its kind. A summoned mephitz appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other mephitzes. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

EXPERIENCE POINTS: 100

1
CR

Imp

SIZE: tiny
ALIGNMENT: lawful evil
TYPE: fiend (devil)

-2
STR

+3
DEX

+1
CON

+0
INT

SKILLS: Deception +4, Insight +3, Persuasion +4, Stealth +5
RESISTANCES: cold, bludgeoning, piercing, and slashing from nonmagical/ nonsilver weapons
IMMUNITIES: fire, poison
CONDITIONS: poisoned
SENSES: darkvision 120 ft.
PASSIVE PERCEPTION: 11
LANGUAGES: Infernal, Common

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+1
WIS

20 ft., fly 40 ft.

SPEED

+2
CHA

10
HIT POINTS

13
ARMOUR

TRAIT: Shapechanger

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

TRAIT: Devil's Sight

Magical darkness doesn't impede the imp's darkvision.

TRAIT: Magic Resistance

The imp has advantage on saving throws against spells and other magical effects.

TRAIT: Variant: Familiar

The imp can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the quasit senses as long as they are within 1 mile of each other. While the imp is within 10 feet of its master, the master shares the quasit's Magic Resistance trait. At any time and for any reason, the imp can end its service as a familiar, ending the telepathic bond.

ACTION: Sting (Bite in Beast Form)

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

ACTION: Invisibility

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

EXPERIENCE POINTS: 200



Invisible Stalker

SIZE: medium
ALIGNMENT: neutral
TYPE: elemental

+3
STR

+4
DEX

+2
CON

+0
INT

SKILLS: Perception +8, Stealth +10
RESISTANCES: bludgeoning, piercing, and slashing from nonmagical weapons

IMMUNITIES: poison
CONDITIONS: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 18
LANGUAGES: Auran, understands Common but doesn't speak it

Monster Manual - 192

50 ft., fly 50 ft. (hover)

SPEED

104

HIT POINTS

14

ARMOUR

TRAIT: Invisibility

The stalker is invisible.

TRAIT: Faultless Tracker

The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

ACTION: Multiattack

The stalker makes two slam attacks.

ACTION: Slam

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

EXPERIENCE POINTS: 2,300



Iron Golem

SIZE: large
ALIGNMENT: unaligned
TYPE: construct

+7
STR

-1
DEX

+5
CON

-4
INT

IMMUNITIES: fire, poison, psychic, bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

CONDITIONS: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

SENSES: darkvision 120 ft.

PASSIVE PERCEPTION: 10

LANGUAGES: understands languages of its creator but can't speak

Monster Manual - 170

30 ft.

SPEED

+0
WIS

210

HIT POINTS

20

ARMOUR

TRAIT: Fire Absorption

Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

TRAIT: Immutable Form

The golem is immune to any spell or effect that would alter its form.

TRAIT: Magic Resistance

The golem has advantage on saving throws against spells and other magical effects.

TRAIT: Magic Weapons

The golem's weapon attacks are magical.

ACTION: Multiattack

The golem makes two melee attacks.

ACTION: Slam

Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 20 (3d10 + 7) bludgeoning damage.

ACTION: Sword

Melee Weapon Attack: +13 to hit, reach 10 ft., one target. Hit: 23 (3d10 + 7) slashing damage.

ACTION: Poison Breath (Recharge 5-6)

The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 15,000

23
CR

Kraken

SIZE: gargantuan
ALIGNMENT: chaotic evil
TYPE: monstrosity (titan)

+10
STR

+0
DEX

+7
CON

+6
INT

SAVES: Str +17, Dex +7, Con +14, Int +13, Wis +11
IMMUNITIES: lightning, bludgeoning, piercing, and slashing from nonmagical weapons
CONDITIONS: frightened, paralyzed
SENSES: truesight 120 ft.
PASSIVE PERCEPTION: 14
LANGUAGES: understands Abyssal, Celestial, Infernal, and Primordial but can't speak, telepathy 120 ft.

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20 ft., swim 60 ft.

SPEED

+4

WIS

+5

CHA

472

HIT POINTS

18

ARMOUR

TRAIT: Amphibious

The kraken can breathe air and water.

TRAIT: Freedom of Movement

The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

TRAIT: Siege Monster

The kraken deals double damage to objects and structures.

ACTION: Multiattack

The kraken makes three tentacle attacks, each of which it can replace with one use of Fling.

ACTION: Bite

Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 42 (12d6) acid damage at the start of each of the kraken's turns. If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

ACTION: Tentacle

Melee Weapon Attack: +7 to hit, reach 30 ft., one target. Hit: 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

ACTION: Fling

One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

ACTION: Lightning Storm

The kraken magically creates three bolts of lightning, each of which can strike a target the kraken can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

CONTINUED ON OPPOSITE SIDE...

23
CR

Kraken

SIZE: gargantuan
ALIGNMENT: chaotic evil
TYPE: monstrosity (titan)

+10
STR

+0
DEX

+7
CON

+6
INT

SAVES: Str +17, Dex +7, Con +14, Int +13, Wis +11
IMMUNITIES: lightning, bludgeoning, piercing, and slashing from nonmagical weapons
CONDITIONS: frightened, paralyzed
SENSES: truesight 120 ft.
PASSIVE PERCEPTION: 14
LANGUAGES: understands Abyssal, Celestial, Infernal, and Primordial but can't speak, telepathy 120 ft.

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20 ft., swim 60 ft.

SPEED

+4
WIS

+5

CHA

472

HIT POINTS

18

ARMOUR

LEGENDARY ACTIONS

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

LEGENDARY: Tentacle Attack or Fling

The kraken makes one tentacle attack or uses its Fling.

LEGENDARY: Lightning Storm (Costs 2 Actions)

The kraken uses Lightning Storm.

LEGENDARY: Ink Cloud (Costs 3 Actions)

While underwater, the kraken expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the kraken's next turn.

EXPERIENCE POINTS: 50,000



Lamia

SIZE: large
ALIGNMENT: chaotic evil
TYPE: monstrosity

+3 STR	+1 DEX	+2 CON	+2 INT
Monster Manual - 201			

SKILLS: Deception +7, Insight +4, Stealth +3
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 12
LANGUAGES: Abyssal, Common



30 ft.
SPEED

+2 WIS	97 HIT POINTS	13 ARMOUR
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TRAIT: Innate Spellcasting — +5 / DC 13
At will: disguise self (any humanoid form), major image
3/day each: charm person, mirror image, scrying, suggestion 1/day: geas

ACTION: Multiattack
The lamia makes two attacks: one with its claws and one with its dagger or Intoxicating Touch.

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

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

ACTION: Intoxicating Touch
Melee Spell Attack: +5 to hit, reach 5 ft., one creature. Hit: The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

EXPERIENCE POINTS: 1,100



Lich

SIZE: medium
ALIGNMENT: any evil alignment
TYPE: undead

+0 STR	+3 DEX	+3 CON	+5 INT
Monster Manual - 202			

SAVES: Con +10, Int +12, Wis +9
SKILLS: Arcana +18, History +12, Insight +9, Perception +9
RESISTANCES: cold, lightning, necrotic
IMMUNITIES: poison, bludgeoning, piercing, and slashing from nonmagical weapons
CONDITIONS: charmed, exhaustion, frightened, paralyzed, poisoned
SENSES: truesight 120 ft.
PASSIVE PERCEPTION: 19
LANGUAGES: Common plus up to five other languages



30 ft.
SPEED

+2 WIS	135 HIT POINTS	17 ARMOUR
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TRAIT: Legendary Resistance (3/Day)
If the lich fails a saving throw, it can choose to succeed instead.

TRAIT: Rejuvenation
If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

TRAIT: Spellcasting — +12 / DC 20

- Cantrips (at will): mage hand, prestidigitation, ray of frost
- 1st level (4 slots): detect magic, magic missile, shield, thunderwave
- 2nd level (3 slots): detect thoughts, invisibility, Melf's acid arrow, mirror image
- 3rd level (3 slots): animate dead, counterspell, dispel magic, fireball
- 4th level (3 slots): blight, dimension door
- 5th level (3 slots): cloudkill, scrying
- 6th level (1 slot): disintegrate, globe of invulnerability
- 7th level (1 slot): finger of death, plane shift
- 8th level (1 slot): dominate monster, power word stun
- 9th level (1 slot): power word kill

TRAIT: Turn Resistance
The lich has advantage on saving throws against any effect that turns undead.

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

LEGENDARY: Cantrip
The lich casts a cantrip.

LEGENDARY: Paralyzing Touch (Costs 2 Actions)
The lich uses its Paralyzing Touch.

LEGENDARY: Frightening Gaze (Costs 2 Actions)

The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

LEGENDARY: Disrupt Life (Costs 3 Actions)

Each non-undead creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

ACTION: Paralyzing Touch

Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

EXPERIENCE POINTS: 33,000



Lion

SIZE: large
ALIGNMENT: unaligned
TYPE: beast

+3
STR

+2
DEX

+1
CON

-4
INT

SKILLS: Perception +3, Stealth +6
PASSIVE PERCEPTION: 13

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50 ft.

SPEED

26

12

HIT POINTS

ARMOUR

TRAIT: Keen Smell

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

TRAIT: Pack Tactics

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

TRAIT: Pounce

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

TRAIT: Running Leap

With a 10-foot running start, the lion can long jump up to 25 ft..

ACTION: Bite

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

ACTION: Claw

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

EXPERIENCE POINTS: 200



Lizardfolk

SIZE: medium
ALIGNMENT: neutral
TYPE: humanoid (lizardfolk)

+2
STR

+0
DEX

+1
CON

-2
INT

SKILLS: Perception +3, Stealth +4, Survival +5
PASSIVE PERCEPTION: 13
LANGUAGES: Draconic

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30 ft., swim 30 ft.

SPEED

22

15

HIT POINTS

ARMOUR

TRAIT: Hold Breath

The lizardfolk can hold its breath for 15 minutes.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Heavy Club

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

ACTION: Javelin

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

ACTION: Spiked Shield

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

EXPERIENCE POINTS: 100

1/2
CR

Magma Mephit

SIZE: small
ALIGNMENT: neutral evil
TYPE: elemental

-1
STR

+1
DEX

+1
CON

-2
INT

+0
WIS

30 ft., fly 30 ft.

SPEED

+0
CHA

22
HIT POINTS

11
ARMOUR

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TRAIT: Death Burst

When the mephit dies, it explodes in a burst of lava. Each creature within 5 ft. of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

TRAIT: False Appearance

While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

TRAIT: Innate Spellcasting (1/Day)

The mephit can innately cast heat metal (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

ACTION: Claws

Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

ACTION: Fire Breath (Recharge 6)

The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

ACTION: Variant: Summon Mephits (1/Day)

The mephit has a 25 percent chance of summoning 1d4 mephits of its kind. A summoned mephit appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other mephits. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

EXPERIENCE POINTS: 100

Marilith

SIZE: large
ALIGNMENT: chaotic evil
TYPE: fiend (demon)

+4
STR

+5
DEX

+5
CON

+4
INT

+3
WIS

SAVES: Str +9, Con +10, Wis +8, Cha +10
RESISTANCES: cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical weapons
IMMUNITIES: poison
CONDITIONS: poisoned
SENSES: truesight 120 ft.
PASSIVE PERCEPTION: 13
LANGUAGES: Abyssal, telepathy 120 ft.

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40 ft.

SPEED

+5
CHA

189
HIT POINTS

18
ARMOUR

TRAIT: Magic Resistance

The marilith has advantage on saving throws against spells and other magical effects.

TRAIT: Magic Weapons

The marilith's weapon attacks are magical.

TRAIT: Reactive

The marilith can take one reaction on every turn in combat.

ACTION: Multiattack

The marilith can make seven attacks: six with its longswords and one with its tail.

ACTION: Longsword

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

ACTION: Tail

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

ACTION: Teleport

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

ACTION: Variant: Summon Demon (1/Day)

The demon chooses what to summon and attempts a magical summoning.

A marilith has a 50 percent chance of summoning 1d6 roacks, 1d4 hezrous, 1d3 glabrezus, 1d2 nalfeshnees, or one marilith.

A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

REACTION: Parry

The marilith adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.

EXPERIENCE POINTS: 15,000



Medusa

SIZE: medium
ALIGNMENT: lawful evil
TYPE: monstrosity

+0
STR

+2
DEX

+3
CON

+1
INT

SKILLS: Deception +5, Insight +4, Perception +4, Stealth +5
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 14
LANGUAGES: Common

Monster Manual - 214

30 ft.

SPEED

127

HIT POINTS

15

ARMOUR

TRAIT: Petrifying Gaze

When a creature that can see the medusa's eyes starts its turn within 30 ft. of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save. If the medusa sees itself reflected on a polished surface within 30 ft. of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

ACTION: Multiattack

The medusa makes either three melee attacks — one with its snake hair and two with its shortsword — or two ranged attacks with its longbow.

ACTION: Snake Hair

Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

ACTION: Shortsword

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

ACTION: Longbow

Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

EXPERIENCE POINTS: 2,300



Mimic

SIZE: medium
ALIGNMENT: neutral
TYPE: monstrosity (shapechanger)

+3
STR

+1
DEX

+2
CON

-3
INT

SKILLS: Stealth +5
IMMUNITIES: acid
CONDITIONS: prone
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 11

Monster Manual - 220

15 ft.

SPEED

+1
WIS

58

HIT POINTS

12

ARMOUR

TRAIT: Shapechanger

The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

TRAIT: Adhesive (Object Form Only)

The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

TRAIT: False Appearance (Object Form Only)

While the mimic remains motionless, it is indistinguishable from an ordinary object.

TRAIT: Grappler

The mimic has advantage on attack rolls against any creature grappled by it.

ACTION: Pseudopod

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

ACTION: Bite

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

EXPERIENCE POINTS: 450



Minotaur

SIZE: large
ALIGNMENT: chaotic evil
TYPE: monstrosity

+4
STR

+0
DEX

+3
CON

-2
INT

SKILLS: Perception +7
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 17
LANGUAGES: Abyssal

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40 ft.

SPEED

-1
HIT POINTS

14
ARMOUR

TRAIT: Charge

If the minotaur moves at least 10 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 ft. away and knocked prone.

TRAIT: Labyrinthine Recall

The minotaur can perfectly recall any path it has traveled.

TRAIT: Reckless

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

ACTION: Greataxe

Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

ACTION: Gore

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

EXPERIENCE POINTS: 700



Mummy

SIZE: medium
ALIGNMENT: lawful evil
TYPE: undead

+3
STR

-1
DEX

+2
CON

-2
INT

SAVES: Wis +2
VULNERABILITIES: fire
IMMUNITIES: bludgeoning, piercing, and slashing from nonmagical weapons
CONDITIONS: necrotic, poisoned
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 10
LANGUAGES: the languages it knew in life

Monster Manual - 228

20 ft.

SPEED

+1
HIT POINTS

11
ARMOUR

ACTION: Multiattack

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

ACTION: Rotting Fist

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

ACTION: Dreadful Glare

The mummy targets one creature it can see within 60 ft. of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

EXPERIENCE POINTS: 700

15
CR**Mummy Lord**
SIZE: medium
ALIGNMENT: lawful evil
TYPE: undead
+4
STR**+0**
DEX**+3**
CON**+0**
INT**SAVES:** Con +8, Int +5, Wis +9, Cha +8**SKILLS:** History +5, Religion +5**VULNERABILITIES:** bludgeoning**IMMUNITIES:** necrotic, poison,
bludgeoning, piercing, and
slashing from nonmagical
weapons**CONDITIONS:** charmed, exhaustion,
frightened, paralyzed,
poisoned**SENSES:** darkvision 60 ft.**PASSIVE PERCEPTION:** 14**LANGUAGES:** the languages it knew
in life**Monster Manual - 229****20 ft.**

SPEED

+3
CHA**HIT POINTS****17**
ARMOUR**TRAIT: Magic Resistance**

The mummy lord has advantage on saving throws against spells and other magical effects.

TRAIT: Rejuvenation

A destroyed mummy lord gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of the mummy lord's heart.

TRAIT: Spellcasting — +9 / DC 17

- Cantrips (at will): sacred flame, thaumaturgy
- 1st level (4 slots): command, guiding bolt, shield of faith
- 2nd level (3 slots): hold person, silence, spiritual weapon
- 3rd level (3 slots): animate dead, dispel magic
- 4th level (3 slots): divination, guardian of faith
- 5th level (2 slots): contagion, insect plague
- 6th level (1 slot): harm

ACTION: Multiattack

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

ACTION: Rotting Fist

Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

ACTION: Dreadful Glare

The mummy lord targets one creature it can see within 60 feet of it. If the target can see the mummy lord, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies and mummy lords for the next 24 hours.

LEGENDARY ACTIONS

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

LEGENDARY: Attack

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

LEGENDARY: Blinding Dust

Blinding dust and sand swirls magically around the mummy lord. Each creature within 5 feet of the mummy lord must succeed on a DC 16 Constitution saving throw or be blinded until the end of the creature's next turn.

**LEGENDARY: Blasphemous Word
(Costs 2 Actions)**

The mummy lord utters a blasphemous word. Each non-undead creature within 10 feet of the mummy lord that can hear the magical utterance must succeed on a DC 16 Constitution saving throw or be stunned until the end of the mummy lord's next turn.

CONTINUED ON OPPOSITE SIDE...

15
CR**Mummy Lord**
SIZE: medium
ALIGNMENT: lawful evil
TYPE: undead
+4
STR**+0**
DEX**+3**
CON**+0**
INT**SAVES:** Con +8, Int +5, Wis +9, Cha +8**SKILLS:** History +5, Religion +5**VULNERABILITIES:** bludgeoning**IMMUNITIES:** necrotic, poison,
bludgeoning, piercing, and
slashing from nonmagical
weapons**CONDITIONS:** charmed, exhaustion,
frightened, paralyzed,
poisoned**SENSES:** darkvision 60 ft.**PASSIVE PERCEPTION:** 14**LANGUAGES:** the languages it knew
in life**Monster Manual - 229****20 ft.**

SPEED

+3
CHA**HIT POINTS****17**
ARMOUR**LEGENDARY: Channel Negative Energy
(Costs 2 Actions)**

The mummy lord magically unleashes negative energy. Creatures within 60 feet of the mummy lord, including ones behind barriers and around corners, can't regain hit points until the end of the mummy lord's next turn.

**LEGENDARY: Whirlwind of Sand
(Costs 2 Actions)**

The mummy lord magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the mummy lord is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the mummy lord remain in its possession.

EXPERIENCE POINTS: 13,000

13
CR

Nalfeshnee

SIZE: large
ALIGNMENT: chaotic evil
TYPE: fiend (demon)

+5
STR

+0
DEX

+6
CON

+4
INT

SAVES: Con +11, Int +9, Wis +6, Cha +7
RESISTANCES: cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical weapons

IMMUNITIES: poison

CONDITIONS: poisoned

SENSES: truesight 120 ft.

PASSIVE PERCEPTION: 11

LANGUAGES: Abyssal, telepathy 120 ft.

Monster Manual - 62

20 ft., fly 30 ft.

SPEED

+2

HIT POINTS

184

ARMOUR

TRAIT: Magic Resistance

The nalfeshnee has advantage on saving throws against spells and other magical effects.

ACTION: Multiattack

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

ACTION: Bite

Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 32 (5d10 + 5) piercing damage.

ACTION: Claw

Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 15 (3d6 + 5) slashing damage.

ACTION: Horror Nimbus (Recharge 5-6)

The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nalfeshnee's Horror Nimbus for the next 24 hours.

ACTION: Teleport

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

ACTION: Variant: Summon Demon (1/Day)

The demon chooses what to summon and attempts a magical summoning.

A nalfeshnee has a 50 percent chance of summoning 1d4 vrocks, 1d3 hezrous, 1d2 glabrezus, or one nalfeshnee.

A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

EXPERIENCE POINTS: 10,000

5
CR

Night Hag

SIZE: medium
ALIGNMENT: neutral evil
TYPE: fiend

+4
STR

+2
DEX

+3
CON

+3
INT

SKILLS: Deception +7, Insight +6, Perception +6, Stealth +6

RESISTANCES: cold, fire, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

CONDITIONS: charmed

SENSES: darkvision 120 ft.

PASSIVE PERCEPTION: 16

LANGUAGES: Abyssal, Common, Infernal, Primordial

Monster Manual - 178

30 ft.

SPEED

+2
WIS

112

HIT POINTS

17

ARMOUR

TRAIT: Innate Spellcasting — +5 / DC 13

At will: detect magic, magic missile
2/day each: plane shift (self only), ray of enfeeblement, sleep

TRAIT: Magic Resistance

The hag has advantage on saving throws against spells and other magical effects.

TRAIT: Night Hag Items

A night hag carries two very rare magic items that she must craft for herself. If either object is lost, the night hag will go to great lengths to retrieve it, as creating a new tool takes time and effort.

Heartstone: This lustrous black gem allows a night hag to become ethereal while it is in her possession. The touch of a heartstone also cures any disease. Crafting a heartstone takes 30 days.

Soul Bag: When an evil humanoid dies as a result of a night hag's Nightmare Haunting, the hag catches the soul in this black sack made of stitched flesh. A soul bag can hold only one evil soul at a time, and only the night hag who crafted the bag can catch a soul with it. Crafting a soul bag takes 7 days and a humanoid sacrifice (whose flesh is used to make the bag).

TRAIT: Hag Coven

When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power.

A coven consists of three hags so that any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

TRAIT: Shared Spellcasting (Coven Only)

— +7 / DC 15

- 1st level (4 slots): identify, ray of sickness
- 2nd level (3 slots): hold person, locate object
- 3rd level (3 slots): bestow curse, counterspell, lightning bolt
- 4th level (3 slots): phantasmal killer, polymorph
- 5th level (2 slots): contact other plane, scrying
- 6th level (1 slot): eye bite

TRAIT: Hag Eye (Coven Only)

A hag coven can craft a magic item called a hag eye, which is made from a real eye coated in varnish and often fitted to a pendant or other wearable item. The hag eye is usually entrusted to a minion for safekeeping and transport. A hag in the coven can take an action to see what the hag eye sees if the hag eye is on the same plane of existence. A hag eye has AC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, each coven member takes 3d3 psychic damage and is blinded for 24 hours.

A hag coven can have only one hag eye at a time, and creating a new one requires all three members of the coven to perform a ritual. The ritual takes 1 hour, and the hags can't perform it while blinded. During the ritual, if the hags take any action other than performing the ritual, they must start over.

ACTION: Claws (Hag Form Only)

Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

CONTINUED ON OPPOSITE SIDE...

5
CR

Night Hag

SIZE: medium
ALIGNMENT: neutral evil
TYPE: fiend

+4
STR

+2
DEX

+3
CON

+3
INT

SKILLS: Deception +7, Insight +6, Perception +6, Stealth +6

RESISTANCES: cold, fire, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

CONDITIONS: charmed

SENSES: darkvision 120 ft.

PASSIVE PERCEPTION: 16

LANGUAGES: Abyssal, Common, Infernal, Primordial

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30 ft.

SPEED

112

17

HIT POINTS

ARMOUR

ACTION: Change Shape

The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

ACTION: Ethereality

The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

ACTION: Nightmare Haunting (1/Day)

While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

EXPERIENCE POINTS: 1,800

12
CR

Archmage

SIZE: medium
ALIGNMENT: any alignment
TYPE: humanoid (any race)

+0
STR

+2
DEX

+1
CON

+5
INT

SAVES: Int +9, Wis +6

SKILLS: Arcana +13, History +13

RESISTANCES: damage from spells; non magical bludgeoning, piercing, and slashing (from stoneskin)

PASSIVE PERCEPTION: 12

LANGUAGES: any six languages

Monster Manual - 342

30 ft.

SPEED

99

12

HIT POINTS

ARMOUR

TRAIT: Magic Resistance

The archmage has advantage on saving throws against spells and other magical effects.

TRAIT: Spellcasting — +9 / DC 17

- Cantrips (at will): fire bolt, light, mage hand, prestidigitation, shocking grasp
 - 1st level (4 slots): detect magic, identify, mage armor*, magic missile
 - 2nd level (3 slots): detect thoughts, mirror image, misty step
 - 3rd level (3 slots): counterspell, fly, lightning bolt
 - 4th level (3 slots): banishment, fire shield, stoneskin*
 - 5th level (3 slots): cone of cold, scrying, wall of force
 - 6th level (1 slot): globe of invulnerability
 - 7th level (1 slot): teleport
 - 8th level (1 slot): mind blank*
 - 9th level (1 slot): time stop
- * The archmage casts these spells on itself before combat.

ACTION: Dagger

Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

EXPERIENCE POINTS: 8,400



Assassin

SIZE: medium
ALIGNMENT: any non-good
TYPE: humanoid (any race)

+0
STR**+3**
DEX**+2**
CON**+1**
INT

SAVES: Dex +6, Int +4
SKILLS: Acrobatics +6, Deception +3, Perception +3, Stealth +9
RESISTANCES: poison
PASSIVE PERCEPTION: 13
LANGUAGES: Thieves' cant plus any two languages

Monster Manual - 343**30 ft.**

SPEED

78
HIT POINTS**alignment
15**
ARMOUR**TRAIT: Assassinate**

During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

TRAIT: Evasion

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

TRAIT: Sneak Attack (1/turn)

The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTION: Multiattack

The assassin makes two shortsword attacks.

ACTION: Shortsword

Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

ACTION: Light Crossbow

Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 3,900

Gladiator

SIZE: medium
ALIGNMENT: any alignment
TYPE: humanoid (any race)

+4
STR**+2**
DEX**+3**
CON**+0**
INT

SAVES: Str +7, Dex +5, Con +6
SKILLS: Athletics +10, Intimidation +5
PASSIVE PERCEPTION: 11
LANGUAGES: any one language (usually Common)

Monster Manual - 346**30 ft.**

SPEED

112
HIT POINTS**16**
ARMOUR**TRAIT: Brave**

The gladiator has advantage on saving throws against being frightened.

TRAIT: Brute

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

ACTION: Multiattack

The gladiator makes three melee attacks or two ranged attacks.

ACTION: Spear

Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. and range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

ACTION: Shield Bash

Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTION: Parry

The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

EXPERIENCE POINTS: 1,800



Knight

SIZE: medium
ALIGNMENT: any alignment
TYPE: humanoid (any race)

+3
STR

+0
DEX

+2
CON

+0
INT

SAVES: Con +4, Wis +2
PASSIVE PERCEPTION: 10
LANGUAGES: any one language (usually Common)

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30 ft.

SPEED

+2
CHA

52
HIT POINTS

18
ARMOUR

TRAIT: Brave

The knight has advantage on saving throws against being frightened.

ACTION: Multiattack

The knight makes two melee attacks.

ACTION: Greatsword

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

ACTION: Heavy Crossbow

Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

ACTION: Leadership

(Recharges after a Short or Long Rest)

For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTION: Parry

The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

EXPERIENCE POINTS: 700



Octopus

SIZE: small
ALIGNMENT: unaligned
TYPE: beast

-3
STR

+2
DEX

+0
CON

-4
INT

SKILLS: Perception +2, Stealth +4
SENSES: darkvision 30 ft.
PASSIVE PERCEPTION: 12

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5 ft., swim 30 ft.

SPEED

+0
WIS

3
HIT POINTS

12
ARMOUR

TRAIT: Hold Breath

While out of water, the octopus can hold its breath for 30 minutes.

TRAIT: Underwater Camouflage

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

TRAIT: Water Breathing

The octopus can breathe only underwater.

ACTION: Tentacles

Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the octopus can't use its tentacles on another target.

ACTION: Ink Cloud

(Recharges after a Short or Long Rest)
A 5-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.

EXPERIENCE POINTS: 10



Oni

SIZE: large
ALIGNMENT: lawful evil
TYPE: giant

+4
STR**+0**
DEX**+3**
CON**+2**
INT

SAVES: Dex +3, Con +6, Wis +4, Cha +5
SKILLS: Arcana +5, Deception +8, Perception +4
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 14
LANGUAGES: Common, Giant

Monster Manual - 239**30 ft., fly 30 ft.**

SPEED

110
HIT POINTS**16**
ARMOUR**TRAIT: Innate Spellcasting — +5 / DC 13**

At will: darkness, invisibility
1/day each: charm person, cone of cold, gaseous form, sleep

TRAIT: Magic Weapons

The oni's weapon attacks are magical.

TRAIT: Regeneration

The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTION: Multiattack

The oni makes two attacks, either with its claws or its glaive.

ACTION: Claw (Oni Form Only)

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

ACTION: Glaive

Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

ACTION: Change Shape

The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

EXPERIENCE POINTS: 2,900

Otyugh

SIZE: large
ALIGNMENT: neutral
TYPE: aberration

+3
STR**+0**
DEX**+4**
CON**-2**
INT

SAVES: Con +7
SENSES: darkvision 120 ft.
PASSIVE PERCEPTION: 11
LANGUAGES: Otyugh

Monster Manual - 248**30 ft.**

SPEED

+1
WIS**114**
HIT POINTS**14**
ARMOUR**TRAIT: Limited Telepathy**

The otyugh can magically transmit simple messages and images to any creature within 120 ft. of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

ACTION: Multiattack

The otyugh makes three attacks: one with its bite and two with its tentacles.

ACTION: Bite

Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

ACTION: Tentacle

Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

ACTION: Tentacle Slam

The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

EXPERIENCE POINTS: 1,800



Phase Spider

SIZE: large
ALIGNMENT: unaligned
TYPE: monstrosity

+2
STR

+2
DEX

+1
CON

-2
INT

SKILLS: Stealth +6
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 10

Monster Manual - 334



30 ft., climb 30 ft.

SPEED



32
HIT POINTS

13
ARMOUR

TRAIT: Ethereal Jaunt

As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

TRAIT: Spider Climb

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

TRAIT: Web Walker

The spider ignores movement restrictions caused by webbing.

ACTION: Bite

Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

EXPERIENCE POINTS: 700



Pit Fiend

SIZE: large
ALIGNMENT: lawful evil
TYPE: fiend (devil)



+8
STR



+2
DEX



+7
CON



+6
INT

SAVES: Dex +8, Con +13, Wis +10
RESISTANCES: cold, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

IMMUNITIES: fire, poison
CONDITIONS: poisoned
SENSES: truesight 120 ft.
PASSIVE PERCEPTION: 14
LANGUAGES: Infernal, telepathy 120 ft.

Monster Manual - 77



30 ft., fly 60 ft.

SPEED



300
HIT POINTS

19
ARMOUR

TRAIT: Fear Aura

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

TRAIT: Magic Resistance

The pit fiend has advantage on saving throws against spells and other magical effects.

TRAIT: Magic Weapons

The pit fiend's weapon attacks are magical.

TRAIT: Innate Spellcasting — +13 / DC 21

At will: detect magic, fireball

3/day each: hold monster, wall of fire

ACTION: Multiattack

The pit fiend makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail.

ACTION: Bite

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

ACTION: Claw

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

ACTION: Mace

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

ACTION: Tail

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

EXPERIENCE POINTS: 25,000

16
CR

Planetary

SIZE: large
ALIGNMENT: lawful good
TYPE: celestial

+7
STR

+5
DEX

+7
CON

+4
INT

SAVES: Con +12, Wis +11, Cha +12
SKILLS: Perception +11
RESISTANCES: radiant, bludgeoning, piercing, and slashing from nonmagical weapons
CONDITIONS: charmed, exhaustion, frightened
SENSES: truesight 120 ft.
PASSIVE PERCEPTION: 21
LANGUAGES: all, telepathy 120 ft.

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40 ft., fly 120 ft.

SPEED

+6

WIS

+7

CHA

HIT POINTS

ARMOUR

TRAIT: Angelic Weapons

The planetary's weapon attacks are magical. When the planetary hits with any weapon, the weapon deals an extra 5d8 radiant damage (included in the attack).

TRAIT: Divine Awareness

The planetary knows if it hears a lie.

TRAIT: Innate Spellcasting — +12 / DC 20

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

TRAIT: Magic Resistance

The planetary has advantage on saving throws against spells and other magical effects.

ACTION: Multiattack

The planetary makes two melee attacks.

ACTION: Greatsword

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

ACTION: Healing Touch (4/Day)

The planetary touches another creature. The target magically regains 30 (6d8 + 3) hit points and is freed from any curse, disease, poison, blindness, or deafness.

EXPERIENCE POINTS: 15,000

1/4
CR

Pseudodragon

SIZE: tiny
ALIGNMENT: neutral good
TYPE: dragon

-2
STR

+2
DEX

+1
CON

+0
INT

SKILLS: Perception +3, Stealth +4
SENSES: blindsight 10 ft., darkvision 60 ft.
PASSIVE PERCEPTION: 13
LANGUAGES: understands Common and Draconic but can't speak

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15 ft., fly 60 ft.

SPEED

+1
WIS

HIT POINTS

ARMOUR

TRAIT: Keen Senses

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

TRAIT: Magic Resistance

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

TRAIT: Limited Telepathy

The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 ft. of it that can understand a language.

TRAIT: Variant: Familiar

The pseudodragon can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the pseudodragon senses as long as they are within 1 mile of each other. While the pseudodragon is within 10 feet of its companion, the companion shares the pseudodragon's Magic Resistance trait. At any time and for any reason, the pseudodragon can end its service as a familiar, ending the telepathic bond.

ACTION: Bite

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

ACTION: Sting

Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

EXPERIENCE POINTS: 50

15
CR

Purple Worm

SIZE: gargantuan
ALIGNMENT: unaligned
TYPE: monstrosity

+9
STR

-2
DEX

+6
CON

-5
INT

SAVES: Con +11, Wis +4
SENSES: blindsight 30 ft., tremorsense 60 ft.
PASSIVE PERCEPTION: 9

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50 ft., burrow 30 ft.

SPEED

-3

HIT POINTS

247

ARMOUR

TRAIT: Tunneler

The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTION: Multiattack

The worm makes two attacks: one with its bite and one with its stinger.

ACTION: Bite

Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

ACTION: Tail Stinger

Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 13,000

1
CR

Quasit

SIZE: tiny
ALIGNMENT: chaotic evil
TYPE: fiend (demon)

-3
STR

+3
DEX

+0
CON

-2
INT

+0
WIS

+0
CHA

SKILLS: Stealth +5
RESISTANCES: cold, fire, lightning, bludgeoning, piercing, and slashing from nonmagical weapons

IMMUNITIES: poison

CONDITIONS: poisoned

SENSES: darkvision 120 ft.

PASSIVE PERCEPTION: 10

LANGUAGES: Abyssal, Common

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40 ft.

SPEED

7

HIT POINTS

13

ARMOUR

TRAIT: Shapechanger

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

TRAIT: Magic Resistance

The quasit has advantage on saving throws against spells and other magical effects.

TRAIT: Variant: Familiar

The quasit can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the quasit senses as long as they are within 1 mile of each other. While the quasit is within 10 feet of its master, the master shares the quasit's Magic Resistance trait. At any time and for any reason, the quasit can end its service as a familiar, ending the telepathic bond.

ACTION: Claw (Bite in Beast Form)

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

ACTION: Scare (1/day)

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

ACTION: Invisibility

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

EXPERIENCE POINTS: 200

13
CR

Rakshasa

SIZE: medium
ALIGNMENT: lawful evil
TYPE: fiend

+2
STR

+3
DEX

+4
CON

+1
INT

SKILLS: Deception +10, Insight +8
VULNERABILITIES: piercing from magic weapons wielded by good creatures
IMMUNITIES: bludgeoning, piercing, and slashing from nonmagical weapons
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 13
LANGUAGES: Common, Infernal

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40 ft.

SPEED

110
HIT POINTS

16
ARMOUR

TRAIT: Limited Magic Immunity

The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

TRAIT: Innate Spellcasting — +10 / DC 18

At will: detect thoughts, disguise self, mage hand, minor illusion

3/day each: charm person, detect magic, invisibility, major image, suggestion

1/day each: dominate person, fly, plane shift, true seeing

ACTION: Multiattack

The rakshasa makes two claw attacks

ACTION: Claw

Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic.

EXPERIENCE POINTS: 10,000

11
CR

Remorhaz

SIZE: huge
ALIGNMENT: unaligned
TYPE: monstrosity

+7
STR

+1
DEX

+5
CON

-3
INT

IMMUNITIES: cold, fire
SENSES: darkvision 60 ft., tremorsense 60 ft.
PASSIVE PERCEPTION: 10

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30 ft., burrow 20 ft.

SPEED

195
HIT POINTS

17
ARMOUR

TRAIT: Heated Body

A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

ACTION: Bite

Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

ACTION: Swallow

The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns.

If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

EXPERIENCE POINTS: 7,200



Roper

SIZE: large
ALIGNMENT: neutral evil
TYPE: monstrosity

+4
STR

-1
DEX

+3
CON

-2
INT

SKILLS: Perception +6, Stealth +5
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 16

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+3
WIS

10 ft., climb 10 ft.

SPEED

-2
CHA

93
HIT POINTS

20
ARMOUR

TRAIT: False Appearance

While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

TRAIT: Grasping Tendrils

The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

TRAIT: Spider Climb

The roper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Tendril

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

ACTION: Reel

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

EXPERIENCE POINTS: 1,800



Rug of Smothering

SIZE: large
ALIGNMENT: unaligned
TYPE: construct

+3
STR

+2
DEX

+0
CON

-5
INT

IMMUNITIES: poison, psychic
CONDITIONS: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
SENSES: blindsight 60 ft. (blind beyond this radius)
PASSIVE PERCEPTION: 6

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-4
WIS

10 ft.
SPEED

-5
CHA

33
HIT POINTS

12
ARMOUR

TRAIT: Antimagic Susceptibility

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

TRAIT: Damage Transfer

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

TRAIT: False Appearance

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

ACTION: Smother

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

EXPERIENCE POINTS: 450

1/2
CR

Rust Monster

SIZE: medium
ALIGNMENT: unaligned
TYPE: monstrosity

+1
STR

+1
DEX

+1
CON

-4
INT

SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 11

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+1
WIS

40 ft.

SPEED

-2
CHA

27

HIT POINTS

14

ARMOUR

TRAIT: Iron Scent

The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

TRAIT: Rust Metal

Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non magical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

ACTION: Bite

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

ACTION: Antennae

The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch.

If the object touched is either metal armor or a metal shield being worn or carried, its takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

EXPERIENCE POINTS: 100

1/2
CR

Sahuagin

SIZE: medium
ALIGNMENT: lawful evil
TYPE: humanoid (sahuagin)

+1
STR

+0
DEX

+1
CON

+1
INT

SKILLS: Perception +5
SENSES: darkvision 120 ft.
PASSIVE PERCEPTION: 15
LANGUAGES: Sahuagin

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+1
WIS

30 ft., swim 40 ft.

SPEED

-1
CHA

22

HIT POINTS

12

ARMOUR

TRAIT: Blood Frenzy

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

TRAIT: Limited Amphibiousness

The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

TRAIT: Shark Telepathy

The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTION: Multiattack

The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

ACTION: Bite

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

ACTION: Claws

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

ACTION: Spear

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

EXPERIENCE POINTS: 100



Salamander

SIZE: large
ALIGNMENT: neutral evil
TYPE: elemental

+4
STR

+2
DEX

+2
CON

+0
INT

RESISTANCES: bludgeoning, piercing, and slashing from nonmagical weapons

VULNERABILITIES: cold
IMMUNITIES: fire
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 10
LANGUAGES: Ignan

Monster Manual - 266

30 ft.

SPEED

90
HIT POINTS

15
ARMOUR

TRAIT: Heated Body

A creature that touches the salamander or hits it with a melee attack while within 5 ft. of it takes 7 (2d6) fire damage.

TRAIT: Heated Weapons

Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

ACTION: Multiattack

The salamander makes two attacks: one with its spear and one with its tail.

ACTION: Spear

Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

ACTION: Tail

Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

EXPERIENCE POINTS: 1,800



Satyr

SIZE: medium
ALIGNMENT: chaotic neutral
TYPE: fey

+1
STR

+3
DEX

+0
CON

+1
INT

SKILLS: Perception +2, Performance +6, Stealth +5

PASSIVE PERCEPTION: 12
LANGUAGES: Common, Elvish, Sylvan

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40 ft.

SPEED

31
HIT POINTS

14
ARMOUR

TRAIT: Magic Resistance

The satyr has advantage on saving throws against spells and other magical effects.

ACTION: Ram

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

ACTION: Shortsword

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

ACTION: Shortbow

Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

ACTION: Variant: Panpipes

Gentle Lullaby: The creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.

EXPERIENCE POINTS: 100



Sea Hag

SIZE: medium
ALIGNMENT: chaotic evil
TYPE: fey

+3
STR

+1
DEX

+3
CON

+1
INT

SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 11
LANGUAGES: Aquan, Common, Giant

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30 ft., swim 40 ft.

SPEED

52
HIT POINTS

14
ARMOUR

TRAIT: Amphibious

The hag can breathe air and water.

TRAIT: Horrific Appearance

Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

TRAIT: Hag Coven

When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power.

A coven consists of three hags so that any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

TRAIT: Shared Spellcasting (Coven Only)

— +5 / DC 13

- 1st level (4 slots): identify, ray of sickness
- 2nd level (3 slots): hold person, locate object
- 3rd level (3 slots): bestow curse, counterspell, lightning bolt
- 4th level (3 slots): phantasmal killer, polymorph
- 5th level (2 slots): contact other plane, scrying
- 6th level (1 slot): eye bite

TRAIT: Hag Eye (Coven Only)

A hag coven can craft a magic item called a hag eye, which is made from a real eye coated in varnish and often fitted to a pendant or other wearable item. The hag eye is usually entrusted to a minion for safekeeping and transport. A hag in the coven can take an action to see what the hag eye sees if the hag eye is on the same plane of existence. A hag eye has AC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, each coven member takes 3d10 psychic damage and is blinded for 24 hours.

A hag coven can have only one hag eye at a time, and creating a new one requires all three members of the coven to perform a ritual. The ritual takes 1 hour, and the hags can't perform it while blinded. During the ritual, if the hags take any action other than performing the ritual, they must start over.

ACTION: Claws

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

CONTINUED ON OPPOSITE SIDE...



Sea Hag

SIZE: medium
ALIGNMENT: chaotic evil
TYPE: fey

+3
STR

+1
DEX

+3
CON

+1
INT

SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 11
LANGUAGES: Aquan, Common, Giant

Monster Manual - 179

30 ft., swim 40 ft.

SPEED

52
HIT POINTS

14
ARMOUR

ACTION: Death Glare

The hag targets one frightened creature she can see within 30 ft. of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

ACTION: Illusory Appearance

The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

EXPERIENCE POINTS: 450

1/2
CR

Shadow

SIZE: medium
ALIGNMENT: chaotic evil
TYPE: undead

-2

STR

+2

DEX

+1

CON

-2

INT

+0

WIS

-1

CHA

SKILLS: Stealth +4
RESISTANCES: acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons
VULNERABILITIES: radiant
IMMUNITIES: necrotic, poison
CONDITIONS: exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 10

Monster Manual - 269

40 ft.

SPEED

16

12

HIT POINTS

ARMOUR

TRAIT: Amorphous

The shadow can move through a space as narrow as 1 inch wide without squeezing.

TRAIT: Shadow Stealth

While in dim light or darkness, the shadow can take the Hide action as a bonus action. Its stealth bonus is also improved to +6.

TRAIT: Sunlight Weakness

While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTION: Strength Drain

Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

EXPERIENCE POINTS: 100

Shambling Mound

SIZE: large
ALIGNMENT: unaligned
TYPE: plant

+4
STR

-1
DEX

+3
CON

-3
INT

+0
WIS

SKILLS: Stealth +2
RESISTANCES: cold, fire
IMMUNITIES: lightning
CONDITIONS: blinded, deafened, exhaustion
SENSES: blindsight 60 ft. (blind beyond this radius)
PASSIVE PERCEPTION: 10

Monster Manual - 270

20 ft., swim 20 ft.

SPEED

136

15

HIT POINTS

ARMOUR

TRAIT: Lightning Absorption

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

ACTION: Multiattack

The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

ACTION: Slam

Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

ACTION: Engulf

The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

EXPERIENCE POINTS: 1,800



Shield Guardian

SIZE: large
ALIGNMENT: unaligned
TYPE: construct

+4
STR

-1
DEX

+4
CON

-2
INT

+0
WIS

IMMUNITIES: poison
CONDITIONS: charmed, exhaustion, frightened, paralyzed, poisoned
SENSES: blindsight 10 ft., darkvision 60 ft.
PASSIVE PERCEPTION: 10
LANGUAGES: understands commands given in any language but can't speak

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30 ft.	
SPEED	
142	17
HIT POINTS	ARMOUR

TRAIT: Bound

The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

TRAIT: Regeneration

The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

TRAIT: Spell Storing

A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

ACTION: Multiattack

The guardian makes two fist attacks.

ACTION: Fist

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



Solar

SIZE: large
ALIGNMENT: lawful good
TYPE: celestial

+8
STR

+6
DEX

+8
CON

+7
INT

SAVES: Int +14, Wis +14, Cha +17
SKILLS: Perception +14
RESISTANCES: radiant, bludgeoning, piercing, and slashing from nonmagical weapons
IMMUNITIES: necrotic, poison
CONDITIONS: charmed, exhaustion, frightened, poisoned
SENSES: truesight 120 ft.
PASSIVE PERCEPTION: 24
LANGUAGES: all, telepathy 120 ft.

Monster Manual - 18

50 ft., fly 150 ft.	
SPEED	
243	21
HIT POINTS	ARMOUR

TRAIT: Angelic Weapons

The solar's weapon attacks are magical. When the solar hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).

TRAIT: Divine Awareness

The solar knows if it hears a lie.

TRAIT: Innate Spellcasting — +17 /DC 25

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

TRAIT: Magic Resistance

The solar has advantage on saving throws against spells and other magical effects.

ACTION: Multiattack

The solar makes two greatsword attacks.

ACTION: Greatsword

Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) slashing damage plus 27 (6d8) radiant damage.

ACTION: Slaying Longbow

Ranged Weapon Attack: +13 to hit, range 150/600 ft., one target. Hit: 15 (2d8 + 6) piercing damage plus 27 (6d8) radiant damage. If the target is a creature that has 190 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

ACTION: Healing Touch (4/Day)

The solar touches another creature. The target magically regains 40 (8d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

REACTION: Shield

When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

EXPERIENCE POINTS: 2,900

LEGENDARY ACTIONS

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

LEGENDARY: Teleport

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

LEGENDARY: Searing Burst (Costs 2 Actions)

The solar emits magical, divine energy. Each creature of its choice in a 10-foot radius must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

LEGENDARY: Blinding Gaze (Costs 3 Actions)

The solar targets one creature it can see within 30 ft. of it. If the target can see it, the target must succeed on a DC 15 Constitution saving throw or be blinded until magic such as the lesser restoration spell removes the blindness.

ACTION: Flying Sword

The solar releases its greatsword to hover magically in an unoccupied space within 5 ft. of it. If the solar can see the sword, the solar can mentally command it as a bonus action to fly up to 50 ft. and either make one attack against a target or return to the solar's hands. If the hovering sword is targeted by any effect, the solar is considered to be holding it. The hovering sword falls if the solar dies.

EXPERIENCE POINTS: 33,000



Specter

SIZE: medium
ALIGNMENT: chaotic evil
TYPE: undead

-5

STR

+2

DEX

+0

CON

+0

INT

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

IMMUNITIES: necrotic, poison

CONDITIONS: charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

SENSES: darkvision 60 ft.

PASSIVE PERCEPTION: 10

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

Monster Manual - 279

0 ft., fly 50 ft. (hover)

SPEED

+0

HIT POINTS

22

ARMOUR

TRAIT: Incorporeal Movement

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

TRAIT: Sunlight Sensitivity

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

ACTION: Life Drain

Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

EXPERIENCE POINTS: 200



Spirit Naga

SIZE: large
ALIGNMENT: chaotic evil
TYPE: monstrosity

+4

STR

+3

DEX

+2

CON

+3

INT

SAVES: Dex +6, Con +5, Wis +5, Cha +6

IMMUNITIES: poison

CONDITIONS: charmed, poisoned

SENSES: darkvision 60 ft.

PASSIVE PERCEPTION: 12

LANGUAGES: Abyssal, Common

Monster Manual - 234

40 ft.

SPEED

+2

WIS

75

HIT POINTS

15

ARMOUR

TRAIT: Rejuvenation

If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

TRAIT: Spellcasting — +6 / DC 14

- Cantrips (at will): mage hand, minor illusion, ray of frost
- 1st level (4 slots): charm person, detect magic, sleep
- 2nd level (3 slots): detect thoughts, hold person
- 3rd level (3 slots): lightning bolt, water breathing
- 4th level (3 slots): blight, dimension door
- 5th level (2 slots): dominate person

ACTION: Bite

Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 3,900

1/4
CR

Sprite

SIZE: tiny
ALIGNMENT: neutral good
TYPE: fey

-4
STR

+4
DEX

+0
CON

+2
INT

SKILLS: Perception +3, Stealth +8
PASSIVE PERCEPTION: 13
LANGUAGES: Common, Elvish, Sylvan

Monster Manual - 283

10 ft., fly 40 ft.

SPEED

+0
HIT POINTS

2
ARMOUR

ACTION: Longsword

Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 slashing damage.

ACTION: Shortbow

Ranged Weapon Attack: +6 to hit, range 40/160 ft., one target. Hit: 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

ACTION: Heart Sight

The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

ACTION: Invisibility

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

EXPERIENCE POINTS: 50

1/4
CR

Steam Mephitz

SIZE: small
ALIGNMENT: neutral evil
TYPE: elemental

-3
STR

+0
DEX

+0
CON

+0
INT

IMMUNITIES: fire, poison
CONDITIONS: poisoned
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 10
LANGUAGES: Aquan, Ignan

Monster Manual - 217

30 ft., fly 30 ft.

SPEED

+1
HIT POINTS

21
ARMOUR

TRAIT: Death Burst

When the mephitz dies, it explodes in a cloud of steam. Each creature within 5 ft. of the mephitz must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

TRAIT: Innate Spellcasting (1/Day)

The mephitz can innately cast blur, requiring no material components. Its innate spellcasting ability is Charisma.

ACTION: Claws

Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 2 (1d4) slashing damage plus 2 (1d4) fire damage.

ACTION: Steam Breath (Recharge 6)

The mephitz exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

ACTION: Variant: Summon Mephitz (1/Day)

The mephitz has a 25 percent chance of summoning 1d4 mephitzes of its kind. A summoned mephitz appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other mephitzes. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

EXPERIENCE POINTS: 50



Stone Giant

SIZE: huge
ALIGNMENT: neutral
TYPE: giant

+6
STR

+2
DEX

+5
CON

+0
INT

SAVES: Dex +5, Con +8, Wis +4
SKILLS: Athletics +12, Perception +4
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 14
LANGUAGES: Giant

Monster Manual - 156

40 ft.

SPEED

-1
HIT POINTS

126
ARMOUR

TRAIT: Stone Camouflage

The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTION: Multiattack

The giant makes two greatclub attacks.

ACTION: Greatclub

Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

ACTION: Rock

Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTION: Rock Catching

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

EXPERIENCE POINTS: 2,900



Stone Golem

SIZE: large
ALIGNMENT: unaligned
TYPE: construct

+6
STR

-1
DEX

+5
CON

-4
INT

IMMUNITIES: poison, psychic, bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
CONDITIONS: charmed, exhaustion, frightened, paralyzed, petrified, poisoned
SENSES: darkvision 120 ft.
PASSIVE PERCEPTION: 10
LANGUAGES: understands languages of its creator but can't speak

Monster Manual - 170

30 ft.

SPEED

-5
HIT POINTS

178
ARMOUR

TRAIT: Immutable Form

The golem is immune to any spell or effect that would alter its form.

TRAIT: Magic Resistance

The golem has advantage on saving throws against spells and other magical effects.

TRAIT: Magic Weapons

The golem's weapon attacks are magical.

ACTION: Multiattack

The golem makes two slam attacks.

ACTION: Slam

Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

ACTION: Slow (Recharge 5-6)

The golem targets one or more creatures it can see within 10 ft. of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

EXPERIENCE POINTS: 5,900

13
CR

Storm Giant

SIZE: huge
ALIGNMENT: chaotic good
TYPE: giant

+9
STR

+2
DEX

+5
CON

+3
INT

SAVES: Str +14, Con +10, Wis +9, Cha +9
SKILLS: Arcana +8, Athletics +14, History +8, Perception +9
RESISTANCES: cold
IMMUNITIES: lightning, thunder
PASSIVE PERCEPTION: 19
LANGUAGES: Common, Giant

Monster Manual - 156

+4
WIS

50 ft., swim 50 ft.

SPEED

+4
CHA

230

16

HIT POINTS

ARMOUR

TRAIT: Amphibious

The giant can breathe air and water.

TRAIT: Innate Spellcasting — +9 / DC 17

At will: detect magic, feather fall, levitate, light
3/day each: control weather, water breathing

ACTION: Multiattack

The giant makes two greatsword attacks.

ACTION: Greatsword

Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 30 (6d6 + 9) slashing damage.

ACTION: Rock

Ranged Weapon Attack: +14 to hit, range 60/240 ft., one target. Hit: 35 (4d12 + 9) bludgeoning damage.

ACTION: Lightning Strike (Recharge 5-6)

The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 5,900

4
CR

Succubus/Incubus

SIZE: medium
ALIGNMENT: neutral evil
TYPE: fiend (shapechanger)

-1
STR

+3
DEX

+1
CON

+2
INT

SKILLS: Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

RESISTANCES: cold, fire, lightning, poison, bludgeoning, piercing, and slashing from nonmagical weapons

SENSES: darkvision 60 ft.

PASSIVE PERCEPTION: 15

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

Monster Manual - 285

+1
WIS

30 ft., fly 60 ft.

SPEED

+5
CHA

66

15

HIT POINTS

ARMOUR

TRAIT: Telepathic Bond

The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

TRAIT: Shapechanger

The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTION: Claw (Fiend Form Only)

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

ACTION: Charm

One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

ACTION: Draining Kiss

The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

ACTION: Ethereality

The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

EXPERIENCE POINTS: 1,100

30
CR

Tarrasque

SIZE: gargantuan
ALIGNMENT: unaligned
TYPE: monstrosity (titan)

+10
STR

+0
DEX

+10
CON

-4
INT

SAVES: Int +5, Wis +9, Cha +9
IMMUNITIES: fire, poison, bludgeoning, piercing, and slashing from nonmagical weapons
CONDITIONS: charmed, frightened, paralyzed, poisoned
SENSES: blindsight 120 ft.
PASSIVE PERCEPTION: 10

Monster Manual - 286

40 ft.

SPEED

676
HIT POINTS

25
ARMOUR

TRAIT: Legendary Resistance (3/Day)

If the tarrasque fails a saving throw, it can choose to succeed instead.

TRAIT: Magic Resistance

The tarrasque has advantage on saving throws against spells and other magical effects.

TRAIT: Reflective Carapace

Any time the tarrasque is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

TRAIT: Siege Monster

The tarrasque deals double damage to objects and structures.

ACTION: Multiattack

The tarrasque can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite.

ACTION: Bite

Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target.

ACTION: Claw

Melee Weapon Attack: +19 to hit, reach 15 ft., one target. Hit: 28 (4d8 + 10) slashing damage.

ACTION: Horns

Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 32 (4d10 + 10) piercing damage.

ACTION: Tail

Melee Weapon Attack: +19 to hit, reach 20 ft., one target. Hit: 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

ACTION: Frightful Presence

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

ACTION: Swallow

The tarrasque makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns.

If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

CONTINUED ON OPPOSITE SIDE...

30
CR

Tarrasque

SIZE: gargantuan
ALIGNMENT: unaligned
TYPE: monstrosity (titan)

+10
STR

+0
DEX

+10
CON

-4
INT

SAVES: Int +5, Wis +9, Cha +9
IMMUNITIES: fire, poison, bludgeoning, piercing, and slashing from nonmagical weapons
CONDITIONS: charmed, frightened, paralyzed, poisoned
SENSES: blindsight 120 ft.
PASSIVE PERCEPTION: 10

Monster Manual - 286

40 ft.

SPEED

676
HIT POINTS

25
ARMOUR

LEGENDARY ACTION

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

LEGENDARY: Attack

The tarrasque makes one claw attack or tail attack.

LEGENDARY: Move

The tarrasque moves up to half its speed.

LEGENDARY: Chomp (Costs 2 Actions)

The tarrasque makes one bite attack or uses its Swallow.

EXPERIENCE POINTS: 155,000



Treant

SIZE: huge
ALIGNMENT: chaotic good
TYPE: plant

+6
STR**-1**
DEX**+5**
CON**+1**
INT

RESISTANCES: bludgeoning, piercing
VULNERABILITIES: fire
PASSIVE PERCEPTION: 13
LANGUAGES: Common, Druidic, Elvish, Sylvan

Monster Manual - 289**30 ft.**

SPEED

138
HIT POINTS**16**
ARMOUR**TRAIT: False Appearance**

While the treant remains motionless, it is indistinguishable from a normal tree.

TRAIT: Siege Monster

The treant deals double damage to objects and structures.

ACTION: Multiattack

The treant makes two slam attacks.

ACTION: Slam

Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage.

ACTION: Rock

Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. Hit: 28 (4d10 + 6) bludgeoning damage.

ACTION: Animate Trees (1/Day)

The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

EXPERIENCE POINTS: 5,000

Troll

SIZE: large
ALIGNMENT: chaotic evil
TYPE: giant

+4
STR**+1**
DEX**+5**
CON**-2**
INT

SKILLS: Perception +2
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 12
LANGUAGES: Giant

Monster Manual - 291**30 ft.**

SPEED

84
HIT POINTS**15**
ARMOUR**TRAIT: Keen Smell**

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

TRAIT: Regeneration

The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

TRAIT: Variant: Loathsome Limbs

1-10: Nothing else happens.

11-14: One leg is severed from the troll if it has any legs left.

15-18: One arm is severed from the troll if it has any arms left.

19-20: The troll is decapitated, but the troll dies only if it can't regenerate. If it dies, so does the severed head.

If the troll finishes a short or long rest without reattaching a severed limb or head, the part regrows. At that point, the severed part dies. Until then, a severed part acts on the troll's initiative and has its own action and movement. A severed part has AC 13, 10 hit points, and the troll's Regeneration trait.

A severed leg is unable to attack and has a speed of 5 feet.

A severed arm has a speed of 5 feet and can make one claw attack on its turn, with disadvantage on the attack roll unless the troll can see the arm and its target. Each time the troll loses an arm, it loses a claw attack.

If its head is severed, the troll loses its bite attack and its body is blinded unless the head can see it. The severed head has a speed of 0 feet and the troll's Keen Smell trait. It can make a bite attack but only against a target in its space.

The troll's speed is halved if it's missing a leg. If it loses both legs, it falls prone. If it has both arms, it can crawl. With only one arm, it can still crawl, but its speed is halved. With no arms or legs, its speed is 0, and it can't benefit from bonuses to speed.

EXPERIENCE POINTS: 1,800

13
CR

Vampire

SIZE: medium
ALIGNMENT: lawful evil
TYPE: undead (shapechanger)

+4
STR

+4
DEX

+4
CON

+3
INT

SAVES: Dex +9, Wis +7, Cha +9
SKILLS: Perception +7, Stealth +9
RESISTANCES: necrotic, bludgeoning, piercing, and slashing from nonmagical weapons
SENSES: darkvision 120 ft.
PASSIVE PERCEPTION: 17
LANGUAGES: the languages it knew in life

Monster Manual - 297

30 ft.

SPEED

144
HIT POINTS

16
ARMOUR

TRAIT: Shapechanger

If the vampire isn't in sun light or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form. While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

TRAIT: Legendary Resistance (3/Day)

If the vampire fails a saving throw, it can choose to succeed instead.

TRAIT: Misty Escape

When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed. While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

TRAIT: Regeneration

The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

TRAIT: Spider Climb

The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

TRAIT: Vampire Weaknesses

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.
Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

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

ACTION: Multiattack (Vampire Form Only)

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

ACTION: Unarmed Strike (Vampire Form Only)

Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

CONTINUED ON OPPOSITE SIDE...

13
CR

Vampire

SIZE: medium
ALIGNMENT: lawful evil
TYPE: undead (shapechanger)

+4
STR

+4
DEX

+4
CON

+3
INT

SAVES: Dex +9, Wis +7, Cha +9
SKILLS: Perception +7, Stealth +9
RESISTANCES: necrotic, bludgeoning, piercing, and slashing from nonmagical weapons
SENSES: darkvision 120 ft.
PASSIVE PERCEPTION: 17
LANGUAGES: the languages it knew in life

Monster Manual - 297

30 ft.

SPEED

144
HIT POINTS

16
ARMOUR

ACTION: Bite (Bat or Vampire Form Only)

Melee Weapon Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

ACTION: Charm

The vampire targets one humanoid it can see within 30 ft. of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

ACTION: Children of the Night (1/Day)

The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

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

LEGENDARY: Move

The vampire moves up to its speed without provoking opportunity attacks.

LEGENDARY: Unarmed Strike

The vampire makes one unarmed strike.

LEGENDARY: Bite (Costs 2 Actions)

The vampire makes one bite attack.

EXPERIENCE POINTS: 10,000



Vampire Spawn

SIZE: medium
ALIGNMENT: neutral evil
TYPE: undead

+3
STR

+3
DEX

+3
CON

+0
INT

SAVES: Dex +6, Wis +3
SKILLS: Perception +3, Stealth +6
RESISTANCES: necrotic, bludgeoning, piercing, and slashing from nonmagical weapons
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 13
LANGUAGES: the languages it knew in life

Monster Manual - 298

30 ft.

SPEED

82

HIT POINTS

15

ARMOUR

TRAIT: Regeneration

The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

TRAIT: Spider Climb

The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

TRAIT: Vampire Weaknesses

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants. **Harmed by Running Water.** The vampire takes 20 acid damage when it ends its turn in running water.

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

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

ACTION: Multiattack

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

ACTION: Bite

Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

ACTION: Claws

Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

EXPERIENCE POINTS: 1,800



Water Elemental

SIZE: large
ALIGNMENT: neutral
TYPE: elemental

+4
STR

+2
DEX

+4
CON

-3
INT

RESISTANCES: acid, bludgeoning, piercing, and slashing from nonmagical weapons
IMMUNITIES: poison
CONDITIONS: exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
SENSES: darkvision 60 ft.
PASSIVE PERCEPTION: 10
LANGUAGES: Aquan

Monster Manual - 125

30 ft., swim 90 ft.

SPEED

114

HIT POINTS

14

ARMOUR

TRAIT: Water Form

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

TRAIT: Freeze

If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 ft. until the end of its next turn.

ACTION: Multiattack

The elemental makes two slam attacks.

ACTION: Slam

Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

ACTION: Whelm (Recharge 4-6)

Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

EXPERIENCE POINTS: 1,800



Werebear

SIZE: medium

ALIGNMENT: neutral good

TYPE: humanoid (human, shapechanger)

+4

STR

+0

DEX

+3

CON

+0

INT

+1

WIS

+1

CHA

Monster Manual - 208

30 ft. (40 ft., climb 30 ft. in bear or hybrid form)

10

HIT POINTS

135

ARMOUR

TRAIT: Shapechanger

The werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

TRAIT: Keen Smell

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

ACTION: Multiattack

In bear form, the werebear makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like a bear or a humanoid.

ACTION: Bite (Bear or Hybrid Form Only)

Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebear lycanthropy.

ACTION: Claw (Bear or Hybrid Form Only)

Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

ACTION: Greataxe

(Humanoid or Hybrid Form Only)

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

EXPERIENCE POINTS: 1,800



Wereboar

SIZE: medium

ALIGNMENT: neutral evil

TYPE: humanoid (human, shapechanger)

+3

STR

+0

DEX

+2

CON

+0

INT

+0

WIS

-1

CHA

Monster Manual - 209

30 ft. (40 ft. in boar form)

SPEED

78

HIT POINTS

10

ARMOUR

TRAIT: Shapechanger

The wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

TRAIT: Charge (Boar or Hybrid Form Only)

If the wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

TRAIT: Relentless

(Recharges after a Short or Long Rest)

If the wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTION: Multiattack

(Humanoid or Hybrid Form Only)

The wereboar makes two attacks, only one of which can be with its tusks.

ACTION: Maul (Humanoid or Hybrid Form Only)

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

ACTION: Tusks (Boar or Hybrid Form Only)

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereboar lycanthropy.

EXPERIENCE POINTS: 1,100



Wererat

SIZE: medium

ALIGNMENT: lawful evil

TYPE: humanoid (human, shapechanger)

+0

STR

+2

DEX

+1

CON

+0

INT

SKILLS: Perception +2, Stealth +4

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

SENSES: darkvision 60 ft. (rat form only)

PASSIVE PERCEPTION: 12

LANGUAGES: Common
(can't speak in rat form)

Monster Manual - 209

30 ft.

SPEED

+0

WIS

-1

CHA

33

HIT POINTS

12

ARMOUR

TRAIT: Shapechanger

The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

TRAIT: Keen Smell

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

ACTION: Multiattack

(Humanoid or Hybrid Form Only)

The wererat makes two attacks, only one of which can be a bite.

ACTION: Bite (Rat or Hybrid Form Only)

Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

ACTION: Shortsword

(Humanoid or Hybrid Form Only)

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

ACTION: Hand Crossbow

(Humanoid or Hybrid Form Only)

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

EXPERIENCE POINTS: 450



Weretiger

SIZE: medium

ALIGNMENT: neutral

TYPE: humanoid (human, shapechanger)

+3

STR

+2

DEX

+3

CON

+0

INT

SKILLS: Perception +5, Stealth +4

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

SENSES: darkvision 60 ft.

PASSIVE PERCEPTION: 15

LANGUAGES: Common
(can't speak in tiger form)

Monster Manual - 210

30 ft. (40 ft. in tiger form)

SPEED

+1

WIS

+0

CHA

120

HIT POINTS

12

ARMOUR

TRAIT: Shapechanger

The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

TRAIT: Keen Hearing and Smell

The weretiger has advantage on Wisdom (Perception) checks that rely on hearing or smell.

TRAIT: Pounce (Tiger or Hybrid Form Only)

If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

ACTION: Multiattack

(Humanoid or Hybrid Form Only)

In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

ACTION: Bite (Tiger or Hybrid Form Only)

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

ACTION: Claw (Tiger or Hybrid Form Only)

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

ACTION: Scimitar

(Humanoid or Hybrid Form Only)

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

ACTION: Longbow

(Humanoid or Hybrid Form Only)

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

EXPERIENCE POINTS: 1,100



Werewolf

SIZE: medium

ALIGNMENT: chaotic evil

TYPE: humanoid (human, shapechanger)

+2

STR

+1

DEX

+2

CON

+0

INT

+0

WIS

+0

CHA

SKILLS: Perception +4

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

PASSIVE PERCEPTION: 14

LANGUAGES: Common
(can't speak in wolf form)

Monster Manual - 211

30 ft. (40 ft. in wolf form)

SPEED

58

HIT POINTS

11

ARMOUR

TRAIT: Shapechanger

The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

TRAIT: Keen Hearing and Smell

The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTION: Multiattack (Humanoid or Hybrid Form Only)

The werewolf makes two attacks: one with its bite and one with its claws or spear.

ACTION: Bite (Wolf or Hybrid Form Only)

Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

ACTION: Claws (Hybrid Form Only)

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

ACTION: Spear (Humanoid Form Only)

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

EXPERIENCE POINTS: 700



Wight

SIZE: medium

ALIGNMENT: neutral evil

TYPE: undead

+2

STR

+2

DEX

+3

CON

+0

INT

+1

WIS

+2

CHA

SKILLS: Perception +3, Stealth +4

IMMUNITIES: necrotic, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

CONDITIONS: poisoned

SENSES: darkvision 60 ft.

PASSIVE PERCEPTION: 13

LANGUAGES: the languages it knew in life

Monster Manual - 300

30 ft.

SPEED

45

HIT POINTS

14

ARMOUR

TRAIT: Sunlight Sensitivity

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

ACTION: Multiattack

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

ACTION: Life Drain

Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

ACTION: Longsword

Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

ACTION: Longbow

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

EXPERIENCE POINTS: 700



Will-o'-Wisp

SIZE: tiny
ALIGNMENT: chaotic evil
TYPE: undead

-5

STR

+9

DEX

+0

CON

+1

INT

+2

WIS

+0

CHA

RESISTANCES: acid, cold, fire, necrotic, thunder, bludgeoning, piercing, and slashing from nonmagical weapons
IMMUNITIES: lightning, poison
CONDITIONS: exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
SENSES: darkvision 120 ft.
PASSIVE PERCEPTION: 12
LANGUAGES: the languages it knew in life

Monster Manual - 301

0 ft., fly 50 ft. (hover)

SPEED

22

HIT POINTS

19

ARMOUR

TRAIT: Consume Life

As a bonus action, the will-o'-wisp can target one creature it can see within 5 ft. of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

TRAIT: Ephemeral

The will-o'-wisp can't wear or carry anything.

TRAIT: Incorporeal Movement

The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

TRAIT: Variable Illumination

The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of ft. equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTION: Shock

Melee Spell Attack: +4 to hit, reach 5 ft., one creature. Hit: 9 (2d8) lightning damage.

ACTION: Invisibility

The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

EXPERIENCE POINTS: 450



Winter Wolf

SIZE: large
ALIGNMENT: neutral evil
TYPE: monstrosity

+4

STR

+1

DEX

+2

CON

-2

INT

+1

WIS

-1

CHA

SKILLS: Perception +5, Stealth +3
IMMUNITIES: cold
PASSIVE PERCEPTION: 15
LANGUAGES: Common, Giant, Winter Wolf

Monster Manual - 340

50 ft.

SPEED

75

HIT POINTS

13

ARMOUR

TRAIT: Keen Hearing and Smell

The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

TRAIT: Pack Tactics

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

TRAIT: Snow Camouflage

The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTION: Bite

Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTION: Cold Breath (Recharge 5-6)

The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

EXPERIENCE POINTS: 700



Wraith

SIZE: medium
ALIGNMENT: neutral evil
TYPE: undead

-2

STR

+3

DEX

+3

CON

+1

INT

+2

WIS

+2

CHA

RESISTANCES: acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

IMMUNITIES: necrotic, poison**CONDITIONS:** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained**SENSES:** darkvision 60 ft.**PASSIVE PERCEPTION:** 12**LANGUAGES:** the languages it knew in life**Monster Manual - 302****0 ft., fly 60 ft. (hover)**

SPEED

67**13**

HIT POINTS

ARMOUR

TRAIT: Incorporeal Movement

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

TRAIT: Sunlight Sensitivity

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

ACTION: Life Drain

Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

ACTION: Create Specter

The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

EXPERIENCE POINTS: 1,800

Xorn

SIZE: medium
ALIGNMENT: neutral
TYPE: elemental

+3

STR

+0

DEX

+6

CON

+0

INT

+0

WIS

+0

CHA

SKILLS: Perception +6, Stealth +3
RESISTANCES: piercing and slashing from nonmagical weapons that aren't adamantine

SENSES: darkvision 60 ft., tremorsense 60 ft.**PASSIVE PERCEPTION:** 16**LANGUAGES:** Terran**Monster Manual - 304****20 ft., burrow 20 ft.**

SPEED

73**19**

HIT POINTS

ARMOUR

TRAIT: Earth Glide

The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

TRAIT: Stone Camouflage

The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

TRAIT: Treasure Sense

The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 ft. of it.

ACTION: Multiattack

The xorn makes three claw attacks and one bite attack.

ACTION: Bite

Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 3) piercing damage.

ACTION: Claw

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

EXPERIENCE POINTS: 1,800



Young Brass Dragon

SIZE: large
ALIGNMENT: chaotic good
TYPE: dragon

+4
STR

+0
DEX

+3
CON

+1
INT

SAVES: Dex +3, Con +6, Wis +3, Cha +5
SKILLS: Perception +6, Persuasion +5, Stealth +3

IMMUNITIES: fire
SENSES: blindsight 30 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 16

LANGUAGES: Common, Draconic

Monster Manual - 105

40 ft., burrow 20 ft., fly 80 ft.
SPEED

+2
CHA

110
HIT POINTS

17
ARMOUR

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Breath Weapons (Recharge 5-6)

The dragon uses one of the following breath weapons.

Fire Breath: The dragon exhales fire in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath: The dragon exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

EXPERIENCE POINTS: 2,300



Young Bronze Dragon

SIZE: large
ALIGNMENT: lawful good
TYPE: dragon

+5
STR

+0
DEX

+4
CON

+2
INT

SAVES: Dex +3, Con +7, Wis +4, Cha +6
SKILLS: Insight +4, Perception +7, Stealth +3

IMMUNITIES: lightning
SENSES: blindsight 30 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 17

LANGUAGES: Common, Draconic

Monster Manual - 108

40 ft., fly 80 ft., swim 40 ft.
SPEED

+1
WIS

+3
CHA

142
HIT POINTS

18
ARMOUR

TRAIT: Amphibious

The dragon can breathe air and water.

ACTION: Multiattack

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

ACTION: Bite

Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage.

ACTION: Claw

Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

ACTION: Breath Weapons (Recharge 5-6)

The dragon uses one of the following breath weapons.

Lightning Breath: The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath: The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 15 Strength saving throw. On a failed save, the creature is pushed 40 feet away from the dragon.

EXPERIENCE POINTS: 3,900



Young Copper Dragon

SIZE: large
ALIGNMENT: chaotic good
TYPE: dragon

+4
STR

+1
DEX

+3
CON

+3
INT

SAVES: Dex +4, Con +6, Wis +4, Cha +5
SKILLS: Deception +5, Perception +7, Stealth +4

IMMUNITIES: acid

SENSES: blindsight 30 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 17

LANGUAGES: Common, Draconic

Monster Manual - 111

40 ft., climb 40 ft., fly 80 ft.

SPEED

+2
CHA

119
HIT POINTS

17
ARMOUR

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Breath Weapons (Recharge 5-6)

The dragon uses one of the following breath weapons.

Acid Breath: The dragon exhales acid in an 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 40 (9d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath: The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

EXPERIENCE POINTS: 2,900



Young Gold Dragon

SIZE: large
ALIGNMENT: lawful good
TYPE: dragon

+6
STR

+2
DEX

+5
CON

+3
INT

SAVES: Dex +6, Con +9, Wis +5, Cha +9
SKILLS: Insight +5, Perception +9, Persuasion +9, Stealth +6

IMMUNITIES: fire

SENSES: blindsight 30 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 19

LANGUAGES: Common, Draconic

Monster Manual - 115

40 ft., fly 80 ft., swim 40 ft.

SPEED

+5
CHA

178
HIT POINTS

18
ARMOUR

TRAIT: Amphibious

The dragon can breathe air and water.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Breath Weapons (Recharge 5-6)

The dragon uses one of the following breath weapons.

Fire Breath: The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath: The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

EXPERIENCE POINTS: 5,900



Young Green Dragon

SIZE: large
ALIGNMENT: lawful evil
TYPE: dragon

+4
STR

+1
DEX

+3
CON

+3
INT

SAVES: Dex +4, Con +6, Wis +4, Cha +5
SKILLS: Deception +5, Perception +7, Stealth +4

IMMUNITIES: poison

CONDITIONS: poisoned

SENSES: blindsight 30 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 17

LANGUAGES: Common, Draconic

Monster Manual - 94

40 ft., fly 80 ft., swim 40 ft.

SPEED

+2

HIT POINTS

136

ARMOUR

TRAIT: Amphibious

The dragon can breathe air and water.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Poison Breath (Recharge 5-6)

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

EXPERIENCE POINTS: 3,900



Young Silver Dragon

SIZE: large
ALIGNMENT: lawful good
TYPE: dragon

+6
STR

+0
DEX

+5
CON

+2
INT

SAVES: Dex +4, Con +9, Wis +4, Cha +8
SKILLS: Arcana +6, History +6, Perception +8, Stealth +4

IMMUNITIES: cold

SENSES: blindsight 30 ft., darkvision 120 ft.

PASSIVE PERCEPTION: 18

LANGUAGES: Common, Draconic

Monster Manual - 118

40 ft., fly 80 ft.

SPEED

+0
WIS

+4

HIT POINTS

168

ARMOUR

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Breath Weapons (Recharge 5-6)

The dragon uses one of the following breath weapons.

Cold Breath: The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath: The dragon exhales paralyzing gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

EXPERIENCE POINTS: 5,000



Young White Dragon

SIZE: large
ALIGNMENT: chaotic evil
TYPE: dragon

+4
STR

+0
DEX

+4
CON

-2
INT

+0
WIS

+1
CHA

SAVES: Dex +3, Con +7, Wis +3, Cha +4
SKILLS: Perception +6, Stealth +3
IMMUNITIES: cold
SENSES: blindsight 30 ft., darkvision 120 ft.
PASSIVE PERCEPTION: 16
LANGUAGES: Common, Draconic

Monster Manual - 101

40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.
SPEED

133
HIT POINTS

17
ARMOUR

TRAIT: Ice Walk

The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

ACTION: Multiattack

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

ACTION: Bite

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

ACTION: Claw

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

ACTION: Cold Breath (Recharge 5-6)

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

EXPERIENCE POINTS: 2,300