

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	6	-2	-2	DEX	17	+3	+3	CON	13	+1	+1
INT	11	+0	+0	WIS	12	+1	+1	CHA	14	+2	+2

Skills Deception +4, Insight +3, Stealth +5

Resistances Cold

Immunities Fire, Poison; Poisoned

Senses Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 11

Languages Common, Infernal

CR 1 (XP 200; PB +2)

Traits

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

Actions

Sting. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage plus 7 (2d6) Poison damage.

Invisibility. The imp casts *Invisibility* on itself, requiring no spell components and using Charisma as the spellcasting ability.

Shape-Shift. The imp shape-shifts to resemble a rat (Speed 20 ft.), a raven (20 ft., Fly 60 ft.), or a spider (20 ft., Climb 20 ft.), or it returns to its true form. Its game statistics are the same in each form, except for its Speed. Any equipment it is wearing or carrying isn't transformed.

Incubus

Incubus

Medium Fiend, Neutral Evil

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

HP 66 (12d8 + 12)

Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	DEX	17	+3	+3	CON	13	+1	+1
INT	15	+2	+2	WIS	12	+1	+1	CHA	20	+5	+5

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Resistances Cold, Fire, Poison, Psychic

Senses Darkvision 60 ft.; Passive Perception 15

Languages Abyssal, Common, Infernal; telepathy 60 ft.

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

Traits

Succubus Form. When the incubus finishes a Long Rest, it can shape-shift into a **Succubus**, using that stat block instead of this one. Any equipment it is wearing or carrying isn't transformed.

Actions

Multiattack. The incubus makes two Restless Touch attacks.

Restless Touch. *Melee Attack Roll:* +7, reach 5 ft.

Hit: 15 (3d6 + 5) Psychic damage, and the target is cursed for 24 hours or until the incubus dies. Until the curse ends, the target gains no benefit from finishing Short Rests.

Spellcasting. The incubus casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Disguise Self*, *Etherealness*

1/Day Each: *Dream*, *Hypnotic Pattern*

Bonus Actions

Nightmare (Recharge 6). *Wisdom Saving Throw:* DC 15, one creature the incubus can see within 60 feet. *Failure:* If the target has 20 Hit Points or fewer, it has the Unconscious condition for 1 hour, until it takes damage, or until a creature within 5 feet of it takes an action to wake it. Otherwise, the target takes 18 (4d8) Psychic damage.

Invisible Stalker

Invisible Stalker

Large Elemental, Neutral

AC 14 **Initiative** +7 (22)

HP 97 (13d10 + 26)

Speed 50 ft., Fly 50 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	19	+4	+4	CON	14	+2	+2
INT	10	+0	+0	WIS	15	+2	+2	CHA	11	+0	+0

Skills Perception +8, Stealth +10

Resistances Bludgeoning, Piercing, Slashing

Immunities Poison; Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft.; Passive Perception 18

Languages Common, Primordial (Auran)

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

Traits

Air Form. The stalker can enter an enemy's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

Invisibility. The stalker has the Invisible condition.

Actions

Multiattack. The stalker makes three Wind Swipe attacks. It can replace one attack with a use of Vortex.

Wind Swipe. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Force damage.

Vortex. *Constitution Saving Throw:* DC 14, one Large or smaller creature in the stalker's space. *Failure:* 7 (1d8 + 3) Thunder damage, and the target has the Grappled condition (escape DC 13). Until the grapple ends, the target can't cast spells with a Verbal component and

takes 7 (2d6) Thunder damage at the start of each of the stalker's turns.

Iron Golem

Iron Golem

Large Construct, Unaligned

AC 20 Initiative +9 (19)

HP 252 (24d10 + 120)

Speed 30 ft.

MOD				SAVE				MOD				SAVE			
STR	24	+7	+7	DEX	9	-1	-1	CON	20	+5	+5				
INT	3	-4	-4	WIS	11	+0	+0	CHA	1	-5	-5				

Immunities Fire, Poison, Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 120 ft.; Passive Perception 10

Languages Understands Common plus two other languages but can't speak

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

Traits

Fire Absorption. Whenever the golem is subjected to Fire damage, it regains a number of Hit Points equal to the Fire damage dealt.

Immutable Form. The golem can't shape-shift.

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

Actions

Multiattack. The golem makes two attacks, using Bladed Arm or Fiery Bolt in any combination.

Bladed Arm. *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 20 (3d8 + 7) Slashing damage plus 10 (3d6) Fire damage.

Fiery Bolt. *Ranged Attack Roll:* +10, range 120 ft. *Hit:* 36 (8d8) Fire damage.

Poison Breath (Recharge 6). *Constitution Saving Throw:* DC 18, each creature in a 60-foot Cone. *Failure:* 55 (10d10) Poison damage. *Success:* Half damage.

Knight

Knight

Medium or Small Humanoid, Neutral

AC 18 Initiative +0 (10)

HP 52 (8d8 + 16)

Speed 30 ft.

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

Immunities Frightened

Gear Greatsword, Heavy Crossbow, Plate Armor

Senses Passive Perception 10

Languages Common plus one other language

CR 3 (XP 700; PB +2)

Actions

Multiattack. The knight makes two attacks, using Greatsword or Heavy Crossbow in any combination.

Greatsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage plus 4 (1d8) Radiant damage.

Heavy Crossbow. *Ranged Attack Roll:* +2, range 100/400 ft. *Hit:* 11 (2d10) Piercing damage plus 4 (1d8) Radiant damage.

Reactions

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

Kobold

Kobold Warrior

Small Dragon, Neutral

AC 14 Initiative +2 (12)

HP 7 (3d6 - 3)

Speed 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE									
STR	7	-2	-2	DEX	15	+2	+2	CON	9	-1	-1																		
INT	8	-1	-1	WIS	7	-2	-2	CHA	8	-1	-1																		

Gear Daggers (3)

Senses Darkvision 60 ft.; Passive Perception 8

Languages Common, Draconic

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

Traits

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

Sunlight Sensitivity. While in sunlight, the kobold has Disadvantage on ability checks and attack rolls.

Actions

Dagger. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Kraken

Kraken

Gargantuan Monstrosity (Titan), Chaotic Evil

AC 18 Initiative +14 (24)

HP 481 (26d20 + 208)

Speed 30 ft., Swim 120 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	30	+10 +17	DEX	11	+0 +7	CON	26	+8 +15
INT	22	+6 +6	WIS	18	+4 +11	CHA	20	+5 +5

Skills History +13, Perception +11

Immunities Cold, Lightning; Frightened, Grappled, Paralyzed, Restrained

Senses Truesight 120 ft.; Passive Perception 21

Languages Understands Abyssal, Celestial, Infernal, and Primordial but can't speak; telepathy 120 ft.

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

Traits

Amphibious. The kraken can breathe air and water.

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

Siege Monster. The kraken deals double damage to objects and structures.

Actions

Multiattack. The kraken makes two Tentacle attacks and uses Fling, Lightning Strike, or Swallow.

Tentacle. *Melee Attack Roll:* +17, reach 30 ft. *Hit:* 24 (4d6 + 10) Bludgeoning damage. The target has the Grappled condition (escape DC 20) from one of ten tentacles, and it has the Restrained condition until the grapple ends.

Fling. The kraken throws a Large or smaller creature Grappled by it to a space it can see within 60 feet of itself that isn't in the air. *Dexterity Saving Throw:* DC 25, the creature thrown and each creature in the destination space. *Failure:* 18 (4d8) Bludgeoning damage, and the target has the Prone condition. *Success:* Half damage only.

Lightning Strike. *Dexterity Saving Throw:* DC 23, one creature the kraken can see within 120 feet. *Failure:* 33 (6d10) Lightning damage. *Success:* Half damage.

Swallow. *Dexterity Saving Throw:* DC 25, one creature Grappled by the kraken (it can have up to four creatures swallowed at a time). *Failure:* 23 (3d8 + 10) Piercing damage. If the target is Large or smaller, it is swallowed and no longer Grappled. A swallowed creature has the Restrained condition, has Total Cover against attacks and other effects outside the kraken, and takes 24 (7d6) Acid damage at the start of each of its 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, each of which falls in a space within 10 feet of the kraken with the Prone condition. If the kraken dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse using 15 feet of movement, exiting Prone.

Legendary Actions

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

Storm Bolt. The kraken uses Lightning Strike.

Toxic Ink. *Constitution Saving Throw:* DC 23, each creature in a 15-foot Emanation originating from the kraken while it is underwater. *Failure:* The target has the Blinded and Poisoned conditions until the end of the kraken's next turn. The kraken then moves up to its Speed. *Failure or Success:* The kraken can't take this action again until the start of its next turn.

Lamia

Lamia

Large Fiend, Chaotic Evil

AC 13 Initiative +1 (11)

HP 97 (13d10 + 26)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	16	+3 +3	DEX	13	+1 +1	CON	15	+2 +2
INT	14	+2 +2	WIS	15	+2 +2	CHA	16	+3 +3

Skills Deception +7, Insight +4, Stealth +5

Senses Darkvision 60 ft.; Passive Perception 12

Languages Abyssal, Common

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

Actions

Multiattack. The lamia makes two Claw attacks. It can replace one attack with a use of Corrupting Touch.

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage plus 7 (2d6) Psychic damage.

Corrupting Touch. *Wisdom Saving Throw:* DC 13, one creature the lamia can see within 5 feet. *Failure:* 13 (3d8) Psychic damage, and the target is cursed for 1 hour. Until the curse ends, the target has the Charmed and Poisoned conditions.

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

At Will: *Disguise Self* (can appear as a Large or Medium biped), *Minor Illusion*

1/Day Each: *Geas*, *Major Image*, *Scrying*

Bonus Actions

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

Lemure

Lemure

Medium Fiend (Devil), Lawful Evil

AC 9 Initiative –3 (7)

HP 9 (2d8)

Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	DEX	5	–3	–3	CON	11	+0	+0
INT	1	–5	–5	WIS	11	+0	+0	CHA	3	–4	–4

Resistances Cold

Immunities Fire, Poison; Charmed, Frightened, Poisoned

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

Languages Understands Infernal but can't speak

CR 0 (XP 10; PB +2)

Traits

Hellish Restoration. If the lemure dies in the Nine Hells, it revives with all its Hit Points in 1d10 days unless it is killed by a creature under the effects of a *Bless* spell or its remains are sprinkled with Holy Water.

Actions

Vile Slime. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Poison damage.

Lich

Lich

Medium Undead (Wizard), Neutral Evil

AC 20 Initiative +17 (27)

HP 315 (42d8 + 126)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	11	+0	+0	DEX	16	+3	+10	CON	16	+3	+10
INT	21	+5	+12	WIS	14	+2	+9	CHA	16	+3	+3

Skills Arcana +19, History +12, Insight +9, Perception +9

Resistances Cold, Lightning

Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Gear Component Pouch

Senses Truesight 120 ft.; Passive Perception 19

Languages All

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

Traits

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

Spirit Jar. If destroyed, the lich reforms in 1d10 days if it has a spirit jar, reviving with all its Hit Points. The new body appears in an unoccupied space within the lich's lair.

Actions

Multiattack. The lich makes three attacks, using Eldritch Burst or Paralyzing Touch in any combination.

Eldritch Burst. *Melee or Ranged Attack Roll:* +12, reach 5 ft. or range 120 ft. *Hit:* 31 (4d12 + 5) Force damage.

Paralyzing Touch. *Melee Attack Roll:* +12, reach 5 ft. *Hit:* 15 (3d6 + 5) Cold damage, and the target has the Paralyzed condition until the start of the lich's next turn.

Spellcasting. The lich casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 20):

At Will: *Detect Magic, Detect Thoughts, Dispel Magic, Fireball* (level 5 version), *Invisibility, Lightning Bolt* (level 5 version), *Mage Hand, Prestidigitation*

2/Day Each: *Animate Dead, Dimension Door, Plane Shift*

1/Day Each: *Chain Lightning, Finger of Death, Power Word Kill, Scrying*

Reactions

Protective Magic. The lich casts *Counterspell* or *Shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

Legendary Actions

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

Deathly Teleport. The lich teleports up to 60 feet to an unoccupied space it can see, and each creature within 10 feet of the space it left takes 11 (2d10) Necrotic damage.

Disrupt Life. *Constitution Saving Throw:* DC 20, each creature that isn't an Undead in a 20-foot Emanation originating from the lich. *Failure:* 31 (9d6) Necrotic damage. *Success:* Half damage. *Failure or Success:* The lich can't take this action again until the start of its next turn.

Frightening Gaze. The lich casts *Fear*, using the same spellcasting ability as Spellcasting. The lich can't take this action again until the start of its next turn.

Mages

Mage

Medium or Small Humanoid (Wizard), Neutral

AC 15 Initiative +2 (12)

HP 81 (18d8)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	9	-1	-1	DEX	14	+2	+2	CON	11	+0	+0
INT	17	+3	+6	WIS	12	+1	+4	CHA	11	+0	+0

Skills Arcana +6, History +6, Perception +4

Gear Wand

Senses Passive Perception 14

Languages Common plus three other languages

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

Actions

Multiattack. The mage makes three Arcane Burst attacks.

Arcane Burst. Melee or Ranged Attack Roll: +6, reach 5 ft. or range 120 ft. *Hit:* 16 (3d8 + 3) Force damage.

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

At Will: *Detect Magic*, *Light*, *Mage Armor* (included in AC), *Mage Hand*, *Prestidigitation*

2/Day Each: *Fireball* (level 4 version), *Invisibility*

1/Day Each: *Cone of Cold*, *Fly*

Bonus Actions

Misty Step (3/Day). The mage casts *Misty Step*, using the same spellcasting ability as Spellcasting.

Reactions

Protective Magic (3/Day). The mage casts *Counterspell* or *Shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

Archmage

Medium or Small Humanoid (Wizard), Neutral

AC 17 Initiative +7 (17)

HP 170 (31d8 + 31)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	DEX	14	+2	+2	CON	12	+1	+1
INT	20	+5	+9	WIS	15	+2	+6	CHA	16	+3	+3

Skills Arcana +13, History +9, Perception +6

Immunities Psychic; Charmed (with *Mind Blank*)

Gear Wand

Senses Passive Perception 16

Languages Common plus five other languages

CR 12 (XP 8,000; PB +4)

Traits

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

Actions

Multiattack. The archmage makes four Arcane Burst attacks.

Arcane Burst. Melee or Ranged Attack Roll: +9, reach 5 ft. or range 150 ft. *Hit:* 27 (4d10 + 5) Force damage.

Spellcasting. The archmage casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 17):

At Will: *Detect Magic*, *Detect Thoughts*, *Disguise Self*, *Invisibility*, *Light*, *Mage Armor* (included in AC), *Mage Hand*, *Prestidigitation*

2/Day Each: *Fly*, *Lightning Bolt* (level 7 version)

1/Day Each: *Cone of Cold* (level 9 version), *Mind Blank* (cast before combat), *Scrying*, *Teleport*

Bonus Actions

Misty Step (3/Day). The mage casts *Misty Step*, using the same spellcasting ability as Spellcasting.

Reactions

Protective Magic (3/Day). The archmage casts *Counterspell* or *Shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

Magmin

Magmin

Small Elemental, Chaotic Neutral

AC 14 Initiative +2 (12)

HP 13 (3d6 + 3)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	7	-2	-2	DEX	15	+2	+2	CON	12	+1	+1
INT	8	-1	-1	WIS	11	+0	+0	CHA	10	+0	+0

Immunities Fire

Senses Darkvision 60 ft.; Passive Perception 10

Languages Primordial (Ignan)

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

Traits

Death Burst. The magmin explodes when it dies. *Dexterity Saving Throw:* DC 11, each creature in a 10-foot Emanation originating from the magmin. *Failure:* 7 (2d6) Fire damage. *Success:* Half damage.

Actions

Touch. Melee Attack Roll: +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Fire damage. If the target is a creature or a flammable object that isn't being worn or carried, it starts burning.

Bonus Actions

Ignited Illumination. The magmin sets itself ablaze or extinguishes its flames. While ablaze, the magmin sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

Manticore

Manticore

Large Monstrosity, Lawful Evil

AC 14 **Initiative** +3 (13)

HP 68 (8d10 + 24)

Speed 30 ft., Fly 50 ft.

MOD				SAVE				MOD				SAVE											
STR	17	+3	+3	DEX	16	+3	+3	CON	17	+3	+3	INT	7	-2	-2	WIS	12	+1	+1	CHA	8	-1	-1

Senses Darkvision 60 ft.; Passive Perception 11

Languages Common

CR 3 (XP 700; PB +2)

Actions

Multiattack. The manticore makes three attacks, using Rend or Tail Spike in any combination.

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

Tail Spike. *Ranged Attack Roll:* +5, range 100/200 ft. *Hit:* 7 (1d8 + 3) Piercing damage.

Marilith

Marilith

Large Fiend (Demon), Chaotic Evil

AC 16 **Initiative** +10 (20)

HP 220 (21d10 + 105)

Speed 40 ft., Climb 40 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	18	+4	+9	DEX	20	+5	+5	CON	20	+5	+10	INT	18	+4	+4	WIS	16	+3	+8	CHA	20	+5	+10

Skills Perception +8

Resistances Cold, Fire, Lightning

Immunities Poison; Poisoned

Senses Truesight 120 ft.; Passive Perception 18

Languages Abyssal; telepathy 120 ft.

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

Traits

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

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

Reactive. The marilith can take one Reaction on every turn of combat.

Actions

Multiattack. The marilith makes six Pact Blade attacks and uses Constrict.

Pact Blade. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 10 (1d10 + 5) Slashing damage plus 7 (2d6) Necrotic damage.

Constrict. *Strength Saving Throw:* DC 17, one Medium or smaller creature the marilith can see within 5 feet. *Failure:* 15 (2d10 + 4) Bludgeoning damage. The target has the Grappled condition (escape DC 14), and it has the Restrained condition until the grapple ends.

Bonus Actions

Teleport (Recharge 5–6). The marilith teleports up to 120 feet to an unoccupied space it can see.

Reactions

Parry. *Trigger:* The marilith is hit by a melee attack roll while holding a weapon. *Response:* The marilith adds 5 to its AC against that attack, possibly causing it to miss.

Medusa

Medusa

Medium Monstrosity, Lawful Evil

AC 15 **Initiative** +6 (16)

HP 127 (17d8 + 51)

Speed 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	10	+0	+0	DEX	17	+3	+3	CON	16	+3	+3	INT	12	+1	+1	WIS	13	+1	+4	CHA	15	+2	+2

Skills Deception +5, Perception +4, Stealth +6

Senses Darkvision 150 ft.; Passive Perception 14

Languages Common plus one other language

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

Actions

Multiattack. The medusa makes two Claw attacks and one Snake Hair attack, or it makes three Poison Ray attacks.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage.

Snake Hair. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 14 (4d6) Poison damage.

Poison Ray. *Ranged Attack Roll:* +5, range 150 ft. *Hit:* 11 (2d8 + 2) Poison damage.

Bonus Actions

Petrifying Gaze (Recharge 5–6). Constitution Saving Throw: DC 13, each creature in a 30-foot Cone. If the medusa sees its reflection in the Cone, the medusa must make this save. *First Failure:* The target has the Restrained condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target has the Petrified condition instead of the Restrained condition.

Mephits

Dust Mephit

Small Elemental, Neutral Evil

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

HP 17 (5d6)

Speed 30 ft., Fly 30 ft.

MOD				SAVE		MOD				SAVE		MOD				SAVE	
STR	5	-3	-3	DEX	14	+2	+2	CON	10	+0	+0	CHA	10	+0	+0		
INT	9	-1	-1	WIS	11	+0	+0										

Skills Perception +2, Stealth +4

Vulnerabilities Fire

Immunities Poison; Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 12

Languages Primordial (Auran, Terran)

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

Traits

Death Burst. The mephit explodes when it dies. *Dexterity Saving Throw:* DC 10, each creature in a 5-foot Emanation originating from the mephit. *Failure:* 5 (2d4) Bludgeoning damage. *Success:* Half damage.

Actions

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

Blinding Breath (Recharge 6). *Dexterity Saving Throw:* DC 10, each creature in a 15-foot Cone. *Failure:* The target has the Blinded condition until the end of the mephit's next turn.

Sleep (1/Day). The mephit casts the *Sleep* spell, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 10).

Ice Mephit

Small Elemental, Neutral Evil

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

HP 21 (6d6)

Speed 30 ft., Fly 30 ft.

MOD				SAVE		MOD				SAVE		MOD				SAVE	
STR	7	–2	–2	DEX	13	+1	+1	CON	10	+0	+0	CHA	12	+1	+1		
INT	9	–1	–1	WIS	11	+0	+0										

Skills Perception +2, Stealth +3

Vulnerabilities Fire

Immunities Cold, Poison; Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 12

Languages Primordial (Aquan, Auran)

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

Traits

Death Burst. The mephit explodes when it dies. *Constitution Saving Throw:* DC 10, each creature in a 5-foot Emanation originating from the mephit. *Failure:* 5 (2d4) Cold damage. *Success:* Half damage.

Actions

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

Fog Cloud (1/Day). The mephit casts *Fog Cloud*, requiring no spell components and using Charisma as the spellcasting ability.

Frost Breath (Recharge 6). *Constitution Saving Throw:* DC 10, each creature in a 15-foot Cone. *Failure:* 7 (3d4) Cold damage. *Success:* Half damage.

Magma Mephit

Small Elemental, Neutral Evil

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

HP 18 (4d6 + 4)

Speed 30 ft., Fly 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	8	-1	-1	DEX	12	+1	+1	CON	12	+1	+1	INT	7	-2	-2	WIS	10	+0	+0	CHA	10	+0	+0

Skills Stealth +3

Vulnerabilities Cold

Immunities Fire, Poison; Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 10

Languages Primordial (Ignan, Terran)

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

Traits

Death Burst. The mephit explodes when it dies. *Dexterity Saving Throw:* DC 11, each creature in a 5-foot Emanation originating from the mephit. *Failure:* 7 (2d6) Fire damage. *Success:* Half damage.

Actions

Claw. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Slashing damage plus 3 (1d6) Fire damage.

Fire Breath (Recharge 6). *Dexterity Saving Throw:* DC 11, each creature in a 15-foot Cone. *Failure:* 7 (2d6) Fire damage. *Success:* Half damage.

Steam Mephit

Small Elemental, Neutral Evil

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

HP 17 (5d6)

Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	5	-3	-3	DEX	11	+0	+0	CON	10	+0	+0
INT	11	+0	+0	WIS	10	+0	+0	CHA	12	+1	+1

Skills Stealth +2

Immunities Fire, Poison; Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 10

Languages Primordial (Aquan, Ignan)

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

Traits

Blurred Form. Attack rolls against the mephit are made with Disadvantage unless the mephit has the Incapacitated condition.

Death Burst. The mephit explodes when it dies. *Dexterity Saving Throw:* DC 10, each creature in a 5-foot Emanation originating from the mephit. *Failure:* 5 (2d4) Fire damage. *Success:* Half damage.

Actions

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

Steam Breath (Recharge 6). *Constitution Saving Throw:* DC 10, each creature in a 15-foot Cone. *Failure:* 5 (2d4) Fire damage, and the target's Speed decreases by 10 feet until the end of the mephit's next turn. *Success:* Half damage only. *Failure or Success:* Being underwater doesn't grant Resistance to this Fire damage.

Merfolk

Merfolk Skirmisher

Medium Elemental, Neutral

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

HP 11 (2d8 + 2)

Speed 10 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	DEX	13	+1	+1	CON	12	+1	+1
INT	11	+0	+0	WIS	14	+2	+2	CHA	12	+1	+1

Senses Passive Perception 12

Languages Common, Primordial (Aquan)

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

Traits

Amphibious. The merfolk can breathe air and water.

Actions

Ocean Spear. *Melee or Ranged Attack Roll:* +2, reach 5 ft. or range 20/60 ft. *Hit:* 3 (1d6) Piercing damage plus 2 (1d4) Cold damage. If the target is a creature, its Speed decreases by 10 feet until the end of its next turn. *Hit or Miss:* The spear magically returns to the merfolk's hand immediately after a ranged attack.

Merrow

Merrow

Large Monstrosity, Chaotic Evil

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

HP 45 (6d10 + 12)

Speed 10 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	15	+2	+2	CON	15	+2	+2
INT	8	-1	-1	WIS	10	+0	+0	CHA	9	-1	-1

Senses Darkvision 60 ft.; Passive Perception 10

Languages Abyssal, Primordial (Aquan)

CR 2 (XP 450; PB +2)

Traits

Amphibious. The merrow can breathe air and water.

Actions

Multiattack. The merrow makes two attacks, using Bite, Claw, or Harpoon in any combination.

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d4 + 4) Piercing damage, and the target has the Poisoned condition until the end of the merrow's next turn.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (2d4 + 4) Slashing damage.

Harpoon. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 20/60 ft. *Hit:* 11 (2d6 + 4) Piercing damage. If the target is a Large or smaller creature, the merrow pulls the target up to 15 feet straight toward itself.

Mimic

Mimic

Medium Monstrosity, Neutral

AC 12 **Initiative** +3 (13)

HP 58 (9d8 + 18)

Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	DEX	12	+1	+1	CON	15	+2	+2
INT	5	-3	-3	WIS	13	+1	+1	CHA	8	-1	-1

Skills Stealth +5

Immunities Acid; Prone

Senses Darkvision 60 ft.; Passive Perception 11

Languages None

CR 2 (XP 450; PB +2)

Traits

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic has the Grappled condition (escape DC 13). Ability checks made to escape this grapple have Disadvantage.

Actions

Bite. *Melee Attack Roll:* +5 (with Advantage if the target is Grappled by the mimic), reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage—or 12 (2d8 + 3) Piercing damage if the target is Grappled by the mimic—plus 4 (1d8) Acid damage.

Pseudopod. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage plus 4 (1d8) Acid damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 13). Ability checks made to escape this grapple have Disadvantage.

Bonus Actions

Shape-Shift. The mimic shape-shifts to resemble a Medium or Small object while retaining its game statistics, or it returns to its true blob form. Any equipment it is wearing or carrying isn't transformed.

Minotaur of Baphomet

Minotaur of Baphomet

Large Monstrosity, Chaotic Evil

AC 14 **Initiative** +0 (10)

HP 85 (10d10 + 30)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	11	+0	+0	CON	16	+3	+3
INT	6	-2	-2	WIS	16	+3	+3	CHA	9	-1	-1

Skills Perception +7, Survival +7

Senses Darkvision 60 ft.; Passive Perception 17

Languages Abyssal

CR 3 (XP 700; PB +2)

Actions

Abyssal Glaive. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 10 (1d12 + 4) Slashing damage plus 10 (3d6) Necrotic damage.

Gore (Recharge 5–6). *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 18 (4d6 + 4) Piercing damage. If the target is a Large or smaller creature and the minotaur moved 10+ feet straight toward it immediately before the hit, the target takes an extra 10 (3d6) Piercing damage and has the Prone condition.

Mummies

Mummy

Medium or Small Undead, Lawful Evil

AC 11

Initiative -1 (9)

HP 58 (9d8 + 18)

Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	8	-1	-1	CON	15	+2	+2
INT	6	-2	-2	WIS	12	+1	+3	CHA	12	+1	+1

Vulnerabilities Fire

Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft.; Passive Perception 11

Languages Common plus two other languages

CR 3 (XP 700; PB +2)

Actions

Multiattack. The mummy makes two Rotting Fist attacks and uses Dreadful Glare.

Rotting Fist. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Bludgeoning damage plus 10 (3d6) Necrotic damage. If the target is a creature, it is cursed. While cursed, the target can't regain Hit Points, its Hit Point maximum doesn't return to normal when finishing a Long Rest, and its Hit Point maximum decreases by 10 (3d6) every 24 hours that elapse. A creature dies and turns to dust if reduced to 0 Hit Points by this attack.

Dreadful Glare. *Wisdom Saving Throw:* DC 11, one creature the mummy can see within 60 feet. *Failure:* The target has the Frightened condition until the end of the mummy's next turn. *Success:* The target is immune to this mummy's Dreadful Glare for 24 hours.

Mummy Lord

Medium or Small Undead (Cleric), Lawful Evil

AC 17

Initiative +10 (20)

HP 187 (25d8 + 75)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	10	+0	+0	CON	17	+3	+3
INT	11	+0	+5	WIS	19	+4	+9	CHA	16	+3	+3

Skills History +5, Perception +9, Religion +5

Vulnerabilities Fire

Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Truesight 60 ft.; Passive Perception 19

Languages Common plus three other languages

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

Traits

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

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

Undead Restoration. If destroyed, the mummy gains a new body in 24 hours if its heart is intact, reviving with all its Hit Points. The new body appears in an unoccupied space within the mummy's lair. The heart is a Tiny object that has AC 17, HP 10, and Immunity to all damage except Fire.

Actions

Multiattack. The mummy makes one Rotting Fist or Channel Negative Energy attack, and it uses Dreadful Glare.

Rotting Fist. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 15 (2d10 + 4) Bludgeoning damage plus 10 (3d6) Necrotic damage. If the target is a creature, it is cursed. While cursed, the target can't regain Hit Points, it gains no benefit from finishing a Long Rest, and its Hit Point maximum decreases by 10 (3d6) every 24 hours that elapse. A creature dies and turns to dust if reduced to 0 Hit Points by this attack.

Channel Negative Energy. *Ranged Attack Roll:* +9, range 60 ft. *Hit:* 25 (6d6 + 4) Necrotic damage.

Dreadful Glare. *Wisdom Saving Throw:* DC 17, one creature the mummy can see within 60 feet. *Failure:* 25 (6d6 + 4) Psychic damage, and the target has the Paralyzed condition until the end of the mummy's next turn.

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

At Will: *Dispel Magic, Thaumaturgy*

1/Day Each: *Animate Dead, Harm, Insect Plague* (level 7 version)

Reactions

Whirlwind of Sand. *Trigger:* The mummy is hit by an attack roll. *Response:* The mummy adds 2 to its AC against the attack, possibly causing the attack to miss, and the mummy teleports up to 60 feet to an unoccupied space it can see. Each creature of its choice that it can see within 5 feet of its destination space has the Blinded condition until the end of the mummy's next turn.

Legendary Actions

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

Dread Command. The mummy casts *Command* (level 2 version), using the same spellcasting ability as Spellcasting. The mummy can't take this action again until the start of its next turn.

Glare. The mummy uses Dreadful Glare. The mummy can't take this action again until the start of its next turn.

Necrotic Strike. The mummy makes one Rotting Fist or Channel Negative Energy attack.

Nalfeshnee

Nalfeshnee

Large Fiend (Demon), Chaotic Evil

AC 18

Initiative +5 (15)

HP 184 (16d10 + 96)

Speed 20 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+5	DEX	10	+0	+0	CON	22	+6	+11
INT	19	+4	+9	WIS	12	+1	+6	CHA	15	+2	+7

Resistances Cold, Fire, Lightning

Immunities Poison; Frightened, Poisoned

Senses Truesight 120 ft.; Passive Perception 11

Languages Abyssal; telepathy 120 ft.

CR 13 (XP 10,000; PB +5)

Traits

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

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

Actions

Multiattack. The nalfeshnee makes three Rend attacks.

Rend. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 16 (2d10 + 5) Slashing damage plus 11 (2d10) Force damage.

Teleport. The nalfeshnee teleports up to 120 feet to an unoccupied space it can see.

Bonus Actions

Horror Nimbus (Recharge 5–6). *Wisdom Saving Throw:* DC 15, each creature in a 15-foot Emanation originating from the nalfeshnee. *Failure:* 28 (8d6) Psychic damage, and the target has the Frightened condition for 1 minute, until it takes damage, or until it ends its turn with the nalfeshnee out of line of sight. *Success:*

The target is immune to this nalfeshnee's Horror Nimbus for 24 hours.

Reactions

Pursuit. *Trigger:* Another creature the nalfeshnee can see ends its move within 120 feet of the nalfeshnee. *Response:* The nalfeshnee uses Teleport, but its destination space must be within 10 feet of the triggering creature.

Night Hag

Night Hag

Medium Fiend, Neutral Evil

AC 17 Initiative +5 (15)

HP 112 (15d8 + 45)

Speed 30 ft.

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

Skills Deception +6, Insight +5, Perception +5, Stealth +5

Resistances Cold, Fire

Immunities Charmed

Senses Darkvision 120 ft.; Passive Perception 15

Languages Abyssal, Common, Infernal, Primordial

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

Traits

Coven Magic. While within 30 feet of at least two hag allies, the hag can cast one of the following spells, requiring no Material components, using the spell's normal casting time, and using Intelligence as the spellcasting ability (spell save DC 14): *Augury*, *Find Familiar*, *Identify*, *Locate Object*, *Scrying*, or *Unseen Servant*. The hag must finish a Long Rest before using this trait to cast that spell again.

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

Soul Bag. The hag has a soul bag. While holding or carrying the bag, the hag can use its Nightmare Haunting action.

The bag has AC 15, HP 20, and Resistance to all damage. The bag turns to dust if reduced to 0 Hit Points. If the bag is destroyed, any souls the bag is holding are released. The hag can create a new bag after 7 days.

Actions

Multiattack. The hag makes two Claw attacks.

Claw. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage.

Nightmare Haunting (1/Day; Requires Soul Bag).

While on the Ethereal Plane, the hag casts *Dream*, using the same spellcasting ability as Spellcasting. Only the hag can serve as the spell's messenger, and the tar-

get must be a creature the hag can see on the Material Plane. The spell fails and is wasted if the target is under the effect of the *Protection from Evil and Good* spell or within a *Magic Circle* spell.

If the target takes damage from the *Dream* spell, the target's Hit Point maximum decreases by an amount equal to that damage. If the spell kills the target, its soul is trapped in the hag's soul bag, and the target can't be raised from the dead until its soul is released.

Spellcasting. The hag casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 14):

At Will: *Detect Magic*, *Etherealness*, *Magic Missile* (level 4 version)

2/Day Each: *Phantasmal Killer*, *Plane Shift* (self only)

Bonus Actions

Shape-Shift. The hag shape-shifts into a Small or Medium Humanoid, or it returns to its true form. Other than its size, its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Nightmare

Nightmare

Large Fiend, Neutral Evil

AC 13 Initiative +2 (12)

HP 68 (8d10 + 24)

Speed 60 ft., Fly 90 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	15	+2	+2	CON	16	+3	+3
INT	10	+0	+0	WIS	13	+1	+1	CHA	15	+2	+2

Immunities Fire

Senses Passive Perception 11

Languages Understands Abyssal, Common, and Infernal but can't speak

CR 3 (XP 700; PB +2)

Traits

Confer Fire Resistance. The nightmare can grant Resistance to Fire damage to a rider while it is on the nightmare.

Illumination. The nightmare sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage plus 10 (3d6) Fire damage.

Ethereal Stride. The nightmare and up to three willing creatures within 5 feet of it teleport to the Ethereal Plane from the Material Plane or vice versa.

Noble

Noble

Medium or Small Humanoid, Neutral

AC 15 Initiative +1 (11)

HP 9 (2d8)

Speed 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	11	+0	+0	DEX	12	+1	+1	CON	11	+0	+0	INT	12	+1	+1	WIS	14	+2	+2	CHA	16	+3	+3

Skills Deception +5, Insight +4, Persuasion +5

Gear Breastplate, Rapier

Senses Passive Perception 12

Languages Common plus two other languages

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

Actions

Rapier. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) Piercing damage.

Reactions

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

Ochre Jelly

Ochre Jelly

Large Ooze, Unaligned

AC 8 Initiative -2 (8)

HP 52 (7d10 + 14)

Speed 20 ft., Climb 20 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	15	+2	+2	DEX	6	-2	-2	CON	14	+2	+2	INT	2	-4	-4	WIS	6	-2	-2	CHA	1	-5	-5

Resistances Acid

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

Senses Blindsight 60 ft.; Passive Perception 8

Languages None

CR 2 (XP 450; PB +2)

Traits

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

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

Actions

Pseudopod. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 12 (3d6 + 2) Acid damage.

Reactions

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

Ogre

Ogre

Large Giant, Chaotic Evil

AC 11 Initiative -1 (9)

HP 68 (8d10 + 24)

Speed 40 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	19	+4	+4	DEX	8	-1	-1	CON	16	+3	+3	INT	5	-3	-3	WIS	7	-2	-2	CHA	7	-2	-2

Gear Greatclub, Javelins (3)

Senses Darkvision 60 ft.; Passive Perception 8

Languages Common, Giant

CR 2 (XP 450; PB +2)

Actions

Greatclub. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage.

Javelin. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30/120 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

Oni

Oni

Large Fiend, Lawful Evil

AC 17 Initiative +0 (10)

HP 119 (14d10 + 42)

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

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	19	+4	+4	DEX	11	+0	+3	CON	16	+3	+6	INT	14	+2	+2	WIS	12	+1	+4	CHA	15	+2	+5

Skills Arcana +5, Deception +8, Perception +4

Resistances Cold

Senses Darkvision 60 ft.; Passive Perception 14

Languages Common, Giant

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

Traits

Regeneration. The oni regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

Actions

Multiattack. The oni makes two Claw or Nightmare Ray attacks. It can replace one attack with a use of Spellcasting.

Claw. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 10 (1d12 + 4) Slashing damage plus 9 (2d8) Necrotic damage.

Nightmare Ray. *Ranged Attack Roll:* +5, range 60 ft. *Hit:* 9 (2d6 + 2) Psychic damage, and the target has the Frightened condition until the start of the oni's next turn.

Shape-Shift. The oni shape-shifts into a Small or Medium Humanoid or a Large Giant, or it returns to its true form. Other than its size, its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

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

1/Day Each: *Charm Person* (level 2 version), *Darkness*, *Gaseous Form*, *Sleep*

Bonus Actions

Invisibility. The oni casts *Invisibility* on itself, requiring no spell components and using the same spellcasting ability as Spellcasting.

Otyugh

Otyugh

Large Aberration, Neutral

AC 14 **Initiative** +0 (10)

HP 104 (11d10 + 44)

Speed 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	16	+3 +3	DEX	11	+0 +0	CON	19	+4 +7
INT	6	-2 -2	WIS	13	+1 +1	CHA	6	-2 -2

Senses Darkvision 120 ft.; Passive Perception 11

Languages Otyugh; telepathy 120 ft. (doesn't allow the receiving creature to respond telepathically)

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

Actions

Multiattack. The otyugh makes one Bite attack and two Tentacle attacks.

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 12 (2d8 + 3) Piercing damage, and the target has the Poisoned condition. Whenever the Poisoned target finishes a Long Rest, it is subjected to the following effect. *Constitution Saving Throw:* DC 15. *Failure:* The target's Hit Point maximum decreases by 5 (1d10) and doesn't return to normal until the Poisoned condition ends on the target. *Success:* The Poisoned condition ends.

Tentacle. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 12 (2d8 + 3) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 13) from one of two tentacles.

Tentacle Slam. *Constitution Saving Throw:* DC 14, each creature Grappled by the otyugh. *Failure:* 16 (3d8 + 3) Bludgeoning damage, and the target has the Stunned condition until the start of the otyugh's next turn. *Success:* Half damage only.

Owlbear

Owlbear

Large Monstrosity, Unaligned

AC 13 **Initiative** +1 (11)

HP 59 (7d10 + 21)

Speed 40 ft., Climb 40 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	20	+5 +5	DEX	12	+1 +1	CON	17	+3 +3
INT	3	-4 -4	WIS	12	+1 +1	CHA	7	-2 -2

Skills Perception +5

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 3 (XP 700; PB +2)

Actions

Multiattack. The owlbear makes two Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (2d8 + 5) Slashing damage.

Pegasus

Pegasus

Large Celestial, Chaotic Good

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

HP 59 (7d10 + 21)

Speed 60 ft., Fly 90 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	18	+4 +4	DEX	15	+2 +4	CON	16	+3 +5
INT	10	+0 +0	WIS	15	+2 +4	CHA	13	+1 +3

Skills Perception +6

Senses Passive Perception 16

Languages Understands Celestial, Common, Elvish, and Sylvan but can't speak

CR 2 (XP 450; PB +2)

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage plus 5 (2d4) Radiant damage.

Phase Spider

Phase Spider

Large Monstrosity, Unaligned

AC 14 **Initiative** +3 (13)

HP 45 (7d10 + 7)

Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	DEX	16	+3	+3	CON	12	+1	+1
INT	6	-2	-2	WIS	10	+0	+0	CHA	6	-2	-2

Skills Stealth +7

Senses Darkvision 60 ft.; Passive Perception 10

Languages None

CR 3 (XP 700; PB +2)

Traits

Ethereal Sight. The spider can see 60 feet into the Ethereal Plane while on the Material Plane and vice versa.

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

Web Walker. The spider ignores movement restrictions caused by webs, and the spider knows the location of any other creature in contact with the same web.

Actions

Multiattack. The spider makes two Bite attacks.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Piercing damage plus 9 (2d8) Poison damage. If this damage reduces the target to 0 Hit Points, the target becomes Stable, and it has the Poisoned condition for 1 hour. While Poisoned, the target also has the Paralyzed condition.

Bonus Actions

Ethereal Jaunt. The spider teleports from the Material Plane to the Ethereal Plane or vice versa.

Pirates

Pirate

Medium or Small Humanoid, Neutral

AC 14 **Initiative** +5 (15)

HP 33 (6d8 + 6)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	DEX	16	+3	+5	CON	12	+1	+1
INT	8	-1	-1	WIS	12	+1	+1	CHA	14	+2	+4

Gear Daggers (6), Leather Armor

Senses Passive Perception 11

Languages Common plus one other language

CR 1 (XP 200; PB +2)

Actions

Multiattack. The pirate makes two Dagger attacks. It can replace one attack with a use of Enthralling Panache.

Dagger. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d4 + 3) Piercing damage.

Enthralling Panache. *Wisdom Saving Throw:* DC 12, one creature the pirate can see within 30 feet. *Failure:* The target has the Charmed condition until the start of the pirate's next turn.

Pirate Captain

Medium or Small Humanoid, Neutral

AC 17

Initiative +7 (17)

HP 84 (13d8 + 26)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+3	DEX	18	+4	+7	CON	14	+2	+2
INT	10	+0	+0	WIS	14	+2	+5	CHA	17	+3	+6

Skills Acrobatics +7, Perception +5

Gear Pistol, Rapier

Senses Passive Perception 15

Languages Common plus one other language

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

Actions

Multiattack. The pirate makes three attacks, using Rapier or Pistol in any combination.

Rapier. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Piercing damage, and the pirate has Advantage on the next attack roll it makes before the end of this turn.

Pistol. *Ranged Attack Roll:* +7, range 30/90 ft. *Hit:* 15 (2d10 + 4) Piercing damage.

Bonus Actions

Captain's Charm. *Wisdom Saving Throw:* DC 14, one creature the pirate can see within 30 feet. *Failure:* The target has the Charmed condition until the start of the pirate's next turn.

Reactions

Riposte. *Trigger:* The pirate is hit by a melee attack roll while holding a weapon. *Response:* The pirate adds 3 to its AC against that attack, possibly causing it to miss. On a miss, the pirate makes one Rapier attack against the triggering creature if within range.

Pit Fiend

Pit Fiend

Large Fiend (Devil), Lawful Evil

AC 21

Initiative +14 (24)

HP 337 (27d10 + 189)

Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	26	+8	+8	DEX	14	+2	+8	CON	24	+7	+7
INT	22	+6	+6	WIS	18	+4	+10	CHA	24	+7	+7

Skills Perception +10, Persuasion +19

Resistances Cold

Immunities Fire, Poison; Poisoned

Senses Truesight 120 ft.; Passive Perception 20

Languages Infernal; telepathy 120 ft.

CR 20 (XP 25,000; PB +6)

Traits

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

Fear Aura. The pit fiend emanates an aura in a 20-foot Emanation while it doesn't have the Incapacitated condition. *Wisdom Saving Throw:* DC 21, any enemy that starts its turn in the aura. *Failure:* The target has the Frightened condition until the start of its next turn. *Success:* The target is immune to this pit fiend's aura for 24 hours.

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

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

Actions

Multiattack. The pit fiend makes one Bite attack, two Devilish Claw attacks, and one Fiery Mace attack.

Bite. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 18 (3d6 + 8) Piercing damage. If the target is a creature, it must make the following saving throw. *Constitution Saving Throw:* DC 21. *Failure:* The target has the Poisoned condition. While Poisoned, the target can't regain Hit Points and takes 21 (6d6) Poison damage at the start of each of its turns, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Devilish Claw. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 26 (4d8 + 8) Necrotic damage.

Fiery Mace. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 22 (4d6 + 8) Force damage plus 21 (6d6) Fire damage.

Hellfire Spellcasting (Recharge 4–6). The pit fiend casts *Fireball* (level 5 version) twice, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21). It can replace one *Fireball* with *Hold Monster* (level 7 version) or *Wall of Fire*.

Planetar

Planetar

Large Celestial (Angel), Lawful Good

AC 19

Initiative +10 (20)

HP 262 (21d10 + 147)

Speed 40 ft., Fly 120 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	24	+7	+12	DEX	20	+5	+5	CON	24	+7	+12
INT	19	+4	+4	WIS	22	+6	+11	CHA	25	+7	+12

Skills Perception +11

Resistances Radiant

Immunities Charmed, Exhaustion, Frightened

Senses Truesight 120 ft.; Passive Perception 21

Languages All; telepathy 120 ft.

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

Traits

Divine Awareness. The planetar knows if it hears a lie.

Exalted Restoration. If the planetar dies outside Mount Celestia, its body disappears, and it gains a new body instantly, reviving with all its Hit Points somewhere in Mount Celestia.

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

Actions

Multiattack. The planetar makes three Radiant Sword attacks or uses Holy Burst twice.

Radiant Sword. *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 14 (2d6 + 7) Slashing damage plus 18 (4d8) Radiant damage.

Holy Burst. *Dexterity Saving Throw:* DC 20, each enemy in a 20-foot-radius Sphere centered on a point the planetar can see within 120 feet. *Failure:* 24 (7d6) Radiant damage. *Success:* Half damage.

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

At Will: *Detect Evil and Good*

1/Day Each: *Commune*, *Control Weather*, *Dispel Evil and Good*, *Raise Dead*

Bonus Actions

Divine Aid (2/Day). The planetar casts *Cure Wounds*, *Invisibility*, *Lesser Restoration*, or *Remove Curse*, using the same spellcasting ability as Spellcasting.

Priests

Priest Acolyte

Medium or Small Humanoid (Cleric), Neutral

AC 13 Initiative +0 (10)

HP 11 (2d8 + 2)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Gear Chain Shirt, Holy Symbol, Mace

Senses Passive Perception 12

Languages Common

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

Actions

Mace. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Bludgeoning damage plus 2 (1d4) Radiant damage.

Radiant Flame. *Ranged Attack Roll:* +4, range 60 ft. *Hit:* 7 (2d6) Radiant damage.

Spellcasting. The priest casts one of the following spells, using Wisdom as the spellcasting ability:

At Will: *Light, Thaumaturgy*

Bonus Actions

Divine Aid (1/Day). The priest casts *Bless, Healing Word, or Sanctuary*, using the same spellcasting ability as Spellcasting.

Priest

Medium or Small Humanoid (Cleric), Neutral

AC 13 Initiative +0 (10)

HP 38 (7d8 + 7)

Speed 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE									
STR	16	+3	+3	DEX	10	+0	+0	CON	12	+1	+1																		
INT	13	+1	+1	WIS	16	+3	+3	CHA	13	+1	+1																		

Skills Medicine +7, Perception +5, Religion +5

Gear Chain Shirt, Holy Symbol, Mace

Senses Passive Perception 15

Languages Common plus one other language

CR 2 (XP 450; PB +2)

Actions

Multiattack. The priest makes two attacks, using Mace or Radiant Flame in any combination.

Mace. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage plus 5 (2d4) Radiant damage.

Radiant Flame. *Ranged Attack Roll:* +5, range 60 ft. *Hit:* 11 (2d10) Radiant damage.

Spellcasting. The priest casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At Will: *Light, Thaumaturgy*

1/Day: *Spirit Guardians*

Bonus Actions

Divine Aid (3/Day). The priest casts *Bless, Dispel Magic, Healing Word, or Lesser Restoration*, using the same spellcasting ability as Spellcasting.

Pseudodragon

Pseudodragon

Tiny Dragon, Neutral Good

AC 14 Initiative +2 (12)

HP 10 (3d4 + 3)

Speed 15 ft., Fly 60 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE									
STR	6	-2	-2	DEX	15	+2	+2	CON	13	+1	+1																		
INT	10	+0	+0	WIS	12	+1	+1	CHA	10	+0	+0																		

Skills Perception +5, Stealth +4

Senses Blindsight 10 ft., Darkvision 60 ft.;

Passive Perception 15

Languages Understands Common and Draconic but can't speak

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

Traits

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

Actions

Multiattack. The pseudodragon makes two Bite attacks.

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

Sting. *Constitution Saving Throw:* DC 12, one creature the pseudodragon can see within 5 feet. *Failure:* 5 (2d4) Poison damage, and the target has the Poisoned condition for 1 hour. *Failure by 5 or More:* While Poisoned, the target also has the Unconscious condition, which ends early if the target takes damage or a creature within 5 feet of it takes an action to wake it.

Purple Worm

Purple Worm

Gargantuan Monstrosity, Unaligned

AC 18 Initiative +3 (13)

HP 247 (15d20 + 90)

Speed 50 ft., Burrow 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 28	+9	+9	DEX 7	-2	-2	CON 22	+6	+11
INT 1	-5	-5	WIS 8	-1	+4	CHA 4	-3	-3

Senses Blindsight 30 ft., Tremorsense 60 ft.;

Passive Perception 9

Languages None

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

Traits

Tunneler. The worm can burrow through solid rock at half its Burrow Speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The worm makes one Bite attack and one Tail Stinger attack.

Bite. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 22 (3d8 + 9) Piercing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 19), and it has the Restrained condition until the grapple ends.

Tail Stinger. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 16 (2d6 + 9) Piercing damage plus 35 (10d6) Poison damage.

Bonus Actions

Swallow. *Strength Saving Throw:* DC 19, one Large or smaller creature Grappled by the worm (it can have up to three creatures swallowed at a time). *Failure:* The target is swallowed by the worm, and the Grappled condition ends. A swallowed creature has the Blinded and Restrained conditions, has Total Cover against attacks and other effects outside the worm, and takes 17 (5d6) 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, each of which falls in a space within 5 feet of the worm and has the Prone condition. If the worm dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse using 20 feet of movement, exiting Prone.

Quasit

Quasit

Tiny Fiend (Demon), Chaotic Evil

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

HP 25 (10d4)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 5	-3	-3	DEX 17	+3	+3	CON 10	+0	+0
INT 7	-2	-2	WIS 10	+0	+0	CHA 10	+0	+0

Skills Stealth +5

Resistances Cold, Fire, Lightning

Immunities Poison; Poisoned

Senses Darkvision 120 ft.; Passive Perception 10

Languages Abyssal, Common

CR 1 (XP 200; PB +2)

Traits

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

Actions

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage, and the target has the Poisoned condition until the start of the quasit's next turn.

Invisibility. The quasit casts *Invisibility* on itself, requiring no spell components and using Charisma as the spellcasting ability.

Scare (1/Day). *Wisdom Saving Throw:* DC 10, one creature within 20 feet. *Failure:* The target has the Frightened condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Shape-Shift. The quasit shape-shifts to resemble a bat (Speed 10 ft., Fly 40 ft.), a centipede (40 ft., Climb 40 ft.), or a toad (40 ft., Swim 40 ft.), or it returns to its true form. Its game statistics are the same in each form, except for its Speed. Any equipment it is wearing or carrying isn't transformed.

Rakshasa

Rakshasa

Medium Fiend, Lawful Evil

AC 17 **Initiative** +8 (18)

HP 221 (26d8 + 104)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 14	+2	+2	DEX 17	+3	+3	CON 18	+4	+4
INT 13	+1	+1	WIS 16	+3	+3	CHA 20	+5	+5

Skills Deception +10, Insight +8, Perception +8

Vulnerabilities Piercing damage from weapons wielded by creatures under the effect of a *Bless* spell

Immunities Charmed, Frightened

Senses Truesight 60 ft.; Passive Perception 18

Languages Common, Infernal

CR 13 (XP 10,000; PB +5)

Traits

Greater Magic Resistance. The rakshasa automatically succeeds on saving throws against spells and other magical effects, and the attack rolls of spells automatically miss it. Without the rakshasa's permission, no spell can observe the rakshasa remotely or detect its thoughts, creature type, or alignment.

Fiendish Restoration. If the rakshasa dies outside the Nine Hells, its body turns to ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Actions

Multiattack. The rakshasa makes three Cursed Touch attacks.

Cursed Touch. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 12 (2d6 + 5) Slashing damage plus 19 (3d12) Necrotic damage. If the target is a creature, it is cursed. While cursed, the target gains no benefit from finishing a Short or Long Rest.

Baleful Command (Recharge 5–6). *Wisdom Saving Throw:* DC 18, each enemy in a 30-foot Emanation originating from the rakshasa. *Failure:* 28 (8d6) Psychic damage, and the target has the Frightened and Incapacitated conditions until the start of the rakshasa's next turn.

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

At Will: *Detect Magic, Detect Thoughts, Disguise Self, Mage Hand, Minor Illusion*

1/Day Each: *Fly, Invisibility, Major Image, Plane Shift*

Red Dragons

Red Dragon Wyrmling

Medium Dragon (Chromatic), Chaotic Evil

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

HP 75 (10d8 + 30)

Speed 30 ft., Climb 30 ft., Fly 60 ft.

MOD			SAVE			MOD			SAVE			MOD			SAVE								
STR	19	+4	+4	DEX	10	+0	+2	CON	17	+3	+3	INT	12	+1	+1	WIS	11	+0	+2	CHA	15	+2	+2

Skills Perception +4, Stealth +2

Immunities Fire

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

Languages Draconic

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

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (1d10 + 4) Slashing damage plus 3 (1d6) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 24 (7d6) Fire damage. *Success:* Half damage.

Young Red Dragon

Large Dragon (Chromatic), Chaotic Evil

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

HP 178 (17d10 + 85)

Speed 40 ft., Climb 40 ft., Fly 80 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	23	+6	+6	DEX	10	+0	+4	CON	21	+5	+5	INT	14	+2	+2	WIS	11	+0	+4	CHA	19	+4	+4

Skills Perception +8, Stealth +4

Immunities Fire

Senses Blindsight 30 ft., Darkvision 120 ft.;
Passive Perception 18

Languages Common, Draconic

CR 10 (XP 5,900; PB +4)

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 13 (2d6 + 6) Slashing damage plus 3 (1d6) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 17, each creature in a 30-foot Cone. *Failure:* 56 (16d6) Fire damage. *Success:* Half damage.

Adult Red Dragon

Huge Dragon (Chromatic), Chaotic Evil

AC 19 **Initiative** +12 (22)

HP 256 (19d12 + 133)

Speed 40 ft., Climb 40 ft., Fly 80 ft.

MOD			SAVE			MOD			SAVE			MOD			SAVE								
STR	27	+8	+8	DEX	10	+0	+6	CON	25	+7	+7	INT	16	+3	+3	WIS	13	+1	+7	CHA	23	+6	+6

Skills Perception +13, Stealth +6

Immunities Fire

Senses Blindsight 60 ft., Darkvision 120 ft.;
Passive Perception 23

Languages Common, Draconic

CR 17 (XP 18,000, or 20,000 in lair; PB +6)

Traits

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

Actions

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

Rend. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 13 (1d10 + 8) Slashing damage plus 5 (2d4) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 21, each creature in a 60-foot Cone. *Failure:* 59 (17d6) Fire damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 20, +12 to hit with spell attacks):

At Will: *Command* (level 2 version), *Detect Magic*, *Scorching Ray*
1/Day: *Fireball*

Legendary Actions

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

Commanding Presence. The dragon uses Spellcasting to cast *Command* (level 2 version). The dragon can't take this action again until the start of its next turn.

Fiery Rays. The dragon uses Spellcasting to cast *Scorching Ray*. The dragon can't take this action again until the start of its next turn.

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

Ancient Red Dragon

Gargantuan Dragon (Chromatic), Chaotic Evil

AC 22 **Initiative** +14 (24)

HP 507 (26d20 + 234)

Speed 40 ft., Climb 40 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 30	+10	+10	DEX 10	+0	+7	CON 29	+9	+9
INT 18	+4	+4	WIS 15	+2	+9	CHA 27	+8	+8

Skills Perception +16, Stealth +7

Immunities Fire

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

Languages Common, Draconic

CR 24 (XP 62,000, or 75,000 in lair; PB +7)

Traits

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

Actions

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

Rend. *Melee Attack Roll:* +17, reach 15 ft. *Hit:* 19 (2d8 + 10) Slashing damage plus 10 (3d6) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 24, each creature in a 90-foot Cone. *Failure:* 91 (26d6) Fire damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 23, +15 to hit with spell attacks):

At Will: *Command* (level 2 version), *Detect Magic*, *Scorching Ray* (level 3 version)
1/Day Each: *Fireball* (level 6 version), *Scrying*

Legendary Actions

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

Commanding Presence. The dragon uses Spellcasting to cast *Command* (level 2 version). The dragon can't take this action again until the start of its next turn.

Fiery Rays. The dragon uses Spellcasting to cast *Scorching Ray* (level 3 version). The dragon can't take this action again until the start of its next turn.

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

Remorhaz

Remorhaz

Huge Monstrosity, Unaligned

AC 17 **Initiative** +5 (15)

HP 195 (17d12 + 85)

Speed 40 ft., Burrow 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 24	+7	+7	DEX 13	+1	+1	CON 21	+5	+5
INT 4	-3	-3	WIS 10	+0	+0	CHA 5	-3	-3

Immunities Cold, Fire

Senses Darkvision 60 ft., Tremorsense 60 ft.;
Passive Perception 10

Languages None

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

Traits

Heat Aura. At the end of each of the remorhaz's turns, each creature in a 5-foot Emanation originating from the remorhaz takes 16 (3d10) Fire damage.

Actions

Bite. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 18 (2d10 + 7) Piercing damage plus 14 (4d6) Fire damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 17), and it has the Restrained condition until the grapple ends.

Bonus Actions

Swallow. *Strength Saving Throw:* DC 19, one Large or smaller creature Grappled by the remorhaz (it can have up to two creatures swallowed at a time). *Failure:* The target is swallowed by the remorhaz, and the Grappled condition ends. A swallowed creature has the Blinded

and Restrained conditions, it has Total Cover against attacks and other effects outside the remorhaz, and it takes 10 (3d6) Acid damage plus 10 (3d6) Fire 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, each of which falls in a space within 5 feet of the remorhaz and has the Prone condition. If the remorhaz dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse by using 15 feet of movement, exiting Prone.

Roc

Roc

Gargantuan Monstrosity, Unaligned

AC 15 **Initiative** +8 (18)

HP 248 (16d20 + 80)

Speed 20 ft., Fly 120 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 28	+9	+9	DEX 10	+0	+4	CON 20	+5	+5
INT 3	-4	-4	WIS 10	+0	+4	CHA 9	-1	-1

Skills Perception +8

Senses Passive Perception 18

Languages None

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

Actions

Multiattack. The roc makes two Beak attacks. It can replace one attack with a Talons attack.

Beak. *Melee Attack Roll:* +13, reach 10 ft. *Hit:* 28 (3d12 + 9) Piercing damage.

Talons. *Melee Attack Roll:* +13, reach 5 ft. *Hit:* 23 (4d6 + 9) Slashing damage. If the target is a Huge or smaller creature, it has the Grappled condition (escape DC 19) from both talons, and it has the Restrained condition until the grapple ends.

Bonus Actions

Swoop (Recharge 5–6). If the roc has a creature Grappled, the roc flies up to half its Fly Speed without provoking Opportunity Attacks and drops that creature.

Roper

Roper

Large Aberration, Neutral Evil

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

HP 93 (11d10 + 33)

Speed 10 ft., Climb 20 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 18	+4	+4	DEX 8	-1	-1	CON 17	+3	+3
INT 7	-2	-2	WIS 16	+3	+3	CHA 6	-2	-2

Skills Perception +6, Stealth +5

Senses Darkvision 60 ft.; Passive Perception 16

Languages None

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

Traits

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

Actions

Multiattack. The roper makes two Tentacle attacks, uses Reel, and makes two Bite attacks.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 17 (3d8 + 4) Piercing damage.

Tentacle. *Melee Attack Roll:* +7, reach 60 ft. *Hit:* The target has the Grappled condition (escape DC 14) from one of six tentacles, and the target has the Poisoned condition until the grapple ends.

The tentacle can be damaged, freeing a creature it has Grappled when destroyed (AC 20, HP 10, Immunity to Poison and Psychic damage). Damaging the tentacle deals no damage to the roper, and a destroyed tentacle regrows at the start of the roper's next turn.

Reel. The roper pulls each creature Grappled by it up to 30 feet straight toward it.

Rust Monster

Rust Monster

Medium Monstrosity, Unaligned

AC 14 **Initiative** +1 (11)

HP 33 (6d8 + 6)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 13	+1	+1	DEX 12	+1	+1	CON 13	+1	+1
INT 2	-4	-4	WIS 13	+1	+1	CHA 6	-2	-2

Senses Darkvision 60 ft.; Passive Perception 11

Languages None

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

Traits

Iron Scent. The rust monster can pinpoint the location of ferrous metal within 30 feet of itself.

Actions

Multiattack. The rust monster makes one Bite attack and uses Antennae twice.

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) Piercing damage.

Antennae. The rust monster targets one nonmagical metal object—armor or a weapon—worn or carried by a creature within 5 feet of itself. *Dexterity Saving Throw:* DC 11, the creature with the object. *Failure:* The object takes a –1 penalty to the AC it offers (armor) or to its attack rolls (weapon). Armor is destroyed if the penalty reduces its AC to 10, and a weapon is destroyed if its penalty reaches –5. The penalty can be removed by casting the *Mending* spell on the armor or weapon.

Destroy Metal. The rust monster touches a nonmagical metal object within 5 feet of itself that isn't being worn or carried. The touch destroys a 1-foot Cube of the object.

Reactions

Reflexive Antennae. *Trigger:* An attack roll hits the rust monster. *Response:* The rust monster uses Antennae.

Sahuagin

Sahuagin Warrior

Medium Fiend, Lawful Evil

AC 12 **Initiative** +0 (10)

HP 22 (4d8 + 4)

Speed 30 ft., Swim 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 13	+1	+1	DEX 11	+0	+0	CON 12	+1	+1
INT 12	+1	+1	WIS 13	+1	+1	CHA 9	–1	–1

Skills Perception +5

Resistances Acid, Cold

Senses Darkvision 120 ft.; Passive Perception 15

Languages Sahuagin

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

Traits

Blood Frenzy. The sahuagin has Advantage on attack rolls against any creature that doesn't have all its Hit Points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it must be submerged at least once every 4 hours to avoid suffocating outside water.

Shark Telepathy. The sahuagin can magically control sharks within 120 feet of itself, using a special telepathy.

Actions

Multiattack. The sahuagin makes two Claw attacks.

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

Bonus Actions

Aquatic Charge. The sahuagin swims up to its Swim Speed straight toward an enemy it can see.

Salamander

Salamander

Large Elemental, Neutral Evil

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

HP 90 (12d10 + 24)

Speed 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 18	+4	+4	DEX 14	+2	+2	CON 15	+2	+2
INT 11	+0	+0	WIS 10	+0	+0	CHA 12	+1	+1

Vulnerabilities Cold

Immunities Fire

Senses Darkvision 60 ft.; Passive Perception 10

Languages Primordial (Ignan)

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

Traits

Fire Aura. At the end of each of the salamander's turns, each creature of the salamander's choice in a 5-foot Emanation originating from the salamander takes 7 (2d6) Fire damage.

Actions

Multiattack. The salamander makes two Flame Spear attacks. It can replace one attack with a use of Constrict.

Flame Spear. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 20/60 ft. *Hit:* 13 (2d8 + 4) Piercing damage plus 7 (2d6) Fire damage. *Hit or Miss:* The spear magically returns to the salamander's hand immediately after a ranged attack.

Constrict. *Strength Saving Throw:* DC 15, one Large or smaller creature the salamander can see within 10 feet. *Failure:* 11 (2d6 + 4) Bludgeoning damage plus 7 (2d6) Fire damage. The target has the Grappled condition (escape DC 14), and it has the Restrained condition until the grapple ends.

Satyr

Satyr

Medium Fey, Chaotic Neutral

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

HP 31 (7d8)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 12	+1	+1	DEX 16	+3	+3	CON 11	+0	+0
INT 12	+1	+1	WIS 10	+0	+0	CHA 14	+2	+2

Skills Perception +2, Performance +6, Stealth +5

Senses Passive Perception 12

Languages Common, Elvish, Sylvan

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

Traits

Magical Resistance. The satyr has Advantage on saving throws against spells and other magical effects.

Actions

Hooves. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Bludgeoning damage. If the target is a Medium or smaller creature, the satyr pushes the target up to 10 feet straight away from itself.

Mockery. *Wisdom Saving Throw:* DC 12, one creature the satyr can see within 90 feet. *Failure:* 5 (1d6 + 2) Psychic damage.

Scout

Scout

Medium or Small Humanoid, Neutral

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

HP 16 (3d8 + 3)

Speed 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	11	+0	+0	DEX	14	+2	+2	CON	12	+1	+1	INT	11	+0	+0	WIS	13	+1	+1	CHA	11	+0	+0

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Gear Leather Armor, Longbow, Shortsword

Senses Passive Perception 15

Languages Common plus one other language

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

Actions

Multiattack. The scout makes two attacks, using Shortsword and Longbow in any combination.

Shortsword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

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

Sea Hag

Sea Hag

Medium Fey, Chaotic Evil

AC 14 **Initiative** +1 (11)

HP 52 (7d8 + 21)

Speed 30 ft., Swim 40 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	16	+3	+3	DEX	13	+1	+1	CON	16	+3	+3	INT	12	+1	+1	WIS	12	+1	+1	CHA	13	+1	+1

Senses Darkvision 60 ft.; Passive Perception 11

Languages Common, Giant, Primordial (Aquan)

CR 2 (XP 450; PB +2)

Traits

Amphibious. The hag can breathe air and water.

Coven Magic. While within 30 feet of at least two hag allies, the hag can cast one of the following spells, requiring no Material components, using the spell's normal casting time, and using Intelligence as the spellcasting ability (spell save DC 11): *Augury*, *Find Familiar*, *Identify*, *Locate Object*, *Scrying*, or *Unseen Servant*. The hag must finish a Long Rest before using this trait to cast that spell again.

Vile Appearance. *Wisdom Saving Throw:* DC 11, any Beast or Humanoid that starts its turn within 30 feet of the hag and can see the hag's true form. *Failure:* The target has the Frightened condition until the start of its next turn. *Success:* The target is immune to this hag's Vile Appearance for 24 hours.

Actions

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage.

Death Glare (Recharge 5–6). *Wisdom Saving Throw:* DC 11, one Frightened creature the hag can see within 30 feet. *Failure:* If the target has 20 Hit Points or fewer, it drops to 0 Hit Points. Otherwise, the target takes 13 (3d8) Psychic damage.

Illusory Appearance. The hag casts *Disguise Self*, using Constitution as the spellcasting ability (spell save DC 13). The spell's duration is 24 hours.

Shadow

Shadow

Medium Undead, Chaotic Evil

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

HP 27 (5d8 + 5)

Speed 40 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	6	-2	-2	DEX	14	+2	+2	CON	13	+1	+1	INT	6	-2	-2	WIS	10	+0	+0	CHA	8	-1	-1

Skills Stealth +6

Vulnerabilities Radiant

Resistances Acid, Cold, Fire, Lightning, Thunder

Immunities Necrotic, Poison; Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft.; Passive Perception 10

Languages None

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

Traits

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

Sunlight Weakness. While in sunlight, the shadow has Disadvantage on D20 Tests.

Actions

Draining Swipe. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Necrotic damage, and the target's Strength score decreases by 1d4. The target dies if this reduces that score to 0. If a Humanoid is slain by this attack, a **Shadow** rises from the corpse 1d4 hours later.

Bonus Actions

Shadow Stealth. While in Dim Light or Darkness, the shadow takes the Hide action.

Shambling Mound

Shambling Mound

Large Plant, Unaligned

AC 15 **Initiative** –1 (9)

HP 110 (13d10 + 39)

Speed 30 ft., Swim 20 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 18	+4	+4	DEX 8	–1	–1	CON 16	+3	+3
INT 5	–3	–3	WIS 10	+0	+0	CHA 5	–3	–3

Skills Stealth +3

Resistances Cold, Fire

Immunities Lightning; Deafened, Exhaustion

Senses Blindsight 60 ft.; Passive Perception 10

Languages None

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

Traits

Lightning Absorption. Whenever the shambling mound is subjected to Lightning damage, it regains a number of Hit Points equal to the Lightning damage dealt.

Actions

Multiattack. The shambling mound makes three Charged Tendril attacks. It can replace one attack with a use of Engulf.

Charged Tendril. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage plus 5 (2d4) Lightning damage. If the target is a Medium or smaller creature, the shambling mound pulls the target 5 feet straight toward itself.

Engulf. *Strength Saving Throw:* DC 15, one Medium or smaller creature within 5 feet. *Failure:* The target is pulled into the shambling mound's space and has the Grappled condition (escape DC 14). Until the grapple ends, the target has the Blinded and Restrained conditions, and it takes 10 (3d6) Lightning damage at the start of each of its turns. When the shambling mound moves, the Grappled target moves with it, costing it no extra movement. The shambling mound can have only one creature Grappled by this action at a time.

Shield Guardian

Shield Guardian

Large Construct, Unaligned

AC 17 **Initiative** –1 (9)

HP 142 (15d10 + 60)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 18	+4	+4	DEX 8	–1	–1	CON 18	+4	+4
INT 7	–2	–2	WIS 10	+0	+0	CHA 3	–4	–4

Immunities Poison; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 10 ft., Darkvision 60 ft.;

Passive Perception 10

Languages Understands commands given in any language but can't speak

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

Traits

Bound. The guardian is magically bound to an amulet. While 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 (round up) is transferred to the guardian.

Regeneration. The guardian regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

Spell Storing. A spellcaster who wears the guardian's amulet can cause the guardian to store one spell of level 4 or lower. To do so, the wearer must cast the spell on the guardian while within 5 feet of it. The spell has no effect but is stored within the guardian. Any previously stored spell is lost when a new spell is stored. The guardian can cast the spell stored with any parameters set by the original caster, requiring no spell components and using the caster's spellcasting ability. The stored spell is then lost.

Actions

Multiattack. The guardian makes two Fist attacks.

Fist. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage plus 7 (2d6) Force damage.

Reactions

Protection. *Trigger:* An attack roll hits the wearer of the guardian's amulet while the wearer is within 5 feet of the guardian. *Response:* The wearer gains a +5 bonus to AC, including against the triggering attack and possibly causing it to miss, until the start of the guardian's next turn.

Silver Dragons

Silver Dragon Wyrmling

Medium Dragon (Metallic), Lawful Good

AC 17 Initiative +2 (12)

HP 45 (6d8 + 18)

Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	DEX	10	+0	+2	CON	17	+3	+3
INT	12	+1	+1	WIS	11	+0	+2	CHA	15	+2	+2

Skills Perception +4, Stealth +2

Immunities Cold

Senses Blindsight 10 ft., Darkvision 60 ft.;

Passive Perception 14

Languages Draconic

CR 2 (450 XP; PB +2)

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (1d10 + 4) Piercing damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 18 (4d8) Cold damage. *Success:* Half damage.

Paralyzing Breath. *Constitution Saving Throw:* DC 13, each creature in a 15-foot Cone. *First Failure:* The target has the Incapacitated condition until the end of its next turn, when it repeats the save. *Second Failure:* The target has the Paralyzed condition, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Young Silver Dragon

Large Dragon (Metallic), Lawful Good

AC 18 Initiative +4 (14)

HP 168 (16d10 + 80)

Speed 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	23	+6	+6	DEX	10	+0	+4	CON	21	+5	+5
INT	14	+2	+2	WIS	11	+0	+4	CHA	19	+4	+4

Skills History +6, Perception +8, Stealth +4

Immunities Cold

Senses Blindsight 30 ft., Darkvision 120 ft.;

Passive Perception 18

Languages Common, Draconic

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

Actions

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

Rend. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 15 (2d8 + 6) Slashing damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 17, each creature in a 30-foot Cone. *Failure:* 49 (11d8) Cold damage. *Success:* Half damage.

Paralyzing Breath. *Constitution Saving Throw:* DC 17, each creature in a 30-foot Cone. *First Failure:* The target has the Incapacitated condition until the end of its next turn, when it repeats the save. *Second Failure:* The target has the Paralyzed condition, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Adult Silver Dragon

Huge Dragon (Metallic), Lawful Good

AC 19 Initiative +10 (20)

HP 216 (16d12 + 112)

Speed 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	27	+8	+8	DEX	10	+0	+5	CON	25	+7	+7
INT	16	+3	+3	WIS	13	+1	+6	CHA	22	+6	+6

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

Immunities Cold

Senses Blindsight 60 ft., Darkvision 120 ft.;

Passive Perception 21

Languages Common, Draconic

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

Traits

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

Actions

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

Rend. *Melee Attack Roll:* +13, reach 10 ft. *Hit:* 17 (2d8 + 8) Slashing damage plus 4 (1d8) Cold damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 20, each creature in a 60-foot Cone. *Failure:* 54 (12d8) Cold damage. *Success:* Half damage.

Paralyzing Breath. *Constitution Saving Throw:* DC 20, each creature in a 60-foot Cone. *First Failure:* The target has the Incapacitated condition until the end of its next turn, when it repeats the save. *Second Failure:* The target has the Paralyzed condition, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

At Will: *Detect Magic*, *Hold Monster*, *Ice Knife*, *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)

1/Day Each: *Ice Storm* (level 5 version), *Zone of Truth*

Legendary Actions

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

Chill. The dragon uses Spellcasting to cast *Hold Monster*. The dragon can't take this action again until the start of its next turn.

Cold Gale. *Dexterity Saving Throw:* DC 19, each creature in a 60-foot-long, 10-foot-wide Line. *Failure:* 14 (4d6) Cold damage, and the target is pushed up to 30 feet straight away from the dragon. *Success:* Half damage only. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

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

Ancient Silver Dragon

Gargantuan Dragon (Metallic), Lawful Good

AC 22 **Initiative** +14 (24)

HP 468 (24d20 + 216)

Speed 40 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 30	+10	+10	DEX 10	+0	+7	CON 29	+9	+9
INT 18	+4	+4	WIS 15	+2	+9	CHA 26	+8	+8

Skills History +11, Perception +16, Stealth +7

Immunities Cold

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

Languages Common, Draconic

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

Traits

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

Actions

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

Rend. *Melee Attack Roll:* +17, reach 15 ft. *Hit:* 19 (2d8 + 10) Slashing damage plus 9 (2d8) Cold damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 24, each creature in a 90-foot Cone. *Failure:* 67 (15d8) Cold damage. *Success:* Half damage.

Paralyzing Breath. *Constitution Saving Throw:* DC 24, each creature in a 90-foot Cone. *First Failure:* The target has the Incapacitated condition until the end of its next turn, when it repeats the save. *Second Failure:* The target has the Paralyzed condition, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 23, +15 to hit with spell attacks):

At Will: *Detect Magic*, *Hold Monster*, *Ice Knife* (level 2 version), *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)

1/Day Each: *Control Weather*, *Ice Storm* (level 7 version), *Teleport*, *Zone of Truth*

Legendary Actions

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

Chill. The dragon uses Spellcasting to cast *Hold Monster*. The dragon can't take this action again until the start of its next turn.

Cold Gale. *Dexterity Saving Throw:* DC 23, each creature in a 60-foot-long, 10-foot-wide Line. *Failure:* 14 (4d6) Cold damage, and the target is pushed up to 30 feet straight away from the dragon. *Success:* Half damage only. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

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

Skeletons

Skeleton

Medium Undead, Lawful Evil

AC 14 **Initiative** +3 (13)

HP 13 (2d8 + 4)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 10	+0	+0	DEX 16	+3	+3	CON 15	+2	+2
INT 6	-2	-2	WIS 8	-1	-1	CHA 5	-3	-3

Vulnerabilities Bludgeoning

Immunities Poison; Exhaustion, Poisoned

Gear Shortbow, Shortsword

Senses Darkvision 60 ft.; Passive Perception 9

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

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

Actions

Shortsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Shortbow. *Ranged Attack Roll:* +5, range 80/320 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Warhorse Skeleton

Large Undead, Lawful Evil

AC 13 **Initiative** +1 (11)

HP 22 (3d10 + 6)

Speed 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	12	+1	+1	CON	15	+2	+2
INT	2	-4	-4	WIS	8	-1	-1	CHA	5	-3	-3

Vulnerabilities Bludgeoning

Immunities Poison; Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 9

Languages None

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

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage. If the target is a Large or smaller creature and the skeleton moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

Minotaur Skeleton

Large Undead, Lawful Evil

AC 12 **Initiative** +0 (10)

HP 45 (6d10 + 12)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	11	+0	+0	CON	15	+2	+2
INT	6	-2	-2	WIS	8	-1	-1	CHA	5	-3	-3

Vulnerabilities Bludgeoning

Immunities Poison; Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 9

Languages Understands Abyssal but can't speak

CR 2 (XP 450; PB +2)

Actions

Gore. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage. If the target is a Large or smaller creature and the skeleton moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) Piercing damage and has the Prone condition.

Slam. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 15 (2d10 + 4) Bludgeoning damage.

Solar

Solar

Large Celestial (Angel), Lawful Good

AC 21 **Initiative** +20 (30)

HP 297 (22d10 + 176)

Speed 50 ft., Fly 150 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	26	+8	+8	DEX	22	+6	+6	CON	26	+8	+8
INT	25	+7	+7	WIS	25	+7	+7	CHA	30	+10	+10

Skills Perception +14

Immunities Poison, Radiant; Charmed, Exhaustion, Frightened, Poisoned

Senses Truesight 120 ft.; Passive Perception 24

Languages All; telepathy 120 ft.

CR 21 (XP 33,000; PB +7)

Traits

Divine Awareness. The solar knows if it hears a lie.

Exalted Restoration. If the solar dies outside Mount Celestia, its body disappears, and it gains a new body instantly, reviving with all its Hit Points somewhere in Mount Celestia.

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

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

Actions

Multiattack. The solar makes two Flying Sword attacks. It can replace one attack with a use of Slaying Bow.

Flying Sword. *Melee or Ranged Attack Roll:* +15, reach 10 ft. or range 120 ft. *Hit:* 22 (4d6 + 8) Slashing damage plus 36 (8d8) Radiant damage. *Hit or Miss:* The sword magically returns to the solar's hand or hovers within 5 feet of the solar immediately after a ranged attack.

Slaying Bow. *Dexterity Saving Throw:* DC 21, one creature the solar can see within 600 feet. *Failure:* If the creature has 100 Hit Points or fewer, it dies. It otherwise takes 24 (4d8 + 6) Piercing damage plus 36 (8d8) Radiant damage.

Spellcasting. The solar casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 25):

At Will: *Detect Evil and Good*

1/Day Each: *Commune, Control Weather, Dispel Evil and Good, Resurrection*

Bonus Actions

Divine Aid (3/Day). The solar casts *Cure Wounds* (level 2 version), *Lesser Restoration*, or *Remove Curse*, using the same spellcasting ability as Spellcasting.

Legendary Actions

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

Blinding Gaze. Constitution Saving Throw: DC 25, one creature the solar can see within 120 feet. *Failure:* The target has the Blinded condition for 1 minute. *Failure or Success:* The solar can't take this action again until the start of its next turn.

Radiant Teleport. The solar teleports up to 60 feet to an unoccupied space it can see. *Dexterity Saving Throw:* DC 25, each creature in a 10-foot Emanation originating from the solar at its destination space. *Failure:* 11 (2d10) Radiant damage. *Success:* Half damage.

Specter

Specter

Medium Undead, Chaotic Evil

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

HP 22 (5d8)

Speed 30 ft., Fly 50 ft. (hover)

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

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

Immunities Necrotic, Poison; Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft.; Passive Perception 10

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

CR 1 (XP 200; PB +2)

Traits

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

Sunlight Sensitivity. While in sunlight, the specter has Disadvantage on ability checks and attack rolls.

Actions

Life Drain. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d6) Necrotic damage. If the target is a creature, its Hit Point maximum decreases by an amount equal to the damage taken.

Sphinxes

Sphinx of Wonder

Tiny Celestial, Lawful Good

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

HP 24 (7d4 + 7)

Speed 20 ft., Fly 40 ft.

	MOD		SAVE			MOD		SAVE			MOD		SAVE	
STR	6	-2	-2		DEX	17	+3	+3		CON	13	+1	+1	
INT	15	+2	+2		WIS	12	+1	+1		CHA	11	+0	+0	

Skills Arcana +4, Religion +4, Stealth +5

Resistances Necrotic, Psychic, Radiant

Senses Darkvision 60 ft.; Passive Perception 11

Languages Celestial, Common

CR 1 (XP 200; PB +2)

Traits

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

Actions

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage plus 7 (2d6) Radiant damage.

Reactions

Burst of Ingenuity (2/Day). *Trigger:* The sphinx or another creature within 30 feet makes an ability check or a saving throw. *Response:* The sphinx adds 2 to the roll.

Sphinx of Lore

Large Celestial, Lawful Neutral

AC 17 **Initiative** +10 (20)

HP 170 (20d10 + 60)

Speed 40 ft., Fly 60 ft.

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

Skills Arcana +12, History +12, Perception +8, Religion +12

Resistances Necrotic, Radiant

Immunities Psychic; Charmed, Frightened

Senses Truesight 120 ft.; Passive Perception 18

Languages Celestial, Common

CR 11 (XP 7,200, or 8,400 in lair; PB +4)

Traits

Inscrutable. No magic can observe the sphinx remotely or detect its thoughts without its permission. Wisdom (Insight) checks made to ascertain its intentions or sincerity are made with Disadvantage.

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

Actions

Multiattack. The sphinx makes three Claw attacks.

Claw. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 14 (3d6 + 4) Slashing damage.

Mind-Rending Roar (Recharge 5–6). *Wisdom Saving Throw:* DC 16, each enemy in a 300-foot Emanation originating from the sphinx. *Failure:* 35 (10d6) Psychic damage, and the target has the Incapacitated condition until the start of the sphinx's next turn.

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

At Will: *Detect Magic, Identify, Mage Hand, Minor Illusion, Prestidigitation*

1/Day Each: *Dispel Magic, Legend Lore, Locate Object, Plane Shift, Remove Curse, Tongues*

Legendary Actions

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

Arcane Prowl. The sphinx can teleport up to 30 feet to an unoccupied space it can see, and it makes one Claw attack.

Weight of Years. *Constitution Saving Throw:* DC 16, one creature the sphinx can see within 120 feet. *Failure:* The target gains 1 Exhaustion level. While the target has any Exhaustion levels, it appears 3d10 years older. *Failure or Success:* The sphinx can't take this action again until the start of its next turn.

Sphinx of Valor

Large Celestial, Lawful Neutral

AC 17 **Initiative** +12 (22)

HP 199 (19d10 + 95)

Speed 40 ft., Fly 60 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	22	+6	+6	DEX	10	+0	+6	CON	20	+5	+11
INT	16	+3	+9	WIS	23	+6	+12	CHA	18	+4	+4

Skills Arcana +9, Perception +12, Religion +15

Resistances Necrotic, Radiant

Immunities Psychic; Charmed, Frightened

Senses Truesight 120 ft.; Passive Perception 22

Languages Celestial, Common

CR 17 (XP 18,000, or 20,000 in lair; PB +6)

Traits

Inscrutable. No magic can observe the sphinx remotely or detect its thoughts without its permission. Wisdom (Insight) checks made to ascertain its intentions or sincerity are made with Disadvantage.

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

Actions

Multiattack. The sphinx makes two Claw attacks and uses Roar.

Claw. *Melee Attack Roll:* +12, reach 5 ft. *Hit:* 20 (4d6 + 6) Slashing damage.

Roar (3/Day). The sphinx emits a magical roar. Whenever it roars, the roar has a different effect, as detailed below (the sequence resets when it takes a Long Rest):

First Roar. *Wisdom Saving Throw:* DC 20, each enemy in a 500-foot Emanation originating from the sphinx. *Failure:* The target has the Frightened condition for 1 minute.

Second Roar. *Wisdom Saving Throw:* DC 20, each enemy in a 500-foot Emanation originating from the sphinx. *Failure:* The target has the Paralyzed condition, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Third Roar. *Constitution Saving Throw:* DC 20, each enemy in a 500-foot Emanation originating from the sphinx. *Failure:* 44 (8d10) Thunder damage, and the target has the Prone condition. *Success:* Half damage only.

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

At Will: *Detect Evil and Good, Thaumaturgy*

1/Day Each: *Detect Magic, Dispel Magic, Greater Restoration, Heroes' Feast, Zone of Truth*

Legendary Actions

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

Arcane Prowl. The sphinx can teleport up to 30 feet to an unoccupied space it can see, and it makes one Claw attack.

Weight of Years. *Constitution Saving Throw:* DC 16, one creature the sphinx can see within 120 feet. *Failure:* The target gains 1 Exhaustion level. While the target has any Exhaustion levels, it appears 3d10 years older. *Failure or Success:* The sphinx can't take this action again until the start of its next turn.

Spirit Naga

Spirit Naga

Large Fiend, Chaotic Evil

AC 17 Initiative +3 (13)

HP 135 (18d10 + 36)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	17	+3	+6	CON	14	+2	+5
INT	16	+3	+3	WIS	15	+2	+5	CHA	16	+3	+6

Immunities Poison; Charmed, Poisoned

Senses Darkvision 60 ft.; Passive Perception 12

Languages Abyssal, Common

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

Traits

Fiendish Restoration. 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.

Actions

Multiattack. The naga makes three attacks, using Bite or Necrotic Ray in any combination.

Bite. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 7 (1d6 + 4) Piercing damage plus 14 (4d6) Poison damage.

Necrotic Ray. *Ranged Attack Roll:* +6, range 60 ft. *Hit:* 21 (6d6) Necrotic damage.

Spellcasting. The naga casts one of the following spells, requiring no Somatic or Material components and using Intelligence as the spellcasting ability (spell save DC 14):

At Will: *Detect Magic, Mage Hand, Minor Illusion, Water Breathing*

2/Day Each: *Detect Thoughts, Dimension Door, Hold Person* (level 3 version), *Lightning Bolt* (level 4 version)

Sprite

Sprite

Tiny Fey, Neutral Good

AC 15 Initiative +4 (14)

HP 10 (4d4)

Speed 10 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	3	-4	-4	DEX	18	+4	+4	CON	10	+0	+0
INT	14	+2	+2	WIS	13	+1	+1	CHA	11	+0	+0

Skills Perception +3, Stealth +8

Senses Passive Perception 13

Languages Common, Elvish, Sylvan

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

Actions

Needle Sword. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d4 + 4) Piercing damage.

Enchanting Bow. *Ranged Attack Roll:* +6, range 40/160 ft. *Hit:* 1 Piercing damage, and the target has the Charmed condition until the start of the sprite's next turn.

Heart Sight. *Charisma Saving Throw:* DC 10, one creature within 5 feet the sprite can see (Celestials, Fiends, and Undead automatically fail the save). *Failure:* The sprite knows the target's emotions and alignment.

Invisibility. The sprite casts *Invisibility* on itself, requiring no spell components and using Charisma as the spellcasting ability.

Spy

Spy

Medium or Small Humanoid, Neutral

AC 12 Initiative +4 (14)

HP 27 (6d8)

Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	DEX	15	+2	+2	CON	10	+0	+0
INT	12	+1	+1	WIS	14	+2	+2	CHA	16	+3	+3

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Sleight of Hand +4, Stealth +6

Gear Hand Crossbow, Shortsword, Thieves' Tools

Senses Passive Perception 16

Languages Common plus one other language

CR 1 (XP 200; PB +2)

Actions

Shortsword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 7 (2d6) Poison damage.

Hand Crossbow. *Ranged Attack Roll:* +4, range 30/120 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 7 (2d6) Poison damage.

Bonus Actions

Cunning Action. The spy takes the Dash, Disengage, or Hide action.

Stirge

Stirge

Tiny Monstrosity, Unaligned

AC 13 Initiative +3 (13)

HP 5 (2d4)

Speed 10 ft., Fly 40 ft.

	MOD		SAVE			MOD		SAVE			MOD		SAVE	
STR	4	-3	-3		DEX	16	+3	+3		CON	11	+0	+0	
INT	2	-4	-4		WIS	8	-1	-1		CHA	6	-2	-2	

Senses Darkvision 60 ft.; Passive Perception 9

Languages None

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

Actions

Proboscis. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage, and the stirge attaches to the target. While attached, the stirge can't make Proboscis attacks, and the target takes 5 (2d4) Necrotic damage at the start of each of the stirge's turns.

The stirge can detach itself by spending 5 feet of its movement. The target or a creature within 5 feet of it can detach the stirge as an action.

Stone Giant

Stone Giant

Huge Giant, Neutral

AC 17

Initiative +5 (15)

HP 126 (11d12 + 55)

Speed 40 ft.

	MOD		SAVE			MOD		SAVE			MOD		SAVE	
STR	23	+6	+6		DEX	15	+2	+5		CON	20	+5	+8	
INT	10	+0	+0		WIS	12	+1	+4		CHA	9	-1	-1	

Skills Athletics +12, Perception +4, Stealth +5

Senses Darkvision 60 ft.; Passive Perception 14

Languages Giant

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

Actions

Multiattack. The giant makes two attacks, using Stone Club or Boulder in any combination.

Stone Club. *Melee Attack Roll:* +9, reach 15 ft. *Hit:* 22 (3d10 + 6) Bludgeoning damage.

Boulder. *Ranged Attack Roll:* +9, range 60/240 ft. *Hit:* 15 (2d8 + 6) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition.

Reactions

Deflect Missile (Recharge 5–6). *Trigger:* The giant is hit by a ranged attack roll and takes Bludgeoning, Piercing, or Slashing damage from it. *Response:* The giant reduces the damage it takes from the attack by 11 (1d10 + 6), and if that damage is reduced to 0, the giant can redirect some of the attack's force. *Dexterity Saving Throw:* DC 17, one creature the giant can see within 60 feet. *Failure:* 11 (1d10 + 6) Force damage.

Stone Golem

Stone Golem

Large Construct, Unaligned

AC 18

Initiative +3 (13)

HP 220 (21d10 + 105)

Speed 30 ft.

	MOD		SAVE			MOD		SAVE			MOD		SAVE	
STR	22	+6	+6		DEX	9	-1	-1		CON	20	+5	+5	
INT	3	-4	-4		WIS	11	+0	+0		CHA	1	-5	-5	

Immunities Poison, Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 120 ft.; Passive Perception 10

Languages Understands Common plus two other languages but can't speak

CR 10 (XP 5,900; PB +4)

Traits

Immutable Form. The golem can't shape-shift.

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

Actions

Multiattack. The golem makes two attacks, using Slam or Force Bolt in any combination.

Slam. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 15 (2d8 + 6) Bludgeoning damage plus 9 (2d8) Force damage.

Force Bolt. *Ranged Attack Roll:* +9, range 120 ft. *Hit:* 22 (4d10) Force damage.

Bonus Actions

Slow (Recharge 5–6). The golem casts the *Slow* spell, requiring no spell components and using Constitution as the spellcasting ability (spell save DC 17).

Storm Giant

Storm Giant

Huge Giant, Chaotic Good

AC 16

Initiative +7 (17)

HP 230 (20d12 + 100)

Speed 50 ft., Fly 25 ft. (hover), Swim 50 ft.

	MOD		SAVE			MOD		SAVE			MOD		SAVE	
STR	29	+9	+14		DEX	14	+2	+2		CON	20	+5	+10	
INT	16	+3	+3		WIS	20	+5	+10		CHA	18	+4	+9	

Skills Arcana +8, Athletics +14, History +8, Perception +10

Resistances Cold

Immunities Lightning, Thunder

Senses Darkvision 120 ft., Truesight 30 ft.; Passive Perception 20

Languages Common, Giant

CR 13 (XP 10,000; PB +5)

Traits

Amphibious. The giant can breathe air and water.

Actions

Multiattack. The giant makes two attacks, using Storm Sword or Thunderbolt in any combination.

Storm Sword. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 23 (4d6 + 9) Slashing damage plus 13 (3d8) Lightning damage.

Thunderbolt. *Ranged Attack Roll:* +14, range 500 ft. *Hit:* 22 (2d12 + 9) Lightning damage, and the target has the Blinded and Deafened conditions until the start of the giant's next turn.

Lightning Storm (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 10-foot-radius, 40-foot-high Cylinder originating from a point the giant can see within 500 feet. *Failure:* 55 (10d10) Lightning damage. *Success:* Half damage.

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

At Will: *Detect Magic, Light*

1/Day: *Control Weather*

Succubus

Succubus

Medium Fiend, Neutral Evil

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

HP 71 (13d8 + 13)

Speed 30 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	8	–1	DEX	17	+3	CON	13	+1
INT	15	+2	WIS	12	+1	CHA	20	+5

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Resistances Cold, Fire, Poison, Psychic

Senses Darkvision 60 ft.; Passive Perception 15

Languages Abyssal, Common, Infernal; telepathy 60 ft.

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

Traits

Incubus Form. When the succubus finishes a Long Rest, it can shape-shift into an **Incubus**, using that stat block instead of this one.

Actions

Multiattack. The succubus makes one Fiendish Touch attack and uses Charm or Draining Kiss.

Fiendish Touch. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 16 (2d10 + 5) Psychic damage.

Charm. The succubus casts *Dominant Person* (level 8 version), requiring no spell components and using Charisma as the spellcasting ability (spell save DC 15).

Draining Kiss. *Constitution Saving Throw:* DC 15, one creature Charmed by the succubus within 5 feet. *Failure:* 13 (3d8) Psychic damage. *Success:* Half damage. *Failure or Success:* The target's Hit Point maximum decreases by an amount equal to the damage taken.

Bonus Actions

Shape-Shift. The succubus shape-shifts into a Medium or Small Humanoid, or it returns to its true form. Its game statistics are the same in each form, except its Fly Speed is available only in its true form. Any equipment it is wearing or carrying isn't transformed.

Tarrasque

Tarrasque

Gargantuan Monstrosity (Titan), Unaligned

AC 25 **Initiative** +18 (28)

HP 697 (34d20 + 340)

Speed 60 ft., Burrow 40 ft., Climb 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	30	+10	DEX	11	+0	CON	30	+10
INT	3	–4	WIS	11	+0	CHA	11	+0

Skills Perception +9

Resistances Bludgeoning, Piercing, Slashing

Immunities Fire, Poison; Charmed, Deafened, Frightened, Paralyzed, Poisoned

Senses Blindsight 120 ft.; Passive Perception 19

Languages None

CR 30 (XP 155,000; PB +9)

Traits

Legendary Resistance (6/Day). If the tarrasque fails a saving throw, it can choose to succeed instead.

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

Reflective Carapace. If the tarrasque is targeted by a *Magic Missile* spell or a spell that requires a ranged attack roll, roll 1d6. On a **1–5**, the tarrasque is unaffected. On a **6**, the tarrasque is unaffected and reflects the spell, turning the caster into the target.

Siege Monster. The tarrasque deals double damage to objects and structures.

Actions

Multiattack. The tarrasque makes one Bite attack and three other attacks, using Claw or Tail in any combination.

Bite. *Melee Attack Roll:* +19, reach 15 ft. *Hit:* 36 (4d12 + 10) Piercing damage, and the target has the Grappled

condition (escape DC 20). Until the grapple ends, the target has the Restrained condition and can't teleport.

Claw. *Melee Attack Roll:* +19, reach 15 ft. *Hit:* 28 (4d8 + 10) Slashing damage.

Tail. *Melee Attack Roll:* +19, reach 30 ft. *Hit:* 23 (3d8 + 10) Bludgeoning damage. If the target is a Huge or smaller creature, it has the Prone condition.

Thunderous Bellow (Recharge 5–6). *Constitution Saving Throw:* DC 27, each creature and each object that isn't being worn or carried in a 150-foot Cone. *Failure:* 78 (12d12) Thunder damage, and the target has the Deafened and Frightened conditions until the end of its next turn. *Success:* Half damage only.

Bonus Actions

Swallow. *Strength Saving Throw:* DC 27, one Large or smaller creature Grappled by the tarrasque (it can have up to six creatures swallowed at a time). *Failure:* The target is swallowed, and the Grappled condition ends. A swallowed creature has the Blinded and Restrained conditions and can't teleport, 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, each of which falls in a space within 10 feet of the tarrasque and has the Prone condition. If the tarrasque dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse using 20 feet of movement, exiting Prone.

Legendary Actions

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

Onslaught. The tarrasque moves up to half its Speed, and it makes one Claw or Tail attack.

World-Shaking Movement. The tarrasque moves up to its Speed. At the end of this movement, the tarrasque creates an instantaneous shock wave in a 60-foot Emanation originating from itself. Creatures in that area lose Concentration and, if Medium or smaller, have the Prone condition. The tarrasque can't take this action again until the start of its next turn.

Toughs

Tough

Medium or Small Humanoid, Neutral

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

HP 32 (5d8 + 10)

Speed 30 ft.

		MOD		SAVE			MOD		SAVE			MOD		SAVE
STR	15	+2	+2		DEX	12	+1	+1		CON	14	+2	+2	
INT	10	+0	+0		WIS	10	+0	+0		CHA	11	+0	+0	

Gear Heavy Crossbow, Leather Armor, Mace

Senses Passive Perception 10

Languages Common

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

Traits

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

Actions

Mace. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Bludgeoning damage.

Heavy Crossbow. *Ranged Attack Roll:* +3, range 100/400 ft. *Hit:* 6 (1d10 + 1) Piercing damage.

Tough Boss

Medium or Small Humanoid, Neutral

AC 16 **Initiative** +2 (12)

HP 82 (11d8 + 33)

Speed 30 ft.

		MOD		SAVE			MOD		SAVE			MOD		SAVE
STR	17	+3	+5		DEX	14	+2	+2		CON	16	+3	+5	
INT	11	+0	+0		WIS	10	+0	+0		CHA	11	+0	+2	

Gear Chain Mail, Heavy Crossbow, Warhammer

Senses Passive Perception 10

Languages Common plus one other language

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

Traits

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

Actions

Multiattack. The tough makes two attacks, using Warhammer or Heavy Crossbow in any combination.

Warhammer. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) Bludgeoning damage. If the target is a Large or smaller creature, the tough pushes the target up to 10 feet straight away from itself.

Heavy Crossbow. *Ranged Attack Roll:* +4, range 100/400 ft. *Hit:* 13 (2d10 + 2) Piercing damage.

Treant

Treant

Huge Plant, Chaotic Good

AC 16 Initiative +3 (13)

HP 138 (12d12 + 60)

Speed 30 ft.

MOD				SAVE				MOD				SAVE			
STR	23	+6	+6	DEX	8	-1	-1	CON	21	+5	+5				
INT	12	+1	+1	WIS	16	+3	+3	CHA	12	+1	+1				

Vulnerabilities Fire

Resistances Bludgeoning, Piercing

Senses Passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

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

Traits

Siege Monster. The treant deals double damage to objects and structures.

Actions

Multiattack. The treant makes two Slam attacks.

Slam. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 16 (3d6 + 6) Bludgeoning damage.

Hail of Bark. *Ranged Attack Roll:* +10, range 180 ft. *Hit:* 28 (4d10 + 6) Piercing damage.

Animate Trees (1/Day). The treant magically animates up to two trees it can see within 60 feet of itself. Each tree uses the **Treant** stat block, except it has Intelligence and Charisma scores of 1, it can't speak, and it lacks this action. The tree takes its turn immediately after the treant on the same Initiative count, and it obeys the treant. A tree remains animate for 1 day or until it dies, the treant dies, or it is more than 120 feet from the treant. The tree then takes root if possible.

Troll

Troll

Large Giant, Chaotic Evil

AC 15 Initiative +1 (11)

HP 94 (9d10 + 45)

Speed 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE									
STR	18	+4	+4	DEX	13	+1	+1	CON	20	+5	+5																		
INT	7	-2	-2	WIS	9	-1	-1	CHA	7	-2	-2																		

Skills Perception +5

Senses Darkvision 60 ft.; Passive Perception 15

Languages Giant

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

Traits

Loathsome Limbs (4/Day). If the troll ends any turn Bloodied and took 15+ Slashing damage during that turn, one of the troll's limbs is severed, falls into the troll's space, and becomes a **Troll Limb**. The limb acts immediately after the troll's turn. The troll has 1 Exhaustion level for each missing limb, and it grows replacement limbs the next time it regains Hit Points.

Regeneration. The troll regains 15 Hit Points at the start of each of its turns. If the troll takes Acid or Fire damage, this trait doesn't function on the troll's next turn. The troll dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Actions

Multiattack. The troll makes three Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 11 (2d6 + 4) Slashing damage.

Bonus Actions

Charge. The troll moves up to half its Speed straight toward an enemy it can see.

Troll Limb

Small Giant, Chaotic Evil

AC 13 Initiative +1 (11)

HP 14 (4d6)

Speed 20 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	18	+4	+4	DEX	12	+1	+1	CON	10	+0	+0	INT	1	-5	-5	WIS	9	-1	-1	CHA	1	-5	-5

Senses Darkvision 60 ft.; Passive Perception 9

Languages None

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

Traits

Regeneration. The limb regains 5 Hit Points at the start of each of its turns. If the limb takes Acid or Fire damage, this trait doesn't function on the limb's next turn. The limb dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Troll Spawn. The limb uncannily has the same senses as a whole troll. If the limb isn't destroyed within 24 hours, roll 1d12. On a 12, the limb turns into a **Troll**. Otherwise, the limb withers away.

Actions

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

Unicorn

Unicorn

Large Celestial, Lawful Good

AC 12 Initiative +8 (18)

HP 97 (13d10 + 26)

Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	14	+2	+2	CON	15	+2	+2
INT	11	+0	+0	WIS	17	+3	+3	CHA	16	+3	+3

Immunities Poison; Charmed, Paralyzed, Poisoned

Senses Darkvision 60 ft.; Passive Perception 13

Languages Celestial, Elvish, Sylvan; telepathy 120 ft.

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

Traits

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

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

Actions

Multiattack. The unicorn makes one Hooves attack and one Radiant Horn attack.

Hooves. Melee Attack Roll: +7, reach 5 ft. Hit: 11 (2d6 + 4) Bludgeoning damage.

Radiant Horn. Melee Attack Roll: +7, reach 5 ft. Hit: 9 (1d10 + 4) Radiant damage.

Spellcasting. The unicorn casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 14):

At Will: Detect Evil and Good, Druidcraft

1/Day Each: Calm Emotions, Dispel Evil and Good, Entangle, Pass without Trace, Word of Recall

Bonus Actions

Unicorn's Blessing (3/Day). The unicorn touches another creature with its horn and casts Cure Wounds or Lesser Restoration on that creature, using the same spellcasting ability as Spellcasting.

Legendary Actions

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

Charging Horn. The unicorn moves up to half its Speed without provoking Opportunity Attacks, and it makes one Radiant Horn attack.

Shimmering Shield. The unicorn targets itself or one creature it can see within 60 feet of itself. The target gains 10 (3d6) Temporary Hit Points, and its AC increases by 2 until the end of the unicorn's next turn.

The unicorn can't take this action again until the start of its next turn.

Vampires

Vampire Familiar

Medium or Small Humanoid, Neutral Evil

AC 15 Initiative +5 (15)

HP 65 (10d8 + 20)

Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	DEX	16	+3	+5	CON	15	+2	+2
INT	10	+0	+0	WIS	10	+0	+2	CHA	14	+2	+2

Skills Perception +4, Persuasion +4, Stealth +7

Resistances Necrotic

Immunities Charmed (except from its vampire master)

Gear Daggers (10)

Senses Darkvision 60 ft.; Passive Perception 14

Languages Common plus one other language

CR 3 (XP 700; PB +2)

Traits

Vampiric Connection. While the familiar and its vampire master are on the same plane of existence, the vampire can communicate with the familiar telepathically, and the vampire can perceive through the familiar's senses.

Actions

Multiattack. The familiar makes two Umbral Dagger attacks.

Umbral Dagger. Melee or Ranged Attack Roll: +5, reach 5 ft. or range 20/60 ft. Hit: 5 (1d4 + 3) Piercing damage plus 7 (3d4) Necrotic damage. If the target is reduced to 0 Hit Points by this attack, the target becomes Stable but has the Poisoned condition for 1 hour. While it has the Poisoned condition, the target has the Paralyzed condition.

Bonus Actions

Deathless Agility. The familiar takes the Dash or Disengage action.

Vampire Spawn

Medium or Small Undead, Neutral Evil

AC 16 Initiative +3 (13)

HP 90 (12d8 + 36)

Speed 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	16	+3 +3	DEX	16	+3 +6	CON	16	+3 +3
INT	11	+0 +0	WIS	10	+0 +3	CHA	12	+1 +1

Skills Perception +3, Stealth +6

Resistances Necrotic

Senses Darkvision 60 ft.; Passive Perception 13

Languages Common plus one other language

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

Traits

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

Vampire Weakness. The vampire has these weaknesses:

Forbiddance. The vampire can't enter a residence without an invitation from an occupant.

Running Water. The vampire takes 20 Acid damage if it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a weapon that deals Piercing damage is driven into the vampire's heart while the vampire has the Incapacitated condition.

Sunlight. The vampire takes 20 Radiant damage if it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two Claw attacks and uses Bite.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (2d4 + 3) Slashing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 13) from one of two claws.

Bite. *Constitution Saving Throw:* DC 14, one creature within 5 feet that is willing or that has the Grappled, Incapacitated, or Restrained condition. *Failure:* 5 (1d4 + 3) Piercing damage plus 10 (3d6) Necrotic damage. The target's Hit Point maximum decreases by an amount equal to the Necrotic damage taken, and the vampire regains Hit Points equal to that amount.

Bonus Actions

Deathless Agility. The vampire takes the Dash or Disengage action.

Vampire

Medium or Small Undead, Lawful Evil

AC 16 **Initiative** +14 (24)

HP 195 (23d8 + 92)

Speed 40 ft., Climb 40 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	18	+4 +4	DEX	18	+4 +9	CON	18	+4 +9
INT	17	+3 +3	WIS	15	+2 +7	CHA	18	+4 +9

Skills Perception +7, Stealth +9

Resistances Necrotic

Senses Darkvision 120 ft.; Passive Perception 17

Languages Common plus two other languages

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

Traits

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

Misty Escape. If the vampire drops to 0 Hit Points outside its resting place, the vampire uses Shape-Shift to become mist (no action required). If it can't use Shape-Shift, it is destroyed.

While it has 0 Hit Points in mist form, it can't return to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it returns to its vampire form and has the Paralyzed condition until it regains any Hit Points, and it regains 1 Hit Point after spending 1 hour there.

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

Vampire Weakness. The vampire has these weaknesses:

Forbiddance. The vampire can't enter a residence without an invitation from an occupant.

Running Water. The vampire takes 20 Acid damage if it ends its turn in running water.

Stake to the Heart. If a weapon that deals Piercing damage is driven into the vampire's heart while the vampire has the Incapacitated condition in its resting place, the vampire has the Paralyzed condition until the weapon is removed.

Sunlight. The vampire takes 20 Radiant damage if it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). The vampire makes two Grave Strike attacks and uses Bite.

Grave Strike (Vampire Form Only). *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 8 (1d8 + 4) Bludgeoning damage plus 7 (2d6) Necrotic damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14) from one of two hands.

Bite (Bat or Vampire Form Only). *Constitution Saving Throw:* DC 17, one creature within 5 feet that is willing or that has the Grappled, Incapacitated, or Restrained condition. *Failure:* 6 (1d4 + 4) Piercing damage plus 13 (3d8) Necrotic damage. The target's Hit Point maximum

decreases by an amount equal to the Necrotic damage taken, and the vampire regains Hit Points equal to that amount. A Humanoid reduced to 0 Hit Points by this damage and then buried rises the following sunset as a **Vampire Spawn** under the vampire's control.

Bonus Actions

Charm (Recharge 5–6). The vampire casts *Charm Person*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17), and the duration is 24 hours. The Charmed target is a willing recipient of the vampire's Bite, the damage of which doesn't end the spell. When the spell ends, the target is unaware it was Charmed by the vampire.

Shape-Shift. If the vampire isn't in sunlight or running water, it shape-shifts into a Tiny bat (Speed 5 ft., Fly Speed 30 ft.) or a Medium cloud of mist (Speed 5 ft., Fly Speed 20 ft. [hover]), or it returns to its vampire form. Anything it is wearing transforms with it.

While in bat form, the vampire can't speak. Its game statistics, other than its size and Speed, are unchanged.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless and can enter an enemy's space and stop there. If air can pass through a space, the mist can do so, but it can't pass through liquid. It has Resistance to all damage, except the damage it takes from sunlight.

Legendary Actions

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

Beguile. The vampire casts *Command*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17). The vampire can't take this action again until the start of its next turn.

Deathless Strike. The vampire moves up to half its Speed, and it makes one Grave Strike attack.

Vrock

Vrock

Large Fiend (Demon), Chaotic Evil

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

HP 152 (16d10 + 64)

Speed 40 ft., Fly 60 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	17	+3 +3	DEX	15	+2 +5	CON	18	+4 +4
INT	8	-1 -1	WIS	13	+1 +4	CHA	8	-1 +2

Resistances Cold, Fire, Lightning

Immunities Poison; Poisoned

Senses Darkvision 120 ft.; Passive Perception 11

Languages Abyssal; telepathy 120 ft.

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

Traits

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

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

Actions

Multiattack. The vrock makes two Shred attacks.

Shred. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage plus 10 (3d6) Poison damage.

Spores (Recharge 6). *Constitution Saving Throw:* DC 15, each creature in a 20-foot Emanation originating from the vrock. *Failure:* The target has the Poisoned condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. While Poisoned, the target takes 5 (1d10) Poison damage at the start of each of its turns. Emptying a flask of Holy Water on the target ends the effect early.

Stunning Screech (1/Day). *Constitution Saving Throw:* DC 15, each creature in a 20-foot Emanation originating from the vrock (demons succeed automatically). *Failure:* 10 (3d6) Thunder damage, and the target has the Stunned condition until the end of the vrock's next turn.

Warriors

Warrior Infantry

Medium or Small Humanoid, Neutral

AC 13 **Initiative** +0 (10)

HP 9 (2d8)

Speed 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	13	+1 +1	DEX	11	+0 +0	CON	11	+0 +0
INT	8	-1 -1	WIS	11	+0 +0	CHA	8	-1 -1

Gear Chain Shirt, Spear

Senses Passive Perception 10

Languages Common

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

Traits

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

Actions

Spear. *Melee or Ranged Attack Roll:* +3, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d6 + 1) Piercing damage.

Warrior Veteran

Medium or Small Humanoid, Neutral

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

HP 65 (10d8 + 20)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	13	+1	+1	CON	14	+2	+2
INT	10	+0	+0	WIS	11	+0	+0	CHA	10	+0	+0

Skills Athletics +5, Perception +2

Gear Greatsword, Heavy Crossbow, Splint Armor

Senses Passive Perception 12

Languages Common plus one other language

CR 3 (XP 700; PB +2)

Actions

Multiattack. The warrior makes two Greatsword or Heavy Crossbow attacks.

Greatsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage.

Heavy Crossbow. *Ranged Attack Roll:* +3, range 100/400 ft. *Hit:* 12 (2d10 + 1) Piercing damage.

Reactions

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

Water Elemental

Water Elemental

Large Elemental, Neutral

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

HP 114 (12d10 + 48)

Speed 30 ft., Swim 90 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	14	+2	+2	CON	18	+4	+4
INT	5	-3	-3	WIS	10	+0	+0	CHA	8	-1	-1

Resistances Acid, Fire

Immunities Poison; Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft.; Passive Perception 10

Languages Primordial (Aquan)

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

Traits

Freeze. If the elemental takes Cold damage, its Speed decreases by 20 feet until the end of its next turn.

Water Form. The elemental can enter an enemy's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

Actions

Multiattack. The elemental makes two Slam attacks.

Slam. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Prone condition.

Whelm (Recharge 4–6). *Strength Saving Throw:* DC 15, each creature in the elemental's space. *Failure:* 22 (4d8 + 4) Bludgeoning damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14). Until the grapple ends, the target has the Restrained condition, is suffocating unless it can breathe water, and takes 9 (2d8) Bludgeoning damage at the start of each of the elemental's turns. The elemental can grapple one Large creature or up to two Medium or smaller creatures at a time with Whelm. As an action, a creature within 5 feet of the elemental can pull a creature out of it by succeeding on a DC 14 Strength (Athletics) check. *Success:* Half damage only.

Werebear

Werebear

Medium or Small Monstrosity (Lycanthrope), Neutral Good

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

HP 135 (18d8 + 54)

Speed 30 ft., 40 ft. (bear form only), Climb 30 ft. (bear form only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	DEX	10	+0	+0	CON	17	+3	+3
INT	11	+0	+0	WIS	12	+1	+1	CHA	12	+1	+1

Skills Perception +7

Gear Handaxes (4)

Senses Darkvision 60 ft.; Passive Perception 17

Languages Common (can't speak in bear form)

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

Actions

Multiattack. The werebear makes two attacks, using Handaxe or Rend in any combination. It can replace one attack with a Bite attack.

Bite (Bear or Hybrid Form Only). *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 17 (2d12 + 4) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 14. *Failure:* The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a **Werebear** under the GM's

control and has 10 Hit Points. *Success:* The target is immune to this werebear's curse for 24 hours.

Handaxe (Humanoid or Hybrid Form Only). *Melee or Ranged Attack Roll:* +7, reach 5 ft or range 20/60 ft. *Hit:* 14 (3d6 + 4) Slashing damage.

Rend (Bear or Hybrid Form Only). *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage.

Bonus Actions

Shape-Shift. The werebear shape-shifts into a Large bear-humanoid hybrid form or a Large bear, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Wereboar

Wereboar

Medium or Small Monstrosity (Lycanthrope), Neutral Evil

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

HP 97 (15d8 + 30)

Speed 30 ft., 40 ft. (boar form only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	DEX	10	+0	+0	CON	15	+2	+2
INT	10	+0	+0	WIS	11	+0	+0	CHA	8	-1	-1

Skills Perception +2

Gear Javelins (6)

Senses Passive Perception 12

Languages Common (can't speak in boar form)

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

Actions

Multiattack. The wereboar makes two attacks, using Javelin or Tusk in any combination. It can replace one attack with a Gore attack.

Gore (Boar or Hybrid Form Only). *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 12. *Failure:* The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a **Wereboar** under the GM's control and has 10 Hit Points. *Success:* The target is immune to this wereboar's curse for 24 hours.

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

Tusk (Boar or Hybrid Form Only). *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage. If the target is a Medium or smaller creature and the wereboar moved 20+ feet straight toward it immediately before the hit, the target takes an extra 7 (2d6) Piercing damage and has the Prone condition.

Bonus Actions

Shape-Shift. The wereboar shape-shifts into a Medium boar-humanoid hybrid or a Small boar, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Wererat

Wererat

Medium or Small Monstrosity (Lycanthrope), Lawful Evil

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

HP 60 (11d8 + 11)

Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	DEX	16	+3	+3	CON	12	+1	+1
INT	11	+0	+0	WIS	10	+0	+0	CHA	8	-1	-1

Skills Perception +4, Stealth +5

Gear Hand Crossbow

Senses Darkvision 60 ft.; Passive Perception 14

Languages Common (can't speak in rat form)

CR 2 (XP 450; PB +2)

Actions

Multiattack. The wererat makes two attacks, using Scratch or Hand Crossbow in any combination. It can replace one attack with a Bite attack.

Bite (Rat or Hybrid Form Only). *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (2d4 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 11. *Failure:* The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a **Wererat** under the GM's control and has 10 Hit Points. *Success:* The target is immune to this wererat's curse for 24 hours.

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

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Attack Roll:* +5, range 30/120 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Bonus Actions

Shape-Shift. The wererat shape-shifts into a Medium rat-humanoid hybrid or a Small rat, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Weretiger

Weretiger

Medium or Small Monstrosity (Lycanthrope), Neutral

AC 12 Initiative +2 (12)

HP 120 (16d8 + 48)

Speed 30 ft., 40 ft. (tiger form only)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	17	+3 +3	DEX	15	+2 +2	CON	16	+3 +3
INT	10	+0 +0	WIS	13	+1 +1	CHA	11	+0 +0

Skills Perception +5, Stealth +4

Gear Longbow

Senses Darkvision 60 ft.; Passive Perception 15

Languages Common (can't speak in tiger form)

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

Actions

Multiattack. The weretiger makes two attacks, using Scratch or Longbow in any combination. It can replace one attack with a Bite attack.

Bite (Tiger or Hybrid Form Only). Melee Attack Roll: +5, reach 5 ft. *Hit:* 12 (2d8 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 13. *Failure:* The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a **Weretiger** under the GM's control and has 10 Hit Points. *Success:* The target is immune to this weretiger's curse for 24 hours.

Scratch. Melee Attack Roll: +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage.

Longbow (Humanoid or Hybrid Form Only). Ranged Attack Roll: +4, range 150/600 ft. *Hit:* 11 (2d8 + 2) Piercing damage.

Bonus Actions

Prowl (Tiger or Hybrid Form Only). The weretiger moves up to its Speed without provoking Opportunity Attacks. At the end of this movement, the weretiger can take the Hide action.

Shape-Shift. The weretiger shape-shifts into a Large tiger-humanoid hybrid or a Large tiger, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Werewolf

Werewolf

Medium or Small Monstrosity (Lycanthrope), Chaotic Evil

AC 15 Initiative +4 (14)

HP 71 (11d8 + 22)

Speed 30 ft., 40 ft. (wolf form only)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	16	+3 +3	DEX	14	+2 +2	CON	14	+2 +2
INT	10	+0 +0	WIS	11	+0 +0	CHA	10	+0 +0

Skills Perception +4, Stealth +4

Gear Longbow

Senses Darkvision 60 ft.; Passive Perception 14

Languages Common (can't speak in wolf form)

CR 3 (XP 700; PB +2)

Traits

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

Actions

Multiattack. The werewolf makes two attacks, using Scratch or Longbow in any combination. It can replace one attack with a Bite attack.

Bite (Wolf or Hybrid Form Only). Melee Attack Roll: +5, reach 5 ft. *Hit:* 12 (2d8 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 12. *Failure:* The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a **Werewolf** under the GM's control and has 10 Hit Points. *Success:* The target is immune to this werewolf's curse for 24 hours.

Scratch. Melee Attack Roll: +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage.

Longbow (Humanoid or Hybrid Form Only). Ranged Attack Roll: +4, range 150/600 ft. *Hit:* 11 (2d8 + 2) Piercing damage.

Bonus Actions

Shape-Shift. The werewolf shape-shifts into a Large wolf-humanoid hybrid or a Medium wolf, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

White Dragons

White Dragon Wyrmling

Medium Dragon (Chromatic), Chaotic Evil

AC 16 Initiative +2 (12)

HP 32 (5d8 + 10)

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

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	10	+0	+2	CON	14	+2	+2
INT	5	-3	-3	WIS	10	+0	+2	CHA	11	+0	+0

Skills Perception +4, Stealth +2

Immunities Cold

Senses Blindsight 10 ft., Darkvision 60 ft.;

Passive Perception 14

Languages Draconic

CR 2 (450 XP; PB +2)

Traits

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

Actions

Multiattack. The dragon makes two Rend attacks.

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

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 12, each creature in a 15-foot Cone. *Failure:* 22 (5d8) Cold damage. *Success:* Half damage.

Young White Dragon

Large Dragon (Chromatic), Chaotic Evil

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

HP 123 (13d10 + 52)

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

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	10	+0	+3	CON	18	+4	+4
INT	6	-2	2	WIS	11	+0	+3	CHA	12	+1	+1

Skills Perception +6, Stealth +3

Immunities Cold

Senses Blindsight 30 ft., Darkvision 120 ft.;

Passive Perception 16

Languages Common, Draconic

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

Traits

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

Actions

Multiattack. The dragon makes three Rend attacks.

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

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 15, each creature in a 30-foot Cone. *Failure:* 40 (9d8) Cold damage. *Success:* Half damage.

Adult White Dragon

Huge Dragon (Chromatic), Chaotic Evil

AC 18

Initiative +10 (20)

HP 200 (16d12 + 96)

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

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	22	+6	+6	DEX	10	+0	+5	Con	22	+6	+6
INT	8	-1	-1	WIS	12	+1	+6	CHA	12	+1	+1

Skills Perception +11, Stealth +5

Immunities Cold

Senses Blindsight 60 ft., Darkvision 120 ft.;

Passive Perception 21

Languages Common, Draconic

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

Traits

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.

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

Actions

Multiattack. The dragon makes three Rend attacks.

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

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 19, each creature in a 60-foot Cone. *Failure:* 54 (12d8) Cold damage. *Success:* Half damage.

Legendary Actions

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

Freezing Burst. *Constitution Saving Throw:* DC 14, each creature in a 30-foot-radius Sphere centered on a point the dragon can see within 120 feet. *Failure:* 7 (2d6) Cold damage, and the target's Speed is 0 until the end of the target's next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Frightful Presence. The dragon casts *Fear*, requiring no Material components and using Charisma as the spell-casting ability (spell save DC 14). The dragon can't take this action again until the start of its next turn.

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

Ancient White Dragon

Gargantuan Dragon (Chromatic), Chaotic Evil

AC 20

Initiative +12 (22)

HP 333 (18d20 + 144)

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

MOD				SAVE				MOD				SAVE				MOD				SAVE									
STR	26	+8	+8	DEX	10	+0	+6	CON	26	+8	+8																		
INT	10	+0	+0	WIS	13	+1	+7	CHA	18	+4	+4																		

Skills Perception +13, Stealth +6

Immunities Cold

Senses Blindsight 60 ft., Darkvision 120 ft.;

Passive Perception 23

Languages Common, Draconic

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

Traits

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.

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

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +14, reach 15 ft. *Hit:* 17 (2d8 + 8) Slashing damage plus 7 (2d6) Cold damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 22, each creature in a 90-foot Cone. *Failure:* 63 (14d8) Cold damage. *Success:* Half damage.

Legendary Actions

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

Freezing Burst. *Constitution Saving Throw:* DC 20, each creature in a 30-foot-radius Sphere centered on a point the dragon can see within 120 feet. *Failure:* 14 (4d6) Cold damage, and the target's Speed is 0 until the end of the target's next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Frightful Presence. The dragon casts *Fear*, requiring no Material components and using Charisma as the spell-casting ability (spell save DC 18). The dragon can't take this action again until the start of its next turn.

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

Wight

Wight

Medium Undead, Neutral Evil

AC 14

Initiative +4 (14)

HP 82 (11d8 + 33)

Speed 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE							
STR	15	+2	+2	DEX	14	+2	+2	CON	16	+3	+3																
INT	10	+0	+0	WIS	13	+1	+1	CHA	15	+2	+2																

Skills Perception +3, Stealth +4

Resistances Necrotic

Immunities Poison; Exhaustion, Poisoned

Gear Studded Leather Armor

Senses Darkvision 60 ft.; Passive Perception 13

Languages Common plus one other language

CR 3 (XP 700; PB +2)

Traits

Sunlight Sensitivity. While in sunlight, the wight has Disadvantage on ability checks and attack rolls.

Actions

Multiattack. The wight makes two attacks, using Necrotic Sword or Necrotic Bow in any combination. It can replace one attack with a use of Life Drain.

Necrotic Sword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage plus 4 (1d8) Necrotic damage.

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

Life Drain. *Constitution Saving Throw:* DC 13, one creature within 5 feet. *Failure:* 6 (1d8 + 2) Necrotic damage, and the target's Hit Point maximum decreases by an amount equal to the damage taken.

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 a time.

Will-o'-Wisp

Will-o'-Wisp

Tiny Undead, Chaotic Evil

AC 19

Initiative +9 (19)

HP 27 (11d4)

Speed 5 ft., Fly 50 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	1	-5	-5	DEX	28	+9	+9	CON	10	+0	+0
INT	13	+1	+1	WIS	14	+2	+2	CHA	11	+0	+0

Resistances Acid, Bludgeoning, Cold, Fire, Necrotic, Piercing, Slashing

Immunities Lightning, Poison; Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 120 ft.; Passive Perception 12

Languages Common plus one other language

CR 2 (XP 450; PB +2)

Traits

Ephemeral. The wisp can't wear or carry anything.

Illumination. The wisp sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

Incorporeal Movement. The 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.

Actions

Shock. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 11 (2d8 + 2) Lightning damage.

Bonus Actions

Consume Life. *Constitution Saving Throw:* DC 10, one living creature the wisp can see within 5 feet that has 0 Hit Points. *Failure:* The target dies, and the wisp regains 10 (3d6) Hit Points.

Vanish. The wisp and its light have the Invisible condition until the wisp's Concentration ends on this effect, which ends early immediately after the wisp makes an attack roll or uses Consume Life.

Winter Wolf

Winter Wolf

Large Monstrosity, Neutral Evil

AC 13 **Initiative** +1 (11)

HP 75 (10d10 + 20)

Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	13	+1	+1	CON	14	+2	+2
INT	7	-2	-2	WIS	12	+1	+1	CHA	8	-1	-1

Skills Perception +5, Stealth +5

Immunities Cold

Senses Passive Perception 15

Languages Common, Giant

CR 3 (XP 700; PB +2)

Traits

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 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage. If the target is a Large or smaller creature, it has the Prone condition.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 12, each creature in a 15-foot Cone. *Failure:* 18 (4d8) Cold damage. *Success:* Half damage.

Worg

Worg

Large Fey, Neutral Evil

AC 13 **Initiative** +1 (11)

HP 26 (4d10 + 4)

Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	13	+1	+1	CON	13	+1	+1
INT	7	-2	-2	WIS	11	+0	+0	CHA	8	-1	-1

Skills Perception +4

Senses Darkvision 60 ft.; Passive Perception 14

Languages Goblin, Worg

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

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage, and the next attack roll made against the target before the start of the worg's next turn has Advantage.

Wraith

Wraith

Medium or Small Undead, Neutral Evil

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

HP 67 (9d8 + 27)

Speed 5 ft., Fly 60 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	6	-2	-2	DEX	16	+3	+3	CON	16	+3	+3
INT	12	+1	+1	WIS	14	+2	+2	CHA	15	+2	+2

Resistances Acid, Bludgeoning, Cold, Fire, Piercing, Slashing

Immunities Necrotic, Poison; Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft.; Passive Perception 12

Languages Common plus two other languages

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

Traits

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.

Sunlight Sensitivity. While in sunlight, the wraith has Disadvantage on ability checks and attack rolls.

Actions

Life Drain. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 21 (4d8 + 3) Necrotic damage. If the target is a creature, its Hit Point maximum decreases by an amount equal to the damage taken.

Create Specter. The wraith targets a Humanoid corpse within 10 feet of itself that has been dead for no longer than 1 minute. 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 a time.

Wyvern

Wyvern

Large Dragon, Unaligned

AC 14 **Initiative** +0 (10)

HP 127 (15d10 + 45)

Speed 30 ft., Fly 80 ft.

MOD				MOD				MOD			
SAVE				SAVE				SAVE			
STR	19	+4	+4	DEX	10	+0	+0	CON	16	+3	+3
INT	5	-3	-3	WIS	12	+1	+1	CHA	6	-2	-2

Skills Perception +4

Senses Darkvision 120 ft.; Passive Perception 14

Languages None

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

Actions

Multiattack. The wyvern makes one Bite attack and one Sting attack.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Piercing damage.

Sting. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 11 (2d6 + 4) Piercing damage plus 24 (7d6) Poison damage, and the target has the Poisoned condition until the start of the wyvern's next turn.

Xorn

Xorn

Medium Elemental, Neutral

AC 19 **Initiative** +0 (10)

HP 84 (8d8 + 48)

Speed 20 ft., Burrow 20 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE							
STR	17	+3	+3	DEX	10	+0	+0	CON	22	+6	+6																
INT	11	+0	+0	WIS	10	+0	+0	CHA	11	+0	+0																

Skills Perception +6, Stealth +6

Immunities Poison; Paralyzed, Petrified, Poisoned

Senses Darkvision 60 ft., Tremorsense 60 ft.;

Passive Perception 16

Languages Primordial (Terran)

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

Traits

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.

Treasure Sense. The xorn can pinpoint the location of precious metals and stones within 60 feet of itself.

Actions

Multiattack. The xorn makes one Bite attack and three Claw attacks.

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 17 (4d6 + 3) Piercing damage.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d10 + 3) Slashing damage.

Bonus Actions

Charge. The xorn moves up to its Speed or Burrow Speed straight toward an enemy it can sense.

Zombies

Zombie

Medium Undead, Neutral Evil

AC 8 **Initiative** -2 (8)

HP 15 (2d8 + 6)

Speed 20 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	13	+1	+1	DEX	6	-2	-2	CON	16	+3	+3	INT	3	-4	-4	WIS	6	-2	+0	CHA	5	-3	-3

Immunities Poison; Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 8

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

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

Traits

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

Actions

Slam. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) Bludgeoning damage.

Ogre Zombie

Large Undead, Neutral Evil

AC 8 **Initiative** –2 (8)

HP 85 (9d10 + 36)

Speed 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	19	+4 +4	DEX	6	–2 –2	CON	18	+4 +4
INT	3	–4 –4	WIS	6	–2 +0	CHA	5	–3 –3

Immunities Poison; Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 8

Languages Understands Common and Giant but can't speak

CR 2 (XP 450; PB +2)

Traits

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

Actions

Slam. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage.

Animals

Allosaurus

Large Beast (Dinosaur), Unaligned

AC 13 **Initiative** +1 (11)

HP 51 (6d10 + 18)

Speed 60 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	19	+4 +4	DEX	13	+1 +1	CON	17	+3 +3
INT	2	–4 –4	WIS	12	+1 +1	CHA	5	–3 –3

Skills Perception +5

Senses Passive Perception 15

Languages None

CR 2 (XP 450; PB +2)

Actions

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 15 (2d10 + 4) Piercing damage.

Claws. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Slashing damage. If the target is a Large or smaller creature and the allosaurus moved 30+ feet straight toward it immediately before the hit, the target has the

Prone condition, and the allosaurus can make one Bite attack against it.

Ankylosaurus

Huge Beast (Dinosaur), Unaligned

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

HP 68 (8d12 + 16)

Speed 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	19	+4 +6	DEX	11	+0 +0	CON	15	+2 +2
INT	2	–4 –4	WIS	12	+1 +1	CHA	5	–3 –3

Senses Passive Perception 11

Languages None

CR 3 (XP 700; PB +2)

Actions

Multiattack. The ankylosaurus makes two Tail attacks.

Tail. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 9 (1d10 + 4) Bludgeoning damage. If the target is a Huge or smaller creature, it has the Prone condition.

Ape

Medium Beast, Unaligned

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

HP 19 (3d8 + 6)

Speed 30 ft., Climb 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	16	+3 +3	DEX	14	+2 +2	CON	14	+2 +2
INT	6	–2 –2	WIS	12	+1 +1	CHA	7	–2 –2

Skills Athletics +5, Perception +3

Senses Passive Perception 13

Languages None

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

Actions

Multiattack. The ape makes two Fist attacks.

Fist. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Bludgeoning damage.

Rock (Recharge 6). *Ranged Attack Roll:* +5, range 25/50 ft. *Hit:* 10 (2d6 + 3) Bludgeoning damage.

Archelon

Huge Beast (Dinosaur), Unaligned

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

HP 90 (12d12 + 12)

Speed 20 ft., Swim 80 ft.

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

Skills Stealth +5
Senses Passive Perception 12
Languages None
CR 4 (XP 1,100; PB +2)

Traits

Amphibious. The archelon can breathe air and water.

Actions

Multiattack. The archelon makes two Bite attacks.

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 14 (3d6 + 4) Piercing damage.

Baboon

Small Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 3 (1d6)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	DEX	14	+2	+2	CON	11	+0	+0
INT	4	-3	-3	WIS	12	+1	+1	CHA	6	-2	-2

Senses Passive Perception 11
Languages None
CR 0 (XP 10; PB +2)

Traits

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

Actions

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

Badger

Tiny Beast, Unaligned

AC 11 **Initiative** +0 (10)
HP 5 (1d4 + 3)
Speed 20 ft., Burrow 5 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	DEX	11	+0	+0	CON	16	+3	+3
INT	2	-4	-4	WIS	12	+1	+1	CHA	5	-3	-3

Skills Perception +3
Resistances Poison
Senses Darkvision 30 ft.; Passive Perception 13
Languages None
CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

Bat

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 1 (1d4 - 1)
Speed 5 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	2	-4	-4	DEX	15	+2	+2	CON	8	-1	-1
INT	2	-4	-4	WIS	12	+1	+1	CHA	4	-3	-3

Senses Blindsight 60 ft.; Passive Perception 11
Languages None
CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage.

Black Bear

Medium Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 19 (3d8 + 6)
Speed 30 ft., Climb 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	DEX	12	+1	+1	CON	14	+2	+2
INT	2	-4	-4	WIS	12	+1	+1	CHA	7	-2	-2

Skills Perception +5
Senses Darkvision 60 ft.; Passive Perception 15
Languages None
CR 1/2 (XP 100; PB +2)

Actions

Multiattack. The bear makes two Rend attacks.

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

Blood Hawk

Small Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 7 (2d6)
Speed 10 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	6	-2	-2	DEX	14	+2	+2	CON	10	+0	+0
INT	3	-4	-4	WIS	14	+2	+2	CHA	5	-3	-3

Skills Perception +6
Senses Passive Perception 16
Languages None
CR 1/8 (XP 25; PB +2)

Traits

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

Actions

Beak. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage, or 6 (1d8 + 2) Piercing damage if the target is Bloodied.

Boar

Medium Beast, Unaligned

AC 11 **Initiative** +0 (10)

HP 13 (2d8 + 4)

Speed 40 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	13	+1 +1	DEX	11	+0 +0	CON	14	+2 +2
INT	2	-4 -4	WIS	9	-1 -1	CHA	5	-3 -3

Senses Passive Perception 9

Languages None

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

Traits

Bloodied Fury. While Bloodied, the boar has Advantage on attack rolls.

Actions

Gore. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Piercing damage. If the target is a Medium or smaller creature and the boar moved 20+ feet straight toward it immediately before the hit, the target takes an extra 3 (1d6) Piercing damage and has the Prone condition.

Brown Bear

Large Beast, Unaligned

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

HP 22 (3d10 + 6)

Speed 40 ft., Climb 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	17	+3 +3	DEX	12	+1 +1	CON	15	+2 +2
INT	2	-4 -4	WIS	13	+1 +1	CHA	7	-2 -2

Skills Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Actions

Multiattack. The bear makes one Bite attack and one Claw attack.

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

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage. If the target is a Large or smaller creature, it has the Prone condition.

Camel

Large Beast, Unaligned

AC 10 **Initiative** -1 (9)

HP 17 (2d10 + 6)

Speed 50 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	15	+2 +2	DEX	8	-1 -1	CON	17	+3 +5
INT	2	-4 -4	WIS	11	+0 +0	CHA	5	-3 -3

Senses Darkvision 60 ft.; Passive Perception 10

Languages None

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

Actions

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

Cat

Tiny Beast, Unaligned

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

HP 2 (1d4)

Speed 40 ft., Climb 40 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	3	-4 -4	DEX	15	+2 +4	CON	10	+0 +0
INT	3	-4 -4	WIS	12	+1 +1	CHA	7	-2 -2

Skills Perception +3, Stealth +4

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Traits

Jumper. The cat's jump distance is determined using its Dexterity rather than its Strength.

Actions

Scratch. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Slashing damage.

Constrictor Snake

Large Beast, Unaligned

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

HP 13 (2d10 + 2)

Speed 30 ft., Swim 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	15	+2 +2	DEX	14	+2 +2	CON	12	+1 +1
INT	1	-5 -5	WIS	10	+0 +0	CHA	3	-4 -4

Skills Perception +2, Stealth +4

Senses Blindsight 10 ft.; Passive Perception 12

Languages None

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

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

Constrict. *Strength Saving Throw:* DC 12, one Medium or smaller creature the snake can see within 5 feet. *Failure:* 7 (3d4) Bludgeoning damage, and the target has the Grappled condition (escape DC 12).

Crab

Tiny Beast, Unaligned

AC 11 **Initiative** +0 (10)

HP 3 (1d4 + 1)

Speed 20 ft., Swim 20 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	6	-2	-2	DEX	11	+0	+0	CON	12	+1	+1												
INT	1	-5	-5	WIS	8	-1	-1	CHA	2	-4	-4												

Skills Stealth +2

Senses Blindsight 30 ft.; Passive Perception 9

Languages None

CR 0 (XP 10; PB +2)

Traits

Amphibious. The crab can breathe air and water.

Actions

Claw. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Bludgeoning damage.

Crocodile

Large Beast, Unaligned

AC 12 **Initiative** +0 (10)

HP 13 (2d10 + 2)

Speed 20 ft., Swim 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	15	+2	+2	DEX	10	+0	+0	CON	13	+1	+3	INT	2	-4	-4	WIS	10	+0	+0	CHA	5	-3	-3

Skills Stealth +2

Senses Passive Perception 10

Languages None

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

Traits

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

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12). While Grappled, the target has the Restrained condition.

Deer

Medium Beast, Unaligned

AC 13

Initiative +3 (13)

HP 4 (1d8)

Speed 50 ft.

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

Skills Perception +4

Senses Darkvision 60 ft.; Passive Perception 14

Languages None

CR 0 (XP 10; PB +2)

Traits

Agile. The deer doesn't provoke an Opportunity Attack when it moves out of an enemy's reach.

Actions

Ram. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Bludgeoning damage.

Dire Wolf

Large Beast, Unaligned

AC 14

Initiative +2 (12)

HP 22 (3d10 + 6)

Speed 50 ft.

MOD				MOD				MOD			
STR		17		DEX		15		CON		15	
		+3	+3			+2	+2			+2	+2
MOD				MOD				MOD			
INT		3		WIS		12		CHA		7	
		-4	-4			+1	+1			-2	-2

Skills Perception +5, Stealth +4

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 1 (XP 200; PB +2)

Traits

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 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Piercing damage. If the target is a Large or smaller creature, it has the Prone condition.

Draft Horse

Large Beast, Unaligned

AC 10

Initiative +0 (10)

HP 15 (2d10 + 4)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	10	+0	+0	CON	15	+2	+2
INT	2	-4	-4	WIS	11	+0	+0	CHA	7	-2	-2

Senses Passive Perception 10

Languages None

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

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d4 + 4) Bludgeoning damage.

Eagle

Small Beast, Unaligned

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

HP 4 (1d6 + 1)

Speed 10 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	6	-2	-2	DEX	15	+2	+2	CON	12	+1	+1
INT	2	-4	-4	WIS	14	+2	+2	CHA	7	-2	-2

Skills Perception +6

Senses Passive Perception 16

Languages None

CR 0 (XP 10; PB +2)

Actions

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

Elephant

Huge Beast, Unaligned

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

HP 76 (8d12 + 24)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	22	+6	+6	DEX	9	-1	-1	CON	17	+3	+3
INT	3	-4	-4	WIS	11	+0	+0	CHA	6	-2	-2

Senses Passive Perception 10

Languages None

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

Actions

Multiattack. The elephant makes two Gore attacks.

Gore. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 15 (2d8 + 6) Piercing damage. If the target is a Huge or smaller creature and the elephant moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

Bonus Actions

Trample. *Dexterity Saving Throw:* DC 16, one creature within 5 feet that has the Prone condition. *Failure:* 17 (2d10 + 6) Bludgeoning damage. *Success:* Half damage.

Elk

Large Beast, Unaligned

AC 10

Initiative +0 (10)

HP 11 (2d10)

Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	10	+0	+0	CON	11	+0	+0
INT	2	-4	-4	WIS	10	+0	+0	CHA	6	-2	-2

Skills Perception +2

Senses Darkvision 60 ft.; Passive Perception 12

Languages None

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

Actions

Ram. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage. If the target is a Large or smaller creature and the elk moved 20+ feet straight toward it immediately before the hit, the target takes an extra 3 (1d6) Bludgeoning damage and has the Prone condition.

Flying Snake

Tiny Monstrosity, Unaligned

AC 14

Initiative +2 (12)

HP 5 (2d4)

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

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

Senses Blindsight 10 ft.; Passive Perception 11

Languages None

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

Traits

Flyby. The snake doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

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

Frog

Tiny Beast, Unaligned

AC 11

Initiative +1 (11)

HP 1 (1d4 - 1)

Speed 20 ft., Swim 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	1	-5	-5	DEX	13	+1	+1	CON	8	-1	-1
INT	1	-5	-5	WIS	8	-1	-1	CHA	3	-4	-4

Skills Perception +1, Stealth +3

Senses Darkvision 30 ft.; Passive Perception 11

Languages None

CR 0 (XP 10; PB +2)

Traits

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's Long Jump is up to 10 feet and its High Jump is up to 5 feet with or without a running start.

Actions

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

Giant Ape

Huge Beast, Unaligned

AC 12 **Initiative** +5 (15)

HP 168 (16d12 + 64)

Speed 40 ft., Climb 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 23	+6	+6	DEX 14	+2	+2	CON 18	+4	+4
INT 5	-3	-3	WIS 12	+1	+1	CHA 7	-2	-2

Skills Athletics +9, Perception +4, Survival +4

Senses Passive Perception 14

Languages None

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

Actions

Multiattack. The ape makes two Fist attacks.

Fist. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 22 (3d10 + 6) Bludgeoning damage.

Boulder Toss (Recharge 6). The ape hurls a boulder at a point it can see within 90 feet. *Dexterity Saving Throw:* DC 17, each creature in a 5-foot-radius Sphere centered on that point. *Failure:* 24 (7d6) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition. *Success:* Half damage only.

Bonus Actions

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

Giant Badger

Medium Beast, Unaligned

AC 13 **Initiative** +0 (10)

HP 15 (2d8 + 6)

Speed 30 ft., Burrow 10 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 13	+1	+1	DEX 10	+0	+0	CON 17	+3	+3
INT 2	-4	-4	WIS 12	+1	+1	CHA 5	-3	-3

Skills Perception +3

Resistances Poison

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

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

Actions

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

Giant Bat

Large Beast, Unaligned

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

HP 22 (4d10)

Speed 10 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 15	+2	+2	DEX 16	+3	+3	CON 11	+0	+0
INT 2	-4	-4	WIS 12	+1	+1	CHA 6	-2	-2

Senses Blindsight 120 ft.; Passive Perception 11

Languages None

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

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Giant Boar

Large Beast, Unaligned

AC 13 **Initiative** +0 (10)

HP 42 (5d10 + 15)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 17	+3	+5	DEX 10	+0	+0	CON 16	+3	+3
INT 2	-4	-4	WIS 7	-2	-2	CHA 5	-3	-3

Senses Passive Perception 8

Languages None

CR 2 (XP 450; PB +2)

Traits

Bloodied Fury. The boar has Advantage on melee attack rolls while it is Bloodied.

Actions

Gore. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage. If the target is a Large or smaller creature and the boar moved 20+ feet straight toward it immediately before the hit, the target takes an extra 7 (2d6) Piercing damage and has the Prone condition.

Giant Centipede

Small Beast, Unaligned

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

HP 9 (2d6 + 2)

Speed 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 5	-3	-3	DEX 14	+2	+2	CON 12	+1	+1
INT 1	-5	-5	WIS 7	-2	-2	CHA 3	-4	-4

Senses Blindsight 30 ft.; Passive Perception 8

Languages None

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

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage, and the target has the Poisoned condition until the start of the centipede's next turn.

Giant Constrictor Snake

Huge Beast, Unaligned

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

HP 60 (8d12 + 8)

Speed 30 ft., Swim 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 19	+4	+4	DEX 14	+2	+2	CON 12	+1	+1
INT 1	-5	-5	WIS 10	+0	+0	CHA 3	-4	-4

Skills Perception +2

Senses Blindsight 10 ft.; Passive Perception 12

Languages None

CR 2 (XP 450; PB +2)

Actions

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

Bite. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

Constrict. *Strength Saving Throw:* DC 14, one Large or smaller creature the snake can see within 10 feet. *Failure:* 13 (2d8 + 4) Bludgeoning damage, and the target has the Grappled condition (escape DC 14).

Giant Crab

Medium Beast, Unaligned

AC 15 **Initiative** +1 (11)

HP 13 (3d8)

Speed 30 ft., Swim 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 13	+1	+1	DEX 13	+1	+1	CON 11	+0	+0
INT 1	-5	-5	WIS 9	-1	-1	CHA 3	-4	-4

Skills Stealth +3

Senses Blindsight 30 ft.; Passive Perception 9

Languages None

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

Traits

Amphibious. The crab can breathe air and water.

Actions

Claw. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 11) from one of two claws.

Giant Crocodile

Huge Beast, Unaligned

AC 14 **Initiative** -1 (9)

HP 85 (9d12 + 27)

Speed 30 ft., Swim 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 21	+5	+5	DEX 9	-1	-1	CON 17	+3	+3
INT 2	-4	-4	WIS 10	+0	+0	CHA 7	-2	-2

Skills Stealth +5

Senses Passive Perception 10

Languages None

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

Traits

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

Actions

Multiattack. The crocodile makes one Bite attack and one Tail attack.

Bite. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 21 (3d10 + 5) Piercing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 15). While Grappled, the target has the Restrained condition and can't be targeted by the crocodile's Tail.

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

Giant Eagle

Large Celestial, Neutral Good

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

HP 26 (4d10 + 4)

Speed 10 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 16	+3	+3	DEX 17	+3	+3	CON 13	+1	+1
INT 8	-1	-1	WIS 14	+2	+2	CHA 10	+0	+0

Skills Perception +6

Resistances Necrotic, Radiant

Senses Passive Perception 16

Languages Celestial; understands Common and Primordial (Auran) but can't speak them

CR 1 (XP 200; PB +2)

Actions

Multiattack. The eagle makes two Rend attacks.

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage plus 3 (1d6) Radiant damage.

Giant Elk

Huge Celestial, Neutral Good

AC 14 **Initiative** +6 (16)

HP 42 (5d12 + 10)

Speed 60 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	19	+4 +6	DEX	18	+4 +6	CON	14	+2 +2
INT	7	-2 -2	WIS	14	+2 +2	CHA	10	+0 +0

Skills Perception +4

Resistances Necrotic, Radiant

Senses Darkvision 90 ft.; Passive Perception 14

Languages Celestial; understands Common, Elvish, and Sylvan but can't speak them

CR 2 (XP 450; PB +2)

Actions

Ram. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage plus 5 (2d4) Radiant damage. If the target is a Huge or smaller creature and the elk moved 20+ feet straight toward it immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and has the Prone condition.

Giant Fire Beetle

Small Beast, Unaligned

AC 13 **Initiative** +0 (10)

HP 4 (1d6 + 1)

Speed 30 ft., Climb 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	8	-1 -1	DEX	10	+0 +0	CON	12	+1 +1
INT	1	-5 -5	WIS	7	-2 -2	CHA	3	-4 -4

Resistances Fire

Senses Blindsight 30 ft.; Passive Perception 8

Languages None

CR 0 (XP 10; PB +2)

Traits

Illumination. The beetle sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

Actions

Bite. *Melee Attack Roll:* +1, reach 5 ft. *Hit:* 1 Fire damage.

Giant Frog

Medium Beast, Unaligned

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

HP 18 (4d8)

Speed 30 ft., Swim 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	12	+1 +1	DEX	13	+1 +1	CON	11	+0 +0
INT	2	-4 -4	WIS	10	+0 +0	CHA	3	-4 -4

Skills Perception +2, Stealth +4

Senses Darkvision 30 ft.; Passive Perception 12

Languages None

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

Traits

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's Long Jump is up to 20 feet and its High Jump is up to 10 feet with or without a running start.

Actions

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 11).

Swallow. The frog swallows a Small or smaller target it is grappling. While swallowed, the target isn't Grappled but has the Blinded and Restrained conditions, and it has Total Cover against attacks and other effects outside the frog. While swallowing the target, the frog can't use Bite, and if the frog dies, the swallowed target is no longer Restrained and can escape from the corpse using 5 feet of movement, exiting with the Prone condition.

At the end of the frog's next turn, the swallowed target takes 5 (2d4) Acid damage. If that damage doesn't kill it, the frog disgorges it, causing it to exit Prone.

Giant Goat

Large Beast, Unaligned

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

HP 19 (3d10 + 3)

Speed 40 ft., Climb 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	17	+3 +5	DEX	13	+1 +1	CON	12	+1 +1
INT	3	-4 -4	WIS	12	+1 +1	CHA	6	-2 -2

Skills Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

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

Actions

Ram. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage. If the target is a Large or smaller creature and the goat moved 20+ feet straight toward it immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and has the Prone condition.

Giant Hyena

Large Beast, Unaligned

AC 12 Initiative +2 (12)

HP 45 (6d10 + 12)

Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	14	+2	+2	CON	14	+2	+2
INT	2	-4	-4	WIS	12	+1	+1	CHA	7	-2	-2

Skills Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Actions

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

Bonus Actions

Rampage (1/Day). Immediately after dealing damage to a creature that was already Bloodied, the hyena can move up to half its Speed, and it makes one Bite attack.

Giant Lizard

Large Beast, Unaligned

AC 12 Initiative +1 (11)

HP 19 (3d10 + 3)

Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	DEX	12	+1	+3	CON	13	+1	+1
INT	2	-4	-4	WIS	10	+0	+0	CHA	5	-3	-3

Senses Darkvision 60 ft.; Passive Perception 10

Languages None

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

Traits

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

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

Giant Octopus

Large Beast, Unaligned

AC 11 Initiative +1 (11)

HP 45 (7d10 + 7)

Speed 10 ft., Swim 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	DEX	13	+1	+1	CON	13	+1	+1
INT	5	-3	-3	WIS	10	+0	+0	CHA	4	-3	-3

Skills Perception +4, Stealth +5

Senses Darkvision 60 ft.; Passive Perception 14

Languages None

CR 1 (XP 200; PB +2)

Traits

Water Breathing. The octopus can breathe only underwater. It can hold its breath for 1 hour outside water.

Actions

Tentacles. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 10 (2d6 + 3) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 13) from all eight tentacles. While Grappled, the target has the Restrained condition.

Reactions

Ink Cloud (1/Day). *Trigger:* The octopus takes damage while underwater. *Response:* The octopus releases ink that fills a 10-foot Cube centered on itself, and the octopus moves up to its Swim Speed. The Cube is Heavily Obscured for 1 minute or until a strong current or similar effect disperses the ink.

Giant Owl

Large Celestial, Neutral

AC 12 Initiative +2 (12)

HP 19 (3d10 + 3)

Speed 5 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	DEX	15	+2	+2	CON	12	+1	+1
INT	10	+0	+0	WIS	14	+2	+4	CHA	10	+0	+0

Skills Perception +6, Stealth +6

Resistances Necrotic, Radiant

Senses Darkvision 120 ft.; Passive Perception 16

Languages Celestial; understands Common, Elvish, and Sylvan but can't speak them

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

Traits

Flyby. The owl doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

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

Spellcasting. The owl casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability:

At Will: *Detect Evil and Good*, *Detect Magic*

1/Day: *Clairvoyance*

Giant Rat

Small Beast, Unaligned

AC 13 Initiative +3 (13)

HP 7 (2d6)

Speed 30 ft., Climb 30 ft.

MOD			SAVE			MOD			SAVE			MOD			SAVE		
STR	7	-2	-2	DEX	16	+3	+5	CON	11	+0	+0						
INT	2	-4	-4	WIS	10	+0	+0	CHA	4	-3	-3						

Skills Perception +2

Senses Darkvision 60 ft.; Passive Perception 12

Languages None

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

Traits

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

Actions

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

Giant Scorpion

Large Beast, Unaligned

AC 15 Initiative +1 (11)

HP 52 (7d10 + 14)

Speed 40 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE									
STR	16	+3	+3	DEX	13	+1	+1	CON	15	+2	+2																		
INT	1	-5	-5	WIS	9	-1	-1	CHA	3	-4	-4																		

Senses Blindsight 60 ft.; Passive Perception 9

Languages None

CR 3 (XP 700; PB +2)

Actions

Multiattack. The scorpion makes two Claw attacks and one Sting attack.

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 13) from one of two claws.

Sting. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage plus 11 (2d10) Poison damage.

Giant Seahorse

Large Beast, Unaligned

AC 14 Initiative +1 (11)

HP 16 (3d10)

Speed 5 ft., Swim 40 ft.

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

Senses Passive Perception 11

Languages None

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

Traits

Water Breathing. The seahorse can breathe only underwater.

Actions

Ram. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Bludgeoning damage, or 11 (2d8 + 2) Bludgeoning damage if the seahorse moved 20+ feet straight toward the target immediately before the hit.

Bonus Actions

Bubble Dash. While underwater, the seahorse moves up to half its Swim Speed without provoking Opportunity Attacks.

Giant Shark

Huge Beast, Unaligned

AC 13 Initiative +3 (13)

HP 92 (8d12 + 40)

Speed 5 ft., Swim 60 ft.

MOD			SAVE			MOD			SAVE			MOD			SAVE		
STR	23	+6	+6	DEX	11	+0	+0	CON	21	+5	+5						
INT	1	-5	-5	WIS	10	+0	+0	CHA	5	-3	-3						

Skills Perception +3

Senses Blindsight 60 ft.; Passive Perception 13

Languages None

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

Traits

Water Breathing. The shark can breathe only underwater.

Actions

Multiattack. The shark makes two Bite attacks.

Bite. *Melee Attack Roll:* +9 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. *Hit:* 22 (3d10 + 6) Piercing damage.

Giant Spider

Large Beast, Unaligned

AC 14 Initiative +3 (13)

HP 26 (4d10 + 4)

Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	16	+3	+3	CON	12	+1	+1
INT	2	-4	-4	WIS	11	+0	+0	CHA	4	-3	-3

Skills Perception +4, Stealth +7

Senses Darkvision 60 ft.; Passive Perception 14

Languages None

CR 1 (XP 200; PB +2)

Traits

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

Web Walker. The spider ignores movement restrictions caused by webs, and it knows the location of any other creature in contact with the same web.

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage plus 7 (2d6) Poison damage.

Web (Recharge 5–6). *Dexterity Saving Throw:* DC 13, one creature the spider can see within 60 feet. *Failure:* The target has the Restrained condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Poison and Psychic damage).

Giant Toad

Large Beast, Unaligned

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

HP 39 (6d10 + 6)

Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	DEX	13	+1	+1	CON	13	+1	+1
INT	2	-4	-4	WIS	10	+0	+0	CHA	3	-4	-4

Senses Darkvision 60 ft.; Passive Perception 10

Languages None

CR 1 (XP 200; PB +2)

Traits

Amphibious. The toad can breathe air and water.

Standing Leap. The toad's Long Jump is up to 20 feet and its High Jump is up to 10 feet with or without a running start.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 5 (2d4) Poison damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12).

Swallow. The toad swallows a Medium or smaller target it is grappling. While swallowed, the target isn't Grappled but has the Blinded and Restrained conditions, and it has Total Cover against attacks and other effects outside the toad. In addition, the target takes 10 (3d6) Acid damage at the end of each of the toad's turns. The

toad can have only one target swallowed at a time, and it can't use Bite while it has a swallowed target. If the toad dies, a swallowed creature is no longer Restrained and can escape from the corpse using 5 feet of movement, exiting with the Prone condition.

Giant Venomous Snake

Medium Beast, Unaligned

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

HP 11 (2d8 + 2)

Speed 40 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	DEX	18	+4	+4	CON	13	+1	+1
INT	2	-4	-4	WIS	10	+0	+0	CHA	3	-4	-4

Skills Perception +2

Senses Blindsight 10 ft.; Passive Perception 12

Languages None

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

Actions

Bite. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 6 (1d4 + 4) Piercing damage plus 4 (1d8) Poison damage.

Giant Vulture

Large Monstrosity, Neutral Evil

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

HP 25 (3d10 + 9)

Speed 10 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	DEX	10	+0	+0	CON	16	+3	+3
INT	6	-2	-2	WIS	12	+1	+1	CHA	7	-2	-2

Skills Perception +3

Resistances Necrotic

Senses Darkvision 60 ft.; Passive Perception 13

Languages Understands Common but can't speak

CR 1 (XP 200; PB +2)

Traits

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

Actions

Gouge. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Piercing damage, and the target has the Poisoned condition until the end of its next turn.

Giant Wasp

Medium Beast, Unaligned

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

HP 22 (5d8)

Speed 10 ft., Fly 50 ft.

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

Senses Passive Perception 10

Languages None

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

Traits

Flyby. The wasp doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Sting. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 5 (2d4) Poison damage.

Giant Weasel

Medium Beast, Unaligned

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

HP 9 (2d8)

Speed 40 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	11	+0	+0	DEX	17	+3	+3	CON	10	+0	+0
INT	4	-3	-3	WIS	12	+1	+1	CHA	5	-3	-3

Skills Acrobatics +5, Perception +3, Stealth +5

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

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

Actions

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

Giant Wolf Spider

Medium Beast, Unaligned

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

HP 11 (2d8 + 2)

Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	12	+1	+1	DEX	16	+3	+3	CON	13	+1	+1
INT	3	-4	-4	WIS	12	+1	+1	CHA	4	-3	-3

Skills Perception +3, Stealth +7

Senses Blindsight 10 ft., Darkvision 60 ft.;
Passive Perception 13

Languages None

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

Traits

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

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 5 (2d4) Poison damage.

Goat

Medium Beast, Unaligned

AC 10

Initiative +0 (10)

HP 4 (1d8)

Speed 40 ft., Climb 30 ft.

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

Skills Perception +2

Senses Darkvision 60 ft.; Passive Perception 12

Languages None

CR 0 (XP 10; PB +2)

Actions

Ram. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Bludgeoning damage, or 2 (1d4) Bludgeoning damage if the goat moved 20+ feet straight toward the target immediately before the hit.

Hawk

Tiny Beast, Unaligned

AC 13

Initiative +3 (13)

HP 1 (1d4 - 1)

Speed 10 ft., Fly 60 ft.

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

Skills Perception +6

Senses Passive Perception 16

Languages None

CR 0 (XP 10; PB +2)

Actions

Talons. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 1 Slashing damage.

Hippopotamus

Large Beast, Unaligned

AC 14

Initiative -2 (8)

HP 82 (11d10 + 22)

Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+7	DEX	7	-2	-2	CON	15	+2	+2
INT	2	-4	-4	WIS	12	+1	+1	CHA	4	-3	-3

Skills Perception +3

Senses Passive Perception 13

Languages None

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

Traits

Hold Breath. The hippopotamus can hold its breath for 10 minutes.

Actions

Multiattack. The hippopotamus makes two Bite attacks.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 16 (2d10 + 5) Piercing damage.

Hunter Shark

Large Beast, Unaligned

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

HP 45 (6d10 + 12)

Speed 5 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	14	+2	+2	CON	15	+2	+2
INT	1	-5	-5	WIS	10	+0	+0	CHA	4	-3	-3

Skills Perception +2

Senses Blindsight 60 ft.; Passive Perception 12

Languages None

CR 2 (XP 450; PB +2)

Traits

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Attack Roll:* +6 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. *Hit:* 14 (3d6 + 4) Piercing damage.

Hyena

Medium Beast, Unaligned

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

HP 5 (1d8 + 1)

Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	11	+0	+0	DEX	13	+1	+1	CON	12	+1	+1
INT	2	-4	-4	WIS	12	+1	+1	CHA	5	-3	-3

Skills Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Traits

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

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 3 (1d6) Piercing damage.

Jackal

Small Beast, Unaligned

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

HP 3 (1d6)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	-1	-1	DEX	15	+2	+2	CON	11	+0	+0
INT	3	-4	-4	WIS	12	+1	+1	CHA	6	-2	-2

Skills Perception +5, Stealth +4

Senses Darkvision 90 ft.; Passive Perception 15

Languages None

CR 0 (XP 10; PB +2)

Actions

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

Killer Whale

Huge Beast, Unaligned

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

HP 90 (12d12 + 12)

Speed 5 ft., Swim 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	DEX	14	+2	+2	CON	13	+1	+1
INT	3	-4	-4	WIS	12	+1	+1	CHA	7	-2	-2

Skills Perception +3, Stealth +4

Senses Blindsight 120 ft.; Passive Perception 13

Languages None

CR 3 (XP 700; PB +2)

Traits

Hold Breath. The whale can hold its breath for 30 minutes.

Actions

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 21 (5d6 + 4) Piercing damage.

Lion

Large Beast, Unaligned

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

HP 22 (4d10)

Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	DEX	15	+2	+2	CON	11	+0	+0
INT	3	-4	-4	WIS	12	+1	+1	CHA	8	-1	-1

Skills Perception +3, Stealth +4

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Traits

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 feet of the creature and the ally doesn't have the Incapacitated condition.

Running Leap. With a 10-foot running start, the lion can Long Jump up to 25 feet.

Actions

Multiattack. The lion makes two Rend attacks. It can replace one attack with a use of Roar.

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

Roar. *Wisdom Saving Throw:* DC 11, one creature within 15 feet. *Failure:* The target has the Frightened condition until the start of the lion's next turn.

Lizard

Tiny Beast, Unaligned

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

HP 2 (1d4)

Speed 20 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	2	-4	-4	DEX	11	+0	+0	CON	10	+0	+0
INT	1	-5	-5	WIS	8	-1	-1	CHA	3	-4	-4

Senses Darkvision 30 ft.; Passive Perception 9

Languages None

CR 0 (XP 10; PB +2)

Traits

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

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

Mammoth

Huge Beast, Unaligned

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

HP 126 (11d12 + 55)

Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	24	+7	+10	DEX	9	-1	-1	CON	21	+5	+8
INT	3	-4	-4	WIS	11	+0	+0	CHA	6	-2	-2

Senses Passive Perception 10

Languages None

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

Actions

Multiattack. The mammoth makes two Gore attacks.

Gore. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 18 (2d10 + 7) Piercing damage. If the target is a Huge or smaller creature and the mammoth moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

Bonus Actions

Trample. *Dexterity Saving Throw:* DC 18, one creature within 5 feet that has the Prone condition. *Failure:* 29 (4d10 + 7) Bludgeoning damage. *Success:* Half damage.

Mastiff

Medium Beast, Unaligned

AC 12

Initiative +2 (12)

HP 5 (1d8 + 1)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	DEX	14	+2	+2	CON	12	+1	+1
INT	3	-4	-4	WIS	12	+1	+3	CHA	7	-2	-2

Skills Perception +5

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

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

Actions

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition.

Mule

Medium Beast, Unaligned

AC 10

Initiative +0 (10)

HP 11 (2d8 + 2)

Speed 40 ft.

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

Senses Passive Perception 10

Languages None

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

Traits

Beast of Burden. The mule counts as one size larger for the purpose of determining its carrying capacity.

Actions

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

Octopus

Small Beast, Unaligned

AC 12

Initiative +2 (12)

HP 3 (1d6)

Speed 5 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	4	-3	-3	DEX	15	+2	+2	CON	11	+0	+0
INT	3	-4	-4	WIS	10	+0	+0	CHA	4	-3	-3

Skills Perception +2, Stealth +6

Senses Darkvision 30 ft.; Passive Perception 12

Languages None

CR 0 (XP 10; PB +2)

Traits

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

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Bludgeoning damage.

Reactions

Ink Cloud (1/Day). *Trigger:* A creature ends its turn within 5 feet of the octopus while underwater. *Response:* The octopus releases ink that fills a 5-foot Cube centered on itself, and the octopus moves up to its Swim Speed. The Cube is Heavily Obscured for 1 minute or until a strong current or similar effect disperses the ink.

Owl

Tiny Beast, Unaligned

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

HP 1 (1d4 – 1)

Speed 5 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	3	-4	-4	DEX	13	+1	+1	CON	8	-1	-1
INT	2	-4	-4	WIS	12	+1	+1	CHA	7	-2	-2

Skills Perception +5, Stealth +5

Senses Darkvision 120 ft.; Passive Perception 15

Languages None

CR 0 (XP 10; PB +2)

Traits

Flyby. The owl doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Talons. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 1 Slashing damage.

Panther

Medium Beast, Unaligned

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

HP 13 (3d8)

Speed 50 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	16	+3	+3	CON	10	+0	+0
INT	3	-4	-4	WIS	14	+2	+2	CHA	7	-2	-2

Skills Perception +4, Stealth +7

Senses Darkvision 60 ft.; Passive Perception 14

Languages None

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

Actions

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

Bonus Actions

Nimble Escape. The panther takes the Disengage or Hide action.

Piranha

Tiny Beast, Unaligned

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

HP 1 (1d4 – 1)

Speed 5 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	2	-4	-4	DEX	16	+3	+3	CON	9	-1	-1
INT	1	-5	-5	WIS	7	-2	-2	CHA	2	-4	-4

Senses Darkvision 60 ft.; Passive Perception 8

Languages None

CR 0 (XP 10; PB +2)

Traits

Water Breathing. The piranha can breathe only underwater.

Actions

Bite. *Melee Attack Roll:* +5 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. *Hit:* 1 Piercing damage.

Plesiosaurus

Large Beast (Dinosaur), Unaligned

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

HP 68 (8d10 + 24)

Speed 20 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	15	+2	+2	CON	16	+3	+3
INT	2	-4	-4	WIS	12	+1	+1	CHA	5	-3	-3

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Languages None

CR 2 (XP 450; PB +2)

Traits

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

Actions

Bite. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

Polar Bear

Large Beast, Unaligned

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

HP 42 (5d10 + 15)

Speed 40 ft., Swim 40 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	20	+5 +5	DEX	14	+2 +2	CON	16	+3 +3
INT	2	-4 -4	WIS	13	+1 +1	CHA	7	-2 -2

Skills Perception +5, Stealth +4

Resistances Cold

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 2 (XP 450; PB +2)

Actions

Multiattack. The bear makes two Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 9 (1d8 + 5) Slashing damage.

Pony

Medium Beast, Unaligned

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

HP 11 (2d8 + 2)

Speed 40 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	15	+2 +4	DEX	10	+0 +0	CON	13	+1 +1
INT	2	-4 -4	WIS	11	+0 +0	CHA	7	-2 -2

Senses Passive Perception 10

Languages None

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

Actions

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

Pteranodon

Medium Beast (Dinosaur), Unaligned

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

HP 13 (3d8)

Speed 10 ft., Fly 60 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	12	+1 +1	DEX	15	+2 +2	CON	10	+0 +0
INT	2	-4 -4	WIS	9	-1 -1	CHA	5	-3 -3

Skills Perception +1

Senses Passive Perception 11

Languages None

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

Traits

Flyby. The pteranodon doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

Rat

Tiny Beast, Unaligned

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

HP 1 (1d4 - 1)

Speed 20 ft., Climb 20 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	2	-4 -4	DEX	11	+0 +0	CON	9	-1 -1
INT	2	-4 -4	WIS	10	+0 +0	CHA	4	-3 -3

Skills Perception +2

Senses Darkvision 30 ft.; Passive Perception 12

Languages None

CR 0 (XP 10; PB +2)

Traits

Agile. The rat doesn't provoke an Opportunity Attack when it moves out of an enemy's reach.

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

Raven

Tiny Beast, Unaligned

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

HP 2 (1d4)

Speed 10 ft., Fly 50 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	2	-4 -4	DEX	14	+2 +2	CON	10	+0 +0
INT	5	-3 -3	WIS	13	+1 +1	CHA	6	-2 -2

Skills Perception +3

Senses Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Traits

Mimicry. The raven can mimic simple sounds it has heard, such as a whisper or chitter. A hearer can discern the sounds are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Beak. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage.

Reef Shark

Medium Beast, Unaligned

AC 12 Initiative +2 (12)

HP 22 (4d8 + 4)

Speed 5 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	15	+2	+2	CON	13	+1	+1
INT	1	-5	-5	WIS	10	+0	+0	CHA	4	-3	-3

Skills Perception +2

Senses Blindsight 30 ft.; Passive Perception 12

Languages None

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

Traits

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

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Piercing damage.

Rhinoceros

Large Beast, Unaligned

AC 13 Initiative -1 (9)

HP 45 (6d10 + 12)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+5	DEX	8	-1	-1	CON	15	+2	+2
INT	2	-4	-4	WIS	12	+1	+1	CHA	6	-2	-2

Senses Passive Perception 11

Languages None

CR 2 (XP 450; PB +2)

Actions

Gore. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (2d8 + 5) Piercing damage. If target is a Large or smaller creature and the rhinoceros moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) Piercing damage and has the Prone condition.

Riding Horse

Large Beast, Unaligned

AC 11 Initiative +1 (11)

HP 13 (2d10 + 2)

Speed 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	13	+1	+1	CON	12	+1	+1
INT	2	-4	-4	WIS	11	+0	+0	CHA	7	-2	-2

Senses Passive Perception 10

Languages None

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

Actions

Hooves. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage.

Saber-Toothed Tiger

Large Beast, Unaligned

AC 13 Initiative +3 (13)

HP 52 (7d10 + 14)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+6	DEX	17	+3	+5	CON	15	+2	+2
INT	3	-4	-4	WIS	12	+1	+1	CHA	8	-1	-1

Skills Perception +5, Stealth +7

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 2 (XP 450; PB +2)

Traits

Running Leap. With a 10-foot running start, the tiger can Long Jump up to 25 feet.

Actions

Multiattack. The tiger makes two Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Slashing damage.

Bonus Actions

Nimble Escape. The tiger takes the Disengage or Hide action.

Scorpion

Tiny Beast, Unaligned

AC 11 Initiative +0 (10)

HP 1 (1d4 - 1)

Speed 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	2	-4	-4	DEX	11	+0	+0	CON	8	-1	-1
INT	1	-5	-5	WIS	8	-1	-1	CHA	2	-4	-4

Senses Blindsight 10 ft.; Passive Perception 9

Languages None

CR 0 (XP 10; PB +2)

Actions

Sting. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage plus 3 (1d6) Poison damage.

Seahorse

Tiny Beast, Unaligned

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

HP 1 (1d4 – 1)

Speed 5 ft., Swim 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	1	–5	–5	DEX	12	+1	+1	CON	8	–1	–1
INT	1	–5	–5	WIS	10	+0	+0	CHA	2	–4	–4

Skills Perception +2, Stealth +5

Senses Passive Perception 12

Languages None

CR 0 (XP 0; PB +2)

Traits

Water Breathing. The seahorse can breathe only underwater.

Actions

Bubble Dash. While underwater, the seahorse moves up to its Swim Speed without provoking Opportunity Attacks.

Spider

Tiny Beast, Unaligned

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

HP 1 (1d4 – 1)

Speed 20 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	2	–4	–4	DEX	14	+2	+2	CON	8	–1	–1
INT	1	–5	–5	WIS	10	+0	+0	CHA	2	–4	–4

Skills Stealth +4

Senses Darkvision 30 ft.; Passive Perception 10

Languages None

CR 0 (XP 10; PB +2)

Traits

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

Web Walker. The spider ignores movement restrictions caused by webs, and the spider knows the location of any other creature in contact with the same web.

Actions

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

Swarm of Bats

Large Swarm of Tiny Beasts, Unaligned

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

HP 11 (2d10)

Speed 5 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	5	–3	–3	DEX	15	+2	+2	CON	10	+0	+0
INT	2	–4	–4	WIS	12	+1	+1	CHA	4	–3	–3

Resistances Bludgeoning, Piercing, Slashing

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 60 ft.; Passive Perception 11

Languages None

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

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Bites. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (2d4) Piercing damage, or 2 (1d4) Piercing damage if the swarm is Bloodied.

Swarm of Insects

Medium Swarm of Tiny Beasts, Unaligned

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

HP 19 (3d8 + 6)

Speed 20 ft., Climb or Fly 20 ft. (GM's choice)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	3	–4	–4	DEX	13	+1	+1	CON	14	+2	+2
INT	1	–5	–5	WIS	7	–2	–2	CHA	1	–5	–5

Resistances Bludgeoning, Piercing, Slashing

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 30 ft.; Passive Perception 8

Languages None

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

Traits

Spider Climb. If the swarm has a Climb Speed, the swarm can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Bites. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) Poison damage, or 3 (1d4 + 1) Poison damage if the swarm is Bloodied.

Swarm of Piranhas

Medium Swarm of Tiny Beasts, Unaligned

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

HP 28 (8d8 – 8)

Speed 5 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	DEX	16	+3	+3	CON	9	–1	–1
INT	1	–5	–5	WIS	7	–2	–2	CHA	2	–4	–4

Resistances Bludgeoning, Piercing, Slashing

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 60 ft.; Passive Perception 8

Languages None

CR 1 (XP 200; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny piranha. The swarm can't regain Hit Points or gain Temporary Hit Points.

Water Breathing. The swarm can breathe only underwater.

Actions

Bites. *Melee Attack Roll:* +5 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. *Hit:* 8 (2d4 + 3) Piercing damage, or 5 (1d4 + 3) Piercing damage if the swarm is Bloodied.

Swarm of Rats

Medium Swarm of Tiny Beasts, Unaligned

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

HP 14 (4d8 – 4)

Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	9	–1	–1	DEX	11	+0	+2	CON	9	–1	–1
INT	2	–4	–4	WIS	10	+0	+0	CHA	3	–4	–4

Resistances Bludgeoning, Piercing, Slashing

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 30 ft.; Passive Perception 10

Languages None

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

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Bites. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 5 (2d4) Piercing damage, or 2 (1d4) Piercing damage if the swarm is Bloodied.

Swarm of Ravens

Medium Swarm of Tiny Beasts, Unaligned

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

HP 11 (2d8 + 2)

Speed 10 ft., Fly 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	6	–2	–2	DEX	14	+2	+2	CON	12	+1	+1
INT	5	–3	–3	WIS	12	+1	+1	CHA	6	–2	–2

Skills Perception +5

Resistances Bludgeoning, Piercing, Slashing

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Passive Perception 15

Languages None

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

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Beaks. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage, or 2 (1d4) Piercing damage if the swarm is Bloodied.

Cacophony (Recharge 6). *Wisdom Saving Throw:* DC 10, one creature in the swarm's space. *Failure:* The target has the Deafened condition until the start of the swarm's next turn. While Deafened, the target also has Disadvantage on ability checks and attack rolls.

Swarm of Venomous Snakes

Medium Swarm of Tiny Beasts, Unaligned

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

HP 36 (8d8)

Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	8	–1	–1	DEX	18	+4	+4	CON	11	+0	+0
INT	1	–5	–5	WIS	10	+0	+0	CHA	3	–4	–4

Resistances Bludgeoning, Piercing, Slashing

Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Blindsight 10 ft.; Passive Perception 10

Languages None

CR 2 (XP 450; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Bites. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Piercing damage—or 6 (1d4 + 4) Piercing damage if the swarm is Bloodied—plus 10 (3d6) Poison damage.

Tiger

Large Beast, Unaligned

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

HP 30 (4d10 + 8)

Speed 40 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	17	+3 +3	DEX	16	+3 +3	CON	14	+2 +2
INT	3	-4 -4	WIS	12	+1 +1	CHA	8	-1 -1

Skills Perception +3, Stealth +7

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 1 (XP 200; PB +2)

Actions

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage. If the target is a Large or smaller creature, it has the Prone condition.

Bonus Actions

Nimble Escape. The tiger takes the Disengage or Hide action.

Triceratops

Huge Beast (Dinosaur), Unaligned

AC 14 **Initiative** -1 (9)

HP 114 (12d12 + 36)

Speed 50 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	22	+6 +6	DEX	9	-1 -1	CON	17	+3 +3
INT	2	-4 -4	WIS	11	+0 +0	CHA	5	-3 -3

Senses Passive Perception 10

Languages None

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

Actions

Multiattack. The triceratops makes two Gore attacks.

Gore. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 19 (2d12 + 6) Piercing damage. If the target is Huge or smaller and the triceratops moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) Piercing damage and has the Prone condition.

Tyrannosaurus Rex

Huge Beast (Dinosaur), Unaligned

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

HP 136 (13d12 + 52)

Speed 50 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	25	+7 +10	DEX	10	+0 +0	CON	19	+4 +4
INT	2	-4 -4	WIS	12	+1 +4	CHA	9	-1 -1

Skills Perception +4

Senses Passive Perception 14

Languages None

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

Actions

Multiattack. The tyrannosaurus makes one Bite attack and one Tail attack.

Bite. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 33 (4d12 + 7) Piercing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 17). While Grappled, the target has the Restrained condition and can't be targeted by the tyrannosaurus's Tail.

Tail. *Melee Attack Roll:* +10, reach 15 ft. *Hit:* 25 (4d8 + 7) Bludgeoning damage. If the target is a Huge or smaller creature, it has the Prone condition.

Venomous Snake

Tiny Beast, Unaligned

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

HP 5 (2d4)

Speed 30 ft., Swim 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	2	-4 -4	DEX	15	+2 +2	CON	11	+0 +0
INT	1	-5 -5	WIS	10	+0 +0	CHA	3	-4 -4

Senses Blindsight 10 ft.; Passive Perception 10

Languages None

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

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage plus 3 (1d6) Poison damage.

Vulture

Medium Beast, Unaligned

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

HP 5 (1d8 + 1)

Speed 10 ft., Fly 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	7	-2	-2	DEX	10	+0	+0	CON	13	+1	+1
INT	2	-4	-4	WIS	12	+1	+1	CHA	4	-3	-3

Skills Perception +3

Senses Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Traits

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

Actions

Beak. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Piercing damage.

Warhorse

Large Beast, Unaligned

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

HP 19 (3d10 + 3)

Speed 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	12	+1	+1	CON	13	+1	+1
INT	2	-4	-4	WIS	12	+1	+3	CHA	7	-2	-2

Senses Passive Perception 11

Languages None

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

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (2d4 + 4) Bludgeoning damage. If the target is a Large or smaller creature and the horse moved 20+ feet straight toward it immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and has the Prone condition.

Weasel

Tiny Beast, Unaligned

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

HP 1 (1d4 - 1)

Speed 30 ft., Climb 30 ft.

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

Skills Acrobatics +5, Perception +3, Stealth +5

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 1 Piercing damage.

Wolf

Medium Beast, Unaligned

AC 12

Initiative +2 (12)

HP 11 (2d8 + 2)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	15	+2	+2	CON	12	+1	+1
INT	3	-4	-4	WIS	12	+1	+1	CHA	6	-2	-2

Skills Perception +5, Stealth +4

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

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

Traits

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

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition.