

enough for you to assist verbally or physically when they make an ability check. That ally has Advantage on the next ability check they make with the chosen skill or tool. This benefit expires if the ally doesn't use it before the start of your next turn. The GM has final say on whether your assistance is possible.

Assist an Attack Roll. You momentarily distract an enemy within 5 feet of you, giving Advantage to the next attack roll by one of your allies against that enemy. This benefit expires at the start of your next turn.

Heroic Inspiration

If you (a player character) have Heroic Inspiration, you can expend it to reroll any die immediately after rolling it, and you must use the new roll.

If you gain Heroic Inspiration but already have it, it's lost unless you give it to a player character who lacks it.

Hide [Action]

With the Hide action, you try to hide yourself. To do so, you must succeed on a DC 15 Dexterity (Stealth) check while you're Heavily Obscured or behind Three-Quarters Cover or Total Cover, and you must be out of any enemy's line of sight; if you can see a creature, you can discern whether it can see you.

On a successful check, you have the Invisible condition while hidden. Make note of your check's total, which is the DC for a creature to find you with a Wisdom (Perception) check.

You stop being hidden immediately after any of the following occurs: you make a sound louder than a whisper, an enemy finds you, you make an attack roll, or you cast a spell with a Verbal component.

High Jump

When you make a High Jump, you leap into the air a number of feet equal to 3 plus your Strength modifier (minimum of 0 feet) if you move at least 10 feet on foot immediately before the jump. When you make a standing High Jump, you can jump only half that distance. Either way, each foot of the jump costs a foot of movement.

You can extend your arms half your height above yourself during the jump. Thus, you can reach a distance equal to the height of the jump plus 1½ times your height.

Hit Point Dice

Hit Point Dice, or Hit Dice for short, help determine a player character's Hit Point maximum, as explained in "Character Creation." Most monsters also have Hit Dice. A creature can spend Hit Dice during a Short Rest to regain Hit Points. *See also* "Short Rest."

Hit Points

Hit Points (HP) are a measure of how difficult it is to kill or destroy a creature or an object. Damage reduces Hit Points, and healing restores them. You can't have more Hit Points than your Hit Point maximum, and you can't have less than 0. *See also* "Breaking Objects" and "Playing the Game" ("Damage and Healing").

Hostile [Attitude]

A Hostile creature views you unfavorably. You have Disadvantage on an ability check to influence a Hostile creature. *See also* "Influence."

Hover

Some creatures can hover, as noted in their stat blocks, and some spells and other effects grant the ability to hover. Hovering while flying prevents you from falling in certain circumstances. *See also* "Flying."

Illusions

Spells and other effects sometimes create magical illusions. Such an effect defines what the illusion does and which senses or mental faculties it deceives.

If an illusion manifests in space, the illusion is insubstantial and weightless, yet it seems to be affected by the environment as if the illusion were real unless the effect that created it specifies otherwise. For example, a visual illusion of a creature casts shadows and reflections, and wind appears to affect the illusory creature. Similarly, an audible illusion echoes in an echoey space.

Immunity

If you have Immunity to a damage type or a condition, it doesn't affect you in any way.

Improvised Weapons

An improvised weapon is an object wielded as a makeshift weapon, such as broken glass, a table leg, or a frying pan. A Simple or Martial weapon also counts as an improvised weapon if it's wielded in a way contrary to its design; if you use a Ranged weapon to make a melee attack or throw a Melee weapon that lacks the Thrown property, the weapon counts as an improvised weapon. An improvised weapon follows the rules below.

Proficiency. Don't add your Proficiency Bonus to attack rolls with an improvised weapon.

Damage. On a hit, the weapon deals 1d4 damage of a type the GM thinks is appropriate for the object.

Range. If you throw the weapon, it has a normal range of 20 feet and a long range of 60 feet.

Weapon Equivalents. If an improvised weapon resembles a Simple or Martial weapon, the GM may say it functions as that weapon and uses that weapon's rules. For example, the GM could treat a table leg as a Club.

Incapacitated [Condition]

While you have the Incapacitated condition, you experience the following effects.

Inactive. You can't take any action, Bonus Action, or Reaction.

No Concentration. Your Concentration is broken.

Speechless. You can't speak.

Surprised. If you're Incapacitated when you roll Initiative, you have Disadvantage on the roll.

Indifferent [Attitude]

An Indifferent creature has no desire to help or hinder you. Indifferent is the default attitude of a monster. *See also* "Influence."

Influence [Action]

With the Influence action, you urge a monster to do something. Describe or roleplay how you're communicating with the monster. Are you trying to deceive, intimidate, amuse, or gently persuade? The GM then determines whether the monster feels willing, unwilling, or hesitant due to your interaction; this determination establishes whether an ability check is necessary, as explained below.

Willing. If your urging aligns with the monster's desires, no ability check is necessary; the monster fulfills your request in a way it prefers.

Unwilling. If your urging is repugnant to the monster or counter to its alignment, no ability check is necessary; it doesn't comply.

Hesitant. If you urge the monster to do something that it is hesitant to do, you must make an ability check, which is affected by the monster's attitude: Indifferent, Friendly, or Hostile, each of which is defined in this glossary. The Influence Checks table suggests which ability check to make based on how you're interacting with the monster. The GM chooses the check, which has a default DC equal to 15 or the monster's Intelligence score, whichever is higher. On a successful check, the monster does as urged. On a failed check, you must wait 24 hours (or a duration set by the GM) before urging it in the same way again.

Influence Checks

Ability Check	Interaction
Charisma (Deception)	Deceiving a monster that understands you
Charisma (Intimidation)	Intimidating a monster
Charisma (Performance)	Amusing a monster
Charisma (Persuasion)	Persuading a monster that understands you
Wisdom (Animal Handling)	Gently coaxing a Beast or Monstrosity

Initiative

Initiative determines the order of turns during combat. The combat rules in "Playing the Game" explain how to roll Initiative.

Sometimes a GM might have combatants use their Initiative scores instead of rolling Initiative. Your Initiative score equals 10 plus your Dexterity modifier. If you have Advantage on Initiative rolls, increase your Initiative score by 5. If you have Disadvantage on those rolls, decrease that score by 5. *See also* "Playing the Game" ("Combat").

Invisible [Condition]

While you have the Invisible condition, you experience the following effects.

Surprise. If you're Invisible when you roll Initiative, you have Advantage on the roll.

Concealed. You aren't affected by any effect that requires its target to be seen unless the effect's creator can somehow see you. Any equipment you are wearing or carrying is also concealed.

Attacks Affected. Attack rolls against you have Disadvantage, and your attack rolls have Advantage. If a creature can somehow see you, you don't gain this benefit against that creature.

Jumping

When you jump, you make either a Long Jump (horizontal) or a High Jump (vertical). *See also* "Long Jump" and "High Jump."

Knocking Out a Creature

When you would reduce a creature to 0 Hit Points with a melee attack, you can instead reduce the creature to 1 Hit Point. The creature then has the Unconscious condition and starts a Short Rest.

The creature remains Unconscious until it regains any Hit Points or until someone uses an action to administer first aid to it, which requires a successful DC 10 Wisdom (Medicine) check.

Lightly Obscured

You have Disadvantage on Wisdom (Perception) checks to see something in a Lightly Obscured space. *See also* "Dim Light" and "Playing the Game" ("Exploration").

Line [Area of Effect]

A Line is an area of effect that extends from a point of origin in a straight path along its length and covers an area defined by its width. The effect that creates a Line specifies its length and width.

A Line's point of origin isn't included in the area of effect unless its creator decides otherwise.

Long Jump

When you make a Long Jump, you leap horizontally a number of feet up to your Strength score if you

move at least 10 feet immediately before the jump. When you make a standing Long Jump, you can leap only half that distance. Either way, each foot you jump costs a foot of movement.

If you land in Difficult Terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check or have the Prone condition.

This Long Jump rule assumes that the height of the jump doesn't matter, such as a jump across a stream or chasm. At your GM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit the obstacle.

Long Rest

A Long Rest is a period of extended downtime—at least 8 hours—available to any creature. During a Long Rest, you sleep for at least 6 hours and perform no more than 2 hours of light activity, such as reading, talking, eating, or standing watch.

During sleep, you have the Unconscious condition. After you finish a Long Rest, you must wait at least 16 hours before starting another one.

Benefits of the Rest. To start a Long Rest, you must have at least 1 Hit Point. When you finish the rest, you gain the following benefits:

Regain All HP. You regain all lost Hit Points and all spent Hit Point Dice. If your Hit Point maximum was reduced, it returns to normal.

Ability Scores Restored. If any of your ability scores were reduced, they return to normal.

Exhaustion Reduced. If you have the Exhaustion condition, its level decreases by 1.

Special Feature. Some features are recharged by a Long Rest. If you have such a feature, it recharges in the way specified in its description.

Interrupting the Rest. A Long Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip
- Taking any damage
- 1 hour of walking or other physical exertion

If you rested at least 1 hour before the interruption, you gain the benefits of a Short Rest. *See also* "Short Rest."

You can resume a Long Rest immediately after an interruption. If you do so, the rest requires 1 additional hour per interruption to finish.

Magic [Action]

When you take the Magic action, you cast a spell that has a casting time of an action or use a feature or magic item that requires a Magic action to be activated.

If you cast a spell that has a casting time of 1 minute or longer, you must take the Magic action on each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot. *See also* "Concentration."

Magical Effect

An effect is magical if it is created by a spell, a magic item, or a phenomenon that a rule labels as magical.

Malnutrition [Hazard]

A creature needs an amount of food per day based on its size, as shown in the Food Needs per Day table. A creature that eats but consumes less than half the required food for a day must succeed on a DC 10 Constitution saving throw or gain 1 Exhaustion level at the day's end. A creature that eats nothing for 5 days automatically gains 1 Exhaustion level at the end of the fifth day as well as an additional level at the end of each subsequent day without food.

Exhaustion caused by malnutrition can't be removed until the creature eats the full amount of food required for a day. *See also* "Exhaustion."

Food Needs per Day

Size	Food	Size	Food
Tiny	1/4 pound	Large	4 pounds
Small	1 pound	Huge	16 pounds
Medium	1 pound	Gargantuan	64 pounds

Monster

A monster is a creature controlled by the GM, even if the creature is benevolent. *See also* "Creature" and "NPC."

Nonplayer Character

A nonplayer character (NPC) is a monster that has a personal name and a distinct personality. *See also* "Monster."

Object

An object is a nonliving, distinct thing. Composite things, like buildings, comprise more than one object. *See also* "Breaking Objects."

Occupied Space

A space is occupied if a creature is in it or if it is completely filled by objects.

Opportunity Attacks

You can make an Opportunity Attack when a creature that you can see leaves your reach using its action, its Bonus Action, its Reaction, or one of its speeds. To make the Opportunity Attack, take a Reaction to make one melee attack with a weapon or an Unarmed Strike against the provoking creature. The attack occurs right before the creature leaves your reach. *See also* "Playing the Game" ("Combat").

Paralyzed [Condition]

While you have the Paralyzed condition, you experience the following effects.

Incapacitated. You have the Incapacitated condition.

Speed 0. Your Speed is 0 and can't increase.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Attacks Affected. Attack rolls against you have Advantage.

Automatic Critical Hits. Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet of you.

Passive Perception

Passive Perception is a score that reflects a creature's general awareness of its surroundings. The GM uses this score when determining whether a creature notices something without consciously making a Wisdom (Perception) check.

A creature's Passive Perception equals 10 plus the creature's Wisdom (Perception) check bonus. If the creature has Advantage on such checks, increase the score by 5. If the creature has Disadvantage on them, decrease the score by 5. For example, a level 1 character with a Wisdom of 15 and proficiency in Perception has a Passive Perception of 14 (10 + 2 + 2). If that character has Advantage on Wisdom (Perception) checks, the score becomes 19.

Per Day

If a rule says you can use something a certain number of times per day, that means you must finish a Long Rest to use it again after you run out of uses.

Petrified [Condition]

While you have the Petrified condition, you experience the following effects.

Turned to Inanimate Substance. You are transformed, along with any nonmagical objects you are wearing and carrying, into a solid inanimate substance (usually stone). Your weight increases by a factor of ten, and you cease aging.

Incapacitated. You have the Incapacitated condition.

Speed 0. Your Speed is 0 and can't increase.

Attacks Affected. Attack rolls against you have Advantage.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Resist Damage. You have Resistance to all damage.

Poison Immunity. You have Immunity to the Poisoned condition.

Player Character

A player character is a character controlled by a player. *See also* "Character Creation."

Poisoned [Condition]

While you have the Poisoned condition, you experience the following effect.

Ability Checks and Attacks Affected. You have Disadvantage on attack rolls and ability checks.

Possession

Some effects cause a creature to be possessed by another creature or entity. A possessing effect defines how the possession operates. Possession can be prevented by the *Protection from Evil and Good* spell and ended by the *Dispel Evil and Good* spell.

Proficiency

If you have proficiency with something, you can add your Proficiency Bonus to any D20 Test you make using that thing. A creature might have proficiency in a skill or saving throw or with a weapon or tool. *See also* "Playing the Game" ("Proficiency").

Prone [Condition]

While you have the Prone condition, you experience the following effects.

Restricted Movement. Your only movement options are to crawl or to spend an amount of movement equal to half your Speed (round down) to right yourself and thereby end the condition. If your Speed is 0, you can't right yourself.

Attacks Affected. You have Disadvantage on attack rolls. An attack roll against you has Advantage if the attacker is within 5 feet of you. Otherwise, that attack roll has Disadvantage.

Reach

A creature has a reach of 5 feet unless a rule says otherwise.

Reaction

A Reaction is a special action taken in response to a trigger defined in the Reaction's description. You can take a Reaction on another creature's turn, and if you take it on your turn, you can do so even if you also take an action, a Bonus Action, or both. Once you take a Reaction, you can't take another one until the start of your next turn. The Opportunity Attack is a Reaction available to all creatures. *See also* "Opportunity Attacks" and "Playing the Game" ("Actions").

Ready [Action]

You take the Ready action to wait for a particular circumstance before you act. To do so, you take this action on your turn, which lets you act by taking a Reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your Reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your Speed in response to it. Examples include "If the cultist steps on the

trapdoor, I'll pull the lever that opens it," and "If the zombie steps next to me, I move away."

When the trigger occurs, you can either take your Reaction right after the trigger finishes or ignore the trigger.

When you Ready a spell, you cast it as normal (expending any resources used to cast it) but hold its energy, which you release with your Reaction when the trigger occurs. To be readied, a spell must have a casting time of an action, and holding on to the spell's magic requires Concentration, which you can maintain up to the start of your next turn. If your Concentration is broken, the spell dissipates without taking effect.

Resistance

If you have Resistance to a damage type, damage of that type is halved against you (round down). Resistance is applied only once to an instance of damage. *See also* "Playing the Game" ("Damage and Healing").

Restrained [Condition]

While you have the Restrained condition, you experience the following effects.

Speed 0. Your Speed is 0 and can't increase.

Attacks Affected. Attack rolls against you have Advantage, and your attack rolls have Disadvantage.

Saving Throws Affected. You have Disadvantage on Dexterity saving throws.

Ritual

If you have a spell prepared that has the Ritual tag, you can cast that spell as a Ritual. The Ritual version of a spell takes 10 minutes longer to cast than normal. It also doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level. *See also* "Spells."

Round Down

Whenever you divide or multiply a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater. Some rules make an exception and tell you to round up.

Save

Save is another name for a saving throw. *See also* "Saving Throw."

Saving Throw

A saving throw—also called a save—represents an attempt to avoid or resist a threat. You normally make a saving throw only when a rule requires you to do so, but you can decide to fail the save without rolling. The result of a save is detailed in the effect that allowed it. If a target is forced to make a save and lacks the ability score used by it, the target automatically fails. *See also* "Playing the Game" ("D20 Tests").

Search [Action]

When you take the Search action, you make a Wisdom check to discern something that isn't obvious. The Search table suggests which skills are applicable when you take this action, depending on what you're trying to detect.

Search

Skill	Thing to Detect
Insight	Creature's state of mind
Medicine	Creature's ailment or cause of death
Perception	Concealed creature or object
Survival	Tracks or food

Shape-Shifting

If an effect, such as Wild Shape or the *Polymorph* spell, lets you shape-shift, its description specifies what happens to you. Unless that description says otherwise, any ongoing effects on you—conditions, spells, curses, and the like—carry over from one form to the other. You revert to your true form if you die.

Short Rest

A Short Rest is a 1-hour period of downtime, during which a creature does nothing more strenuous than reading, talking, eating, or standing watch. To start a Short Rest, you must have at least 1 Hit Point.

Benefits of the Rest. When you finish the rest, you gain the following benefits:

Spend Hit Point Dice. You can spend one or more of your Hit Point Dice to regain Hit Points. For each Hit Point Die you spend in this way, roll the die and add your Constitution modifier to it. You regain Hit Points equal to the total (minimum of 1 Hit Point). You can decide to spend an additional Hit Point Die after each roll.

Special Feature. Some features are recharged by a Short Rest. If you have such a feature, it recharges in the way specified in its description.

Interrupting the Rest. A Short Rest is stopped by the following interruptions:

- Rolling Initiative
- Casting a spell other than a cantrip
- Taking any damage

An interrupted Short Rest confers no benefits.

Simultaneous Effects

If two or more things happen at the same time on a turn, the person at the game table—player or GM—whose turn it is decides the order in which those things happen. For example, if two effects occur at the start of a player character's turn, the player decides which of the effects happens first.

Size

A creature or an object belongs to a size category: Tiny, Small, Medium, Large, Huge, or Gargantuan. A creature's size determines how much space the creature occupies in combat. An object's size affects its Hit Points. *See also* "Breaking Objects" and "Playing the Game" ("Combat").

Skill

A skill is an area of specialization associated with an ability check. If you have proficiency in a skill, you can add your Proficiency Bonus when you make an ability check associated with that skill. *See also* "Playing the Game" ("Proficiency").

Speed

A creature has a Speed, which is the distance in feet the creature can cover when it moves on its turn. *See also* "Climbing," "Crawling," "Flying," "Jumping," "Swimming" and "Playing the Game" ("Combat").

Special Speeds. Some creatures have special speeds, such as a Burrow Speed, Climb Speed, Fly Speed, or Swim Speed, each of which is defined in this glossary. If you have more than one speed, choose which one to use when you move; you can switch between the speeds during your move. Whenever you switch, subtract the distance already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move. For example, if you have a Speed of 30 and a Fly Speed of 40, you could fly 10 feet, walk 10 feet, and leap into the air to fly 20 feet more.

Changes to Your Speeds. If an effect increases or decreases your Speed for a time, any special speed you have increases or decreases by an equal amount for the same duration. For example, if your Speed is reduced to 0 and you have a Climb Speed, your Climb Speed is also reduced to 0. Similarly, if your Speed is halved and you have a Fly Speed, your Fly Speed is also halved.

Spell

A spell is a magical effect that has the characteristics described in "Spells."

Spell Attack

A spell attack is an attack roll made as part of a spell or another magical effect. *See also* "Spells" ("Casting Spells").

Spellcasting Focus

A Spellcasting Focus is an object that certain creatures can use in place of a spell's Material components if those materials aren't consumed by the spell and don't have a cost specified. Some classes allow its members to use certain types of Spellcasting Focuses. *See also* "Spells" ("Casting Spells").

Sphere [Area of Effect]

A Sphere is an area of effect that extends in straight lines from a point of origin outward in all directions. The effect that creates a Sphere specifies the distance it extends as the radius of the Sphere.

A Sphere's point of origin is included in the Sphere's area of effect.

Stable

A creature is Stable if it has 0 Hit Points but isn't required to make Death Saving Throws. *See also* "Playing the Game" ("Damage and Healing").

Stat Block

A stat block contains the game statistics of a monster. Each stat block includes the following information presented after the monster's name.

Size. A monster is Tiny, Small, Medium, Large, Huge, or Gargantuan. *See also* "Size."

Creature Type. This entry notes the family of beings a monster belongs to, along with any descriptive tags. *See also* "Creature Type."

Alignment. An alignment is suggested for the monster, with the GM determining its actual alignment. *See also* "Alignment."

AC, Initiative, and HP. These entries give the monster's Armor Class, Initiative, and Hit Points, which are detailed in "Playing the Game." In parentheses after the Hit Points, the monster's Hit Point Dice are provided, along with the contribution of its Constitution, if any, to its Hit Points. Following the Initiative modifier is an Initiative score. Some creatures that are created by magic lack Hit Dice and Initiative information.

Speed. Here the monster's Speed is provided, along with any special speeds. *See also* "Burrow Speed," "Climb Speed," "Fly Speed," and "Swim Speed."

Ability Scores. A table provides the monster's ability scores, modifiers, and saving throw modifiers, all of which are detailed in "Playing the Game."

Skills. This entry lists the monster's skill proficiencies, if any. *See also* "Playing the Game" ("Proficiency").

Resistances and Vulnerabilities. These entries list the monster's Resistances and Vulnerabilities, if any. *See also* "Resistance" and "Vulnerability."

Immunities. This section lists the monster's damage and condition Immunities, if any. *See also* "Immunity."

Gear. If the monster has any equipment that can be given away or retrieved, it's listed in this entry.

Senses. This entry lists the monster's special senses, such as Darkvision, and its Passive Perception. *See also* "Passive Perception."

Languages. This entry lists any languages the monster knows.

CR. Challenge Rating summarizes the threat a monster poses and is detailed in “Monsters.” The Experience Points characters receive for defeating a monster and its Proficiency Bonus follow. Some creatures that are created by magic have no CR. *See also* “Challenge Rating” and “Experience Points.”

Traits. The monster’s traits, if any, are features that are active at all times or in certain situations.

Actions. The monster can take these actions in addition to those detailed in this glossary. *See also* “Playing the Game” (“Actions”).

Bonus Actions. If the monster has Bonus Action options, they are listed in this section.

Reactions. If the monster can take special Reactions, those are listed in this section.

Attack Notation. The entry for a monster’s attack starts by identifying whether the attack is a melee or a ranged attack and then provides the attack roll’s bonus, its reach or range, and what happens on a hit. An attack is against one target unless its entry says otherwise.

Saving Throw Effect Notation. If an effect forces a saving throw, the effect’s entry starts by identifying the kind of saving throw required and then provides the save’s DC, a description of which creatures must make the save, and what happens on a failed or a successful save.

Damage Notation. A stat block usually provides both a static number and a die expression for each instance of damage. For example, an attack might deal 4 (1d4 + 2) damage on a hit. The GM determines whether you use the static number or the die expression in parentheses; you don’t use both.

Study [Action]

When you take the Study action, you make an Intelligence check to study your memory, a book, a clue, or another source of knowledge and call to mind an important piece of information about it.

The Areas of Knowledge table suggests which skills are applicable to various areas of knowledge.

Areas of Knowledge

Skill	Areas
Arcana	Spells, magic items, eldritch symbols, magical traditions, planes of existence, and certain creatures (Aberrations, Constructs, Elementals, Fey, and Monstrosities)
History	Historic events and people, ancient civilizations, wars, and certain creatures (Giants and Humanoids)
Investigation	Traps, ciphers, riddles, and gadgetry
Nature	Terrain, flora, weather, and certain creatures (Beasts, Dragons, Oozes, and Plants)
Religion	Deities, religious hierarchies and rites, holy symbols, cults, and certain creatures (Celestials, Fiends, and Undead)

Stunned [Condition]

While you have the Stunned condition, you experience the following effects.

Incapacitated. You have the Incapacitated condition.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Attacks Affected. Attack rolls against you have Advantage.

Suffocation [Hazard]

A creature can hold its breath for a number of minutes equal to 1 plus its Constitution modifier (minimum of 30 seconds) before suffocation begins. When a creature runs out of breath or is choking, it gains 1 Exhaustion level at the end of each of its turns. When a creature can breathe again, it removes all levels of Exhaustion it gained from suffocating.

Surprise

If a creature is caught unawares by the start of combat, that creature is surprised, which causes it to have Disadvantage on its Initiative roll. *See also* “Playing the Game” (“Combat”).

Swimming

While you’re swimming, each foot of movement costs 1 extra foot (2 extra feet in Difficult Terrain). You ignore this extra cost if you have a Swim Speed and use it to swim. At the GM’s option, moving any distance in rough water might require a successful DC 15 Strength (Athletics) check.

Swim Speed

A Swim Speed can be used to swim without expending the extra movement normally associated with swimming. *See also* “Swimming” and “Speed.”

Target

A target is the creature or object targeted by an attack roll, forced to make a saving throw by an effect, or selected to receive the effects of a spell or another phenomenon.

Telepathy

Telepathy is a magical ability that allows a creature to communicate mentally with another creature within a specified range. Unless a rule states otherwise, the contacted creature doesn't need to share a language with the telepath to understand this communication, but the contacted creature must be able to understand at least one language or be telepathic itself to understand.

A telepath doesn't need to see a contacted creature, and the telepath can start or end the telepathic contact at any time (no action required). Telepathic contact can't be initiated and is immediately broken if either the telepath or the other creature has the Incapacitated condition. Telepathic contact is also broken if the contacted creature is no longer within the telepathy's range or if the telepath contacts a different creature within range.

A creature without telepathy can receive telepathic messages but can't initiate a telepathic conversation. Once a telepathic conversation starts, the non-telepath can communicate mentally to the telepath until the telepathic connection ends.

Teleportation

Teleportation is a special kind of magical transportation. If you teleport, you disappear and reappear elsewhere instantly, without moving through the intervening space. This transportation doesn't expend movement unless a rule tells you otherwise, and teleportation never provokes Opportunity Attacks.

When you teleport, all the equipment you're wearing and carrying teleports with you. If you're touching another creature when you teleport, that creature doesn't teleport with you unless the teleportation effect says otherwise.

If the destination space of your teleportation is occupied by another creature or blocked by a solid obstacle, you instead appear in the nearest unoccupied space of your choice.

The description of a teleportation effect tells you if you must see the teleportation's destination.

Temporary Hit Points

Temporary Hit Points are granted by certain effects and act as a buffer against losing real Hit Points. *See also* "Playing the Game" ("Damage and Healing").

Tremorsense

A creature with Tremorsense can pinpoint the location of creatures and moving objects within a specific range, provided that the creature with Tremorsense and anything it is detecting are both in contact with the same surface (such as the ground, a wall, or a ceiling) or the same liquid.

Tremorsense can't detect creatures or objects in the air, and it doesn't count as a form of sight.

Truesight

If you have Truesight, your vision is enhanced within a specified range. Within that range, your vision pierces through the following:

Darkness. You can see in normal and magical Darkness.

Invisibility. You see creatures and objects that have the Invisible condition.

Visual Illusions. Visual illusions appear transparent to you, and you automatically succeed on saving throws against them.

Transformations. You discern the true form of any creature or object you see that has been transformed by magic.

Ethereal Plane. You see into the Ethereal Plane.

Unarmed Strike

Instead of using a weapon to make a melee attack, you can use a punch, kick, headbutt, or similar forceful blow. In game terms, this is an Unarmed Strike—a melee attack that involves you using your body to damage, grapple, or shove a target within 5 feet of you.

Whenever you use your Unarmed Strike, choose one of the following options for its effect.

Damage. You make an attack roll against the target. Your bonus to the roll equals your Strength modifier plus your Proficiency Bonus. On a hit, the target takes Bludgeoning damage equal to 1 plus your Strength modifier.

Grapple. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or it has the Grappled condition. The DC for the saving throw and any escape attempts equals 8 plus your Strength modifier and Proficiency Bonus. This grapple is possible only if the target is no more than one size larger than you and if you have a hand free to grab it. *See also* "Grappling."

Shove. The target must succeed on a Strength or Dexterity saving throw (it chooses which), or you either push it 5 feet away or cause it to have the Prone condition. The DC for the saving throw equals 8 plus your Strength modifier and Proficiency Bonus. This shove is possible only if the target is no more than one size larger than you.

Unconscious [Condition]

While you have the Unconscious condition, you experience the following effects.

Inert. You have the Incapacitated and Prone conditions, and you drop whatever you're holding. When this condition ends, you remain Prone.

Speed 0. Your Speed is 0 and can't increase.

Attacks Affected. Attack rolls against you have Advantage.

Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.

Automatic Critical Hits. Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet of you.

Unaware. You're unaware of your surroundings.

Unoccupied Space

A space is unoccupied if no creatures are in it and it isn't completely filled by objects.

Utilize [Action]

You normally interact with an object while doing something else, such as when you draw a sword as part of the Attack action. When an object requires an action for its use, you take the Utilize action.

Vulnerability

If you have Vulnerability to a damage type, damage of that type is doubled against you. Vulnerability is applied only once to an instance of damage. *See also* "Playing the Game" ("Damage and Healing").

Weapon

A weapon is an object that is in the Simple or Martial weapon category. *See also* "Equipment" ("Weapons").

Weapon Attack

A weapon attack is an attack roll made with a weapon. *See also* "Weapon."

Gameplay Toolbox

Travel Pace

A group of characters can travel overland at a Normal, Fast, or Slow pace, as described in “Playing the Game.” During any journey stage, the predominant terrain determines the characters’ maximum travel pace, as shown in the Maximum Pace column of the Travel Terrain table. Certain factors can affect a group’s travel pace.

Good Roads

The presence of a good road increases the group’s maximum pace by one step (from Slow to Normal or from Normal to Fast).

Slower Travelers

The group must move at a Slow pace if any group member’s Speed is reduced to half or less of normal.

Extended Travel

Characters can push themselves to travel for more than 8 hours per day, at the risk of tiring. At the end of each additional hour of travel beyond 8 hours, each character must succeed on a Constitution saving throw or gain 1 Exhaustion level. The DC is 10 plus 1 for each hour past 8 hours.

Special Movement

If a party can travel at a high Speed for an extended time, as with a spell such as *Wind Walk* or a magic item such as a *Carpet of Flying*, translate the party’s Speed into travel rates using these rules:

$$\text{Miles per hour} = \text{Speed} \div 10$$

$$\text{Miles per day (Normal pace)} = \text{Miles per hour} \times \text{number of hours traveled (typically 8)}$$

$$\text{Fast pace} = \text{Miles per day} \times 1\frac{1}{3} \text{ (round down)}$$

$$\text{Slow pace} = \text{Miles per day} \times \frac{2}{3} \text{ (round down)}$$

If the characters are flying or their special movement allows them to ignore Difficult Terrain, they can move at a Fast pace regardless of the terrain.

Vehicles

Characters traveling in a vehicle use the vehicle’s speed in miles per hour (as shown in “Equipment”) to determine their rate of travel, and they don’t choose a travel pace.

Creating a Background

A character’s background represents what the character did prior to becoming an adventurer. Creating a unique background or customizing an existing one can reflect the particular theme of your campaign or elements of your world. You can also create a background to help a player craft the story they have in mind for their character.

This section describes, step by step, how you can create backgrounds tailored for your world and the heroes in it.

I: Choose Abilities

Choose three abilities that seem appropriate for the background:

Strength or Dexterity. These abilities are ideal for a background involving physical exertion.

Constitution. This ability is ideal for a background that involves endurance or long hours of activity.

Travel Terrain

Terrain	Maximum Pace	Encounter Distance	Foraging DC	Navigation DC	Search DC
Arctic	Fast*	6d6 × 10 feet	20	10	10
Coastal	Normal	2d10 × 10 feet	10	5	15
Desert	Normal	6d6 × 10 feet	20	10	10
Forest	Normal	2d8 × 10 feet	10	15	15
Grassland	Fast	6d6 × 10 feet	15	5	15
Hill	Normal	2d10 × 10 feet	15	10	15
Mountain	Slow	4d10 × 10 feet	20	15	20
Swamp	Slow	2d8 × 10 feet	10	15	20
Underdark	Normal	2d6 × 10 feet	20	10	20
Urban	Normal	2d6 × 10 feet	20	15	15
Waterborne	Special†	6d6 × 10 feet	15	10	15

*Appropriate equipment (such as skis) is necessary to keep up a Fast pace in Arctic terrain.

†Characters’ rate of travel while waterborne depends on the vehicle carrying them; see “Vehicles.”

Intelligence or Wisdom. One or both abilities are ideal for a background that focuses on cerebral or spiritual matters.

Charisma. This ability is ideal for a background that involves performance or social interaction.

2: Choose a Feat

Choose one feat from the Origin category. See “Origin Feats” for examples of Origin feats.

3: Choose Skill Proficiencies

Choose two skills appropriate for the background. There needn’t be a relationship between the skill proficiencies a background grants and the ability scores it increases.

4: Choose a Tool Proficiency

Choose one tool used in the practice of the background or often associated with it.

5: Choose Equipment

Assemble a package of equipment worth 50 GP (including unspent gold). Don’t include Martial weapons or armor, as characters get them from their class choices.

Curses and Magical Contagions

A curse is a magical burden that lasts for a specified time or until it is ended by some means. A magical contagion is an adverse effect of magical origin that is contagious by definition.

The following sections discuss curses and magical contagions in detail.

Curses

A curse typically takes one of the forms detailed below.

Bestow Curse

The simplest curses are created by the *Bestow Curse* spell. The effects of such curses are limited and can be ended by the *Remove Curse* spell.

Bestow Curse provides useful benchmarks for gauging the potency of other curses. A curse that lasts for 1 minute equates to a level 3 spell, while one that lasts until dispelled equates to a level 9 spell.

Cursed Creatures

Some monsters are associated with curses, whether as part of their origins or due to their ability to spread curses—werewolves being a prime example.

You decide how a spell like *Remove Curse* affects a creature with accursed origins. For example, you might decide that a mummy was created through a curse and it can be destroyed permanently only by casting *Remove Curse* on its corpse.

Cursed Magic Items

Cursed magic items are created deliberately or originate as the result of supernatural events. Such items are detailed in “Magic Items.”

Narrative Curses

A curse might manifest during an adventure when a creature’s violation of a taboo warrants supernatural punishment, such as breaking a vow, defiling a tomb, or murdering an innocent. Such a curse can have any effects you design, or it might be a customized version of another type of curse discussed in this section.

A creature affected by such a curse should know why they’re being punished and be able to learn how to end their curse, likely by symbolically righting the wrong they committed. How a spell like *Remove Curse* affects a curse that’s part of your adventure is up to you—the spell might merely suppress the effects of the curse for a time. Regardless, narrative curses should feel like rare, potent magic rooted in the lore of your campaign.

Environmental Curses

Some locations are so suffused with evil that anyone who lingers there is burdened with a curse. Demonic Possession is one example of an environmental curse.

Demonic Possession. Demonic Possession arises from the chaos and evil of the Abyss and commonly besets creatures that interact with demonic objects or linger in desecrated locations, where demonic spirits await victims.

A creature that becomes the target of Demonic Possession must succeed on a DC 15 Charisma saving throw or be possessed by a bodiless demonic entity. Whenever the possessed creature rolls a 1 on a D20 Test, the demonic entity takes control of the creature and determines the creature’s behavior thereafter. At the end of each of the possessed creature’s later turns, the creature makes a DC 15 Charisma saving throw, regaining control of itself on a success.

After finishing a Long Rest, a creature with Demonic Possession makes a DC 15 Charisma saving throw. On a successful save, the effect ends on the creature. A *Dispel Evil and Good* spell or any magic that removes a curse also ends the effect on it.

Magical Contagions

Alchemists, potion brewers, and areas of wild magic are credited with creating the first magical contagions. An outbreak of such a contagion can form the basis of an adventure as characters search for a cure and try to stop the contagion's spread.

Rest and Recuperation

If a creature infected with a magical contagion spends 3 days recuperating—engaging in no activities that would interrupt a Long Rest—the creature makes a DC 15 Constitution saving throw at the end of the recuperation period. On a successful save, the creature has Advantage on saving throws to fight off the magical contagion for the next 24 hours.

Example Contagions

The following examples show how magical contagions can work. Feel free to alter the saving throw DCs, effects, and other characteristics of these contagions to suit your campaign.

Cackle Fever

Magical Contagion

Cheaply made potions and elixirs are sometimes tainted by Cackle Fever, which affects Humanoids only (gnomes are strangely immune). A creature suffers the following effects 1d4 days after infection:

Fever. The creature gains 1 Exhaustion level, which lasts until the contagion ends on the creature.

Uncontrollable Laughter. While the creature has the Exhaustion condition, the creature makes a DC 13 Constitution saving throw each time it takes damage other than Psychic damage. On a failed save, the creature takes 5 (1d10) Psychic damage and has the Incapacitated condition as it laughs uncontrollably. At the end of each of its turns, the creature repeats the save, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Fighting the Contagion. At the end of each Long Rest, an infected creature makes a DC 13 Constitution saving throw. After the creature succeeds on three of these saves, the contagion ends on it, and the creature is immune to Cackle Fever for 1 year.

Spreading the Contagion. Any Humanoid (other than a gnome) that starts its turn within a 10-foot Emanation originating from a creature infected with Cackle Fever must succeed on a DC 10 Constitution saving throw or also become infected with the contagion. On a successful save, the Humanoid can't catch the contagion from that particular infected creature for the next 24 hours.

Sewer Plague

Magical Contagion

Fouled potions and alchemical waste can give rise to Sewer Plague, which incubates in sewers and refuse heaps and is sometimes transmitted by creatures that dwell in such areas, including otyu-ghs and rats. Any Humanoid that is wounded by a creature that carries the contagion or that comes into contact with contaminated filth or offal must succeed on a DC 11 Constitution saving throw or become infected with Sewer Plague. A creature suffers the following effects 1d4 days after infection:

Fatigue. The creature gains 1 Exhaustion level.

Weakness. While the creature has any Exhaustion levels, it regains only half the normal number of Hit Points from spending Hit Point Dice.

Restlessness. While the creature has any Exhaustion levels, finishing a Long Rest neither restores lost Hit Points nor reduces the creature's Exhaustion level.

Fighting the Contagion. Daily at dawn, an infected creature makes a DC 11 Constitution saving throw. On a failed save, the creature gains 1 Exhaustion level as its fatigue worsens. On a successful save, the creature's Exhaustion level decreases by 1. If the creature's Exhaustion level is reduced to 0, the contagion ends on the creature.

Sight Rot

Magical Contagion

Any Beast or Humanoid that drinks water tainted by Sight Rot must succeed on a DC 15 Constitution saving throw or have the Blinded condition until the contagion ends.

Fighting the Contagion. Magic such as a *Heal* or *Lesser Restoration* spell ends the contagion immediately. A character who is proficient with an Herbalism Kit can use it to create one dose of nonmagical ointment, which takes 1 hour. When applied to the eyes of a creature suffering from Sight Rot, the ointment suppresses the contagion on that creature for 24 hours. If the contagion is suppressed in this way for a total of 72 hours (requiring three doses and applications of the ointment), the contagion ends on the creature.

Spreading the Contagion. Any Humanoid that makes skin contact with a creature infected with Sight Rot must succeed on a DC 15 Constitution saving throw or also become infected with the contagion. On a successful save, the Humanoid can't catch the contagion from that particular infected creature for the next 24 hours.

Environmental Effects

Deep Water

Swimming through deep water (more than 100 feet deep) presents additional challenges because of the water's pressure and cold temperature. After each hour of swimming in deep water, a creature that lacks a Swim Speed must succeed on a DC 10 Constitution saving throw or gain 1 Exhaustion level.

Extreme Cold

When the temperature is 0 degrees Fahrenheit or lower, a creature exposed to the extreme cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain 1 Exhaustion level. Creatures that have Resistance or Immunity to Cold damage automatically succeed on the save.

Extreme Heat

When the temperature is 100 degrees Fahrenheit or higher, a creature exposed to the extreme heat and without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain 1 Exhaustion level. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing Medium or Heavy armor have Disadvantage on the save. Creatures that have Resistance or Immunity to Fire damage automatically succeed on the save.

Frigid Water

A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in frigid water requires the creature to succeed on a DC 10 Constitution saving throw or gain 1 Exhaustion level. Creatures with Resistance or Immunity to Cold damage automatically succeed on the save, as do creatures that are naturally adapted to living in ice-cold water.

Heavy Precipitation

Everything within an area of heavy rain or heavy snowfall is Lightly Obscured, and creatures in the area have Disadvantage on all Wisdom (Perception) checks. Heavy rain also extinguishes open flames.

High Altitude

Traveling at altitudes of 10,000 feet or higher above sea level is taxing for most creatures because of the reduced amount of oxygen in the air. Each hour such a creature spends traveling at high altitude counts as 2 hours for the purpose of determining how long that creature can travel (see "Travel Pace").

Creatures can become acclimated to a high altitude by spending 30 days or more at this elevation. Creatures can't become acclimated to elevations above 20,000 feet unless they are native to such environments.

Slippery Ice

Slippery ice is Difficult Terrain. A creature that moves onto slippery ice for the first time on a turn or starts its turn there must succeed on a DC 10 Dexterity saving throw or have the Prone condition.

Strong Wind

Strong wind imposes Disadvantage on ranged attack rolls with weapons. It also extinguishes open flames and disperses fog. A flying creature in a strong wind must land at the end of its turn or fall.

A strong wind in a desert can create a sandstorm that imposes Disadvantage on Wisdom (Perception) checks.

Thin Ice

Thin ice has a weight tolerance of $3d10 \times 10$ pounds per 10-foot-square area. Whenever the total weight on an area of thin ice exceeds its tolerance, the ice in that area breaks. All creatures on broken ice fall through. Below the ice is frigid water (see "Frigid Water" above).

Fear and Mental Stress

Due to the nature of their vocation, adventurers tend to be less susceptible to fear and mental stress than common folk. Whereas a farmer might flee in terror from a bear or an apparition, adventurers are made of sterner stuff. That said, certain creatures and game effects can terrify or fray the mind of even the most stalwart adventurer.

If you plan to use any of these rules, discuss them with your players at the start of the campaign.

Fear Effects

Whenever the characters encounter something that is supernaturally frightful, use the Frightened condition as the baseline effect. Fear effects typically require a Wisdom saving throw, with a save DC based on how terrifying the situation is. The Sample Fear DCs table provides some examples.

Sample Fear DCs

Example	Save DC
When the characters open a sarcophagus, a harmless yet terrifying apparition appears.	10
A character triggers a magical trap that creates an illusory manifestation of that character's worst fears, visible only to that character.	15
A portal to the Abyss opens, revealing a nightmarish realm of torment and slaughter.	20

Typically, a Frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

At your discretion, a Frightened creature might be subject to other effects as long as the Frightened condition lasts. Consider these examples:

- The Frightened creature must take the Dash action on each of its turns and uses its movement to get farther away from the source of its fear.
- Attack rolls against the Frightened creature have Advantage.
- The Frightened creature can do only one of the following on each of its turns: move, take an action, or take a Bonus Action.

Mental Stress Effects

When a character is subjected to an effect that causes intense mental stress, Psychic damage is the best way to emulate that effect.

The Sample Mental Stress Effects table provides a few examples of such effects, with suggested saving throw DCs and damage. Mental stress can usually be resisted with a successful Wisdom save, but sometimes an Intelligence or Charisma save is more appropriate. On a successful save, a character might take half as much damage instead of no damage, at your discretion.

Sample Mental Stress Effects

Example	Save DC	Psychic Damage
A character ingests a hallucinogenic substance that distorts the character's perception of reality.	10	1d6
A character touches a fiendish idol that tears at the character's mind, threatening to shatter it.	15	3d6
A magical trap flings a character into the Far Realm until the end of that character's next turn.	20	9d6

Prolonged Effects

Exposure to mental stress can cause prolonged effects. Consider the following possibilities.

Short-Term Effects. The character has the Frightened, Incapacitated, or Stunned condition for 1d10 minutes. This condition might be accompanied by alarming behavior or hallucinations. These effects can be suppressed with the *Calm Emotions* spell or removed by the *Lesser Restoration* spell.

Long-Term Effects. The character has Disadvantage on some or all ability checks for 1d10 × 10 hours, stemming from an unwillingness or inability to exert a particular set of abilities. The character might feel enervated and unable to exert much Strength, for example, or become so suspicious of others that Charisma checks are more difficult. These effects can be suppressed with the *Calm Emotions* spell or removed by the *Lesser Restoration* spell.

Indefinite Effects. An indefinite effect is a long-term effect (see above) that lasts until removed by a *Greater Restoration* spell. It can be suppressed by a *Calm Emotions* spell.

Poison

Given their insidious and deadly nature, poisons are a favorite tool among assassins and evil creatures.

Poisons come in the following four types:

Contact. Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.

Ingested. A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. You may decide that a partial dose has a reduced effect, such as allowing Advantage on the saving throw or dealing only half as much damage on a failed save.

Inhaled. Poisonous powders and gases take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot Cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury. Injury poison can be applied as a Bonus Action to a weapon, a piece of ammunition, or similar object. The poison remains potent until delivered through a wound or washed off. A creature that takes Piercing or Slashing damage from an object coated with the poison is exposed to its effects.

Purchasing Poison

In some settings, laws prohibit the possession and use of poison, but an illicit dealer or unscrupulous apothecary might keep a hidden stash. Characters with criminal contacts might be able to acquire poison easily. Other characters might have to make extensive inquiries and pay bribes before they acquire the poison they seek.

Harvesting Poison

A character can attempt to harvest poison from a venomous creature that is dead or has the Incapacitated condition. The effort takes 1d6 minutes, after which the character makes a DC 20 Intelligence (Nature) check using a Poisoner's Kit. On a successful check, the character harvests enough poison for a single dose, and no additional poison can be harvested from that creature. On a failed check, the character is unable to extract any poison. If the character fails the check by 5 or more, the character is subjected to the creature's poison.

Sample Poisons

Example poisons are detailed here in alphabetical order. Each poison's description includes the suggested price for a single dose of the poison, its type (contact, ingested, inhaled, or injury), and a description of the poison's debilitating effects.

Assassin's Blood (150 GP)

Ingested Poison

A creature subjected to Assassin's Blood makes a DC 10 Constitution saving throw. On a failed save, the creature takes 6 (1d12) Poison damage and has the Poisoned condition for 24 hours. On a successful save, the creature takes half as much damage only.

Burnt Othur Fumes (500 GP)

Inhaled Poison

A creature subjected to Burnt Othur Fumes must succeed on a DC 13 Constitution saving throw or take 10 (3d6) Poison damage, and it must repeat the save at the start of each of its turns. On each successive failed save, the creature takes 3 (1d6) Poison damage. After three successful saves, the poison ends.

Crawler Mucus (200 GP)

Contact Poison

A creature subjected to Crawler Mucus must succeed on a DC 13 Constitution saving throw or have the Poisoned condition for 1 minute. The creature also has the Paralyzed condition while Poisoned in this way. The creature repeats the save at the end of each of its turns, ending the effect on itself on a success.

Essence of Ether (300 GP)

Inhaled Poison

A creature subjected to Essence of Ether must succeed on a DC 15 Constitution saving throw or have the Poisoned condition for 8 hours. The creature also has the Unconscious condition while Poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Malice (250 GP)

Inhaled Poison

A creature subjected to Malice must succeed on a DC 15 Constitution saving throw or have the Poisoned condition for 1 hour. The creature also has the Blinded condition while Poisoned in this way.

Midnight Tears (1,500 GP)

Ingested Poison

A creature that ingests Midnight Tears suffers no effect until the stroke of midnight. Any effect that

ends the Poisoned condition neutralizes this poison. If the poison hasn't been neutralized before midnight, the creature makes a DC 17 Constitution saving throw, taking 31 (9d6) Poison damage on a failed save or half as much damage on a successful one.

Oil of Taggit (400 GP)

Contact Poison

A creature subjected to Oil of Taggit must succeed on a DC 13 Constitution saving throw or have the Poisoned condition for 24 hours. The creature also has the Unconscious condition while Poisoned in this way. It wakes up if it takes damage.

Pale Tincture (250 GP)

Ingested Poison

A creature subjected to Pale Tincture must succeed on a DC 16 Constitution saving throw or take 3 (1d6) Poison damage and have the Poisoned condition. The Poisoned creature repeats the save every 24 hours, taking 3 (1d6) Poison damage on a failed save. The damage the poison deals can't be healed by any means while the creature remains Poisoned. After seven successful saves against the poison, the creature is no longer Poisoned.

Purple Worm Poison (2,000 GP)

Injury Poison

A creature subjected to Purple Worm Poison makes a DC 21 Constitution saving throw, taking 35 (10d6) Poison damage on a failed save or half as much damage on a successful one.

Serpent Venom (200 GP)

Injury Poison

A creature subjected to Serpent Venom must succeed on a DC 11 Constitution saving throw, taking

10 (3d6) Poison damage on a failed save or half as much damage on a successful one.

Spider's Sting (200 GP)

Injury Poison

A creature subjected to Spider's Sting must succeed on a DC 13 Constitution saving throw or have the Poisoned condition for 1 hour. If the creature fails the save by 5 or more, the creature also has the Unconscious condition while Poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Torpor (600 GP)

Ingested Poison

A creature subjected to Torpor poison must succeed on a DC 15 Constitution saving throw or have the Poisoned condition for 4d6 hours. The creature's Speed is halved while the creature is Poisoned in this way.

Truth Serum (150 GP)

Ingested Poison

A creature subjected to Truth Serum must succeed on a DC 11 Constitution saving throw or have the Poisoned condition for 1 hour. The Poisoned creature can't knowingly communicate a lie.

Wyvern Poison (1,200 GP)

Injury Poison

A creature subjected to Wyvern Poison makes a DC 14 Constitution saving throw, taking 24 (7d6) Poison damage on a failed save or half as much damage on a successful one.

Traps

Traps should be used sparingly, lest they lose their charm. A hidden pit can be a fun surprise, but too many traps in an adventure can lead players to become overly cautious, which slows down the game.

The best traps are fleeting distractions that skilled characters can overcome in a short amount of time or deadly puzzles that require quick thinking and teamwork to overcome. Traps that are undetectable and inescapable are rarely fun.

Parts of a Trap

The description of a trap includes the following parts after the trap's name:

Severity and Levels. A trap is designated as a nuisance or as deadly for characters of certain levels. A nuisance trap is unlikely to seriously harm characters of the indicated levels, whereas a deadly trap can grievously damage characters of the indicated levels.

Trigger. Traps are often set to go off when a creature enters an area or touches an object. Examples of triggers include stepping on a pressure plate, crossing a trip wire, turning a doorknob, or using the wrong key in a lock.

Duration. Some traps have durations expressed in rounds, minutes, or hours. Others specify that their effects last until the trap is destroyed or dispelled. If a trap's duration is instantaneous, its effect is resolved instantly. If a trap resets after activating, that fact is noted in this entry. A trap is otherwise inert after activation.

Use caution when introducing a trap to characters of a level lower than the trap's level range. A trap that is a nuisance at one level range could be deadly to characters of a lower level range.

Example Traps

Traps are presented in alphabetical order.

Collapsing Roof

Deadly Trap (Levels 1–4)

Trigger: A creature crosses a trip wire

Duration: Instantaneous

This trap uses a trip wire to collapse an unstable section of ceiling. The trip wire is 3 inches off the ground and stretches between two weak supports that topple when the trip wire is pulled.

The first creature that crosses the trip wire causes the supports to topple and the unstable section of ceiling to collapse. Each creature beneath the unstable section of ceiling must succeed on a DC 13 Dexterity saving throw, taking 11 (2d10) Bludgeoning damage on a failed save or half as much damage

on a successful one. Rubble from the collapse turns the trapped area into Difficult Terrain.

Detect and Disarm. As a Search action, a creature can examine the trapped area and make a DC 11 Wisdom (Perception) check, detecting the trip wire and the unstable section of ceiling on a successful check. Once detected, the trip wire can be easily cut or avoided (no ability check required).

At Higher Levels. You can scale the trap for higher levels by increasing the damage and the save DC, as shown in the following table.

Levels	Bludgeoning Damage	Save DC
5–10	22 (4d10)	15
11–16	55 (10d10)	17
17–20	99 (18d10)	19

Falling Net

Nuisance Trap (Levels 1–4)

Trigger: A creature crosses a trip wire

Duration: Instantaneous

A falling net trap uses a trip wire to release a weighted, 10-foot-square Net suspended from the ceiling. The trip wire is 3 inches off the ground and stretches between two columns or trees.

The first creature that crosses the trip wire causes the Net to fall on it. The target must succeed on a DC 10 Dexterity saving throw or have the Restrained condition until it escapes. The target succeeds automatically if it's Huge or larger. A creature can take an action to make a DC 10 Strength (Athletics) check, freeing itself or another creature within its reach from the Net on a successful check.

Detect and Disarm. As a Search action, a creature can examine the trapped area and make a DC 11 Wisdom (Perception) check, detecting the trip wire and the suspended Net on a successful check. Once detected, the trip wire can be easily cut or avoided (no ability check required).

Destroy the Net. Reducing the Net to 0 Hit Points frees any creature trapped in it (see "Adventuring Gear" for the Net's statistics).

Set the Trap. A creature that has Thieves' Tools and all the trap's components (including a Net) can try to set a falling net trap, doing so with a successful DC 13 Dexterity (Sleight of Hand) check. Each attempt to set this trap takes 10 minutes.

At Higher Levels. You can scale the trap for higher levels by increasing the weight of the Net, which increases the save DC and the DC of the Strength (Athletics) check as follows: DC 12 at levels 5–10, DC 14 at levels 11–16, or DC 16 at levels 17–20.

Fire-Casting Statue

Deadly Trap (Levels 1–4)

Trigger: A creature moves onto a pressure plate

Duration: Instantaneous, and the trap resets at the start of the next turn

When a creature moves onto this trap's pressure plate for the first time on a turn or starts its turn there, a nearby statue exhales a 15-foot Cone of magical flame. The statue can look like anything, such as a dragon or a wizard. Each creature in the Cone must succeed on a DC 15 Dexterity saving throw, taking 11 (2d10) Fire damage on a failed save or half as much damage on a successful one.

Detect and Disarm. A *Detect Magic* spell reveals an aura of Evocation magic around the statue. As a Search action, a creature within 5 feet of the statue can examine it and make a DC 10 Wisdom (Perception) check, detecting a tiny glyph on the statue on a successful check. Once the glyph is found, a character can take a Study action to examine it and make a DC 15 Intelligence (Arcana) check, ascertaining that the glyph means "fire" on a successful check. As an action, a character can use a sharp tool to deface the glyph, which disarms the trap.

As a Search action, a creature can examine the section of floor that forms the pressure plate and make a DC 15 Wisdom (Perception) check, detecting the pressure plate on a successful check. Wedging an Iron Spike or similar object under the pressure plate prevents the trap from triggering.

At Higher Levels. You can scale the trap for higher levels by increasing the damage and the area of effect, as shown in the following table.

Levels	Fire Damage	Area of Effect
5–10	22 (4d10)	30-foot Cone
11–16	55 (10d10)	60-foot Cone
17–20	99 (18d10)	120-foot Cone

Hidden Pit

Nuisance Trap (Levels 1–4)

Trigger: A creature moves onto the pit's lid

Duration: Instantaneous

This 10-foot-deep pit has a hinged lid constructed from material identical to the surrounding floor. When a creature moves onto the lid, it swings open like a trapdoor, causing the creature to fall into the pit. The lid remains open thereafter.

A creature that falls into the pit takes 3 (1d6) Bludgeoning damage from the fall.

Detect and Disarm. As a Study action, a creature can examine the section of floor that forms the pit's lid and make a DC 15 Intelligence (Investigation) check, detecting the pit on a successful check. Once the pit is detected, an Iron Spike or a similar object can be wedged between the pit's lid and the surrounding floor to prevent the lid from opening, thereby making it safe to cross. The cover can also be held shut using *Arcane Lock* or similar magic.

Escape. A creature needs a Climb Speed, climbing gear, or magic such as *Spider Climb* to scale the pit's smooth walls. You can make the pit easier to escape by adding cracks in the walls big enough to serve as handholds and footholds.

At Higher Levels. You can scale the trap for higher levels by increasing the pit's depth and damage, as shown in the following table.

Levels	Pit Depth	Bludgeoning Damage
5–10	30 feet	10 (3d6)
11–16	60 feet	21 (6d6)
17–20	120 feet	42 (12d6)

Poisoned Darts

Deadly Trap (Levels 1–4)

Trigger: A creature moves onto a pressure plate

Duration: Instantaneous, and the trap resets at the start of the next turn if it has activated fewer than three times

When a creature moves onto this trap's pressure plate for the first time on a turn, poisoned darts shoot from tubes embedded in the surrounding walls. The holes that house these tubes are obscured by dust and cobwebs or skillfully hidden amid bas-reliefs, murals, or frescoes.

Each creature in the darts' path must succeed on a DC 13 Dexterity saving throw or be struck by 1d3 darts, taking 3 (1d6) Poison damage per dart.

Detect and Disarm. As a Search action, a creature can examine the walls and make a DC 15 Wisdom (Perception) check, detecting the holes on a successful check. Plugging all the holes with wax, cloth, or detritus prevents the darts from firing.

As a Search action, a creature can examine the section of floor that forms the pressure plate and make a DC 15 Wisdom (Perception) check, detecting the pressure plate on a successful check. Wedging an Iron Spike or a similar object under the pressure plate prevents the trap from triggering.

At Higher Levels. You can scale the trap for higher levels by increasing each dart's Poison damage as follows: 7 (2d6) at levels 5–10, 14 (4d6) at levels 11–16, or 24 (7d6) at levels 17–20.

Poisoned Needle

Nuisance Trap (Levels 1–4)

Trigger: A creature opens the trap's lock improperly or fails to disarm the trap

Duration: Instantaneous

A poisoned needle is hidden in a lock. When a creature opens the lock with any object other than the proper key, the needle springs out and stabs the creature. The creature makes a DC 11 Constitution saving throw. On a failed save, the creature takes 5 (1d10) Poison damage and has the Poisoned

condition for 1 hour. On a successful save, the creature takes half as much damage only.

Avoid. The trap doesn't trigger if the lock is opened using a *Knock* spell or similar magic.

Detect and Disarm. As a Search action, a creature can examine the trapped lock and make a DC 15 Wisdom (Perception) check, detecting the needle on a successful check. Once the trap is detected, a character can take an action to try to disarm the trap, doing so with a successful DC 15 Dexterity (Sleight of Hand) check. On a failed check, the creature triggers the trap.

At Higher Levels. You can scale the trap for higher levels by increasing the damage and the save DC, as shown in the following table.

Levels	Poison Damage	Save DC
5–10	11 (2d10)	13
11–16	22 (4d10)	15
17–20	55 (10d10)	17

Rolling Stone

Deadly Trap (Levels 11–16) or Nuisance Trap (Levels 17–20)

Trigger: A creature moves onto a pressure plate

Duration: Until the stone stops rolling

When a creature moves onto a hidden pressure plate, a 5-foot-radius orb of solid stone is released from a secret compartment and begins to roll. The stone and all creatures nearby roll Initiative; the stone gets a +8 bonus on its Initiative roll.

On its turn, the stone moves 60 feet in one direction, changing course if redirected by an obstacle. The stone can move through creatures' spaces, and creatures can move through the stone's space, treating it as Difficult Terrain. Whenever the stone enters a creature's space for the first time on a turn or a creature enters the stone's space while the stone is rolling, that creature must succeed on a DC 15 Dexterity saving throw or take 55 (10d10) Bludgeoning damage and have the Prone condition.

The stone stops when it hits a wall or similar barrier. It can't go around corners, but creative dungeon builders incorporate curving turns into nearby passages that allow the stone to keep moving.

Detect and Disarm. As a Study action, a creature can examine the section of floor that forms the pressure plate and make a DC 15 Intelligence (Investigation) check, deducing the pressure plate's function on a successful check. Wedging an Iron Spike or a similar object under the pressure plate prevents the trap from triggering.

Destroy the Stone. The stone is a Large object that has AC 17, HP 100, a Damage Threshold of 10, and Immunity to Poison and Psychic damage.

Slow the Stone. As an action, a creature can try to slow down the stone with a DC 20 Strength (Athletics) check. If the check is successful, the distance the stone moves on its turn is reduced by 15 feet. If that distance drops to 0, it stops moving and is no longer a threat.

Spiked Pit

Deadly Trap (Levels 1–4)

Trigger: A creature moves onto the pit's lid

Duration: Instantaneous

A 10-foot-deep pit has a hinged lid constructed from material identical to the surrounding floor. When a creature moves onto the lid, it swings open like a trapdoor, causing the creature to fall into the pit, which has sharpened wooden or metal spikes at the bottom. The lid remains open thereafter.

A creature that falls into the pit lands at the bottom and takes 3 (1d6) Bludgeoning damage from the fall plus 9 (2d8) Piercing damage from the spikes.

Detect and Disarm. As a Study action, a creature can examine the section of floor that forms the pit's lid and make a DC 15 Intelligence (Investigation) check, detecting the pit on a successful check. Once the hidden pit is detected, an Iron Spike or a similar object can be wedged between the pit's lid and the surrounding floor to prevent the lid from opening, thereby making it safe to cross. The cover can also be held shut using an *Arcane Lock* spell or similar magic.

Escape. A creature needs a Climb Speed, climbing gear, or magic such as a *Spider Climb* spell to scale the pit's smooth walls. You can make the pit easier to escape by adding cracks in the walls big enough to serve as handholds and footholds.

At Higher Levels. You can scale the trap for higher levels by increasing the pit's depth and damage, as shown in the following table.

Levels	Pit Depth	Damage
5–10	30 feet	10 (3d6) Bludgeoning plus 13 (3d8) Piercing
11–16	60 feet	21 (6d6) Bludgeoning plus 36 (8d8) Piercing
17–20	120 feet	42 (12d6) Bludgeoning plus 57 (13d8) Piercing

Combat Encounters

The following features can make a combat encounter more interesting or challenging:

Changes in Elevation. Terrain features that provide a change of elevation (such as stacks of empty crates, ledges, and balconies) reward clever positioning and encourage characters to jump, climb, fly, or teleport.

Defensive Positions. Enemies in hard-to-reach locations or defensive positions force characters who normally attack at range to move around.

Mixed Monster Groups. When different types of monsters work together, they can combine their abilities—just like characters with different classes and origins. A diverse force is more powerful.

Reasons to Move. Use features that encourage characters and their enemies to move around, such as chandeliers, kegs of gunpowder or oil, and rolling stone traps.

Combat Encounter Difficulty

Use the following guidelines to create a combat encounter of a desired level of difficulty.

Step 1: Choose a Difficulty

Three categories describe the range of encounter difficulty:

Low Difficulty. An encounter of low difficulty is likely to have one or two scary moments for the players, but their characters should emerge victorious with no casualties. One or more of them might need to use healing resources, however. As a rough guideline, a single monster generally presents a low-difficulty challenge for a party of four characters whose level equals the monster's Challenge Rating.

Moderate Difficulty. Absent healing and other resources, an encounter of moderate difficulty could go badly for the adventurers. Weaker characters might get taken out of the fight, and there's a slim chance that one or more characters might die.

High Difficulty. A high-difficulty encounter could be lethal for one or more characters. To survive it, the characters will need smart tactics, quick thinking, and maybe even a little luck.

Step 2: Determine Your XP Budget

Using the XP Budget per Character table, cross-reference the party's level with the desired encounter difficulty. Multiply the number in the table by the number of characters in the party to get your XP budget for the encounter.

XP Budget per Character

Party's Level	Encounter Difficulty		
	Low	Moderate	High
1	50	75	100
2	100	150	200
3	150	225	400
4	250	375	500
5	500	750	1,100
6	600	1,000	1,400
7	750	1,300	1,700
8	1,000	1,700	2,100
9	1,300	2,000	2,600
10	1,600	2,300	3,100
11	1,900	2,900	4,100
12	2,200	3,700	4,700
13	2,600	4,200	5,400
14	2,900	4,900	6,200
15	3,300	5,400	7,800
16	3,800	6,100	9,800
17	4,500	7,200	11,700
18	5,000	8,700	14,200
19	5,500	10,700	17,200
20	6,400	13,200	22,000

Step 3: Spend Your Budget

Every creature has an XP value in its stat block. When you add a creature to your combat encounter, deduct its XP from your XP budget to determine how many XP you have left to spend. Spend as much of your XP budget as you can without going over. It's OK if you have a few unspent XP left over. Examples are given below:

Example 1. A low-difficulty encounter for four level 1 characters has an XP budget of 50×4 , for a total of 200 XP. With that, you could build any of the following encounters:

- 1 **Bugbear Warrior** (200 XP)
- 2 **Giant Wasps** (100 XP each), for 200 XP total
- 6 **Giant Rats** (25 XP each), for 150 XP total

Example 2. A moderate-difficulty encounter for five level 3 characters has an XP budget of 225×5 , for a total of 1,125 XP. With that, you could build either of these encounters:

- 2 **Druids** (450 XP each) and 9 **Stirges** (25 XP each), for 1,125 XP total
- 1 **Wight** (700 XP), 1 **Warhorse Skeleton** (100 XP), and 6 **Skeletons** (50 XP each), for 1,100 XP total

Example 3. A high-difficulty encounter for six level 15 characters has an XP budget of $7,800 \times 6$, for a total of 46,800 XP. With that, you could build this encounter:

- **2 Adult Red Dragons** (18,000 XP each) and **2 Fire Giants** (5,000 XP each), for 46,000 XP total

Troubleshooting

When creating and running combat encounters, keep the following in mind.

Many Creatures

The more creatures in an encounter, the higher the risk that a lucky streak on their part could deal more damage to the characters than you expect. If your encounter includes more than two creatures per character, include fragile creatures that can be defeated quickly. This guideline is especially important for characters of level 1 or 2.

Adjustments

A player's absence might warrant removing creatures from an encounter to keep it at the intended difficulty. Also, die rolls and other factors can result in an encounter being easier or harder than intended. You can adjust an encounter on the fly, such as by having creatures flee (making the encounter easier) or adding reinforcements (making the encounter harder).

CR 0 Creatures

Creatures that have a CR of 0, particularly ones that are worth 0 XP, should be used sparingly. If you want to include many CR 0 critters in an encounter, use swarms instead.

Number of Stat Blocks

The best combat encounters often pair one kind of creature with another, such as fire giants paired with hell hounds. Be mindful of the number of stat blocks you need to run the encounter. Referencing more than two or three stat blocks for a single encounter can be daunting, particularly if the creatures are complex.

Powerful Creatures

If your combat encounter includes a creature whose CR is higher than the party's level, be aware that such a creature might deal enough damage with a single action to take out one or more characters. For example, an **Ogre** (CR 2) can kill a level 1 Wizard with a single blow.

Unusual Features

If a monster has a feature that lower-level characters can't easily overcome, consider not adding that monster to an encounter for characters whose level is lower than the monster's Challenge Rating.

Magic Items

Magic items are gleaned from the hoards of felled monsters or discovered in long-lost vaults. Such items grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in wondrous ways.

Magic Item Categories

Every magic item belongs to a category. The Magic Item Categories table lists the nine categories and provides examples. Rules for the categories appear after the table.

Magic Item Categories

Category	Examples
Armor	+1 Leather Armor, +1 Shield
Potions	Potion of Healing
Rings	Ring of Invisibility
Rods	Immovable Rod
Scrolls	Spell Scroll
Staves	Staff of Striking
Wands	Wand of Fireballs
Weapons	+1 Ammunition, +1 Longsword
Wondrous Items	Bag of Holding, Boots of Elvenkind

Armor

An item in the Armor category is typically a magical version of armor from "Equipment." Unless an armor's description notes otherwise, the armor must be worn for its magic to function.

Some suits of magic armor specify the type of armor they are, such as Chain Mail or Plate Armor. If no type is specified, choose the type or determine it randomly.

Potions

An item in the Potion category might be a magical brew that must be imbibed or an oil that must be applied to a creature or an object. A typical potion consists of 1 ounce of liquid in a vial.

Using a Potion. Potions are consumable items. Drinking a potion or administering it to another creature requires a Bonus Action. Applying an oil might take longer as specified in its description. Once used, a potion takes effect immediately, and it is used up.

Mixing Potions. A character might drink one potion while still under the effects of another or pour several potions into a single container. The strange ingredients used in creating potions can result in unpredictable interactions.

When a character mixes two potions together, roll on the Potion Miscibility table. If more than two are combined, roll again for each subsequent potion, combining the results. Unless the effects are immediately obvious, reveal them only when they become evident.

Potion Miscibility

Id100	Result
01	Both potions lose their effects, and the mixture creates a magical explosion in a 5-foot-radius Sphere centered on itself. Each creature in that area takes 4d10 Force damage.
02–08	Both potions lose their effects, and the mixture becomes an ingested poison of your choice (see "Poison" in "Gameplay Toolbox").
09–15	Both potions lose their effects.
16–25	One potion loses its effect.
26–35	Both potions work, but with their numerical effects and durations halved. If a potion has no numerical effect and no duration, it instead loses its effect.
36–90	Both potions work normally.
91–99	Both potions work, but the numerical effects and duration of one potion are doubled. If neither potion has anything to double in this way, they work normally.
00	Only one potion works, but its effects are permanent. Choose the simplest effect to make permanent or the one that seems the most fun. For example, a <i>Potion of Healing</i> might increase the drinker's Hit Point maximum by $2d4 + 2$, or a <i>Potion of Invisibility</i> might give the drinker the Invisible condition indefinitely. At your discretion, a <i>Dispel Magic</i> spell or similar magic might end this lasting effect.

Rings

For its magic to function, an item in the Ring category must be worn on a finger or a similar digit unless its description notes otherwise.

Rods

An item in the Rod category is a scepter usually made of metal, wood, or bone. A typical rod weighs 2 to 5 pounds.

Unless its description notes otherwise, a rod can be used as an Arcane Focus.

Scrolls

An item in the Scroll category is a roll of paper or parchment, sometimes attached to wooden rods and typically kept safe in a tube of ivory, jade, leather, metal, or wood. The most prevalent scroll is the *Spell Scroll*, a spell stored in written form.

Using a Scroll. Scrolls are consumable items. Unleashing the magic in a scroll requires the user to read the scroll. When its magic has been invoked, the scroll can't be used again. Its words fade, or it crumbles into dust.

Any creature that can understand a written language can read a scroll and attempt to activate it unless its description notes otherwise.

Staffs

Items in the Staff category vary widely in appearance: some are of nearly equal diameter throughout and smooth, others are gnarled and twisted, some are made of wood, and others are composed of polished metal or crystal. A staff weighs between 2 and 7 pounds and serves well as a walking stick or cane.

Unless its description notes otherwise, a staff can be used as a nonmagical Quarterstaff and an Arcane Focus.

Wands

An item in the Wand category is typically 12 to 15 inches long and crafted of metal, bone, or wood. It is tipped with metal, crystal, stone, or some other material.

Unless its description notes otherwise, a wand can be used as an Arcane Focus.

Weapons

A magic weapon is typically a magical version of a weapon from "Equipment." Some magic weapons specify the type of weapon they are in their descriptions, such as a Longsword or Longbow. If no weapon type is specified, you may choose the type or determine it randomly.

Ammunition. If a magic weapon has the Ammunition property, ammunition fired from it is considered magical for the purpose of any rule that cares whether a weapon is magical or not.

Wondrous Items

Wondrous Items include wearable items such as boots, belts, capes, amulets, brooches, and circlets. Bags, carpets, figurines, horns, musical instruments, and more also fall into this category.

MAGIC ITEM RULES

Rules for identifying, attuning to, and using magic items appear in "Equipment." Additional rules are presented below.

Attunement Prerequisites. If a magic item has a class prerequisite, a creature must be a member of that class to attune to the item. If a creature must be a spellcaster to attune to an item, the creature qualifies if it can cast at least one spell using its traits or features, not by using a magic item or the like.

Items Made for Specific Creatures. Magic items that are meant to be worn tend to magically adjust themselves to the wearer. However, you can decide that a magic item doesn't adjust its size to fit any wearer. For example, a particular armorer might make items usable only by folk who are sized and shaped like dwarves.

Unusual Anatomy. Use your discretion to decide whether a creature can wear an item not made for its anatomy. A ring placed on a tentacle might work, but a yuan-ti with a snakelike tail instead of legs can't wear magic boots.

Paired Items. You can allow exceptions to the rule that paired items must both be worn. For example, a character with only one arm might be able to use a single *Glove of Missile Snaring* so long as the matching glove is on their person.

Magic Item Rarity

Every magic item has a rarity, which provides a rough measure of an item's power relative to other magic items. The rarities are shown in the Magic Item Rarities and Values table.

Common magic items, such as a *Potion of Healing*, are the most plentiful. Artifacts, such as the *Dragon Orb*, are priceless, unique, and difficult to acquire.

Magic Item Values by Rarity

Common magic items can often be bought in a town or city. Uncommon and Rare magic items are usually found only in cities, and rarer magic items might be sold only in wondrous locations, such as a city on another plane of existence. If you allow characters to buy and sell magic items in your campaign, rarity can help you set prices for those items. Gold Piece values are provided in the Magic Item Rarities and Values table, though a seller might ask for a service rather than coin as payment.

If a magic item incorporates an item that has a purchase cost in "Equipment" (such as a weapon or a suit of armor), add that item's cost to the magic item's value. For example, *+1 Armor* (Plate Armor)

has a value of 5,500 GP, which is the sum of a Rare magic item's value (4,000 GP) and the cost of Plate Armor (1,500 GP).

Magic Item Rarities and Values

Rarity	Value*	Rarity	Value*
Common	100 GP	Very Rare	40,000 GP
Uncommon	400 GP	Legendary	200,000 GP
Rare	4,000 GP	Artifact	Priceless

*Halve the value for a consumable item other than a *Spell Scroll*. The value of a *Spell Scroll* is double what it costs to scribe the scroll (as specified in the "Scribing Spell Scrolls" section of "Equipment").

Activating a Magic Item

It usually takes a Magic action to activate a magic item. The item's user might also need to do something special. The description of each item category or individual item details how an item is activated. Certain items use the following rules for their activation.

Command Word

A command word is a word or short phrase that must be spoken or signed for an item to work. Spoken command words must be audible and fail to work in areas where all sound is suppressed, as in the area of the *Silence* spell.

Consumable Items

Some items are consumed—used up, in other words—when they are activated. A *Potion of Healing* must be swallowed, for example, while the writing vanishes from a scroll when it is read. Once used, a consumable item loses its magic.

Spells Cast from Items

Some magic items allow the user to cast a spell from the item. The spell is cast at the lowest possible spell and caster level, doesn't expend any of the user's spell slots, and requires no components unless the item's description notes otherwise. The spell uses its normal casting time, range, and duration, and the user of the item must concentrate if the spell requires Concentration. Many items, such as Potions, bypass the casting of a spell and confer the spell's effects with its usual duration. Certain items make exceptions to these rules, changing the casting time, duration, or other parts of a spell.

A magic item may require the user to use their own spellcasting ability when casting a spell from the item. If the user has more than one spellcasting ability, the user chooses which one to use with the item. If the user doesn't have a spellcasting ability,

their spellcasting ability modifier is +0 for the item, and the user's Proficiency Bonus applies.

Charges

Some magic items have charges that must be expended to activate their properties. The number of charges an item has remaining is revealed when the *Identify* spell is cast on it. A creature attuned to an item knows how many charges the item has and how many it regains.

"The Next Dawn"

Magic items often have charges or properties that recharge at the next dawn or some other specified time. If such an item is on a world or plane of existence where the specified event doesn't occur, the GM determines when the item recharges.

Cursed Items

A magic item's description specifies whether it bears a curse. Most methods of identifying items, including the *Identify* spell, fail to reveal such a curse.

Attunement to a cursed item can't be ended voluntarily unless the curse is broken first, such as with a *Remove Curse* spell.

Magic Item Resilience

A magic item is at least as durable as a nonmagical item of its kind. Most magic items, other than Potions and Scrolls, have Resistance to all damage.

An Artifact can be destroyed only in some special way. Otherwise, it is impervious to damage. Learning how to destroy an Artifact usually requires research or the completion of a quest.

Crafting Magic Items

"Equipment" contains rules on brewing *Potions of Healing* and scribing *Spell Scrolls*. To create other magic items, follow the rules below. In these rules, "you" refers to the character crafting the magic item.

Arcana Proficiency

To craft a magic item, you and any assistants must have proficiency in the Arcana skill.

Tools

The Magic Item Tools table lists which tool is required to make a magic item of each category. You must use the required tool to make an item and have proficiency with that tool. Any assistants must also have proficiency with it. For more information on the tools, see "Equipment."

Magic Item Tools

Item Category	Required Tool
Armor	Leatherworker's Tools, Smith's Tools, or Weaver's Tools depending on the kind of armor as noted in the tools' descriptions
Potion	Alchemist's Supplies or Herbalism Kit
Ring	Jeweler's Tools
Rod	Woodcarver's Tools
Scroll	Calligrapher's Supplies
Staff	Woodcarver's Tools
Wand	Woodcarver's Tools
Weapon	Leatherworker's Tools, Smith's Tools, or Woodcarver's Tools depending on the kind of weapon as noted in the tools' descriptions
Wondrous Item	Tinker's Tools or the tool required to make the nonmagical item on which the magic item is based

Spells

If a magic item allows its user to cast any spells from it, you must have all those spells prepared every day you spend crafting the item.

Time and Cost

Crafting a magic item takes an amount of time and money based on the item's rarity as shown in the Magic Item Crafting Time and Cost table.

Work per Day. For each day of crafting, you must work for 8 hours. If an item requires multiple days, those days needn't be consecutive.

Assistants. Characters can combine their efforts to shorten the crafting time. Divide the time needed to create an item by the number of characters working on it. Normally, only one other character can assist you, but the GM might allow more assistants.

Raw Materials. The cost in the table represents the raw materials needed to make a magic item. The GM determines whether appropriate raw materials are available. In a city, there is a 75 percent chance that the materials are available, and in any other settlement, that chance is 25 percent. If materials aren't available, you must wait at least 7 days before checking on the availability again.

If a magic item incorporates an item that has a purchase cost (such as a weapon or a suit of armor), you must also pay that entire cost or craft that item using the rules in "Equipment." For example, to make *+1 Armor* (Plate Armor), you must pay 3,500 GP or pay 2,000 GP and craft the armor.

Magic Item Crafting Time and Cost

Item Rarity	Time*	Cost*
Common	5 days	50 GP
Uncommon	10 days	200 GP
Rare	50 days	2,000 GP
Very Rare	125 days	20,000 GP
Legendary	250 days	100,000 GP

*The time and cost are halved for a consumable item other than a *Spell Scroll*, whose crafting time and cost are given in "Equipment."

Sentient Magic Items

Some magic items have sentience and personality. Such an item might be possessed, haunted by the spirit of a previous owner, or self-aware thanks to the magic used to create it. A sentient item might be a cherished ally to its wielder or a continual thorn in the side.

Most sentient items are weapons, but other kinds of items can manifest sentience. Single-use items such as potions and scrolls are never sentient.

The GM controls sentient magic items and their activated properties. A bearer who maintains a good relationship with the item can access those properties. If the relationship is strained, a conflict can ensue (see "Conflict" below).

Sentient Magic Item Traits

When you make a sentient magic item, you create the item's persona much as you would create an NPC, with these exceptions.

Abilities

A sentient magic item has Intelligence, Wisdom, and Charisma scores. Choose the item's abilities, or determine them randomly as follows: roll 4d6 for each one, dropping the lowest roll and totaling the rest.

Alignment

A sentient magic item has an alignment. Its creator or nature might suggest an alignment. Otherwise, pick an alignment or roll on the Sentient Item's Alignment table.

Communication

A sentient item communicates by sharing its emotions, broadcasting its thoughts telepathically, or speaking aloud. You can choose how it communicates or roll on the Sentient Item's Communication table.

Senses

A sentient item can perceive its surroundings out to a limited range. You can choose its senses or roll on the Sentient Item's Senses table.

Special Purpose

You can give a sentient item an objective it pursues, perhaps to the exclusion of all else. As long as the wielder's use of the item aligns with that special purpose, the item remains cooperative. Deviating from this course might cause conflict between the wielder and the item (see "Conflict" below). You can pick a special purpose or roll on the Sentient Item's Special Purpose table.

Sentient Item's Alignment

Id100	Alignment	Id100	Alignment
01–15	Lawful Good	74–85	Chaotic Neutral
16–35	Neutral Good	86–89	Lawful Evil
36–50	Chaotic Good	90–96	Neutral Evil
51–63	Lawful Neutral	97–00	Chaotic Evil
64–73	Neutral		

Sentient Item's Communication

Id10	Communication
1–6	The item communicates by transmitting emotion to the creature carrying or wielding it.
7–9	The item speaks one or more languages.
10	The item speaks one or more languages. In addition, the item can communicate telepathically with any creature that carries or wields it.

Sentient Item's Senses

Id4	Senses
1	Hearing and standard vision out to 30 feet
2	Hearing and standard vision out to 60 feet
3	Hearing and standard vision out to 120 feet
4	Hearing and Darkvision out to 120 feet

Sentient Item's Special Purpose

Id10	Special Purpose
1	Aligned. The item seeks to defeat or destroy those of a diametrically opposed alignment. Such an item is never Neutral.
2	Bane. The item seeks to thwart or destroy creatures of a particular type, such as Constructs, Fiends, or Undead.
3	Creator Seeker. The item seeks its creator and wants to understand why it was created.
4	Destiny Seeker. The item believes it and its bearer have key roles to play in future events.

Id10 Special Purpose

5	Destroyer. The item craves destruction and goads its user to fight arbitrarily.
6	Glory Seeker. The item seeks renown as the greatest magic item in the world by winning fame or notoriety for its user.
7	Lore Seeker. The item craves knowledge or is determined to solve a mystery, learn a secret, or unravel a cryptic prophecy.
8	Protector. The item seeks to defend a particular kind of creature, such as elves or werewolves.
9	Soulmate Seeker. The item seeks another sentient magic item, perhaps one that is similar to itself.
10	Templar. The item seeks to defend the servants and interests of a particular deity.

Conflict

When the bearer of a sentient item acts in a manner opposed to the item's alignment or purpose, conflict can arise. When such a conflict occurs, the item's bearer makes a Charisma saving throw (DC 12 plus the item's Charisma modifier). On a failed save, the item makes one or more of the following demands:

Chase My Dreams. The item demands that its bearer pursue the item's goals to the exclusion of all other goals.

Get Rid of It. The item demands that its bearer dispose of anything the item finds repugnant.

It's Time for a Change. The item demands to be given to someone else.

Keep Me Close. The item insists on being carried or worn at all times.

If its bearer refuses to comply with the item's demands, the item can do any of the following:

- Make it impossible for its bearer to attune to it.
- Suppress one or more of its activated properties.
- Attempt to take control of its bearer, whereupon the bearer makes a Charisma saving throw (DC 12 plus the item's Charisma modifier). On a failed save, the bearer has the Charmed condition for 1d12 hours. While Charmed in this way, the bearer must try to follow the item's commands. If the bearer takes damage, it repeats the save, ending the effect on a success. Whether or not the attempt to control its bearer succeeds, the item can't use this power again until the next dawn.

Magic Items A–Z

Magic items are presented in alphabetical order.

If a magic item description capitalizes a creature's name and presents it in **bold** type, that's a visual cue pointing you to the creature's stat block. Unless the text states otherwise, the stat block is in "Monsters." How to read and use a stat block is explained in "Monsters."

Adamantine Armor

Armor (Any Medium or Heavy, Except Hide Armor), Uncommon

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any Critical Hit against you becomes a normal hit.

Ammunition, +1, +2, or +3

Weapon (Any Ammunition), Uncommon (+1), Rare (+2), or Very Rare (+3)

You have a bonus to attack rolls and damage rolls made with this piece of magic ammunition. The bonus is determined by the rarity of the ammunition. Once it hits a target, the ammunition is no longer magical.

This ammunition is typically found or sold in quantities of ten or twenty pieces. Ten pieces of this ammunition are equivalent in value to a potion of the same rarity.

Ammunition of Slaying

Weapon (Any Ammunition), Very Rare

This magic ammunition is meant to slay creatures of a particular type, which the GM chooses or determines randomly by rolling on the table below. If a creature of that type takes damage from the ammunition, the creature makes a DC 17 Constitution saving throw, taking an extra 6d10 Force damage on a failed save or half as much extra damage on a successful one.

After dealing its extra damage to a creature, the ammunition becomes nonmagical.

Id100	Creature Type	Id100	Creature Type
01–10	Aberrations	51–60	Fey
11–15	Beasts	61–70	Fiends
16–20	Celestials	71–75	Giants
21–25	Constructs	76–80	Monstrosities
26–35	Dragons	81–85	Oozes
36–45	Elementals	86–90	Plants
46–50	Humanoids	91–00	Undead

Amulet of Health

Wondrous Item, Rare (Requires Attunement)

Your Constitution is 19 while you wear this amulet. It has no effect on you if your Constitution is 19 or higher without it.

Amulet of Proof against Detection and Location

Wondrous Item, Uncommon (Requires Attunement)

While wearing this amulet, you can't be targeted by Divination spells or perceived through magical scrying sensors unless you allow it.

Amulet of the Planes

Wondrous Item, Very Rare (Requires Attunement)

While wearing this amulet, you can take a Magic action to name a location that you are familiar with on another plane of existence. Then make a DC 15 Intelligence (Arcana) check. On a successful check, you cast *Plane Shift*. On a failed check, you and each creature and object within 15 feet of you travel to a random destination determined by rolling 1d100 and consulting the following table.

Id100 Destination

01–60	Random location on the plane you named
61–70	Random location on an Inner Plane determined by rolling 1d6: on a 1, the Plane of Air; on a 2, the Plane of Earth; on a 3, the Plane of Fire; on a 4, the Plane of Water; on a 5, the Feywild; on a 6, the Shadowfell
71–80	Random location on an Outer Plane determined by rolling 1d8: on a 1, Arborea; on a 2, Arcadia; on a 3, the Beastlands; on a 4, Bytopia; on a 5, Elysium; on a 6, Mechanus; on a 7, Mount Celestia; on an 8, Ysgard
81–90	Random location on an Outer Plane determined by rolling 1d8: on a 1, the Abyss; on a 2, Acheron; on a 3, Carceri; on a 4, Gehenna; on a 5, Hades; on a 6, Limbo; on a 7, the Nine Hells; on an 8, Pandemonium
91–00	Random location on the Astral Plane

Animated Shield

Armor (Shield), Very Rare (Requires Attunement)

While holding this Shield, you can take a Bonus Action to cause it to animate. The Shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The Shield remains animate for 1 minute, until you take a Bonus Action to end this effect, or until you die or have the Incapacitated condition, at which point the Shield falls to the ground or into your hand if you have one free.

Apparatus of the Crab

Wondrous Item, Legendary

This item first appears to be a sealed iron barrel weighing 500 pounds. The barrel has a hidden catch, which can be found with a successful DC 20 Intelligence (Investigation) check. Releasing the catch unlocks a hatch at one end of the barrel, allowing two Medium or smaller creatures to crawl inside. Ten levers are set in a row at the far end, each in a neutral position, able to move up or down. When certain levers are used, the apparatus transforms to resemble a giant lobster.

The *Apparatus of the Crab* is a Large object with the following statistics: AC 20; HP 200; Speed 30 ft., Swim 30 ft. (or 0 ft. for both if the legs aren't extended); Immunity to Poison and Psychic damage.

To be used as a vehicle, the apparatus requires one pilot. While the apparatus's hatch is closed, the compartment is airtight and watertight. The compartment holds enough air for 10 hours of breathing, divided by the number of breathing creatures inside.

The apparatus floats on water. It can also go underwater to a depth of 900 feet. Below that, the vehicle takes 2d6 Bludgeoning damage each minute from pressure.

A creature in the compartment can take a Utilize action to move as many as two of the apparatus's levers up or down. After each use, a lever goes back to its neutral position. Each lever, from left to right, functions as shown in the Apparatus of the Crab Levers table.

Apparatus of the Crab Levers

Lever	Up	Down
1	Legs extend, allowing the apparatus to walk and swim.	Legs retract, reducing the apparatus's Speed and Swim Speed to 0 and making it unable to benefit from bonuses to speed.
2	Forward window shutter opens.	Forward window shutter closes.
3	Side window shutters open (two per side).	Side window shutters close (two per side).
4	Two claws extend from the front side of the apparatus.	The claws retract.
5	Each extended claw makes the following melee attack: +8 to hit, reach 5 ft. <i>Hit</i> : 7 (2d6) Bludgeoning damage.	Each extended claw makes the following melee attack: +8 to hit, reach 5 ft. <i>Hit</i> : The target has the Grappled condition (escape DC 15).
6	The apparatus walks or swims forward provided its legs are extended.	The apparatus walks or swims backward provided its legs are extended.
7	The apparatus turns 90 degrees counterclockwise provided its legs are extended.	The apparatus turns 90 degrees clockwise provided its legs are extended.
8	Eyelike fixtures emit Bright Light in a 30-foot radius and Dim Light for an additional 30 feet.	The light turns off.
9	The apparatus sinks up to 20 feet if it's in liquid.	The apparatus rises up to 20 feet if it's in liquid.
10	The rear hatch unseals and opens.	The rear hatch closes and seals.

Armor, +1, +2, or +3

Armor (Any Light, Medium, or Heavy), Rare (+1), Very Rare (+2), or Legendary (+3)

You have a bonus to Armor Class while wearing this armor. The bonus is determined by its rarity.

Armor of Invulnerability

Armor (Plate Armor), Legendary (Requires Attunement)

You have Resistance to Bludgeoning, Piercing, and Slashing damage while you wear this armor.

Metal Shell. You can take a Magic action to give yourself Immunity to Bludgeoning, Piercing, and Slashing damage for 10 minutes or until you are no longer wearing the armor. Once this property is used, it can't be used again until the next dawn.

Armor of Resistance

Armor (Any Light, Medium, or Heavy), Rare (Requires Attunement)

You have Resistance to one type of damage while you wear this armor. The GM chooses the type or determines it randomly by rolling on the following table.

Id10	Damage Type	Id10	Damage Type
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

Armor of Vulnerability

Armor (Any Light, Medium, or Heavy), Rare (Requires Attunement)

While wearing this armor, you have Resistance to one of the following damage types: Bludgeoning, Piercing, or Slashing. The GM chooses the type or determines it randomly.

Curse. This armor is cursed, a fact that is revealed only when the *Identify* spell is cast on the armor or you attune to it. Attuning to the armor curses you until you are targeted by a *Remove Curse* spell or similar magic; removing the armor fails to end the curse. While cursed, you have Vulnerability to two of the three damage types associated with the armor (not the one to which it grants Resistance).

Arrow-Catching Shield

Armor (Shield), Rare (Requires Attunement)

You gain a +2 bonus to Armor Class against ranged attack rolls while you wield this Shield. This bonus is in addition to the Shield's normal bonus to AC.

Whenever an attacker makes a ranged attack roll against a target within 5 feet of you, you can take a Reaction to become the target of the attack instead.

Bag of Beans

Wondrous Item, Rare

This heavy cloth bag contains 3d4 dry beans when found. The bag weighs half a pound regardless of how many beans it contains and becomes a non-magical item when it no longer contains any beans.

If you dump one or more beans out of the bag, they explode in a 10-foot-radius Sphere centered on them. All the dumped beans are destroyed in the explosion, and each creature in the Sphere, including you, makes a DC 15 Dexterity saving throw, taking 5d4 Force damage on a failed save or half as much damage on a successful one.

If you remove a bean from the bag, plant it in dirt or sand, and then water it, the bean disappears as it produces an effect 1 minute later from the ground where it was planted. The GM can choose an effect from the following table or determine it randomly.

Id100	Effect
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01	5d4 toadstools sprout. If a creature eats a toadstool, roll any die. On an odd roll, the eater must succeed on a DC 15 Constitution saving throw or take 5d6 Poison damage and have the Poisoned condition for 1 hour. On an even roll, the eater gains 5d6 Temporary Hit Points for 1 hour.
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02–10	A geyser erupts and spouts water, beer, mayonnaise, tea, vinegar, wine, or oil (GM's choice) 30 feet into the air for 1d4 minutes.
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Id100	Effect
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11–20	A Treant sprouts. Roll any die. On an odd roll, the treant is Chaotic Evil. On an even roll, the treant is Chaotic Good.
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21–30	An animate but immobile stone statue in your likeness rises and makes verbal threats against you. If you leave it and others come near, it describes you as the most heinous of villains and directs the newcomers to find and attack you. If you are on the same plane of existence as the statue, it knows where you are. The statue becomes inanimate after 24 hours.
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31–40	A campfire with green flames springs forth and burns for 24 hours or until it is extinguished.
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41–50	Three Shrieker Fungi sprout.
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51–60	1d4 + 4 bright-pink toads crawl forth. Whenever a toad is touched, it transforms into a Large or smaller monster of the GM's choice that acts in accordance with its alignment and nature. The monster remains for 1 minute, then disappears in a puff of bright-pink smoke.
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61–70	A hungry Bulette burrows up and attacks.
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71–80	A fruit tree grows. It has 1d10 + 20 fruit, 1d8 of which act as randomly determined potions. The tree vanishes after 1 hour. Picked fruit remains, retaining any magic for 30 days.
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81–90	A nest of 1d4 + 3 rainbow-colored eggs springs up. Any creature that eats an egg makes a DC 20 Constitution saving throw. On a successful save, a creature permanently increases its lowest ability score by 1, randomly choosing among equally low scores. On a failed save, the creature takes 10d6 Force damage from an internal explosion.
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91–95	A pyramid with a 60-foot-square base bursts upward. Inside is a burial chamber containing a Mummy , a Mummy Lord , or some other Undead of the GM's choice. Its sarcophagus contains treasure of the GM's choice.
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96–00	A giant beanstalk sprouts, growing to a height of the GM's choice. The top leads where the GM chooses, such as to a great view, a cloud giant's castle, or another plane of existence.
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Bag of Devouring

Wondrous Item, Very Rare

This bag resembles a *Bag of Holding* but is a feeding orifice for a gigantic extradimensional creature. Turning the bag inside out closes the orifice.

The extradimensional creature attached to the bag can sense whatever is placed inside the bag. Animal or vegetable matter placed wholly in the bag is devoured and lost forever. When part of a living creature is placed in the bag, as happens when someone reaches inside it, there is a 50 percent chance that the creature is pulled inside the bag. A creature inside the bag can take an action to try to escape, doing so with a successful DC 15 Strength (Athletics) check. Another creature can take an action to reach into the bag to pull a creature out, doing so with a successful DC 20 Strength (Athletics) check, provided the puller isn't pulled inside the bag first. Any creature that starts its turn inside the bag is devoured, its body destroyed.

Inanimate objects can be stored in the bag, which can hold a cubic foot of such material. However, once each day, the bag swallows any objects inside it and spits them out into another plane of existence. The GM determines the time and plane.

If the bag is pierced or torn, it is destroyed, and anything contained within it is transported to a random location on the Astral Plane.

Bag of Holding

Wondrous Item, Uncommon

This bag has an interior space considerably larger than its outside dimensions—roughly 2 feet square and 4 feet deep on the inside. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 5 pounds, regardless of its contents. Retrieving an item from the bag requires a Utilize action.

If the bag is overloaded, pierced, or torn, it is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth unharmed, but the bag must be put right before it can be used again. The bag holds enough air for 10 minutes of breathing, divided by the number of breathing creatures inside.

Placing a *Bag of Holding* inside an extradimensional space created by a *Handy Haversack*, *Portable Hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within a 10-foot-radius Sphere centered on the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way and can't be reopened.

Bag of Tricks

Wondrous Item, Uncommon

This bag made from gray, rust, or tan cloth appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object.

You can take a Magic action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling on the table that corresponds to the bag's color. See "Monsters" for the creature's stat block. The creature vanishes at the next dawn or when it is reduced to 0 Hit Points.

The creature is Friendly to you and your allies, and it acts immediately after you on your Initiative count. You can take a Bonus Action to command how the creature moves and what action it takes on its next turn, such as attacking an enemy. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

Gray Bag of Tricks

1d8	Creature	1d8	Creature
1	Weasel	5	Panther
2	Giant Rat	6	Giant Badger
3	Badger	7	Dire Wolf
4	Boar	8	Giant Elk

Rust Bag of Tricks

1d8	Creature	1d8	Creature
1	Rat	5	Giant Goat
2	Owl	6	Giant Boar
3	Mastiff	7	Lion
4	Goat	8	Brown Bear

Tan Bag of Tricks

1d8	Creature	1d8	Creature
1	Jackal	5	Black Bear
2	Ape	6	Giant Weasel
3	Baboon	7	Giant Hyena
4	Axe Beak	8	Tiger

Bead of Force

Wondrous Item, Rare

This small black sphere measures 3/4 of an inch in diameter and weighs an ounce. Typically, 1d4 + 4 *Beads of Force* are found together.

You can take a Magic action to throw the bead up to 60 feet. The bead explodes in a 10-foot-radius Sphere on impact and is destroyed. Each creature

in the Sphere must succeed on a DC 15 Dexterity saving throw or take 5d4 Force damage. A sphere of transparent force then encloses the area for 1 minute. Any creature that failed the save and is completely within the area is trapped inside this sphere. Creatures that succeeded on the save or are partially within the area are pushed away from the center of the sphere until they are no longer inside it. Only breathable air can pass through the sphere's wall. No attack or other effect can pass through.

An enclosed creature can take a Utilize action to push against the sphere's wall, moving the sphere up to half the creature's Speed. The sphere can be picked up, and its magic causes it to weigh only 1 pound, regardless of the weight of creatures inside.

Bead of Nourishment

Wondrous Item, Common

This flavorless, gelatinous bead dissolves on your tongue and provides as much nourishment as 1 day of Rations.

Belt of Dwarvenkind

Wondrous Item, Rare (Requires Attunement)

While wearing this belt, you gain the following benefits:

Dwarvish. You know Dwarvish.

Friend of Dwarvenkind. You have Advantage on Charisma (Persuasion) checks made to interact with dwarves and duergar.

Toughness. Your Constitution increases by 2, to a maximum of 20.

In addition, while attuned to the belt, you have a 50 percent chance each day at dawn of growing a full beard if you can grow one, or a thicker beard if you already have one.

If you aren't a dwarf or duergar, you gain the following additional benefits while wearing the belt:

Darkvision. You have Darkvision with a range of 60 feet.

Resilience. You have Resistance to Poison damage. You also have Advantage on saving throws you make to avoid or end the Poisoned condition.

Belt of Giant Strength

Wondrous Item, Rarity Varies (Requires Attunement)

While wearing this belt, your Strength changes to a score granted by the belt. The type of giant determines the score (see the table below). The item has no effect on you if your Strength without the belt is equal to or greater than the belt's score.

Belt	Str.	Rarity
<i>Belt of Giant Strength</i> (hill)	21	Rare
<i>Belt of Giant Strength</i> (frost or stone)	23	Very Rare
<i>Belt of Giant Strength</i> (fire)	25	Very Rare
<i>Belt of Giant Strength</i> (cloud)	27	Legendary
<i>Belt of Giant Strength</i> (storm)	29	Legendary

Berserker Axe

Weapon (Battleaxe, Greataxe, or Halberd), Rare (Requires Attunement)

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, your Hit Point maximum increases by 1 for each level you have attained.

Curse. This weapon is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the weapon, keeping it within reach at all times. You also have Disadvantage on attack rolls with weapons other than this one.

Whenever another creature damages you while the weapon is in your possession, you must succeed on a DC 15 Wisdom saving throw or go berserk. This berserk state ends when you start your turn and there are no creatures within 60 feet of you that you can see or hear.

While berserk, you regard the creature nearest to you that you can see or hear as your enemy. If there are multiple possible creatures, choose one at random. On each of your turns, you must move as close to the creature as possible and take the Attack action, targeting the creature. If you're unable to get close enough to the creature to attack it with the weapon, your turn ends after you've used up all your available movement. If the creature dies or can no longer be seen or heard by you, the next nearest creature that you can see or hear becomes your new target.

Boots of Elvenkind

Wondrous Item, Uncommon

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have Advantage on Dexterity (Stealth) checks.

Boots of Levitation

Wondrous Item, Rare (Requires Attunement)

While you wear these boots, you can cast *Levitate* on yourself.

Boots of Speed

Wondrous Item, Rare (Requires Attunement)

While you wear these boots, you can take a Bonus Action to click the boots' heels together. If you do, the boots double your Speed, and any creature that makes an Opportunity Attack against you has Disadvantage on the attack roll. If you click your heels together again, you end the effect.

When you've used the boots' property for a total of 10 minutes, the magic ceases to function for you until you finish a Long Rest.

Boots of Striding and Springing

Wondrous Item, Uncommon (Requires Attunement)

While you wear these boots, your Speed becomes 30 feet unless your Speed is higher, and your Speed isn't reduced by you carrying weight in excess of your carrying capacity or wearing Heavy Armor.

Once on each of your turns, you can jump up to 30 feet by spending only 10 feet of movement.

Boots of the Winterlands

Wondrous Item, Uncommon (Requires Attunement)

These furred boots are snug and feel warm. While wearing them, you gain the following benefits.

Cold Resistance. You have Resistance to Cold damage and can tolerate temperatures of 0 degrees Fahrenheit or lower without any additional protection.

Winter Strider. You ignore Difficult Terrain created by ice or snow.

Bowl of Commanding Water Elementals

Wondrous Item, Rare

While this bowl is filled with water and you are within 5 feet of it, you can take a Magic action to summon a **Water Elemental**. The elemental appears in an unoccupied space as close to the bowl as possible, understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. The elemental disappears after 1 hour, when it dies, or when you dismiss it as a Bonus Action. The bowl can't be used this way again until the next dawn.

The bowl is about 1 foot in diameter and half as deep. It holds about 3 gallons.

Bracers of Archery

Wondrous Item, Uncommon (Requires Attunement)

While wearing these bracers, you have proficiency with the Longbow and Shortbow, and you gain a +2 bonus to damage rolls made with such weapons.

Bracers of Defense

Wondrous Item, Rare (Requires Attunement)

While wearing these bracers, you gain a +2 bonus to Armor Class if you are wearing no armor and using no Shield.

Brazier of Commanding Fire Elementals

Wondrous Item, Rare

While you are within 5 feet of this brazier, you can take a Magic action to summon a **Fire Elemental**. The elemental appears in an unoccupied space as close to the brazier as possible, understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. The elemental disappears after 1 hour, when it dies, or when you dismiss it as a Bonus Action. The brazier can't be used this way again until the next dawn.

Brooch of Shielding

Wondrous Item, Uncommon (Requires Attunement)

While wearing this brooch, you have Resistance to Force damage, and you have Immunity to damage from the *Magic Missile* spell.

Broom of Flying

Wondrous Item, Uncommon (Requires Attunement)

This wooden broom functions like a mundane broom until you stand astride it and take a Magic action to make it hover beneath you, at which time it can be ridden in the air. It has a Fly Speed of 50 feet. It can carry up to 400 pounds, but its Fly Speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land or when you're no longer riding it.

As a Magic action, you can send the broom to travel alone to a destination within 1 mile of you if you name the location and are familiar with it. The broom comes back to you when you take a Magic action and use a command word if the broom is still within 1 mile of you.

Candle of Invocation

Wondrous Item, Very Rare (Requires Attunement)

This candle's magic is activated when the candle is lit, which requires a Magic action. After burning for 4 hours, the candle is destroyed. You can snuff it out early for use at a later time. Deduct the time it burned in increments of 1 minute from its total burn time.

While lit, the candle sheds Dim Light in a 30-foot radius. While you are within that light, you have Advantage on D20 Tests. In addition, a Cleric or Druid in the light can cast level 1 spells they have prepared without expending spell slots.

Alternatively, when you light the candle for the first time, you can cast *Gate* with it. Doing so destroys the candle. The portal created by the spell

links to a particular Outer Plane chosen by the GM or determined by rolling on the following table.

IdI00	Outer Plane	IdI00	Outer Plane
01–05	Abyss	55–59	Gehenna
06–10	Acheron	60–64	Hades
11–17	Arborea	65–69	Limbo
18–25	Arcadia	70–77	Mechanus
26–33	Beastlands	78–85	Mount Celestia
34–41	Bytopia	86–90	Nine Hells
42–46	Carceri	91–95	Pandemonium
47–54	Elysium	96–00	Ysgard

Cape of the Mountebank

Wondrous Item, Rare

This cape smells faintly of brimstone. While wearing it, you can use it to cast *Dimension Door* as a Magic action. This property can't be used again until the next dawn.

When you teleport with that spell, you leave behind a cloud of smoke. The space you left is Lightly Obscured by that smoke until the end of your next turn.

Carpet of Flying

Wondrous Item, Very Rare

You can make this carpet hover and fly by taking a Magic action and using the carpet's command word. It moves according to your directions if you are within 30 feet of it.

Four sizes of *Carpet of Flying* exist. The GM chooses the size of a given carpet or determines it randomly by rolling on the following table. A carpet can carry up to twice the weight shown on the table, but its Fly Speed is halved if it carries more than its normal capacity.

IdI00	Size	Capacity	Fly Speed
01–20	3 ft. × 5 ft.	200 lb.	80 feet
21–55	4 ft. × 6 ft.	400 lb.	60 feet
56–80	5 ft. × 7 ft.	600 lb.	40 feet
81–00	6 ft. × 9 ft.	800 lb.	30 feet

Censer of Controlling Air Elementals

Wondrous Item, Rare

While gently swinging this censer, you can take a Magic action to summon an **Air Elemental**. The elemental appears in an unoccupied space as close to the censer as possible, understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. The elemental disappears after 1 hour, when it dies, or when you dismiss it as a Bonus Action. The censer can't be used this way again until the next dawn.

Chime of Opening

Wondrous Item, Rare

This hollow metal tube measures about 1 foot long and weighs 1 pound. As a Magic action, you can strike the chime to cast *Knock*. The spell's customary knocking sound is replaced by the clear, ringing tone of the chime, which is audible out to 300 feet.

The chime can be used 10 times. After the tenth time, it cracks and becomes useless.

Circlet of Blasting

Wondrous Item, Uncommon

While wearing this circlet, you can cast *Scorching Ray* with it (+5 to hit). The circlet can't cast this spell again until the next dawn.

Cloak of Arachnida

Wondrous Item, Very Rare (Requires Attunement)

This fine garment is made of black silk interwoven with faint, silvery threads. While wearing it, you gain the following benefits.

Poison Resistance. You have Resistance to Poison damage.

Spider Climb. You have a Climb Speed equal to your Speed and can move up, down, and across vertical surfaces and along ceilings, while leaving your hands free.

Spider Walk. You can't be caught in webs of any sort and can move through webs as if they were Difficult Terrain.

Web. You can cast *Web* (save DC 13). The web created by the spell fills twice its normal area. Once used, this property can't be used again until the next dawn.

Cloak of Displacement

Wondrous Item, Rare (Requires Attunement)

While you wear this cloak, it magically projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have Disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while your Speed is 0.

Cloak of Elvenkind

Wondrous Item, Uncommon (Requires Attunement)

While you wear this cloak, Wisdom (Perception) checks made to perceive you have Disadvantage, and you have Advantage on Dexterity (Stealth) checks.

Cloak of Invisibility

Wondrous Item, Legendary (Requires Attunement)

This cloak has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the cloak, you can take a Magic action to pull its hood over your

head and expend 1 charge to give yourself the Invisible condition for 1 hour. The effect ends early if you pull the hood down (no action required) or cease wearing the cloak.

Cloak of Protection

Wondrous Item, Uncommon (Requires Attunement)

You gain a +1 bonus to Armor Class and saving throws while you wear this cloak.

Cloak of the Bat

Wondrous Item, Rare (Requires Attunement)

While wearing this cloak, you have Advantage on Dexterity (Stealth) checks. In an area of Dim Light or Darkness, you can grip the edges of the cloak and use it to gain a Fly Speed of 40 feet. If you ever fail to grip the cloak's edges while flying in this way, or if you are no longer in Dim Light or Darkness, you lose this Fly Speed.

While wearing the cloak in an area of Dim Light or Darkness, you can cast *Polymorph* on yourself, shape-shifting into a **Bat**. While in that form, you retain your Intelligence, Wisdom, and Charisma scores. The cloak can't be used this way again until the next dawn.

Cloak of the Manta Ray

Wondrous Item, Uncommon (Requires Attunement)

While wearing this cloak, you can breathe underwater, and you have a Swim Speed of 60 feet.

Crystal Ball

Wondrous Item, Very Rare (Requires Attunement)

While touching this crystal orb, you can cast *Scrying* (save DC 17) with it.

Crystal Ball of Mind Reading

Wondrous Item, Legendary (Requires Attunement)

While touching this crystal orb, you can cast *Scrying* (save DC 17) with it. In addition, you can cast *Detect Thoughts* (save DC 17) targeting creatures you can see within 30 feet of the spell's sensor. You don't need to concentrate on this *Detect Thoughts* spell to maintain it during its duration, but it ends if the *Scrying* spell ends.

Crystal Ball of Telepathy

Wondrous Item, Legendary (Requires Attunement)

While touching this crystal orb, you can cast *Scrying* (save DC 17) with it. In addition, you can communicate telepathically with creatures you can see within 30 feet of the spell's sensor. You can also cast *Suggestion* (save DC 17) through the sensor on one of those creatures. You don't need to concentrate on this *Suggestion* to maintain it during its duration, but it ends if *Scrying* ends. You can't cast *Suggestion* in this way again until the next dawn.

Crystal Ball of True Seeing

Wondrous Item, Legendary (Requires Attunement)

While touching this crystal orb, you can cast *Scrying* (save DC 17) with it. In addition, you have Truesight with a range of 120 feet centered on the spell's sensor.

Cube of Force

Wondrous Item, Rare (Requires Attunement)

This cube is about an inch across. Each face has a distinct marking on it. You can press one of those faces, expend the number of charges required for it, and thereby cast the spell associated with it (save DC 17), as shown in the Cube of Force Faces table.

The cube starts with 10 charges, and it regains 1d6 expended charges daily at dawn.

Cube of Force Faces

Spell	Charge Cost
Mage Armor	1
Shield	1
Tiny Hut	3
Private Sanctum	4
Resilient Sphere	4
Wall of Force	5

Cubic Gate

Wondrous Item, Legendary

This cube is 3 inches across and radiates palpable magical energy. The six sides of the cube are each keyed to a different plane of existence, one of which is the Material Plane. The other sides are linked to planes determined by the GM.

The cube has 3 charges and regains 1d3 expended charges daily at dawn. As a Magic action, you can expend 1 of the cube's charges to cast one of the following spells using the cube.

Gate. Pressing one side of the cube, you cast *Gate*, opening a portal to the plane of existence keyed to that side.

Plane Shift. Pressing one side of the cube twice, you cast *Plane Shift*, transporting the targets to the plane of existence keyed to that side.

Dagger of Venom

Weapon (Dagger), Rare

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon.

You can take a Bonus Action to magically coat the blade with poison. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 Poison damage and have the Poisoned condition for 1 minute. The weapon can't be used this way again until the next dawn.

Dancing Sword

Weapon (Greatsword, Longsword, Rapier, Scimitar, or Shortsword), Very Rare (Requires Attunement)

You can take a Bonus Action to toss this magic weapon into the air. When you do so, the weapon begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of itself. The weapon uses your attack roll and adds your ability modifier to damage rolls.

While the weapon hovers, you can take a Bonus Action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same Bonus Action, you can cause the weapon to attack one creature within 5 feet of the weapon.

After the hovering weapon attacks for the fourth time, it flies back to you and tries to return to your hand. If you have no hand free, the weapon falls to the ground in your space. If the weapon has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or are more than 30 feet away from it.

Decanter of Endless Water

Wondrous Item, Uncommon

This stoppered flask sloshes when shaken, as if it contains water. The decanter weighs 2 pounds.

You can take a Magic action to remove the stopper and issue one of three command words, whereupon an amount of fresh water or salt water (your choice) pours out of the flask. The water stops pouring out at the start of your next turn. Choose from the following command words:

Splash. The decanter produces 1 gallon of water.

Fountain. The decanter produces 5 gallons of water.

Geyser. The decanter produces 30 gallons of water that gushes forth in a Line 30 feet long and 1 foot wide. If you're holding the decanter, you can aim the geyser in one direction (no action required). One creature of your choice in the Line must succeed on a DC 13 Strength saving throw or take 1d4 Bludgeoning damage and have the Prone condition. Instead of a creature, you can target one object in the Line that isn't being worn or carried and that weighs no more than 200 pounds. The object is knocked over by the geyser.

Deck of Illusions

Wondrous Item, Uncommon

This box contains a set of cards. A full deck has 34 cards: 32 depicting specific creatures and two with a mirrored surface. A deck found as treasure is usually missing 1d20 – 1 cards.

The magic of the deck functions only if its cards are drawn at random. You can take a Magic action to draw a card at random from the deck and throw

it to the ground at a point within 30 feet of yourself. An illusion of a creature, determined by rolling on the Deck of Illusions table, forms over the thrown card and remains until dispelled. The illusory creature created by the card looks and behaves like a real creature of its kind, except that it can do no harm. While you are within 120 feet of the illusory creature and can see it, you can take a Magic action to move it anywhere within 30 feet of its card.

Any physical interaction with the illusory creature reveals it to be false, because objects pass through it. A creature that takes a Study action to visually inspect the illusory creature identifies it as an illusion with a successful DC 15 Intelligence (Investigation) check. The illusion lasts until its card is moved or the illusion is dispelled (using a *Dispel Magic* spell or a similar effect). When the illusion ends, the image on its card disappears, and that card can't be used again.

Deck of Illusions

Id100	Illusion*
01–03	Adult Red Dragon
04–06	Archmage
07–09	Assassin
10–12	Bandit Captain
13–15	Basilisk
16–18	Berserker
19–21	Bugbear Warrior
22–24	Cloud Giant
25–27	Druid
28–30	Erinyes
31–33	Ettin
34–36	Fire Giant
37–39	Frost Giant
40–42	Gnoll Warrior
43–45	Goblin Warrior
46–48	Guardian Naga
49–51	Hill Giant
52–54	Hobgoblin Warrior
55–57	Incubus
58–60	Iron Golem
61–63	Knight
64–66	Kobold Warrior
67–69	Lich
70–72	Medusa
73–75	Night Hag
76–78	Ogre
79–81	Oni

Id100	Illusion*
82–84	Priest
85–87	Succubus
88–90	Troll
91–93	Veteran Warrior
94–96	Wyvern
97–00	The card drawer

*Stat blocks for these creatures (except the card drawer) appear in “Monsters.”

Defender

Weapon (Any Melee Weapon), Legendary (Requires Attunement)

You gain a +3 bonus to attack rolls and damage rolls made with this magic weapon.

The first time you attack with the weapon on each of your turns, you can transfer some or all of the weapon’s bonus to your Armor Class. For example, you could reduce the bonus to your attack rolls and damage rolls to +1 and gain a +2 bonus to Armor Class. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the weapon to gain a bonus to AC from it.

Demon Armor

Armor (Any Light, Medium, or Heavy), Very Rare (Requires Attunement)

While wearing this armor, you gain a +1 bonus to Armor Class, and you know Abyssal. In addition, the armor’s clawed gauntlets allow your Unarmed Strikes to deal 1d8 Slashing damage instead of the usual Bludgeoning damage, and you gain a +1 bonus to the attack and damage rolls of your Unarmed Strikes.

Curse. Once you don this cursed armor, you can’t doff it unless you are targeted by a *Remove Curse* spell or similar magic. While wearing the armor, you have Disadvantage on attack rolls against demons and on saving throws against their spells and special abilities.

Dimensional Shackles

Wondrous Item, Rare

You can take a Utilize action to place these shackles on a creature that has the Incapacitated condition. The shackles adjust to fit a creature of Small to Large size. The shackles prevent a creature bound by them from using any method of extradimensional movement, including teleportation or travel to a different plane of existence. They don’t prevent the creature from passing through an interdimensional portal.

You and any creature you designate when you use the shackles can take a Utilize action to remove them. Once every 30 days, the bound creature can

make a DC 30 Strength (Athletics) check. On a successful check, the creature breaks free and destroys the shackles.

Dragon Orb

Wondrous Item, Artifact (Requires Attunement)

An orb is an etched crystal globe about 10 inches in diameter. When used, it grows to about 20 inches in diameter, and mist swirls inside it.

While attuned to an orb, you can take a Magic action to peer into the orb’s depths. You must then make a DC 15 Charisma saving throw. On a successful save, you control the orb for as long as you remain attuned to it. On a failed save, the orb imposes the Charmed condition on you for as long as you remain attuned to it.

While you are Charmed by the orb, you can’t voluntarily end your Attunement to it, and the orb casts *Suggestion* on you at will (save DC 18), urging you to work toward the evil ends it desires. The dragon essence within the orb might want many things: the annihilation of a particular society or organization, freedom from the orb, to spread suffering in the world, to advance the worship of Tiamat, or something else the GM decides.

Spells. The orb has 7 charges and regains 1d4 + 3 expended charges daily at dawn. If you control the orb, you can cast one of the spells on the following table from it. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
Cure Wounds (level 9 version)	4
Daylight	1
Death Ward	2
Detect Magic	0
Scrying (save DC 18)	3

Call Dragons. While you control the orb, you can take a Magic action to cause the orb to issue a telepathic call that extends in all directions for 40 miles. Chromatic dragons in range feel compelled to come to the orb as soon as possible by the most direct route. Dragon deities such as Tiamat are unaffected by this call. Chromatic dragons drawn to the orb might be Hostile toward you for compelling them against their will. Once you have used this property, it can’t be used again for 1 hour.

Destroying an Orb. A *Dragon Orb* has AC 20 and is destroyed if it takes damage from a +3 *Weapon* or a *Disintegrate* spell. Nothing else can harm it.

Dragon Scale Mail

Armor (Scale Mail), Very Rare (Requires Attunement)

Dragon Scale Mail is made of the scales of one kind of dragon. Sometimes dragons collect their cast-off

scales and gift them. Other times, hunters carefully preserve the hide of a dead dragon. In either case, *Dragon Scale Mail* is highly valued.

While wearing this armor, you gain a +1 bonus to Armor Class, you have Advantage on saving throws against the breath weapons of Dragons, and you have Resistance to one damage type determined by the kind of dragon that provided the scales (see the accompanying table).

Additionally, you can focus your senses as a Magic action to discern the distance and direction to the closest dragon within 30 miles of yourself that is of the same type as the armor. This action can't be used again until the next dawn.

Dragon	Resistance	Dragon	Resistance
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

Dragon Slayer

Weapon (Any Simple or Martial), Rare

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon.

The weapon deals an extra 3d6 damage of the weapon's type if the target is a Dragon.

Dust of Disappearance

Wondrous Item, Uncommon

This powder resembles fine sand. There is enough of it for one use. When you take a Utilize action to throw the dust into the air, you and each creature and object within a 10-foot Emanation originating from you have the Invisible condition for 2d4 minutes. The duration is the same for all subjects, and the dust is consumed when its magic takes effect. Immediately after an affected creature makes an attack roll, deals damage, or casts a spell, the Invisible condition ends for that creature.

Dust of Dryness

Wondrous Item, Uncommon

This small packet contains 1d6 + 4 pinches of dust. As a Utilize action, you can sprinkle a pinch of the dust over water, turning up to a 15-foot Cube of water into one marble-sized pellet, which floats or rests near where the dust was sprinkled. The pellet's weight is negligible. A creature can take a Utilize action to smash the pellet against a hard surface, causing the pellet to shatter and release the water the dust absorbed. Doing so destroys the pellet and ends its magic.

As a Utilize action, you can sprinkle a pinch of the dust on an Elemental within 5 feet of yourself that

is composed mostly of water (such as a **Water Elemental**). Such a creature exposed to a pinch of the dust makes a DC 13 Constitution saving throw, taking 10d6 Necrotic damage on a failed save or half as much damage on a successful one.

Dust of Sneezing and Choking

Wondrous Item, Uncommon

Found in a small container, this powder resembles *Dust of Disappearance*, and *Identify* reveals it to be such. There is enough of it for one use.

As a Utilize action, you can throw the dust into the air, forcing yourself and every creature in a 30-foot Emanation originating from you to make a DC 15 Constitution saving throw. Constructs, Elementals, Oozes, Plants, and Undead succeed on the save automatically.

On a failed save, a creature begins sneezing uncontrollably; it has the Incapacitated condition and is suffocating. The creature repeats the save at the end of each of its turns, ending the effect on itself on a success. The effect also ends on any creature targeted by a *Lesser Restoration* spell.

Dwarven Plate

Armor (Half Plate Armor or Plate Armor), Very Rare

While wearing this armor, you gain a +2 bonus to Armor Class. In addition, if an effect moves you against your will along the ground, you can take a Reaction to reduce the distance you are moved by up to 10 feet.

Dwarven Thrower

Weapon (Warhammer), Very Rare (Requires Attunement by a Dwarf or a Creature Attuned to a Belt of Dwarvenkind)

You gain a +3 bonus to attack rolls and damage rolls made with this magic weapon. It has the Thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon, it deals an extra 1d8 Force damage, or an extra 2d8 Force damage if the target is a Giant. Immediately after hitting or missing, the weapon flies back to your hand.

Efficient Quiver

Wondrous Item, Uncommon

Each of the quiver's three compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to 60 Arrows, Bolts, or similar objects. The mid-size compartment holds up to 18 Javelins or similar objects. The longest compartment holds up to 6 long objects, such as bows, Quarterstaves, or Spears.

You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

Efreeti Bottle

Wondrous Item, Very Rare

When you take a Magic action to remove the stopper of this painted brass bottle, a cloud of thick smoke flows out of it. At the end of your turn, the smoke disappears with a flash of harmless fire, and an **Efreeti** appears in an unoccupied space within 30 feet of you.

The first time the bottle is opened, the GM rolls on the following table to determine what happens.

Id10 Effect

- | | |
|-----|--|
| 1 | The efreeti attacks you. After fighting for 5 rounds, the efreeti disappears, and the bottle loses its magic. |
| 2–9 | The efreeti understands your languages and obeys your commands for 1 hour, after which it returns to the bottle, and a new stopper contains it. The stopper can't be removed for 24 hours. The next two times the bottle is opened, the same effect occurs. If the bottle is opened a fourth time, the efreeti escapes and disappears, and the bottle loses its magic. |
| 10 | The efreeti understands your languages and can cast <i>Wish</i> once for you. It disappears when it grants the wish or after 1 hour, and the bottle loses its magic. |

Elemental Gem

Wondrous Item, Uncommon

This gem contains a mote of elemental energy. When you take a Utilize action to break the gem, an elemental is summoned (see “Monsters” for its stat block), and the gem ceases to be magical. The elemental appears in an unoccupied space as close to the broken gem as possible, understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. The elemental disappears after 1 hour, when it dies, or when you dismiss it as a Bonus Action. The type of gem determines the elemental, as shown in the following table.

Gem	Summoned Elemental
Blue sapphire	Air Elemental
Emerald	Water Elemental
Red corundum	Fire Elemental
Yellow diamond	Earth Elemental

Elixir of Health

Potion, Rare

When you drink this potion, you are cured of all magical contagions. In addition, the following conditions end on you: Blinded, Deafened, Paralyzed, and Poisoned.

The clear, red liquid has tiny bubbles of light in it.

Elven Chain

Armor (Chain Mail or Chain Shirt), Rare

You gain a +1 bonus to Armor Class while you wear this armor. You are considered trained with this armor even if you lack training with Medium or Heavy armor.

Energy Bow

Weapon (Longbow or Shortbow), Very Rare (Requires Attunement)

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon, which has no string. Each time you pull your arm back in a firing motion, a magical arrow made of golden energy appears nocked and ready to fire. An arrow produced by this weapon deals Force damage instead of Piercing damage on a hit, and it disappears after it hits or misses its target. Until it disappears, the arrow emits Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

This weapon has the following additional properties.

Arrow of Restraint. Whenever you use this weapon to make a ranged attack against a creature, you can try to restrain the target instead of dealing damage to it. If the arrow hits, the target must succeed on a DC 15 Strength saving throw or have the Restrained condition for 1 minute. As an action, a creature Restrained by an arrow can make a DC 20 Strength (Athletics) check to try to break the restraint, ending the effect on itself on a successful check.

Arrow of Transport. As a Magic action, you can fire one energy arrow from this weapon at a target you can see within 60 feet of yourself. The target can be either a willing Medium or smaller creature or an object that isn't being worn or carried, provided the object is small enough to fit inside a 5-foot Cube. The arrow teleports the target to an unoccupied space you can see within 10 feet of you.

Energy Ladder. As a Magic action, you can loose a flurry of energy arrows from this weapon at a wall up to 60 feet away from yourself. The arrows become glowing rungs that stick out of the wall, forming a magical ladder up to 60 feet long on the wall. This ladder lasts for 1 minute before disappearing.

Eversmoking Bottle

Wondrous Item, Uncommon

As a Magic action, you can open or close this bottle.

Opening the bottle causes thick smoke to billow out, forming a cloud that fills a 60-foot Emanation originating from the bottle. The area within the smoke is Heavily Obscured.

Each minute the bottle remains open, the size of the Emanation increases by 10 feet until it reaches its maximum size of 120 feet.

Closing the bottle causes the cloud to become fixed in place until it disperses after 10 minutes. A strong wind (such as that created by the *Gust of Wind* spell) disperses the cloud after 1 minute.

Eyes of Charming

Wondrous Item, Uncommon (Requires Attunement)

These crystal lenses fit over the eyes. They have 3 charges. While wearing them, you can expend 1 or more charges to cast *Charm Person* (save DC 13). For 1 charge, you cast the level 1 version of the spell. You increase the spell's level by one for each additional charge you expend. The lenses regain all expended charges daily at dawn.

Eyes of Minute Seeing

Wondrous Item, Uncommon

These crystal lenses fit over the eyes. While wearing them, your vision improves significantly out to a range of 1 foot, granting you Darkvision within that range and Advantage on Intelligence (Investigation) checks made to examine something within that range.

Eyes of the Eagle

Wondrous Item, Uncommon

These crystal lenses fit over the eyes. While wearing them, you have Advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

Feather Token

Wondrous Item, Rarity Varies

This object looks like a feather. Different types of feather tokens exist, each with a different single-use effect. The GM chooses the kind of token or determines it randomly by rolling on the Feather Tokens table. The type of token determines its rarity.

Anchor (Uncommon). You can take a Magic action to touch the token to a boat or ship. For the next 24 hours, the vessel can't be moved by any means. Touching the token to the vessel again ends the effect. When the effect ends, the token disappears.

Bird (Rare). You can take a Magic action to toss the token 5 feet into the air. The token disappears and an enormous, multicolored bird takes its place. The bird has the statistics of a **Roc**, but it can't attack. It obeys your simple commands and can carry up to 500 pounds while flying at its maximum speed (16 miles per hour for a maximum of 144 miles per day, with a 1-hour rest for every 3 hours of flying) or 1,000 pounds at half that speed. The bird disappears after flying its maximum distance for a day or if it drops to 0 Hit Points. You can dismiss the bird as a Magic action.

Fan (Uncommon). If you are on a boat or ship, you can take a Magic action to toss the token up to 10 feet in the air. The token disappears, and a giant flapping fan takes its place. The fan floats and creates a strong wind. This wind can fill the sails of one ship, increasing its speed by 5 miles per hour for 8 hours. You can dismiss the fan as a Magic action.

Swan Boat (Rare). You can take a Magic action to touch the token to a body of water at least 60 feet in diameter. The token disappears, and a 50-foot-long, 20-foot-wide boat shaped like a swan takes its place. The boat is self-propelled and moves across water at a speed of 6 miles per hour. You can take a Magic action while on the boat to command it to move or to turn up to 90 degrees. The boat remains for 24 hours and then disappears. You can dismiss the boat as a Magic action.

Tree (Uncommon). You must be outdoors to use this token. You can take a Magic action to touch it to an unoccupied space on the ground. The token disappears, and in its place a nonmagical oak tree springs into existence. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius.

Whip (Rare). You can take a Magic action to throw the token to a point within 10 feet of yourself. The token disappears, and a floating whip takes its place. You can then take a Bonus Action to make a melee spell attack against a creature within 10 feet of the whip, with an attack bonus of +9. On a hit, the target takes 1d6 + 5 Force damage.

As a Bonus Action, you can direct the whip to fly up to 20 feet and repeat the attack against a creature within 10 feet of the whip. The whip disappears after 1 hour, when you take a Magic action to dismiss it, or when you die or have the Incapacitated condition.

Feather Tokens

Id	Token	Rarity
01–20	Anchor	Uncommon
21–35	Bird	Rare
36–50	Fan	Uncommon
51–65	Swan boat	Rare
66–90	Tree	Uncommon
91–00	Whip	Rare

Figurine of Wondrous Power

Wondrous Item, Rarity Varies

A *Figurine of Wondrous Power* is a statuette small enough to fit in a pocket. If you take a Magic action to throw the figurine to a point on the ground within 60 feet of yourself, the figurine becomes a living creature specified in the figurine's description below. If the space where the creature would appear is occupied by other creatures or objects, or

if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is Friendly to you and your allies. It understands your languages, obeys your commands, and takes its turn immediately after you on your Initiative count. If you issue no commands, the creature defends itself but takes no other actions.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if its creature form drops to 0 Hit Points or if you take a Magic action while touching the creature to make it revert to figurine form. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Bronze Griffon (Rare). This bronze statuette is of a griffon rampant. It can become a **Griffon** for up to 6 hours. Once it has been used, it can't be used again until 5 days have passed.

Ebony Fly (Rare). This ebony statuette, carved in the likeness of a horsefly, can become a **Giant Fly** (see the accompanying stat block) for up to 12 hours and can be ridden as a mount. Once it has been used, it can't be used again until 2 days have passed.

Giant Fly

Large Beast, Unaligned

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

HP 19 (3d10 + 3)

Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+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 0 (XP 0; PB +2)

Golden Lions (Rare). These gold statuettes of lions are always created in pairs. You can use one figurine or both simultaneously. Each can become a **Lion** for up to 1 hour. Once a lion has been used, it can't be used again until 7 days have passed.

Ivory Goats (Rare). These ivory statuettes of goats are always created in sets of three. Each goat looks unique and functions differently from the others. Their properties are as follows:

Goat of Terror. This figurine can become a **Giant Goat** for up to 3 hours. The goat can't attack, but you can (harmlessly) remove its horns and use them as weapons. One horn becomes a +1 *Lance*, and the other becomes a +2 *Longsword*. Removing a horn requires a Magic action, and the weapons disappear and the horns return when the goat reverts to figurine form. While you ride the goat, any Hostile creature that starts its turn within

a 30-foot Emanation originating from the goat must succeed on a DC 15 Wisdom saving throw or have the Frightened condition for 1 minute, until you are no longer riding the goat, or until the goat reverts to figurine form. The Frightened creature repeats the save at the end of each of its turns, ending the effect on itself on a success. Once it succeeds on the save, a creature is immune to this effect for the next 24 hours. Once the figurine has been used, it can't be used again until 15 days have passed.

Goat of Traveling. This figurine can become a Large goat with the same statistics as a **Riding Horse**. It has 24 charges, and each hour or portion thereof it spends in goat form costs 1 charge. While it has charges, you can use it as often as you wish. When it runs out of charges, it reverts to a figurine and can't be used again until 7 days have passed, when it regains all expended charges.

Goat of Travail. This figurine can become a **Giant Goat** for up to 3 hours. Once it has been used, it can't be used again until 30 days have passed.

Marble Elephant (Rare). This marble statuette resembles a trumpeting elephant. It can become an **Elephant** for up to 24 hours. Once it has been used, it can't be used again until 7 days have passed.

Obsidian Steed (Very Rare). This polished obsidian horse can become a **Nightmare** for up to 24 hours. The nightmare fights only to defend itself. Once it has been used, it can't be used again until 5 days have passed.

The figurine has a 10 percent chance each time you use it to ignore your orders, including a command to revert to figurine form. If you mount the nightmare while it is ignoring your orders, you and the nightmare are instantly transported to a random location on the plane of Hades, where the nightmare reverts to figurine form.

Onyx Dog (Rare). This onyx statuette of a dog can become a **Mastiff** for up to 6 hours. The mastiff has an Intelligence of 8 and can speak Common. It also has Blindsight with a range of 60 feet. Once it has been used, it can't be used again until 7 days have passed.

Serpentine Owl (Rare). This serpentine statuette of an owl can become a **Giant Owl** for up to 8 hours. The owl can communicate telepathically with you at any range if you and it are on the same plane of existence. Once it has been used, it can't be used again until 2 days have passed.

Silver Raven (Uncommon). This silver statuette of a raven can become a **Raven** for up to 12 hours. Once it has been used, it can't be used again until 2 days have passed. While in raven form, the figurine grants you the ability to cast *Animal Messenger* on it.

Flame Tongue

Weapon (Any Melee Weapon), Rare (Requires Attunement)

While holding this magic weapon, you can take a Bonus Action and use a command word to cause flames to engulf the damage-dealing part of the weapon. These flames shed Bright Light in a 40-foot radius and Dim Light for an additional 40 feet. While the weapon is ablaze, it deals an extra 2d6 Fire damage on a hit. The flames last until you take a Bonus Action to issue the command again or until you drop, stow, or sheathe the weapon.

Folding Boat

Wondrous Item, Rare

This object appears as a wooden box that measures 12 inches long, 6 inches wide, and 6 inches deep. It weighs 4 pounds and floats. It can be opened to store items inside. This item also has three command words, each requiring a Magic action to use:

First Command Word. The box unfolds into a Rowboat.

Second Command Word. The box unfolds into a Keelboat.

Third Command Word. The *Folding Boat* folds back into a box if no creatures are aboard. Any objects in the vessel that can't fit inside the box remain outside the box as it folds. Any objects in the vessel that can fit inside the box do so.

When the box becomes a vessel, its weight becomes that of a normal vessel its size, and anything that was stored in the box remains in the boat.

Statistics for the Rowboat and Keelboat appear in "Equipment." If either vessel is reduced to 0 Hit Points, the *Folding Boat* is destroyed.

Frost Brand

Weapon (Glaive, Greatsword, Longsword, Rapier, Scimitar, or Shortsword), Very Rare (Requires Attunement)

When you hit with an attack roll using this magic weapon, the target takes an extra 1d6 Cold damage. In addition, while you hold the weapon, you have Resistance to Fire damage.

In freezing temperatures, the weapon sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of yourself. Once used, this property can't be used again for 1 hour.

Gauntlets of Ogre Power

Wondrous Item, Uncommon (Requires Attunement)

Your Strength is 19 while you wear these gauntlets. They have no effect on you if your Strength is 19 or higher without them.

Gem of Brightness

Wondrous Item, Uncommon

This prism has 50 charges. While you are holding it, you can take a Magic action and use one of three command words to cause one of the following effects:

First Command Word. The gem sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. This effect doesn't expend a charge. It lasts until you take a Bonus Action to repeat the command word or until you use another function of the gem.

Second Command Word. You expend 1 charge and cause the gem to fire a brilliant beam of light at one creature you can see within 60 feet of yourself. The creature must succeed on a DC 15 Constitution saving throw or have the Blinded condition for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on itself on a success.

Third Command Word. You expend 5 charges and cause the gem to flare with intense light in a 30-foot Cone. Each creature in the Cone makes a saving throw as if struck by the beam created with the second command word.

When all of the gem's charges are expended, the gem becomes a nonmagical jewel worth 50 GP.

Gem of Seeing

Wondrous Item, Rare (Requires Attunement)

This gem has 3 charges. As a Magic action, you can expend 1 charge. For the next 10 minutes, you have Truesight out to 120 feet when you peer through the gem.

The gem regains 1d3 expended charges daily at dawn.

Giant Slayer

Weapon (Any Simple or Martial), Rare

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon.

When you hit a Giant with this weapon, the Giant takes an extra 2d6 damage of the weapon's type and must succeed on a DC 15 Strength saving throw or have the Prone condition.

Glamoured Studded Leather

Armor (Studded Leather Armor), Rare

While wearing this armor, you gain a +1 bonus to Armor Class. You can also take a Bonus Action to

cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like—including color, style, and accessories—but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this property again or doff the armor.

Gloves of Missile Snaring

Wondrous Item, Uncommon (Requires Attunement)

If you're hit by an attack roll made with a Ranged or Thrown weapon while wearing these gloves, you can take a Reaction to reduce the damage by 1d10 plus your Dexterity modifier if you have a free hand. If you reduce the damage to 0, you can catch the ammunition or weapon if it is small enough for you to hold in that hand.

Gloves of Swimming and Climbing

Wondrous Item, Uncommon (Requires Attunement)

While wearing these gloves, you have a Climb Speed and a Swim Speed equal to your Speed, and you gain a +5 bonus to Strength (Athletics) checks made to climb or swim.

Gloves of Thievery

Wondrous Item, Uncommon

These gloves are imperceptible while worn. While wearing them, you gain a +5 bonus to Dexterity (Sleight of Hand) checks.

Goggles of Night

Wondrous Item, Uncommon

While wearing these dark lenses, you have Darkvision out to 60 feet. If you already have Darkvision, wearing the goggles increases its range by 60 feet.

Hammer of Thunderbolts

Weapon (Maul or Warhammer), Legendary (Requires Attunement)

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon.

The weapon has 5 charges. You can expend 1 charge and make a ranged attack with the weapon, hurling it as if it had the Thrown property with a normal range of 20 feet and a long range of 60 feet. If the attack hits, the weapon unleashes a thunderclap audible out to 300 feet. The target and every creature within 30 feet of it other than you must succeed on a DC 17 Constitution saving throw or have the Stunned condition until the end of your next turn. Immediately after hitting or missing, the weapon flies back to your hand. The weapon regains 1d4 + 1 expended charges daily at dawn.

Giant's Bane. While you are attuned to the weapon and wearing either a *Belt of Giant Strength* or *Gauntlets of Ogre Power* to which you are also attuned, you gain the following benefits:

Giants' Bane. When you roll a 20 on the d20 for an attack roll made with this weapon against a Giant, the creature must succeed on a DC 17 Constitution saving throw or die.

Might of Giants. The Strength score bestowed by your *Belt of Giant Strength* or *Gauntlets of Ogre Power* increases by 4, to a maximum of 30.

Handy Haversack

Wondrous Item, Rare

This backpack has a central pouch and two side pouches, each of which is an extradimensional space. Each side pouch can hold up to 200 pounds of material, not exceeding a volume of 25 cubic feet. The central pouch can hold up to 500 pounds of material, not exceeding a volume of 64 cubic feet. The haversack always weighs 5 pounds, regardless of its contents.

Retrieving an item from the haversack requires a Utilize action or a Bonus Action (your choice). When you reach into the haversack for a specific item, the item is always magically on top.

If any of its pouches is overloaded, pierced, or torn, the haversack ruptures and is destroyed. If the haversack is destroyed, its contents are lost forever, although an Artifact always turns up again somewhere. If the haversack is turned inside out, its contents spill forth unharmed, and the haversack must be put right before it can be used again.

Each pouch of the haversack holds enough air for 10 minutes of breathing, divided by the number of breathing creatures inside.

Placing the haversack inside an extradimensional space created by a *Bag of Holding*, *Portable Hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate and not behind Total Cover is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Hat of Disguise

Wondrous Item, Uncommon (Requires Attunement)

While wearing this hat, you can cast the *Disguise Self* spell. The spell ends if the hat is removed.

Hat of Many Spells

Wondrous Item, Very Rare (Requires Attunement by a Wizard)

This pointed hat has the following properties.

Spellcasting Focus. While holding the hat, you can use it as a Spellcasting Focus for your Wizard spells. Any spell you cast using the hat gains a special Somatic component: you must reach into the hat and "pull" the spell out of it.

Unknown Spell. While holding the hat, you can try to cast a level 1+ spell you don't know. The spell must be on the Wizard spell list, it must be of a level you can cast, and it can't have Material components costing more than 1,000 GP. Once you decide on the spell, you must expend a spell slot of the spell's level. Then, to determine whether you cast the spell, make an Intelligence (Arcana) check (DC 10 plus the spell's level). On a successful check, you cast the spell using its normal casting time, and you can't use this property again until you finish a Short or Long Rest. On a failed check, you fail to cast the spell and a random effect occurs instead, determined by rolling on the following table.

Any spell you cast from the hat uses your spell save DC and spell attack bonus.

Id100	Effect
01–50	You cast a random spell determined by rolling Id10: on a 1 , <i>Enlarge/Reduce</i> (enlarge effect); on a 2 , <i>Enlarge/Reduce</i> (reduce effect); on a 3 , <i>Faerie Fire</i> ; on a 4 , <i>Fireball</i> ; on a 5 , <i>Gust of Wind</i> ; on a 6 , <i>Invisibility</i> (cast on yourself); on a 7 , <i>Lightning Bolt</i> ; on an 8 , <i>Phantasmal Force</i> ; on a 9 , <i>Polymorph</i> ; on a 10 , <i>Stinking Cloud</i> .
51–55	You have the Stunned condition until the end of your next turn, believing something awesome just happened.
56–60	A harmless swarm of butterflies fills a 10-foot Cube within 30 feet of yourself. The swarm disperses after 1 minute.
61–65	You pull a nonmagical object out of the hat. Roll Id4 to determine the object: on a 1 , a vial of Acid; on a 2 , a flask of Alchemist's Fire; on a 3 , a Crowbar; on a 4 , a lit Torch.
66–70	You suffer a bout of "magic sickness" and have the Poisoned condition for 1 hour.
71–75	You have the Petrified condition until the end of your next turn.
76–80	You pull a nonmagical object out of the hat. Roll Id4 to determine the object: on a 1 , a Dagger; on a 2 , a Rope with a Grappling Hook tied to one end; on a 3 , a bag of Caltrops; on a 4 , a gem worth 50 GP.
81–85	A creature appears in an unoccupied space as close to you as possible. The creature isn't under your control and acts as it normally would, and it disappears after 1 hour or when it drops to 0 Hit Points. Roll Id4 to determine the creature: on a 1 , a Camel ; on a 2 , a Constrictor Snake ; on a 3 , an Elephant ; on a 4 , a Mule .

Id100 Effect

- 86–90 A Hostile **Swarm of Bats** flies out of the hat, occupies your space, and attacks you.
- 91–95 A vertical, 10-foot-diameter, two-way portal to another plane of existence opens in an unoccupied space within 30 feet of you and remains open until the end of your next turn. The GM determines where it leads.
- 96–00 You pull a magic item out of the hat. Roll Id6 to determine the item's rarity: on a **1–3**, Common; on a **4–5**, Uncommon; on a **6**, Rare. The GM chooses the item, which disappears after 1 hour if it's not consumed or destroyed before then.

Headband of Intellect

Wondrous Item, Uncommon (Requires Attunement)

Your Intelligence is 19 while you wear this headband. It has no effect on you if your Intelligence is 19 or higher without it.

Helm of Brilliance

Wondrous Item, Very Rare (Requires Attunement)

This helm is set with 1d10 diamonds, 2d10 rubies, 3d10 fire opals, and 4d10 opals. Any gem pried from the helm crumbles to dust. When all the gems are removed or destroyed, the helm loses its magic.

You gain the following benefits while wearing the helm.

Diamond Light. As long as it has at least one diamond, the helm emits a 30-foot Emanation. When at least one Undead is within that area, the Emanation is filled with Dim Light. Any Undead that starts its turn in that area takes 1d6 Radiant damage.

Fire Opal Flames. As long as the helm has at least one fire opal, you can take a Magic action to cause one weapon you are holding to burst into flames. The flames emit Bright Light in a 10-foot radius and Dim Light for an additional 10 feet. The flames are harmless to you and the weapon. When you hit with an attack using the blazing weapon, the target takes an extra 1d6 Fire damage. The flames last until you take a Bonus Action to extinguish them or until you drop or stow the weapon.

Ruby Resistance. As long as the helm has at least one ruby, you have Resistance to Fire damage.

Spells. You can cast one of the following spells (save DC 18), using one of the helm's gems of the specified type as a component: *Daylight* (opal), *Fireball* (fire opal), *Prismatic Spray* (diamond), or *Wall of Fire* (ruby). The gem is destroyed when the spell is cast and disappears from the helm.

Taking Fire Damage. Roll 1d20 if you are wearing the helm and take Fire damage as a result of failing

a saving throw against a spell. On a roll of 1, the helm emits beams of light from its remaining gems and is then destroyed. Each creature within a 60-foot Emanation originating from you must succeed on a DC 17 Dexterity saving throw or be struck by a beam, taking Radiant damage equal to the number of gems in the helm.

Helm of Comprehending Languages

Wondrous Item, Uncommon

While wearing this helm, you can cast *Comprehend Languages* from it.

Helm of Telepathy

Wondrous Item, Uncommon (Requires Attunement)

While wearing this helm, you have telepathy with a range of 30 feet, and you can cast *Detect Thoughts* or *Suggestion* (save DC 13) from the helm. Once either spell is cast from the helm, that spell can't be cast from it again until the next dawn.

Helm of Teleportation

Wondrous Item, Rare (Requires Attunement)

This helm has 3 charges. While wearing it, you can expend 1 charge to cast *Teleport* from it. The helm regains 1d3 expended charges daily at dawn.

Holy Avenger

Weapon (Any Simple or Martial), Legendary (Requires Attunement by a Paladin)

You gain a +3 bonus to attack rolls and damage rolls made with this magic weapon. When you hit a Fiend or an Undead with it, that creature takes an extra 2d10 Radiant damage.

While you hold the drawn weapon, it creates a 10-foot Emanation originating from you. You and all creatures Friendly to you in the Emanation have Advantage on saving throws against spells and other magical effects. If you have 17 or more levels in the Paladin class, the size of the Emanation increases to 30 feet.

Horn of Blasting

Wondrous Item, Rare

You can take a Magic action to blow the horn, which emits a thunderous blast in a 30-foot Cone that is audible out to 600 feet. Each creature in the Cone makes a DC 15 Constitution saving throw. On a failed save, a creature takes 5d8 Thunder damage and has the Deafened condition for 1 minute. On a successful save, a creature takes half as much damage only. Glass or crystal objects in the Cone that aren't being worn or carried take 10d8 Thunder damage.

Each use of the horn's magic has a 20 percent chance of causing the horn to explode. The explosion deals 10d6 Force damage to the user and destroys the horn.

Horn of Valhalla

Wondrous Item, Rare (Silver or Brass), Very Rare (Bronze), or Legendary (Iron)

You can take a Magic action to blow this horn. In response, warrior spirits from the plane of Ysgard appear in unoccupied spaces within 60 feet of you. Each spirit uses the **Berserker** stat block and returns to Ysgard after 1 hour or when it drops to 0 Hit Points. The spirits look like living, breathing warriors, and they have Immunity to the Charmed and Frightened conditions. Once you use the horn, it can't be used again until 7 days have passed.

Four types of *Horn of Valhalla* are known to exist, each made of a different metal. The horn's type determines how many spirits it summons, as well as the requirement for its use. The GM chooses the horn's type or determines it randomly by rolling on the following table.

Id100	Horn Type	Spirits	Requirement
01–40	Silver	2	None
41–75	Brass	3	Proficiency with all Simple weapons
76–90	Bronze	4	Training with all Medium armor
91–00	Iron	5	Proficiency with all Martial weapons

Horseshoes of a Zephyr

Wondrous Item, Very Rare

These horseshoes come in a set of four. As a Magic action, you can touch one of the horseshoes to the hoof of a horse or similar creature, whereupon the horseshoe affixes itself to the hoof. Removing a horseshoe also takes a Magic action.

While all four shoes are affixed to the hooves of a horse or similar creature, they allow the creature to move normally while floating 4 inches above a surface. This effect means the creature can cross or stand above nonsolid or unstable surfaces, such as water or lava. The creature leaves no tracks and ignores Difficult Terrain. In addition, the creature can travel for up to 12 hours a day without gaining Exhaustion levels from extended travel.

Horseshoes of Speed

Wondrous Item, Rare

These horseshoes come in a set of four. As a Magic action, you can touch one of the horseshoes to the hoof of a horse or similar creature, whereupon the horseshoe affixes itself to the hoof. Removing a horseshoe also takes a Magic action.

While all four horseshoes are attached to the same creature, its Speed is increased by 30 feet.

Immovable Rod

Rod, Uncommon

This iron rod has a button on one end. You can take a Utilize action to press the button, which causes the rod to become magically fixed in place. Until you or another creature takes a Utilize action to push the button again, the rod doesn't move, even if it defies gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can take a Utilize action to make a DC 30 Strength (Athletics) check, moving the fixed rod up to 10 feet on a successful check.

Instant Fortress

Wondrous Item, Rare (Requires Attunement)

As a Magic action, you can place this 1-inch adamantine statuette on the ground and, using a command word, cause it to grow rapidly into a square adamantine tower. Repeating the command word causes the tower to revert to statuette form, which works only if the tower is empty. Each creature in the area where the tower appears is pushed to an unoccupied space outside but next to the tower. Objects in the area that aren't being worn or carried are also pushed clear of the tower.

The tower is 20 feet on a side and 30 feet high, with arrow slits on all sides and a battlement atop it. Its interior is divided into two floors, with a ladder, staircase, or ramp (your choice) connecting them. This ladder, staircase, or ramp ends at a trapdoor leading to the roof. When created, the tower has a single door at ground level on the side facing you. The door opens only at your command, which you can issue as a Bonus Action. It is immune to the *Knock* spell and similar magic.

Magic prevents the tower from being tipped over. The roof, the door, and the walls each have AC 20; HP 100; Immunity to Bludgeoning, Piercing, and Slashing damage except that which is dealt by siege equipment; and Resistance to all other damage. Shrinking the tower back down to statuette form doesn't repair damage to the tower. Only a *Wish* spell can repair the tower (this use of the spell counts as replicating a spell of level 8 or lower). Each casting of *Wish* causes the tower to regain all its Hit Points.

Ioun Stone

Wondrous Item, Rarity Varies (Requires Attunement)

Roughly marble sized, *Ioun Stones* are named after Ioun, a god of knowledge and prophecy revered on some worlds. Many types of *Ioun Stones* exist, each type a distinct combination of shape and color.

When you take a Magic action to toss an *Ioun Stone* into the air, the stone orbits your head at a distance of 1d3 feet, conferring its benefit to you while doing so. You can have up to three *Ioun Stones* orbiting your head at the same time.

Each *Ioun Stone* orbiting your head is considered to be an object you are wearing. The orbiting stone avoids contact with other creatures and objects, adjusting its orbit to avoid collisions and thwarting all attempts by other creatures to attack or snatch it.

As a Utilize action, you can seize and stow any number of *Ioun Stones* orbiting your head. If your Attunement to an *Ioun Stone* ends while it's orbiting your head, the stone falls as though you had dropped it.

The type of stone determines its rarity and effects.

Absorption (Very Rare). While this pale lavender ellipsoid orbits your head, you can take a Reaction to cancel a spell of level 4 or lower cast by a creature you can see. A canceled spell has no effect, and any resources used to cast it are wasted. Once the stone has canceled 20 levels of spells, it burns out, turns dull gray, and loses its magic.

Agility (Very Rare). Your Dexterity increases by 2, to a maximum of 20, while this deep-red sphere orbits your head.

Awareness (Rare). While this dark-blue rhomboid orbits your head, you have Advantage on Initiative rolls and Wisdom (Perception) checks.

Fortitude (Very Rare). Your Constitution increases by 2, to a maximum of 20, while this pink rhomboid orbits your head.

Greater Absorption (Legendary). While this marbled lavender and green ellipsoid orbits your head, you can take a Reaction to cancel a spell of level 8 or lower cast by a creature you can see. A canceled spell has no effect, and any resources used to cast it are wasted. Once the stone has canceled 20 levels of spells, it burns out, turns dull gray, and loses its magic.

Insight (Very Rare). Your Wisdom increases by 2, to a maximum of 20, while this incandescent blue sphere orbits your head.

Intellect (Very Rare). Your Intelligence increases by 2, to a maximum of 20, while this marbled scarlet and blue sphere orbits your head.

Leadership (Very Rare). Your Charisma increases by 2, to a maximum of 20, while this marbled pink and green sphere orbits your head.

Mastery (Legendary). Your Proficiency Bonus increases by 1 while this pale green prism orbits your head.

Protection (Rare). You gain a +1 bonus to Armor Class while this dusty-rose prism orbits your head.

Regeneration (Legendary). You regain 15 Hit Points at the end of each hour this pearly white spindle orbits your head if you have at least 1 Hit Point.

Reserve (Rare). This vibrant purple prism stores spells cast into it, holding them until you use them. The stone can store up to 4 levels of spells at a time. When found, it contains 1d4 levels of stored spells chosen by the GM.

Any creature can cast a spell of level 1 through 4 into the stone by touching it as the spell is cast. The spell has no effect, other than to be stored in the stone. If the stone can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While this stone orbits your head, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster but is otherwise treated as if you cast the spell. The spell cast from the stone is no longer stored in it, freeing up space.

Strength (Very Rare). Your Strength increases by 2, to a maximum of 20, while this pale blue rhomboid orbits your head.

Sustenance (Rare). You don't need to eat or drink while this clear spindle orbits your head.

Iron Bands

Wondrous Item, Rare

This rusty iron sphere measures 3 inches in diameter and weighs 1 pound. You can take a Magic action to throw the sphere at a Huge or smaller creature you can see within 60 feet of yourself. As the sphere moves through the air, it opens into a tangle of metal bands.

Make a ranged attack roll with an attack bonus equal to your Dexterity modifier plus your Proficiency Bonus. On a hit, the target has the Restrained condition until you take a Bonus Action to issue a command that releases it. Doing so or missing with the attack causes the bands to contract and become a sphere once more.

A creature that can touch the bands, including the one Restrained, can take an action to make a DC 20 Strength (Athletics) check to break the iron bands. On a successful check, the item is destroyed, and the Restrained creature is freed. On a failed check, any further attempts made by that creature automatically fail until 24 hours have elapsed.

Once the bands are used, they can't be used again until the next dawn.

Iron Flask

Wondrous Item, Legendary

While holding this brass-stoppered iron flask, you can take a Magic action to target a creature that you can see within 60 feet of yourself. If the flask is empty and the target is native to a plane of existence other than the one you're on, the target must succeed on a DC 17 Wisdom saving throw or be trapped in the flask. If the target has been trapped by the flask before, it has Advantage on the save. Once trapped, a creature remains in the flask until released. The flask can hold only one creature at a time. A creature trapped in the flask doesn't age and doesn't need to breathe, eat, or drink.

You can take a Magic action to remove the flask's stopper and release the creature in the flask. The creature then obeys your commands for 1 hour, understanding those commands even if it doesn't know the language in which the commands are given. If you issue no commands or give the creature a command that is likely to result in its death or imprisonment, it defends itself but otherwise takes no actions. At the end of the duration, the creature acts in accordance with its normal disposition and alignment.

An *Identify* spell reveals if the flask contains a creature, but the only way to determine the type of creature is to open the flask. A newly discovered *Iron Flask* might already contain a creature chosen by the GM.

Javelin of Lightning

Weapon (Javelin), Uncommon

Each time you make an attack roll with this magic weapon and hit, you can have it deal Lightning damage instead of Piercing damage.

Lightning Bolt. When you throw this weapon at a target no farther than 120 feet from you, you can forgo making a ranged attack roll and instead turn the weapon into a bolt of lightning. This bolt forms a 5-foot-wide Line between you and the target. The target and each other creature in the Line (excluding you) makes a DC 13 Dexterity saving throw, taking 4d6 Lightning damage on a failed save or half as much damage on a successful one. Immediately after dealing this damage, the weapon reappears in your hand. This property can't be used again until the next dawn.

Lantern of Revealing

Wondrous Item, Uncommon

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's Bright Light. You can take a Utilize

action to lower the hood, reducing the lantern's light to Dim Light in a 5-foot radius.

Luck Blade

Weapon (Glaive, Greatsword, Longsword, Rapier, Scimitar, Sickle, or Shortsword), Legendary (Requires Attunement)

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. While the weapon is on your person, you also gain a +1 bonus to saving throws.

Luck. If the weapon is on your person, you can call on its luck (no action required) to reroll one failed D20 Test if you don't have the Incapacitated condition. You must use the second roll. Once used, this property can't be used again until the next dawn.

Wish. The weapon has 1d3 charges. While holding it, you can expend 1 charge and cast *Wish* from it. Once used, this property can't be used again until the next dawn. The weapon loses this property if it has no charges.

Mace of Disruption

Weapon (Mace), Rare (Requires Attunement)

When you hit a Fiend or an Undead with this magic weapon, that creature takes an extra 2d6 Radiant damage. If the target has 25 Hit Points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature has the Frightened condition until the end of your next turn.

Light. While you hold this weapon, it sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

Mace of Smiting

Weapon (Mace), Rare

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. The bonus increases to +3 when you use the weapon to attack a Construct.

When you roll a 20 on an attack roll made with this weapon, the target takes an extra 7 Bludgeoning damage, or 14 Bludgeoning damage if it's a Construct. If a Construct has 25 Hit Points or fewer after taking this damage, it is destroyed.

Mace of Terror

Weapon (Mace), Rare (Requires Attunement)

This magic weapon has 3 charges and regains 1d3 expended charges daily at dawn. While holding the weapon, you can take a Magic action and expend 1 charge to release a wave of terror from it. Each creature of your choice within 30 feet of you must succeed on a DC 15 Wisdom saving throw or have the Frightened condition for 1 minute. While

Frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't make Opportunity Attacks. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can take the Dodge action. At the end of each of its turns, a creature repeats the save, ending the effect on itself on a success.

Mantle of Spell Resistance

Wondrous Item, Rare (Requires Attunement)

You have Advantage on saving throws against spells while you wear this cloak.

Manual of Bodily Health

Wondrous Item, Very Rare

This book contains health and nutrition tips, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Constitution increases by 2, to a maximum of 30. The manual then loses its magic but regains it in a century.

Manual of Gainful Exercise

Wondrous Item, Very Rare

This book describes fitness exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Strength increases by 2, to a maximum of 30. The manual then loses its magic but regains it in a century.

Manual of Golems

Wondrous Item, Very Rare

This tome contains information and incantations necessary to make a particular type of golem. The GM chooses the type or determines it randomly by rolling on the accompanying table. To decipher and use the manual, you must be a spellcaster with at least two level 5 spell slots. A creature that can't use a *Manual of Golems* and attempts to read it takes 6d6 Psychic damage.

To create a golem, you must spend the time shown on the table, working without interruption with the manual at hand and resting no more than 8 hours per day. You must also pay the specified cost to purchase supplies.

Once you finish creating the golem, the book is consumed in eldritch flames. The golem becomes animate when the ashes of the manual are sprinkled on it. See "Monsters" for the golem's stat block. The golem is under your control, and it understands and obeys your commands.

Id20	Golem	Time	Cost
1–5	Clay Golem	30 days	65,000 GP
6–17	Flesh Golem	60 days	50,000 GP
18	Iron Golem	120 days	100,000 GP
19–20	Stone Golem	90 days	80,000 GP

Manual of Quickness of Action

Wondrous Item, Very Rare

This book contains coordination and balance exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Dexterity increases by 2, to a maximum of 30. The manual then loses its magic but regains it in a century.

Marvelous Pigments

Wondrous Item, Very Rare

This fine wooden box contains 1d4 pots of pigment and a brush (weighing 1 pound in total).

Using the brush and expending 1 pot of pigment, you can paint any number of three-dimensional objects and terrain features (such as walls, doors, trees, flowers, weapons, webs, and pits), provided these elements are all confined to a 20-foot Cube. The effort takes 10 minutes (regardless of the number of elements you create), during which time you must remain in the Cube, and requires Concentration. If your Concentration is broken or you leave the Cube before the work is done, all the painted elements vanish, and the pot of pigment is wasted.

When the work is done, all the painted objects and terrain features become real. Thus, painting a door on a wall creates an actual door, which can be opened to whatever is beyond. Painting a pit creates a real pit, the entire depth of which must lie within the 20-foot Cube.

No object created by a pot of pigment can have a value greater than 25 GP, and the total value of all objects created by a pot of pigment can't exceed 500 GP. If you paint objects of greater value (such as a large pile of gold), they look authentic, but close inspection reveals they're made from paste, cookies, or some other worthless material.

If you paint a form of energy such as fire or lightning, the energy dissipates as soon as you complete the painting, doing no harm.

Medallion of Thoughts

Wondrous Item, Uncommon (Requires Attunement)

The medallion has 5 charges. While wearing it, you can expend 1 charge to cast *Detect Thoughts* (save DC 13) from it. The medallion regains 1d4 expended charges daily at dawn.

Mirror of Life Trapping

Wondrous Item, Very Rare

When this 4-foot-tall, 2-foot-wide mirror is viewed indirectly, its surface shows faint images of creatures. The mirror weighs 50 pounds, and it has AC 11, HP 10, Immunity to Poison and Psychic damage, and Vulnerability to Bludgeoning damage. It shatters and is destroyed when reduced to 0 Hit Points.

If the mirror is hanging on a vertical surface and you are within 5 feet of it, you can take a Magic action and use a command word to activate it. It remains activated until you take a Magic action and repeat the command word to deactivate it.

Any creature other than you that sees its reflection in the activated mirror while within 30 feet of the mirror must succeed on a DC 15 Charisma saving throw or be trapped, along with anything it is wearing or carrying, in one of the mirror's twelve extradimensional cells. A creature that knows the mirror's nature makes the save with Advantage, and Constructs succeed on the save automatically.

An extradimensional cell is an infinite expanse filled with thick fog that reduces visibility to 10 feet. Creatures trapped in the mirror's cells don't age, and they don't need to eat, drink, or sleep. A creature trapped within a cell can escape using magic that permits planar travel. Otherwise, the creature is confined to the cell until freed.

If the mirror traps a creature but its twelve extradimensional cells are already occupied, the mirror frees one trapped creature at random to accommodate the new prisoner. A freed creature appears in an unoccupied space within sight of the mirror but facing away from it. If the mirror is shattered, all creatures it contains are freed and appear in unoccupied spaces near it.

While within 5 feet of the mirror, you can take a Magic action to name one creature trapped in it or call out a particular cell by number. The creature named or contained in the named cell appears as an image on the mirror's surface. You and the creature can then communicate.

In a similar way, you can take a Magic action and use a second command word to free one creature trapped in the mirror. The freed creature appears, along with its possessions, in the unoccupied space nearest to the mirror and facing away from it.

Placing the mirror inside an extradimensional space created by a *Bag of Holding*, *Portable Hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate and not behind Total Cover is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Mithral Armor

Armor (Any Medium or Heavy, Except Hide Armor), Uncommon

Mithral is a light, flexible metal. Armor made of this substance can be worn under normal clothes. If the armor normally imposes Disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't.

Mysterious Deck

Wondrous Item, Legendary

Usually found in a box or pouch, this deck contains a number of cards made of ivory or vellum. Most (75 percent) of these decks have thirteen cards, but some have twenty-two. Use the appropriate column of the Mysterious Deck table when randomly determining cards drawn from the deck.

Before you draw a card, you must declare how many cards you intend to draw and then draw them randomly. Any cards drawn in excess of this number have no effect. Otherwise, as soon as you draw a card from the deck, its magic takes effect. You must draw each card no more than 1 hour after the previous draw. If you fail to draw the chosen number, the remaining number of cards fly from the deck on their own and take effect all at once.

Once a card is drawn, it disappears. Unless the card is the Fool or Jester, the card reappears in the deck, making it possible to draw the same card twice. (Once the Fool or Jester has left the deck, re-roll on the table if that card comes up again.)

Mysterious Deck

Id100 (13-Card Deck)	Id100 (22-Card Deck)	Card
—	01–05	Balance
—	06–10	Comet
—	11–14	Donjon
01–08	15–18	Euryale
—	19–23	Fates
09–16	24–27	Flames
—	28–31	Fool
—	32–36	Gem
17–24	37–41	Jester
25–32	42–46	Key
33–40	47–51	Knight
41–48	52–56	Moon
—	57–60	Puzzle
49–56	61–64	Rogue
57–64	65–68	Ruin
—	69–73	Sage

Id100 (13-Card Deck)	Id100 (22-Card Deck)	Card
65–72	74–77	Skull
73–80	78–82	Star
81–88	83–87	Sun
—	88–91	Talons
89–96	92–96	Throne
97–00	97–00	Void

Each card's effect is described below.

Balance. You can increase one of your ability scores by 2, to a maximum of 22, provided you also decrease another one of your ability scores by 2. You can't decrease an ability that has a score of 5 or lower. Alternatively, you can choose not to adjust your ability scores, in which case this card has no effect.

Comet. The next time you enter combat against one or more Hostile creatures, you can select one of them as your foe when you roll Initiative. If you reduce your foe to 0 Hit Points during that combat, you have Advantage on Death Saving Throws for 1 year. If someone else reduces your chosen foe to 0 Hit Points or you don't choose a foe, this card has no effect.

Donjon. You disappear and become entombed in a state of suspended animation in an extradimensional sphere. Everything you're wearing and carrying disappears with you except for Artifacts, which stay behind in the space you occupied when you disappeared. You remain imprisoned until you are found and removed from the sphere. You can't be located by any Divination magic, but a *Wish* spell can reveal the location of your prison. You draw no more cards.

Euryale. The card's medusa-like visage curses you. You take a –2 penalty to saving throws while cursed in this way. Only a god or the magic of the Fates card can end this curse.

Fates. Reality's fabric unravels and spins anew, allowing you to avoid or erase one event as if it never happened. You can use the card's magic as soon as you draw the card or at any other time before you die.

Flames. A powerful devil becomes your enemy. The devil seeks your ruin and torments you, savoring your suffering before attempting to slay you. This enmity lasts until either you or the devil dies.

Fool. You have Disadvantage on D20 Tests for the next 72 hours. Draw another card; this draw doesn't count as one of your declared draws.

Gem. Twenty-five pieces of jewelry worth 2,000 GP each or fifty gems worth 1,000 GP each appear at your feet.

Jester. You have Advantage on D20 Tests for the next 72 hours, or you can draw two additional cards beyond your declared draws.

Key. A Rare or rarer magic weapon with which you are proficient appears on your person. The GM chooses the weapon.

Knight. You gain the service of a **Knight**, who magically appears in an unoccupied space you choose within 30 feet of yourself. The knight has the same alignment as you and serves you loyally until death, believing the two of you have been drawn together by fate. Work with your GM to create a name and backstory for this NPC. The GM can use a different stat block to represent the knight, as desired.

Moon. You gain the ability to cast *Wish* 1d3 times.

Puzzle. Permanently reduce your Intelligence or Wisdom by 1d4 + 1 (to a minimum score of 1). You can draw one additional card beyond your declared draws.

Rogue. An NPC of the GM's choice becomes Hostile toward you. You don't know the identity of this NPC until they or someone else reveals it. Nothing less than a *Wish* spell or divine intervention can end the NPC's hostility toward you.

Ruin. All forms of wealth that you carry or own, other than magic items, are lost to you. Portable property vanishes. Businesses, buildings, and land you own are lost in a way that alters reality the least. Any documentation that proves you should own something lost to this card also disappears.

Sage. At any time you choose within one year of drawing this card, you can ask a question in meditation and mentally receive a truthful answer to that question.

Skull. An **Avatar of Death** (see the accompanying stat block) appears in an unoccupied space as close to you as possible. The avatar targets only you with its attacks, appearing as a ghostly skeleton clad in a tattered black robe and carrying a spectral scythe. The avatar disappears when it drops to 0 Hit Points or you die. If an ally of yours deals damage to the avatar, that ally summons another **Avatar of Death**. The new avatar appears in an unoccupied space as close to that ally as possible and targets only that ally with its attacks. You and your allies can each summon only one avatar as a consequence of this draw. A creature slain by an avatar can't be restored to life.

Star. Increase one of your ability scores by 2, to a maximum of 24.

Sun. A magic item (chosen by the GM) appears on your person. In addition, you gain 10 Temporary Hit Points daily at dawn until you die.

Talons. Every magic item you wear or carry disintegrates. Artifacts in your possession vanish instead.

Throne. You gain proficiency and Expertise in your choice of History, Insight, Intimidation, or Persuasion. In addition, you gain rightful ownership of a small keep somewhere in the world. However, the keep is currently home to one or more monsters, which must be cleared out before you can claim the keep as yours.

Void. Your soul is drawn from your body and contained in an object in a place of the GM's choice. One or more powerful beings guard the place. While your soul is trapped in this way, your body is inert, ceases aging, and requires no food, air, or water. A *Wish* spell can't return your soul to your body, but the spell reveals the location of the object that holds your soul. You draw no more cards.

Avatar of Death

Medium Undead, Neutral evil

AC 20 **Initiative** +3 (13)

HP Half the HP maximum of its summoner

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

	MOD		SAVE			MOD		SAVE			MOD		SAVE	
STR	16	+3	+3		DEX	16	+3	+3		CON	16	+3	+3	
INT	16	+3	+3		WIS	16	+3	+3		CHA	16	+3	+3	

Immunities Necrotic, Poison; Charmed, Exhaustion,

Frightened, Paralyzed, Petrified, Poisoned, Unconscious

Senses Truesight 60 ft., Passive Perception 13

Languages All languages known to its summoner

CR None (XP 0; PB equals its summoner's)

Traits

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

Actions

Multiattack. The avatar makes a number of Reaping Scythe attacks equal to half the summoner's Proficiency Bonus (rounded up).

Reaping Scythe. *Melee Attack Roll:* Automatic hit, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage plus 4 (1d8) Necrotic damage.

Necklace of Adaptation

Wondrous Item, Uncommon (Requires Attunement)

While wearing this necklace, you can breathe normally in any environment, and you have Advantage on saving throws made to avoid or end the Poisoned condition.

Necklace of Fireballs

Wondrous Item, Rare

This necklace has 1d6 + 3 beads hanging from it. You can take a Magic action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a level 3 *Fireball* (save DC 15).

You can hurl multiple beads, or even the whole necklace, at one time. When you do so, increase the damage of the *Fireball* by 1d6 for each bead after the first (maximum 12d6).

Necklace of Prayer Beads

Wondrous Item, Rare (Requires Attunement by a Cleric, Druid, or Paladin)

This necklace has 1d4 + 2 magic beads made from aquamarine, black pearl, or topaz. It also has many nonmagical beads made from stones such as amber, bloodstone, citrine, coral, jade, pearl, or quartz. If a magic bead is removed from the necklace, that bead loses its magic.

Six types of magic beads exist. The GM decides the type of each bead on the necklace or determines it randomly by rolling on the table below. A necklace can have more than one bead of the same type. To use one, you must be wearing the necklace. Each bead contains a spell that you can cast from it as a Bonus Action (using your spell save DC if a save is necessary). Once a magic bead's spell is cast, that bead can't be used again until the next dawn.

1d20	Bead	Spell
1–6	Bead of Blessing	<i>Bless</i>
7–12	Bead of Curing	<i>Cure Wounds</i> (level 2 version)
13–16	Bead of Favor	<i>Greater Restoration</i>
17–18	Bead of Smiting	<i>Shining Smite</i>
19	Bead of Summons	<i>Guardian of Faith</i>
20	Bead of Wind Walking	<i>Wind Walk</i>

Nine Lives Stealer

Weapon (Any Simple or Martial), Very Rare (Requires Attunement)

You gain a +2 bonus to attack rolls and damage rolls made with this magic weapon.

Life Stealing. The weapon has 1d8 + 1 charges. When you attack a creature that has fewer than 100 Hit Points with this weapon and roll a 20 on the d20 for the attack roll, the creature must succeed on a DC 15 Constitution saving throw or be slain instantly as the sword tears its life force from its body. Constructs and Undead succeed on the save automatically. The weapon loses 1 charge if the creature is slain. When the weapon has no charges remaining, it loses this property.

Oathbow

Weapon (Longbow or Shortbow), Very Rare (Requires Attunement)

When you nock an arrow on this bow, it whispers in Elvish, “Swift defeat to my enemies.” When you use this weapon to make a ranged attack, you can utter or sign the following command words: “Swift death to you who have wronged me.” The target of your attack becomes your sworn enemy until it dies or until dawn 7 days later. You can have only one such sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn.

When you make a ranged attack roll with this weapon against your sworn enemy, you have Advantage on the roll. In addition, your target gains no benefit from Half Cover or Three-Quarters Cover, and you suffer no Disadvantage due to long range. If the attack hits, your sworn enemy takes an extra 3d6 Piercing damage.

While your sworn enemy lives, you have Disadvantage on attack rolls with all other weapons.

Oil of Ethereality

Potion, Rare

One vial of this oil can cover one Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the *Ethereality* spell for 1 hour.

Beads of this cloudy, gray oil form on the outside of its container and quickly evaporate.

Oil of Sharpness

Potion, Very Rare

One vial of this oil can coat one Melee weapon or twenty pieces of ammunition, but only ammunition and Melee weapons that are nonmagical and deal Slashing or Piercing damage are affected. Applying the oil takes 1 minute, after which the oil magically seeps into whatever it coats, turning the coated weapon into a +3 *Weapon* or the coated ammunition into +3 *Ammunition*.

This clear, gelatinous oil sparkles with tiny, ultrathin silver shards.

Oil of Slipperiness

Potion, Uncommon

One vial of this oil can cover one Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the *Freedom of Movement* spell for 8 hours.

Alternatively, the oil can be poured on the ground as a Magic action, where it covers a 10-foot square,

duplicating the effect of the *Grease* spell in that area for 8 hours.

This sticky, black unguent is thick and heavy, but it flows quickly when poured.

Pearl of Power

Wondrous Item, Uncommon (Requires Attunement by a Spellcaster)

While this pearl is on your person, you can take a Magic action to regain one expended spell slot of level 3 or lower. Once you use the pearl, it can't be used again until the next dawn.

Periapt of Health

Wondrous Item, Uncommon (Requires Attunement)

While wearing this pendant, you can take a Magic action to regain 2d4 + 2 Hit Points. Once used, this property can't be used again until the next dawn.

In addition, you have Advantage on saving throws to avoid or end the Poisoned condition while you wear this pendant.

Periapt of Proof against Poison

Wondrous Item, Rare (Requires Attunement)

This delicate silver chain has a brilliant-cut black gem pendant. While you wear it, you have Immunity to the Poisoned condition and Poison damage.

Periapt of Wound Closure

Wondrous Item, Uncommon (Requires Attunement)

While wearing this pendant, you gain the following benefits.

Life Preservation. Whenever you make a Death Saving Throw, you can change a roll of 9 or lower to a 10, turning a failed save into a successful one.

Natural Healing Boost. Whenever you roll a Hit Point Die to regain Hit Points, double the number of Hit Points it restores.

Philter of Love

Potion, Uncommon

The next time you see a creature within 10 minutes after drinking this philter, you are charmed by that creature and have the Charmed condition for 1 hour.

This rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

Pipes of Haunting

Wondrous Item, Uncommon

These pipes have 3 charges and regain 1d3 expended charges daily at dawn. You can take a Magic action to play them and expend 1 charge to create an eerie, spellbinding tune. Each creature of your choice within 30 feet of you must succeed on a DC 15 Wisdom saving throw or have the Frightened condition for 1 minute. A creature that fails the save

repeats it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its save is immune to the effect of these pipes for 24 hours.

Pipes of the Sewers

Wondrous Item, Uncommon (Requires Attunement)

While these pipes are on your person, ordinary rats and giant rats are Indifferent toward you and won't attack you unless you threaten or harm them.

The pipes have 3 charges and regain 1d3 expended charges daily at dawn. If you play the pipes as a Magic action, you can take a Bonus Action to expend 1 to 3 charges, calling forth one **Swarm of Rats** with each expended charge if enough rats are within half a mile of you to be called in this fashion (as determined by the GM). If there aren't enough rats to form a swarm, the charge is wasted. Called swarms move toward the music by the shortest available route but aren't under your control otherwise.

Whenever a **Swarm of Rats** that isn't under another creature's control comes within 30 feet of you while you are playing the pipes, the swarm makes a DC 15 Wisdom saving throw. On a successful save, the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours. On a failed save, the swarm is swayed by the pipes' music and becomes Friendly to you and your allies for as long as you continue to play the pipes each round as a Magic action. A Friendly swarm obeys your commands. If you issue no commands to a Friendly swarm, it defends itself but otherwise takes no actions. If a Friendly swarm starts its turn more than 30 feet away from you, your control over that swarm ends, and the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours.

Plate Armor of Ethereality

Armor (Half Plate Armor or Plate Armor), Legendary (Requires Attunement)

While you're wearing this armor, you can take a Magic action and use a command word to gain the effect of the *Ethereality* spell. The spell ends immediately if you remove the armor or take a Magic action to repeat the command word. This property of the armor can't be used again until the next dawn.

Portable Hole

Wondrous Item, Rare

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter.

You can take a Magic action to unfold a *Portable Hole* and place it on or against a solid surface, whereupon the *Portable Hole* creates an

extradimensional hole 10 feet deep. The cylindrical space within the hole exists on a different plane of existence, so it can't be used to create open passages. Any creature inside an open *Portable Hole* can exit the hole by climbing out of it.

You can take a Magic action to close a *Portable Hole* by taking hold of the edges of the cloth and folding it up. Folding the cloth closes the hole, and any creatures or objects within remain in the extradimensional space. No matter what's in it, the hole weighs next to nothing.

If the hole is folded up, a creature within the hole's extradimensional space can take an action to make a DC 10 Strength (Athletics) check. On a successful check, the creature forces its way out and appears within 5 feet of the *Portable Hole*. A closed *Portable Hole* holds enough air for 1 hour of breathing, divided by the number of breathing creatures inside.

Placing a *Portable Hole* inside an extradimensional space created by a *Bag of Holding*, *Handy Haversack*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate and not behind Total Cover is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Potion of Animal Friendship

Potion, Uncommon

When you drink this potion, you can cast the level 3 version of the *Animal Friendship* spell (save DC 13).

Agitating this potion's muddy liquid brings little bits into view: a fish scale, a hummingbird feather, a cat claw, or a squirrel hair.

Potion of Clairvoyance

Potion, Rare

When you drink this potion, you gain the effect of the *Clairvoyance* spell (no Concentration required).

An eyeball bobs in this potion's yellowish liquid but vanishes when the potion is opened.

Potion of Climbing

Potion, Common

When you drink this potion, you gain a Climb Speed equal to your Speed for 1 hour. During this time, you have Advantage on Strength (Athletics) checks to climb.

This potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

Potion of Diminution

Potion, Rare

When you drink this potion, you gain the "reduce" effect of the *Enlarge/Reduce* spell for 1d4 hours (no Concentration required).

The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

Potion of Flying

Potion, Very Rare

When you drink this potion, you gain a Fly Speed equal to your Speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft.

This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

Potion of Gaseous Form

Potion, Rare

When you drink this potion, you gain the effect of the *Gaseous Form* spell for 1 hour (no Concentration required) or until you end the effect as a Bonus Action.

This potion's container seems to hold fog that moves and pours like water.

Potion of Giant Strength

Potion, Rarity Varies

When you drink this potion, your Strength score changes for 1 hour. The type of giant determines the score (see the table below). The potion has no effect on you if your Strength is equal to or greater than that score.

This potion's transparent liquid has floating in it a sliver of light resembling a giant's fingernail.

Potion	Str.	Rarity
<i>Potion of Giant Strength</i> (hill)	21	Uncommon
<i>Potion of Giant Strength</i> (frost or stone)	23	Rare
<i>Potion of Giant Strength</i> (fire)	25	Rare
<i>Potion of Giant Strength</i> (cloud)	27	Very Rare
<i>Potion of Giant Strength</i> (storm)	29	Legendary

Potion of Growth

Potion, Uncommon

When you drink this potion, you gain the "enlarge" effect of the *Enlarge/Reduce* spell for 10 minutes (no Concentration required).

The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

Potions of Healing

Potion, Rarity Varies

You regain Hit Points when you drink this potion. The number of Hit Points depends on the potion's rarity, as shown in the table below.

Whatever its potency, the potion's red liquid glimmers when agitated.

Potion	HP Regained	Rarity
<i>Potion of Healing</i>	2d4 + 2	Common
<i>Potion of Healing</i> (greater)	4d4 + 4	Uncommon
<i>Potion of Healing</i> (superior)	8d4 + 8	Rare
<i>Potion of Healing</i> (supreme)	10d4 + 20	Very Rare

Potion of Heroism

Potion, Rare

When you drink this potion, you gain 10 Temporary Hit Points that last for 1 hour. For the same duration, you are under the effect of the *Bless* spell (no Concentration required).

This potion's blue liquid bubbles and steams as if boiling.

Potion of Invisibility

Potion, Rare

This potion's container looks empty but feels as though it holds liquid. When you drink the potion, you have the Invisible condition for 1 hour. The effect ends early if you make an attack roll, deal damage, or cast a spell.

Potion of Invulnerability

Potion, Rare

For 1 minute after you drink this potion, you have Resistance to all damage.

This potion's syrupy liquid looks like liquefied iron.

Potion of Longevity

Potion, Very Rare

When you drink this potion, your physical age is reduced by 1d6 + 6 years, to a minimum of 13 years. Each time you subsequently drink a *Potion of Longevity*, there is 10 percent cumulative chance that you instead age by 1d6 + 6 years.

Suspended in this amber liquid is a tiny heart that, against all reason, is still beating. These ingredients vanish when the potion is opened.

Potion of Mind Reading

Potion, Rare

When you drink this potion, you gain the effect of the *Detect Thoughts* spell (save DC 13) for 10 minutes (no Concentration required).

This potion's dense, purple liquid has an ovoid cloud of pink floating in it.

Potion of Poison

Potion, Uncommon

This concoction looks, smells, and tastes like a *Potion of Healing* or another beneficial potion. However, it is actually poison masked by illusion magic. *Identify* reveals its true nature.

If you drink this potion, you take 4d6 Poison damage and must succeed on a DC 13 Constitution saving throw or have the Poisoned condition for 1 hour.

Potion of Resistance

Potion, Uncommon

When you drink this potion, you have Resistance to one type of damage for 1 hour. The GM chooses the type or determines it randomly by rolling on the following table.

1d10	Damage Type	1d10	Damage Type
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

Potion of Speed

Potion, Very Rare

When you drink this potion, you gain the effect of the *Haste* spell for 1 minute (no Concentration required) without suffering the wave of lethargy that typically occurs when the effect ends.

This potion's yellow fluid is streaked with black and swirls on its own.

Potion of Vitality

Potion, Very Rare

When you drink this potion, it removes any Exhaustion levels you have and ends the Poisoned condition on you. For the next 24 hours, you regain the maximum number of Hit Points for any Hit Point Die you spend.

This potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat.

Potion of Water Breathing

Potion, Uncommon

You can breathe underwater for 24 hours after drinking this potion.

This potion's cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

Quarterstaff of the Acrobat

Weapon (Quarterstaff), Very Rare (Requires Attunement)

You have a +2 bonus to attack rolls and damage rolls made with this magic weapon.

While holding this weapon, you can cause it to emit green Dim Light out to 10 feet, either as a Bonus Action or after you roll Initiative, or you can extinguish the light as a Bonus Action.

While holding this weapon, you can take a Bonus Action to alter its form, turning it into a 6-inch rod (for ease of storage) or a 10-foot pole, or reverting it a Quarterstaff; the weapon will elongate only as far as the surrounding space allows.

In certain forms, the weapon has the following additional properties.

Acrobatic Assist (Quarterstaff and 10-Foot Pole Forms Only). While holding this weapon, you have Advantage on Dexterity (Acrobatics) checks.

Attack Deflection (Quarterstaff Form Only). When you are hit by an attack while holding the weapon, you can take a Reaction to twirl the weapon around you, gaining a +5 bonus to your Armor Class against the triggering attack, potentially causing the attack to miss you. You can't use this property again until you finish a Short or Long Rest.

Ranged Weapon (Quarterstaff Form Only). This weapon has the Thrown property with a normal range of 30 feet and a long range of 120 feet. Immediately after you make a ranged attack with the weapon, it flies back to your hand.

Ring of Animal Influence

Ring, Rare

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can expend 1 charge to cast one of the following spells (save DC 13) from it:

- *Animal Friendship*
- *Fear* (affects Beasts only)
- *Speak with Animals*

Ring of Djinni Summoning

Ring, Legendary (Requires Attunement)

While wearing this ring, you can take a Magic action to summon a particular **Djinni** from the Elemental Plane of Air. The djinni appears in an unoccupied space you choose within 120 feet of yourself. It remains as long as you maintain Concentration, to a maximum of 1 hour, or until it drops to 0 Hit Points.

While summoned, the djinni is Friendly to you and your allies, and it obeys your commands. If you fail to command it, the djinni defends itself against attackers but takes no other actions.

After the djinni departs, it can't be summoned again for 24 hours, and the ring becomes nonmagical if the djinni dies.

Rings of Djinni Summoning are often created by the djinn they summon and given to mortals as gifts of friendship or tokens of esteem.

Ring of Elemental Command

Ring, Legendary (Requires Attunement)

Each *Ring of Elemental Command* is linked to one of the four Elemental Planes. The GM chooses or randomly determines the linked plane. For example, a *Ring of Elemental Command* (air) is linked to the Elemental Plane of Air.

Every *Ring of Elemental Command* has the following two properties:

Elemental Bane. While wearing the ring, you have Advantage on attack rolls against Elementals and they have Disadvantage on attack rolls against you.

Elemental Compulsion. While wearing the ring, you can take a Magic action to try to compel an Elemental you see within 60 feet of yourself. The Elemental makes a DC 18 Wisdom saving throw. On a failed save, the Elemental has the Charmed condition until the start your next turn, and you determine what it does with its move and action on its next turn.

Elemental Focus. While wearing the ring, you benefit from additional properties corresponding to the ring's linked Elemental Plane:

Air. You know *Auran*, you have Resistance to Lightning damage, and you have a Fly Speed equal to your Speed and can hover.

Earth. You know *Terran*, and you have Resistance to Acid damage. Terrain composed of rubble, rocks, or dirt isn't Difficult Terrain for you. In addition, you can move through solid earth or rock as if those areas were Difficult Terrain without disturbing the matter through which you pass. If you end your turn in solid earth or rock, you are shunted out to the nearest unoccupied space you last occupied.

Fire. You know *Ignan*, and you have Immunity to Fire damage.

Water. You know *Aquan*, you gain a Swim Speed of 60 feet, and you can breathe underwater.

Spellcasting. The ring has 5 charges and regains 1d4 + 1 expended charges daily at dawn. While wearing the ring, you can cast a spell from it. Choose the spell from the list of available spells based on the Elemental Plane the ring is linked to, as shown in the following table. The table indicates how many charges you must expend to cast the spell, which has a save DC of 18.

Plane	Spells (Charges)
Air	<i>Chain Lightning</i> (3 charges), <i>Feather Fall</i> (0 charges), <i>Gust of Wind</i> (2 charges), <i>Wind Wall</i> (1 charge)
Earth	<i>Earthquake</i> (5 charges), <i>Stone Shape</i> (2 charges), <i>Stoneskin</i> (3 charges), <i>Wall of Stone</i> (3 charges)
Fire	<i>Burning Hands</i> (1 charge), <i>Fireball</i> (2 charges), <i>Fire Storm</i> (4 charges), <i>Wall of Fire</i> (3 charges)
Water	<i>Create or Destroy Water</i> (1 charge), <i>Ice Storm</i> (2 charges), <i>Tsunami</i> (5 charges), <i>Wall of Ice</i> (3 charges), <i>Water Walk</i> (2 charges)

Ring of Evasion

Ring, Rare (Requires Attunement)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Dexterity saving throw while wearing the ring, you can take a Reaction to expend 1 charge to succeed on that save instead.

Ring of Feather Falling

Ring, Rare (Requires Attunement)

When you fall while wearing this ring, you descend 60 feet per round and take no damage from falling.

Ring of Free Action

Ring, Rare (Requires Attunement)

While you wear this ring, Difficult Terrain doesn't cost you extra movement. In addition, magic can neither reduce any of your Speeds nor cause you to have the Paralyzed or Restrained condition.

Ring of Invisibility

Ring, Legendary (Requires Attunement)

While wearing this ring, you can take a Magic action to give yourself the Invisible condition. You remain Invisible until the ring is removed or until you take a Bonus Action to become visible again.

Ring of Jumping

Ring, Uncommon (Requires Attunement)

While wearing this ring, you can cast *Jump* from it, but can target only yourself when you do so.

Ring of Mind Shielding

Ring, Uncommon (Requires Attunement)

While wearing this ring, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

You can take a Magic action to cause the ring to become imperceptible until you take another Magic

action to make it perceptible, until you remove the ring, or until you die.

If you die while wearing the ring, your soul enters it, unless it already houses a soul. You can remain in the ring or depart for the afterlife. As long as your soul is in the ring, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.

Ring of Protection

Ring, Rare (Requires Attunement)

You gain a +1 bonus to Armor Class and saving throws while wearing this ring.

Ring of Regeneration

Ring, Very Rare (Requires Attunement)

While wearing this ring, you regain 1d6 Hit Points every 10 minutes if you have at least 1 Hit Point. If you lose a body part, the ring causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 Hit Point the whole time.

Ring of Resistance

Ring, Rare

You have Resistance to one damage type while wearing this ring. The gemstone in the ring indicates the type, which the GM chooses or determines randomly by rolling on the following table.

Id10	Damage Type	Gemstone
1	Acid	Pearl
2	Cold	Tourmaline
3	Fire	Garnet
4	Force	Sapphire
5	Lightning	Citrine
6	Necrotic	Jet
7	Poison	Amethyst
8	Psychic	Jade
9	Radiant	Topaz
10	Thunder	Spinel

Ring of Shooting Stars

Ring, Very Rare (Requires Attunement)

You can cast *Dancing Lights* or *Light* from the ring.

The ring has 6 charges and regains 1d6 expended charges daily at dawn. You can expend its charges to use the properties below.

Faerie Fire. You can expend 1 charge to cast *Faerie Fire* from the ring.

Lightning Spheres. You can expend 2 charges as a Magic action to create up to four 3-foot-diameter spheres of lightning.

Each sphere appears in an unoccupied space you can see within 120 feet of yourself. The spheres

last as long as you maintain Concentration, up to 1 minute. Each sphere sheds Dim Light in a 30-foot radius.

As a Bonus Action, you can move each sphere up to 30 feet, but no farther than 120 feet away from yourself. The first time the sphere comes within 5 feet of a creature other than you that isn't behind Total Cover, the sphere discharges lightning at that creature and disappears. That creature makes a DC 15 Dexterity saving throw. On a failed save, the creature takes Lightning damage based on the number of spheres you created, as shown in the following table. On a successful save, the creature takes half as much damage.

Number of Spheres	Lightning Damage	Number of Spheres	Lightning Damage
1	4d12	3	2d6
2	5d4	4	2d4

Shooting Stars. You can expend 1 to 3 charges as a Magic action. For every charge you expend, you launch a glowing mote of light from the ring at a point you can see within 60 feet of yourself. Each creature in a 15-foot Cube originating from that point is showered in sparks and makes a DC 15 Dexterity saving throw, taking 5d4 Radiant damage on a failed save or half as much damage on a successful one.

Ring of Spell Storing

Ring, Rare (Requires Attunement)

This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 levels worth of spells at a time. When found, it contains 1d6 – 1 levels of stored spells chosen by the GM.

Any creature can cast a spell of level 1 through 5 into the ring by touching the ring as the spell is cast. The spell has no effect other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While wearing this ring, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster but is otherwise treated as if you cast the spell. The spell cast from the ring is no longer stored in it, freeing up space.

Ring of Spell Turning

Ring, Legendary (Requires Attunement)

While wearing this ring, you have Advantage on saving throws against spells. If you succeed on the save for a spell of level 7 or lower, the spell has no effect on you. If that spell targeted only you and didn't create an area of effect, you can take a Reaction to deflect the spell back at the spell's caster; the

caster must make a saving throw against the spell using their own spell save DC.

Ring of Swimming

Ring, Uncommon

You have a Swim Speed of 40 feet while wearing this ring.

Ring of Telekinesis

Ring, Very Rare (Requires Attunement)

While wearing this ring, you can cast *Telekinesis* from it.

Ring of the Ram

Ring, Rare (Requires Attunement)

This ring has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the ring, you can take a Magic action to expend 1 to 3 charges to make a ranged spell attack against one creature you can see within 60 feet of yourself. The ring produces a spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 Force damage and is pushed 5 feet away from you.

Alternatively, you can expend 1 to 3 of the ring's charges as a Magic action to try to break a nonmagical object you can see within 60 feet of yourself that isn't being worn or carried. The ring makes a Strength check with a +5 bonus for each charge you spend.

Ring of Three Wishes

Ring, Legendary

While wearing this ring, you can expend 1 of its 3 charges to cast *Wish* from it. The ring becomes nonmagical when you use the last charge.

Ring of Warmth

Ring, Uncommon (Requires Attunement)

If you take Cold damage while wearing this ring, the ring reduces the damage you take by 2d8.

In addition, while wearing this ring, you and everything you wear and carry are unharmed by temperatures of 0 degrees Fahrenheit or lower.

Ring of Water Walking

Ring, Uncommon

While wearing this ring, you cast *Water Walk* from it, targeting only yourself.

Ring of X-ray Vision

Ring, Rare (Requires Attunement)

While wearing this ring, you can take a Magic action to gain X-ray vision with a range of 30 feet for 1 minute. To you, solid objects within that radius appear transparent and don't prevent light from passing through them. The vision can penetrate 1

foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead block the vision.

Whenever you use the ring again before taking a Long Rest, you must succeed on a DC 15 Constitution saving throw or gain 1 Exhaustion level.

Robe of Eyes

Wondrous Item, Rare (Requires Attunement)

This robe is adorned with eyelike patterns. While you wear the robe, you gain the following benefits:

All-Around Vision. The robe gives you Advantage on Wisdom (Perception) checks that rely on sight.

Special Senses. You have Darkvision and Truesight, both with a range of 120 feet.

Drawbacks. A *Light* spell cast on the robe or a *Daylight* spell cast within 5 feet of the robe gives you the Blinded condition for 1 minute. At the end of each of your turns, you make a Constitution saving throw (DC 11 for *Light* or DC 15 for *Daylight*), ending the condition on yourself on a success.

Robe of Scintillating Colors

Wondrous Item, Very Rare (Requires Attunement)

This robe has 3 charges, and it regains 1d3 expended charges daily at dawn. While you wear it, you can take a Magic action and expend 1 charge to cause the garment to display a shifting pattern of dazzling hues until the end of your next turn. During this time, the robe sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet, and creatures that can see you have Disadvantage on attack rolls against you. Any creature in the Bright Light that can see you when the robe's power is activated must succeed on a DC 15 Wisdom saving throw or have the Stunned condition until the effect ends.

Robe of Stars

Wondrous Item, Very Rare (Requires Attunement)

This black or dark-blue robe is embroidered with small white or silver stars. You gain a +1 bonus to saving throws while you wear it.

Six stars, located on the robe's upper-front portion, are particularly large. While wearing this robe, you can take a Magic action to remove one of the stars and expend it to cast the level 5 version of *Magic Missile*. Daily at dusk, 1d6 removed stars reappear on the robe.

While you wear the robe, you can take a Magic action to enter the Astral Plane along with everything you are wearing and carrying. You remain there until you take a Magic action to return to the plane you were on. You reappear in the last space you occupied or, if that space is occupied, the nearest unoccupied space.

Robe of the Archmagi

Wondrous Item, Legendary (Requires Attunement by a Sorcerer, Warlock, or Wizard)

This elegant garment is made from exquisite cloth and adorned with runes.

You gain these benefits while wearing the robe.

Armor. If you aren't wearing armor, your base Armor Class is 15 plus your Dexterity modifier.

Magic Resistance. You have Advantage on saving throws against spells and other magical effects.

War Mage. Your spell save DC and spell attack bonus each increase by 2.

Robe of Useful Items

Wondrous Item, Uncommon

This robe has cloth patches of various shapes and colors covering it. While wearing the robe, you can take a Magic action to detach one of the patches, causing it to become the object or creature it represents. Once the last patch is removed, the robe becomes an ordinary garment.

The robe has two of each of the following patches:

- Bullseye Lantern (filled and lit)
- Dagger
- Mirror
- Pole
- Rope (coiled)
- Sack

In addition, the robe has 4d4 other patches. The GM chooses the patches or determines them randomly by rolling on the following table.

1d100	Patch
01–08	Bag of 100 GP
09–15	Silver coffer (1 foot long, 6 inches wide and deep) worth 500 GP
16–22	Iron door (up to 10 feet wide and 10 feet high, barred on one side of your choice), which you can place in an opening you can reach; it conforms to fit the opening, attaching and hinging itself
23–30	10 gems worth 100 GP each
31–44	Wooden ladder (24 feet long)
45–51	Riding Horse with a Riding Saddle
52–59	Open pit (a 10-foot Cube), which you can place on the ground within 10 feet of yourself
60–68	4 Potions of Healing
69–75	Rowboat (12 feet long)
76–83	Spell Scroll containing one spell of level 1, 2, or 3 (your choice)

Id100 Patch

84–90 2 Mastiffs

91–96 Window (2 feet by 4 feet, up to 2 feet deep), which you can place on a vertical surface you can reach

97–00 Portable Ram

Rod of Absorption

Rod, Very Rare (Requires Attunement)

While holding this rod, you can take a Reaction to absorb a spell that is targeting only you and doesn't create an area of effect. The absorbed spell's effect is canceled, and the spell's energy—not the spell itself—is stored in the rod. The energy has the same level as the spell when it was cast. A canceled spell dissipates with no effect, and any resources used to cast it are wasted. The rod can absorb and store up to 50 levels of energy over the course of its existence. Once the rod absorbs 50 levels of energy, it can't absorb more. If you are targeted by a spell that the rod can't store, the rod has no effect on that spell.

When you become attuned to the rod, you know how many levels of energy the rod has absorbed over the course of its existence and how many levels of spell energy it currently has stored.

If you are a spellcaster holding the rod, you can convert energy stored in it into spell slots to cast spells you have prepared or know. You can create spell slots only of a level equal to or lower than your own spell slots, up to a maximum of level 5. You use the stored levels in place of your slots but otherwise cast the spell as normal. For example, you can use 3 levels stored in the rod as a level 3 spell slot.

A newly found rod typically has 1d10 levels of spell energy stored in it. A rod that can no longer absorb spell energy and has no energy remaining becomes nonmagical.

Rod of Alertness

Rod, Very Rare (Requires Attunement)

This rod has the following properties.

Alertness. While holding the rod, you have Advantage on Wisdom (Perception) checks and on Initiative rolls.

Spells. While holding the rod, you can cast the following spells from it:

- *Detect Evil and Good*
- *Detect Magic*
- *Detect Poison and Disease*
- *See Invisibility*

Protective Aura. As a Magic action, you can plant the haft end of the rod in the ground, whereupon the rod's head sheds Bright Light in a 60-foot radius and Dim Light for an additional 60 feet. While in that Bright Light, you and your allies gain a +1

bonus to Armor Class and saving throws and can sense the location of any Invisible creature that is also in the Bright Light.

The rod's head stops glowing and the effect ends after 10 minutes or when a creature takes a Magic action to pull the rod from the ground. Once used, this property can't be used again until the next dawn.

Rod of Lordly Might

Rod, Legendary (Requires Attunement)

This rod has a flanged head, and it functions as a magic Mace that grants a +3 bonus to attack rolls and damage rolls made with it. The rod has properties associated with six different buttons that are set in a row along the haft. It has three other properties as well, detailed below.

Buttons. You can press one of the following buttons as a Bonus Action; a button's effect lasts until you push a different button or until you push the same button again, which causes the rod to revert to its normal form:

Button 1. A fiery blade sprouts from the end opposite the rod's flanged head. The flames shed Bright Light in a 40-foot radius and Dim Light for an additional 40 feet, and the blade functions as a magic Longsword or Shortsword (your choice) that deals an extra 2d6 Fire damage on a hit.

Button 2. The rod's flanged head folds down and two crescent-shaped blades spring out, transforming the rod into a magic Battleaxe that grants a +3 bonus to attack rolls and damage rolls made with it.

Button 3. The rod's flanged head folds down, a spear point springs from the rod's tip, and the rod's handle lengthens into a 6-foot haft, transforming the rod into a magic Spear that grants a +3 bonus to attack rolls and damage rolls made with it.

Button 4. The rod transforms into a climbing pole up to 50 feet long (you specify the length), though the rod's buttons remain within your reach. In surfaces as hard as granite, a spike at the bottom and three hooks at the top anchor the pole. Horizontal bars 3 inches long fold out from the sides, 1 foot apart, forming a ladder. The pole can bear up to 4,000 pounds. More weight or lack of solid anchoring causes the rod to revert to its normal form.

Button 5. The rod transforms into a handheld battering ram and grants its user a +10 bonus to Strength (Athletics) checks made to break through doors, barricades, and other barriers.

Button 6. The rod assumes or remains in its normal form and indicates magnetic north. (Nothing happens if this function of the rod is used in a

location that has no magnetic north.) The rod also gives you knowledge of your approximate depth beneath the ground or your height above it.

Drain Life. When you hit a creature with a melee attack using the rod, you can force the target to make a DC 17 Constitution saving throw. On a failed save, the target takes an extra 4d6 Necrotic damage, and you regain a number of Hit Points equal to half that Necrotic damage. Once used, this property can't be used again until the next dawn.

Paralyze. When you hit a creature with a melee attack using the rod, you can force the target to make a DC 17 Constitution saving throw. On a failed save, the target has the Paralyzed condition for 1 minute. The target repeats the save at the end of each of its turns, ending the effect on a success. Once used, this property can't be used again until the next dawn.

Terrify. While holding the rod, you can take a Magic action to force each creature you can see within 30 feet of yourself to make a DC 17 Wisdom saving throw. On a failed save, a target has the Frightened condition for 1 minute. A Frightened target repeats the save at the end of each of its turns, ending the effect on itself on a success. Once used, this property can't be used again until the next dawn.

Rod of Resurrection

Rod, Legendary (Requires Attunement)

The rod has 5 charges. While you hold it, you can cast one of the following spells from it: *Heal* (expends 1 charge) or *Resurrection* (expends 5 charges).

The rod regains 1 expended charge daily at dawn. If you expend the last charge, roll 1d20. On a 1, the rod disappears in a harmless burst of radiance.

Rod of Rulership

Rod, Rare (Requires Attunement)

You can take a Magic action to present the rod and command obedience from each creature of your choice that you can see within 120 feet of yourself. Each target must succeed on a DC 15 Wisdom saving throw or have the Charmed condition for 8 hours. While Charmed in this way, the creature regards you as its trusted leader. If harmed by you or your allies or commanded to do something contrary to its nature, a target ceases to be Charmed in this way. Once used, this property can't be used again until the next dawn.

Rod of Security

Rod, Very Rare

While holding this rod, you can take a Magic action to activate it. The rod then instantly transports you and up to 199 other willing creatures you can see to a demiplane. You choose the form the demiplane

takes. It could be a tranquil garden, a cheery tavern, an immense palace, a tropical island, a fantastic carnival, or whatever else you can imagine. Regardless of its nature, the demiplane contains enough water and food to sustain its visitors, and the demiplane's environment can't harm its occupants. Everything else that can be interacted with there can exist only there. For example, a flower picked from a garden there disappears if it is taken outside the demiplane.

For each hour spent in the demiplane, a visitor regains Hit Points as if it had spent 1 Hit Point Die. Also, creatures don't age while there, although time passes normally. Visitors can remain there for up to 200 days divided by the number of creatures present (round down).

When the time runs out or you take a Magic action to end the effect, all visitors reappear in the location they occupied when you activated the rod or an unoccupied space nearest that location. Once used, this property can't be used again until 10 days have passed.

Rope of Climbing

Wondrous Item, Uncommon

This 60-foot length of rope can hold up to 3,000 pounds. While holding one end of the rope, you can take a Magic action to command the other end of the rope to animate and move toward a destination you choose, up to the rope's length away from you. That end moves 10 feet on your turn when you first command it and 10 feet at the start of each of your subsequent turns until reaching its destination or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants Advantage on ability checks made to climb using the rope.

The rope has AC 20, HP 20, and Immunity to Poison and Psychic damage. It regains 1 Hit Point every 5 minutes as long as it has at least 1 Hit Point. If the rope drops to 0 Hit Points, it is destroyed.

Rope of Entanglement

Wondrous Item, Rare

This rope is 30 feet long. While holding one end of the rope, you can take a Magic action to command the other end to dart forward and entangle one creature you can see within 20 feet of yourself. The target must succeed on a DC 15 Dexterity saving throw or have the Restrained condition. You can release the target by letting go of your end of the rope (causing the rope to coil up in the target's space) or by using a Bonus Action to repeat the command (causing the rope to coil up in your hand).

A target Restrained by the rope can take an action to make its choice of a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. On a successful check, the target is no longer Restrained by the rope. If you're still holding onto the rope when a target escapes from it, you can take a Reaction to command the rope to coil up in your hand; otherwise, the rope coils up in the target's space.

The rope has AC 20, HP 20, and Immunity to Poison and Psychic damage. It regains 1 Hit Point every 5 minutes as long as it has at least 1 Hit Point. If the rope drops to 0 Hit Points, it is destroyed.

Scarab of Protection

Wondrous Item, Legendary (Requires Attunement)

This beetle-shaped medallion provides three benefits while it is on your person.

Defense. You gain a +1 bonus to Armor Class.

Preservation. The scarab has 12 charges. If you fail a saving throw against a Necromancy spell or a harmful effect originating from an Undead, you can take a Reaction to expend 1 charge and turn the failed save into a successful one. The scarab crumbles into powder and is destroyed when its last charge is expended.

Spell Resistance. You have Advantage on saving throws against spells.

Scimitar of Speed

Weapon (Scimitar), Very Rare (Requires Attunement)

You gain a +2 bonus to attack rolls and damage rolls made with this magic weapon. In addition, you can make one attack with it as a Bonus Action on each of your turns.

Sending Stones

Wondrous Item, Uncommon

Sending Stones come in pairs, with each stone carved to match the other so the pairing is easily recognized. While you touch one stone, you can cast *Sending* from it. The target is the bearer of the other stone. If no creature bears the other stone, you know that fact as soon as you use the stone, and you don't cast the spell.

Once *Sending* is cast using either stone, the stones can't be used again until the next dawn. If one of the stones in a pair is destroyed, the other one becomes nonmagical.

Sentinel Shield

Armor (Shield), Uncommon

While holding this Shield, you have Advantage on Initiative rolls and Wisdom (Perception) checks. The Shield is emblazoned with a symbol of an eye.

Shield, +1, +2, or +3

Armor (Shield), Uncommon (+1), Rare (+2), or Very Rare (+3)

While holding this Shield, you have a bonus to Armor Class determined by the Shield's rarity, in addition to the Shield's normal bonus to AC.

Shield of Missile Attraction

Armor (Shield), Rare (Requires Attunement)

While holding this Shield, you have Resistance to damage from attacks made with Ranged weapons.

Curse. This Shield is cursed. Attuning to it curses you until you are targeted by a *Remove Curse* spell or similar magic. Removing the Shield fails to end the curse on you. Whenever an attack with a Ranged weapon targets a creature within 10 feet of you, the curse causes you to become the target instead.

Shield of the Cavalier

Armor (Shield), Very Rare (Requires Attunement)

While holding this Shield, you have a +2 bonus to Armor Class. This bonus is in addition to the Shield's normal bonus to AC.

The Shield has the following additional properties that you can use while holding it.

Forceful Bash. When you take the Attack action, you can make one of the attack rolls using the Shield against a target within 5 feet of yourself. Apply your Proficiency Bonus and Strength modifier to the attack roll. On a hit, the Shield deals Force damage to the target equal to 2d6 + 2 plus your Strength modifier, and if the target is a creature, you can push it up to 10 feet directly away from yourself. If the creature is your size or smaller, you can also knock it down, giving it the Prone condition.

Protective Field. As a Reaction, when you or an ally you can see within 5 feet of you is targeted by an attack or makes a saving throw against an area of effect, you can use the Shield to create an immobile 5-foot Emanation originating from you. When the Emanation appears, any creatures or objects not fully contained within it are pushed into the nearest unoccupied spaces outside it. The attack or area of effect that triggered the Reaction has no effect on creatures and objects inside the Emanation, which lasts as long as you maintain Concentration, up to 1 minute. Nothing can pass into or out of the Emanation. A creature or object inside the Emanation can't be damaged by attacks or effects originating from outside, nor can a creature inside the Emanation damage anything outside it. Once this property is used, it can't be used again until the next dawn.

Slippers of Spider Climbing

Wondrous Item, Uncommon (Requires Attunement)

While you wear these light shoes, you can move up, down, and across vertical surfaces and along ceilings, while leaving your hands free. You have a Climb Speed equal to your Speed. However, the slippers don't allow you to move this way on a slippery surface, such as one covered by ice or oil.

Sovereign Glue

Wondrous Item, Legendary

This viscous, milky-white substance can form a permanent adhesive bond between any two objects. It must be stored in a jar or flask that has been coated inside with *Oil of Slipperiness*. When found, a container contains 1d6 + 1 ounces.

One ounce of the glue can cover a 1-foot square surface. Applying an ounce of *Sovereign Glue* takes a Utilize action, and the applied glue takes 1 minute to set. Once it has done so, the bond it creates can be broken only by the application of *Universal Solvent* or *Oil of Ethereality*, or with a *Wish* spell.

Spellguard Shield

Armor (Shield), Very Rare (Requires Attunement)

While holding this Shield, you have Advantage on saving throws against spells and other magical effects, and spell attack rolls have Disadvantage against you.

Spell Scroll

Scroll, Rarity Varies

A *Spell Scroll* bears the words of a single spell, written in a mystical cipher. If the spell is on your spell list, you can read the scroll and cast its spell without Material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the scroll crumbles to dust. If the casting is interrupted, the scroll isn't lost.

If the spell is on your spell list but of a higher level than you can normally cast, you make an ability check using your spellcasting ability to determine whether you cast the spell. The DC equals 10 plus the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

The level of the spell on the scroll determines the spell's saving throw DC and attack bonus, as well as the scroll's rarity, as shown in the following table.

Spell Level	Rarity	Save DC	Attack Bonus
Cantrip	Common	13	+5
1	Common	13	+5
2	Uncommon	13	+5
3	Uncommon	15	+7

Spell Level	Rarity	Save DC	Attack Bonus
4	Rare	15	+7
5	Rare	17	+9
6	Very Rare	17	+9
7	Very Rare	18	+10
8	Very Rare	18	+10
9	Legendary	19	+11

Copying a Scroll into a Spellbook. A Wizard spell on a *Spell Scroll* can be copied into a spellbook.

When a spell is copied in this way, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 plus the spell's level. On a successful check, the spell is copied. Whether the check succeeds or fails, the *Spell Scroll* is destroyed.

Sphere of Annihilation

Wondrous Item, Legendary

This 2-foot-diameter black sphere is a hole in the multiverse, hovering in space and stabilized by a magical field surrounding it.

The sphere obliterates all matter it passes through and all matter that passes through it. Artifacts are the exception. Unless an Artifact is susceptible to damage from a *Sphere of Annihilation*, it passes through the sphere unscathed. Anything else that touches the sphere but isn't wholly engulfed and obliterated by it takes 8d10 Force damage.

Controlling the Sphere. A *Sphere of Annihilation* is stationary until someone takes control of it. If you are within 60 feet of a sphere, you can take a Magic action to make a DC 25 Intelligence (Arcana) check. On a successful check, you control the sphere until the start of your next turn, and if it was under another creature's control, that creature loses control of the sphere. On a failed check, the sphere moves 10 feet toward you in a straight line.

While in control of the sphere, you can take a Bonus Action to cause it to move in one direction of your choice, up to a number of feet equal to 5 times your Intelligence modifier (minimum 5 feet). Any creature whose space the sphere enters must succeed on a DC 19 Dexterity saving throw or be touched by it, taking 8d10 Force damage. A creature reduced to 0 Hit Points by this damage is obliterated, leaving its possessions behind but no other physical remains.

Sphere Interactions. If the sphere comes into contact with a planar portal (such as that created by the *Gate* spell) or an extradimensional space (such as that within a *Portable Hole*), the GM determines randomly what happens using the following table.

Id	Result
01–50	The sphere is destroyed.
51–85	The sphere moves through the portal or into the extradimensional space.
86–00	A spatial rift sends the sphere and each creature and object within 180 feet of the sphere to a random plane of existence.

Staff of Charming

Staff, Rare (Requires Attunement by a Bard, Cleric, Druid, Sorcerer, Warlock, or Wizard)

This staff has 10 charges. While holding the staff, you can use any of its properties:

Cast Spell. You can expend 1 of the staff's charges to cast *Charm Person*, *Command*, or *Comprehend Languages* from it using your spell save DC.

Reflect Enchantment. If you succeed on a saving throw against an Enchantment spell that targets only you, you can take a Reaction to expend 1 charge from the staff and turn the spell back on its caster as if you had cast the spell.

Resist Enchantment. If you fail a saving throw against an Enchantment spell that targets only you, you can turn your failed save into a successful one. You can't use this property of the staff again until the next dawn.

Regaining Charges. The staff regains 1d8 + 2 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff crumbles to dust and is destroyed.

Staff of Fire

Staff, Very Rare (Requires Attunement by a Druid, Sorcerer, Warlock, or Wizard)

You have Resistance to Fire damage while you hold this staff.

Spells. The staff has 10 charges. While holding the staff, you can cast one of the spells on the following table from it, using your spell save DC. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost	Spell	Charge Cost
Burning Hands	1	Wall of Fire	4
Fireball	3		

Regaining Charges. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff crumbles into cinders and is destroyed.

Staff of Frost

Staff, Very Rare (Requires Attunement by a Druid, Sorcerer, Warlock, or Wizard)

You have Resistance to Cold damage while you hold this staff.

Spells. The staff has 10 charges. While holding the staff, you can cast one of the spells on the following table from it, using your spell save DC. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost	Spell	Charge Cost
Cone of Cold	5	Ice Storm	4
Fog Cloud	1	Wall of Ice	4

Regaining Charges. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff turns to water and is destroyed.

Staff of Healing

Staff, Rare (Requires Attunement by a Bard, Cleric, or Druid)

This staff has 10 charges. While holding the staff, you can cast one of the spells on the following table from it, using your spellcasting ability modifier. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
Cure Wounds	1 charge per spell level (maximum 4 for a level 4 spell)
Lesser Restoration	2
Mass Cure Wounds	5

Regaining Charges. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff vanishes in a flash of light, lost forever.

Staff of Power

Staff, Very Rare (Requires Attunement by a Sorcerer, Warlock, or Wizard)

This staff has 20 charges and can be wielded as a magic Quarterstaff that grants a +2 bonus to attack rolls and damage rolls made with it. While holding it, you gain a +2 bonus to Armor Class, saving throws, and spell attack rolls.

Spells. While holding the staff, you can cast one of the spells on the following table from it, using your spell save DC. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
Cone of Cold	5
Fireball (level 5 version)	5
Globe of Invulnerability	6
Hold Monster	5
Levitate	2
Lightning Bolt (level 5 version)	5
Magic Missile	1
Ray of Enfeeblement	1
Wall of Force	5

Regaining Charges. The staff regains $2d8 + 4$ expended charges daily at dawn. If you expend the last charge, roll $1d20$. On a 1, the staff retains its +2 bonus to attack rolls and damage rolls but loses all other properties. On a 20, the staff regains $1d8 + 2$ charges.

Retributive Strike. You can take a Magic action to break the staff over your knee or against a solid surface. The staff is destroyed and releases its magic in an explosion that fills a 30-foot Emanation originating from itself. You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take Force damage equal to 16 times the number of charges in the staff. Each other creature in the area makes a DC 17 Dexterity saving throw. On a failed save, a creature takes Force damage equal to 4 times the number of charges in the staff. On a successful save, a creature takes half as much damage.

Staff of Striking

Staff, Very Rare (Requires Attunement)

This staff can be wielded as a magic Quarterstaff that grants a +3 bonus to attack rolls and damage rolls made with it.

The staff has 10 charges. When you hit with a melee attack using it, you can expend up to 3 charges. For each charge you expend, the target takes an extra $1d6$ Force damage.

Regaining Charges. The staff regains $1d6 + 4$ expended charges daily at dawn. If you expend the last charge, roll $1d20$. On a 1, the staff becomes a nonmagical Quarterstaff.

Staff of Swarming Insects

Staff, Rare (Requires Attunement by a Bard, Cleric, Druid, Sorcerer, Warlock, or Wizard)

This staff has 10 charges.

Insect Cloud. While holding the staff, you can take a Magic action and expend 1 charge to cause a swarm of harmless flying insects to fill a 30-foot Emanation originating from you. The insects remain for 10 minutes, making the area Heavily

Obscured for creatures other than you. A strong wind (like that created by *Gust of Wind*) disperses the swarm and ends the effect.

Spells. While holding the staff, you can cast one of the spells on the following table from it, using your spell save DC and spell attack modifier. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
Giant Insect	4
Insect Plague	5

Regaining Charges. The staff regains $1d6 + 4$ expended charges daily at dawn. If you expend the last charge, roll $1d20$. On a 1, a swarm of insects consumes and destroys the staff, then disperses.

Staff of the Magi

Staff, Legendary (Requires Attunement by a Sorcerer, Warlock, or Wizard)

This staff has 50 charges and can be wielded as a magic Quarterstaff that grants a +2 bonus to attack rolls and damage rolls made with it. While you hold it, you gain a +2 bonus to spell attack rolls.

Spell Absorption. While holding the staff, you have Advantage on saving throws against spells. In addition, you can take a Reaction when another creature casts a spell that targets only you. If you do, the staff absorbs the magic of the spell, canceling its effect and gaining a number of charges equal to the absorbed spell's level. However, if doing so brings the staff's total number of charges above 50, the staff explodes as if you activated its Retributive Strike (see below).

Spells. While holding the staff, you can cast one of the spells on the following table from it, using your spell save DC. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
Arcane Lock	0
Conjure Elemental	7
Detect Magic	0
Dispel Magic	3
Enlarge/Reduce	0
Fireball (level 7 version)	7
Flaming Sphere	2
Ice Storm	4
Invisibility	2
Knock	2
Light	0
Lightning Bolt (level 7 version)	7

Spell	Charge Cost
Mage Hand	0
Passwall	5
Plane Shift	7
Protection from Evil and Good	0
Telekinesis	5
Wall of Fire	4
Web	2

Regaining Charges. The staff regains $4d6 + 2$ expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 20, the staff regains $1d12 + 1$ charges.

Retributive Strike. You can take a Magic action to break the staff over your knee or against a solid surface. The staff is destroyed and releases its magic in an explosion that fills a 30-foot Emanation originating from itself. You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take Force damage equal to 16 times the number of charges in the staff. Each other creature in the area makes a DC 17 Dexterity saving throw. On a failed save, a creature takes Force damage equal to 6 times the number of charges in the staff. On a successful save, a creature takes half as much damage.

Staff of the Python

Staff, Uncommon (Requires Attunement)

As a Magic action, you can throw this staff so that it lands in an unoccupied space within 10 feet of you, causing the staff to become a **Giant Constrictor Snake** in that space. The snake is under your control and shares your Initiative count, taking its turn immediately after yours.

On your turn, you can mentally command the snake (no action required) if it is within 60 feet of you and you don't have the Incapacitated condition. You decide what action the snake takes and where it moves during its turn, or you can issue it a general command, such as to attack your enemies or guard a location. Absent commands from you, the snake defends itself.

As a Bonus Action, you can command the snake to revert to staff form in its current space, and you can't use the staff's property again for 1 hour. If the snake is reduced to 0 Hit Points, it dies and reverts to its staff form; the staff then shatters and is destroyed. If the snake reverts to staff form before losing all its Hit Points, it regains all of them.

Staff of the Woodlands

Staff, Rare (Requires Attunement by a Druid)

This staff has 6 charges and can be wielded as a magic Quarterstaff that grants a +2 bonus to attack rolls and damage rolls made with it. While holding it, you have a +2 bonus to spell attack rolls.

Spells. While holding the staff, you can cast one of the spells on the following table from it, using your spell save DC. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
Animal Friendship	1
Awaken	5
Barkskin	2
Locate Animals or Plants	2
Pass without Trace	2
Speak with Animals	1
Speak with Plants	3
Wall of Thorns	6

Tree Form. You can take a Magic action to plant one end of the staff in earth in an unoccupied space and expend 1 charge to transform the staff into a healthy tree. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius. The tree appears ordinary but radiates a faint aura of Transmutation magic that can be discerned with the *Detect Magic* spell. While touching the tree and using a Magic action, you return the staff to its normal form. Any creature in the tree falls when the tree reverts to a staff.

Regaining Charges. The staff regains 1d6 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff loses its properties and becomes a nonmagical Quarterstaff.

Staff of Thunder and Lightning

Staff, Very Rare (Requires Attunement)

This staff can be wielded as a magic Quarterstaff that grants a +2 bonus to attack rolls and damage rolls made with it. It also has the following additional properties. Once one of these properties is used, it can't be used again until the next dawn.

Lightning. When you hit with a melee attack using the staff, you can cause the target to take an extra 2d6 Lightning damage (no action required).

Thunder. When you hit with a melee attack using the staff, you can cause the staff to emit a crack of thunder audible out to 300 feet (no action required). The target you hit must succeed on a DC 17 Constitution saving throw or have the Stunned condition until the end of your next turn.

Thunder and Lightning. Immediately after you hit with a melee attack using the staff, you can take a Bonus Action to use the Lightning and Thunder properties (see above) at the same time. Doing so doesn't expend the daily use of those properties, only the use of this one.

Lightning Strike. You can take a Magic action to cause a bolt of lightning to leap from the staff's tip in a Line that is 5 feet wide and 120 feet long. Each creature in that Line makes a DC 17 Dexterity saving throw, taking 9d6 Lightning damage on a failed save or half as much damage on a successful one.

Thunderclap. You can take a Magic action to cause the staff to produce a thunderclap audible out to 600 feet. Every creature within a 60-foot Emanation originating from you makes a DC 17 Constitution saving throw. On a failed save, a creature takes 2d6 Thunder damage and has the Deafened condition for 1 minute. On a successful save, a creature takes half as much damage only.

Staff of Withering

Staff, Rare (Requires Attunement)

This staff has 3 charges and regains 1d3 expended charges daily at dawn.

The staff can be wielded as a magic Quarterstaff. On a hit, it deals damage as a normal Quarterstaff, and you can expend 1 charge to deal an extra 2d10 Necrotic damage to the target and force it to make a DC 15 Constitution saving throw. On a failed save, the target has Disadvantage for 1 hour on any ability check or saving throw that uses Strength or Constitution.

Stone of Controlling Earth Elementals

Wondrous Item, Rare

While touching this 5-pound stone to the ground, you can take a Magic action to summon an **Earth Elemental**. The elemental appears in an unoccupied space you choose within 30 feet of yourself, obeys your commands, and takes its turn immediately after you on your Initiative count. The elemental disappears after 1 hour, when it dies, or when you dismiss it as a Bonus Action. The stone can't be used this way again until the next dawn.

Stone of Good Luck (Luckstone)

Wondrous Item, Uncommon (Requires Attunement)

While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws.

Sun Blade

Weapon (Longsword), Rare (Requires Attunement)

This item appears to be a sword hilt.

Blade of Radiance. While grasping the hilt, you can take a Bonus Action to cause a blade of pure radiance to spring into existence or make the

blade disappear. While the blade exists, this magic weapon functions as a Longsword with the Finesse property. If you are proficient with Longswords or Shortswords, you are proficient with the *Sun Blade*.

You gain a +2 bonus to attack rolls and damage rolls made with this weapon, which deals Radiant damage instead of Slashing damage. When you hit an Undead with it, that target takes an extra 1d8 Radiant damage.

Sunlight. The sword's luminous blade emits Bright Light in a 15-foot radius and Dim Light for an additional 15 feet. The light is sunlight. While the blade persists, you can take a Magic action to expand or reduce its radius of Bright Light and Dim Light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

Sword of Life Stealing

Weapon (Glaive, Greatsword, Longsword, Rapier, Scimitar, or Shortsword), Rare (Requires Attunement)

When you attack a creature with this magic weapon and roll a 20 on the d20 for the attack roll, that target takes an extra 15 Necrotic damage if it isn't a Construct or an Undead, and you gain Temporary Hit Points equal to the amount of Necrotic damage taken.

Sword of Sharpness

Weapon (Glaive, Greatsword, Longsword, or Scimitar), Very Rare (Requires Attunement)

When you attack an object with this magic weapon and hit, maximize your weapon damage dice against the target.

When you attack a creature with this weapon and roll a 20 on the d20 for the attack roll, that target takes an extra 14 Slashing damage and gains 1 Exhaustion level.

Sword of Wounding

Weapon (Glaive, Greatsword, Longsword, Rapier, Scimitar, or Shortsword), Rare (Requires Attunement)

When you hit a creature with an attack using this magic weapon, the target takes an extra 2d6 Necrotic damage and must succeed on a DC 15 Constitution saving throw or be unable to regain Hit Points for 1 hour. The target repeats the save at the end of each of its turns, ending the effect on itself on a success.

Talisman of Pure Good

Wondrous Item, Legendary (Requires Attunement by a Cleric or Paladin)

This talisman is a mighty symbol of goodness. A Fiend or an Undead that touches the talisman takes 8d6 Radiant damage and takes the damage again each time it ends its turn holding or carrying the talisman.

Holy Symbol. You can use the talisman as a Holy Symbol. You gain a +2 bonus to spell attack rolls while you wear or hold it.

Pure Rebuke. The talisman has 7 charges. While wearing or holding the talisman, you can take a Magic action to expend 1 charge and target one creature you can see on the ground within 120 feet of yourself. A flaming fissure opens under the target, and the target makes a DC 20 Dexterity saving throw. If the target is a Fiend or an Undead, it has Disadvantage on the save. On a failed save, the target falls into the fissure and is destroyed, leaving no remains. On a successful save, the target isn't cast into the fissure but takes 4d6 Psychic damage from the ordeal. In either case, the fissure then closes, leaving no trace of its existence. When you expend the last charge, the talisman disperses into motes of golden light and is destroyed.

Talisman of the Sphere

Wondrous Item, Legendary (Requires Attunement)

While holding or wearing this talisman, you have Advantage on any Intelligence (Arcana) check you make to control a *Sphere of Annihilation*. In addition, when you start your turn in control of a *Sphere of Annihilation*, you can take a Magic action to move it 10 feet plus a number of additional feet equal to 10 times your Intelligence modifier. This movement doesn't have to be in a straight line.

Talisman of Ultimate Evil

Wondrous Item, Legendary (Requires Attunement)

This item symbolizes unrepentant evil. A creature that isn't a Fiend or an Undead that touches the talisman takes 8d6 Necrotic damage and takes the damage again each time it ends its turn holding or carrying the talisman.

Holy Symbol. You can use the talisman as a Holy Symbol. You gain a +2 bonus to spell attack rolls while you wear or hold it.

Ultimate End. The talisman has 6 charges. While wearing or holding the talisman, you can take a Magic action to expend 1 charge and target one creature you can see on the ground within 120 feet of yourself. A flaming fissure opens under the target, and the target makes a DC 20 Dexterity saving throw. If the target is a Celestial, it has Disadvantage on the save. On a failed save, the target falls into the fissure and is destroyed, leaving no remains. On a successful save, the target isn't cast into the fissure but takes 4d6 Psychic damage from the ordeal. In either case, the fissure then closes, leaving no trace of its existence. When you expend the last charge, the talisman dissolves into foul-smelling slime and is destroyed.

Thunderous Greatclub

Weapon (Greatclub), Very Rare (Requires Attunement)

While you are attuned to this magic weapon, your Strength is 20 unless your Strength is already equal to or greater than that score. The weapon deals an extra 1d8 Thunder damage to any creature it hits and an extra 3d8 Thunder damage to objects it hits that aren't being worn or carried.

The weapon has the following additional properties.

Clap of Thunder. As a Magic action, you can strike the weapon against a hard surface to create a loud clap of thunder audible out to 300 feet. You also create a 30-foot Cone of thunderous energy. Each creature in the Cone must succeed on a DC 15 Strength saving throw or have the Prone condition. Nonmagical objects in the Cone that aren't being worn or carried take 3d8 Thunder damage.

Earthquake. As a Magic action, you can strike the weapon against the ground to create an intense seismic disturbance in a 50-foot-radius circle centered on the point of impact. Structures in contact with the ground in that area take 50 Bludgeoning damage, and each creature on the ground in that area must succeed on a DC 20 Dexterity saving throw or have the Prone condition. If that creature is also concentrating, it must succeed on a DC 20 Constitution saving throw, or its Concentration is broken. In addition, you can cause a 30-foot-deep, 10-foot-wide fissure to open up on the ground anywhere in the area. Any creature on a spot where the fissure opens must make a DC 20 Dexterity saving throw, falling into the fissure on a failed save or moving with the fissure's edge on a successful one. Any structure on a spot where the fissure opens collapses into the fissure. Once you use this property, it can't be used again until the next dawn.

Tome of Clear Thought

Wondrous Item, Very Rare

This book contains memory and logic exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Intelligence increases by 2, to a maximum of 30. The manual then loses its magic but regains it in a century.

Tome of Leadership and Influence

Wondrous Item, Very Rare

This book contains guidelines for influencing and charming others, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Charisma increases by 2, to

a maximum of 30. The manual then loses its magic but regains it in a century.

Tome of Understanding

Wondrous Item, Very Rare

This book contains intuition and insight exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Wisdom increases by 2, to a maximum of 30. The manual then loses its magic, but regains it in a century.

Trident of Fish Command

Weapon (Trident), Uncommon (Requires Attunement)

This magic weapon has 3 charges, and it regains 1d3 expended charges daily at dawn. While you carry it, you can expend 1 charge to cast *Dominate Beast* (save DC 15) from it on a Beast that has a Swim Speed.

Universal Solvent

Wondrous Item, Legendary

This tube holds milky liquid with a strong alcohol smell. When found, a tube contains 1d6 + 1 ounces.

You can take a Utilize action to pour 1 or more ounces of solvent from the tube onto a surface within reach. Each ounce instantly dissolves up to 1 square foot of adhesive it touches, including *Sovereign Glue*.

Vicious Weapon

Weapon (Any Simple or Martial), Rare

This magic weapon deals an extra 2d6 damage to any creature it hits. This extra damage is of the same type as the weapon's normal damage.

Vorpal Sword

Weapon (Glaive, Greatsword, Longsword, or Scimitar), Legendary (Requires Attunement)

You gain a +3 bonus to attack rolls and damage rolls made with this magic weapon. In addition, the weapon ignores Resistance to Slashing damage.

When you use this weapon to attack a creature that has at least one head and roll a 20 on the d20 for the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it has Immunity to Slashing damage, if it doesn't have or need a head, or if the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 30 Slashing damage from the hit. If the creature has Legendary Resistance, it can expend one daily use of that trait to avoid losing its head, taking the extra damage instead.

Wand of Binding

Wand, Rare (Requires Attunement)

This wand has 7 charges.

Spells. While holding the wand, you can cast one of the spells (save DC 17) on the following table from it. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
<i>Hold Monster</i>	5
<i>Hold Person</i>	2

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Enemy Detection

Wand, Rare (Requires Attunement)

This wand has 7 charges. While holding it, you can take a Magic action to expend 1 charge. For 1 minute, you know the direction of the nearest creature Hostile to you within 60 feet, but not its distance from you. The wand can sense the presence of Hostile creatures that are Invisible, ethereal, disguised, or hidden, as well as those in plain sight. The effect ends if you stop holding the wand.

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Fear

Wand, Rare (Requires Attunement)

This wand has 7 charges.

Spells. While holding the wand, you can cast one of the spells (save DC 15) on the following table from it. The table indicates how many charges you must expend to cast the spell.

Spell	Charge Cost
<i>Command</i> ("flee" or "grovel" only)	1
<i>Fear</i> (60-foot Cone)	3

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Fireballs

Wand, Rare (Requires Attunement by a Spellcaster)

This wand has 7 charges. While holding it, you can expend no more than 3 charges to cast *Fireball* (save DC 15) from it. For 1 charge, you cast the level 3 version of the spell. You can increase the spell's level by 1 for each additional charge you expend.

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Lightning Bolts

Wand, Rare (Requires Attunement by a Spellcaster)

This wand has 7 charges. While holding it, you can expend no more than 3 charges to cast *Lightning Bolt* (save DC 15) from it. For 1 charge, you cast the level 3 version of the spell. You can increase the spell's level by 1 for each additional charge you expend.

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Magic Detection

Wand, Uncommon

This wand has 3 charges. While holding it, you can expend 1 charge to cast *Detect Magic* from it. The wand regains 1d3 expended charges daily at dawn.

Wand of Magic Missiles

Wand, Uncommon

This wand has 7 charges. While holding it, you can expend no more than 3 charges to cast *Magic Missile* from it. For 1 charge, you cast the level 1 version of the spell. You can increase the spell's level by 1 for each additional charge you expend.

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Paralysis

Wand, Rare (Requires Attunement by a Spellcaster)

This wand has 7 charges. While holding it, you can take a Magic action to expend 1 charge to cause a thin blue ray to streak from the tip toward a creature you can see within 60 feet of yourself. The target must succeed on a DC 15 Constitution saving throw or have the Paralyzed condition for 1 minute. At the end of each of the target's turns, it repeats the save, ending the effect on itself on a success.

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Polymorph

Wand, Very Rare (Requires Attunement by a Spellcaster)

This wand has 7 charges. While holding it, you can expend 1 charge to cast *Polymorph* (save DC 15) from it.

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Secrets

Wand, Uncommon

This wand has 3 charges and regains 1d3 expended charges daily at dawn. While holding it, you can take a Magic action to expend 1 charge, and if a secret door or trap is within 60 feet of you, the wand pulses and points at the one nearest to you.

Wand of the War Mage, +1, +2, or +3

Wand, Uncommon (+1), Rare (+2), or Very Rare (+3) (Requires Attunement by a Spellcaster)

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore Half Cover when making a spell attack roll.

Wand of Web

Wand, Uncommon (Requires Attunement by a Spellcaster)

This wand has 7 charges. While holding it, you can expend 1 charge to cast *Web* (save DC 13) from it.

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Wand of Wonder

Wand, Rare (Requires Attunement)

This wand has 7 charges. While holding it, you can take a Magic action to expend 1 charge while choosing a point within 120 feet of yourself. That location becomes the point of origin of a spell or other magical effect determined by rolling on the Wand of Wonder Effects table. Spells cast from the wand have a save DC of 15. If a spell's maximum range is normally less than 120 feet, it becomes 120 feet when cast from the wand. If an effect has multiple possible subjects, the GM determines randomly which among them are affected.

Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into dust and is destroyed.

Wand of Wonder Effects

Id100	Effect	Id100	Effect
01–20	You cast a spell originating from the chosen point. Roll Id10 to determine the spell: on a 1–2, <i>Darkness</i> ; on a 3–4, <i>Faerie Fire</i> ; on a 5–6, <i>Fireball</i> ; on a 7–8, <i>Slow</i> ; on a 9–10, <i>Stinking Cloud</i> .	65–68	An object of the GM's choice disappears into the Ethereal Plane. The object must be neither worn nor carried, within 120 feet of the chosen point of origin, and no larger than 10 feet in any dimension. If there are no such objects in range, nothing happens.
21–25	Nothing happens at the chosen point of origin. Instead, you have the Stunned condition until the start of your next turn, believing something awesome just happened.	69–72	Nothing happens at the chosen point of origin. Instead, you shrink as if you had cast <i>Enlarge/Reduce</i> on yourself and remain in that state for 1 minute.
26–30	You cast <i>Gust of Wind</i> . The Line created by the spell extends from you to the chosen point of origin.	73–77	Leaves grow from the creature nearest to the chosen point of origin. Unless they are picked off, the leaves turn brown and fall off after 24 hours.
31–35	Nothing happens at the chosen point of origin. Instead, you take Id6 Psychic damage.	78–82	Nothing happens at the chosen point of origin. Instead, a burst of colorful, shimmering light extends from you in a 30-foot Emanation. Each creature in the area must succeed on a DC 15 Constitution saving throw or have the Blinded condition for 1 minute. A creature repeats the save at the end of each of its turns, ending the effect on itself on a success.
36–40	Heavy rain falls for 1 minute in a 120-foot-high, 60-foot-radius Cylinder centered on the chosen point of origin. During that time, the area of effect is Lightly Obscured.	83–87	Nothing happens at the chosen point of origin. Instead, you cast <i>Invisibility</i> on yourself.
41–45	A cloud of 600 oversized butterflies fills a 60-foot-high, 30-foot-radius Cylinder centered on the chosen point of origin. The butterflies remain for 10 minutes, during which time the area of effect is Heavily Obscured.	88–92	Nothing happens at the chosen point of origin. Instead, a stream of Id4 × 10 gems, each worth 1 GP, shoots from the wand's tip in a Line 30 feet long and 5 feet wide toward the chosen point of origin. Each gem deals 1 Bludgeoning damage, and the total damage of the gems is divided equally among all creatures in the Line.
46–50	You cast <i>Lightning Bolt</i> . The Line created by the spell extends from you to the chosen point of origin.	93–97	You cast <i>Polymorph</i> , targeting the creature closest to the chosen point of origin. Roll Id4 to determine the target's new form. On a 1, the new form is a Black Bear ; on a 2, the new form is a Giant Wasp ; on a 3–4, the new form is a Frog .
51–55	The creature closest to the chosen point of origin is enlarged as if you had cast <i>Enlarge/Reduce</i> on it. If the target isn't you and can't be affected by that spell, you become the target instead.	98–00	The creature closest to the chosen point of origin makes a DC 15 Constitution saving throw. On a failed save, the creature has the Restrained condition and begins to turn to stone. While Restrained in this way, the creature repeats the save at the end of its next turn. On a successful save, the effect ends. On a failed save, the creature has the Petrified condition instead of the Restrained condition. The petrification lasts until the creature is freed by the <i>Greater Restoration</i> spell or similar magic.
56–60	A magically formed creature appears in an unoccupied space as close to the chosen point of origin as possible. The creature isn't under your control, acts as it normally would, and disappears after 1 hour or when it drops to 0 Hit Points. Roll Id4 to determine which creature appears. On a 1, a Rhinoceros appears; on a 2, an Elephant appears; and on a 3–4, a Rat appears.		
61–64	Grass covers a 60-foot-radius circle of ground, with the center of that circle as close to the chosen point of origin as possible. Grass that's already there grows to ten times its normal size and remains overgrown for 1 minute.		

Weapon, +1, +2, or +3

Weapon (Any Simple or Martial), Uncommon (+1), Rare (+2), or Very Rare (+3)

You have a bonus to attack rolls and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity.

Weapon of Warning

Weapon (Any Simple or Martial), Uncommon (Requires Attunement)

As long as this weapon is within your reach and you are attuned to it, you and allies within 30 feet of you gain the following benefits.

Alarm. The weapon magically awakens each subject who is sleeping naturally when combat begins. This benefit doesn't wake a subject from magically induced sleep.

Supernatural Readiness. Each subject has Advantage on its Initiative rolls.

Well of Many Worlds

Wondrous Item, Legendary

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter.

You can take a Magic action to unfold the *Well of Many Worlds* and place it on a solid surface, whereupon it forms a two-way, 6-foot-diameter, circular portal to another world or plane of existence. Each time the item opens a portal, the GM decides where it leads. The portal remains open until a creature within 5 feet of it takes a Magic action to close it by taking hold of the edges of the cloth and folding it up.

Once the *Well of Many Worlds* has opened a portal, it can't do so again for 1d8 hours.

Wind Fan

Wondrous Item, Uncommon

While holding this fan, you can cast *Gust of Wind* (save DC 13) from it. Each subsequent time the fan is used before the next dawn, it has a cumulative 20 percent chance of not working; if the fan fails to work, it tears into useless, nonmagical tatters.

Winged Boots

Wondrous Item, Uncommon (Requires Attunement)

These boots have 4 charges and regain 1d4 expended charges daily at dawn. While wearing the boots, you can take a Magic action to expend 1 charge, gaining a Fly Speed of 30 feet for 1 hour. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land.

Wings of Flying

Wondrous Item, Rare (Requires Attunement)

While wearing this cloak, you can take a Magic action to turn the cloak into a pair of wings on your back. The wings lasts for 1 hour or until you end the effect early as a Magic action. The wings give you a Fly Speed of 60 feet. If you are aloft when the wings disappear, you fall. When the wings disappear, you can't use them again for 1d12 hours.

Monsters

Stat Block Overview

A monster has a stat block that contains the rules necessary to use it in the game. Stat blocks are divided into the following parts:

Name and General Details. The name of the monster is followed by its size, creature type (along with any descriptive tags), and alignment.

Combat Highlights. Armor Class, Hit Points, Speed, and Initiative are provided here.

Ability Scores. A monster's ability scores, ability modifiers, and saving throws are listed here.

Other Details. The monster's Senses, Languages, and CR entries appear here. Additional details appear in some monsters, such as skill proficiencies, Resistances, Immunities, and Gear. If a monster lacks those details, entries for them don't appear.

Traits. Monster characteristics that are active at all times or during certain situations appear here.

Actions. The monster can take the actions here in addition to those in "Playing the Game."

Bonus Actions. This section provides a monster's Bonus Actions, if any.

Reactions and Legendary Actions. These sections provide Reactions and Legendary Actions, if any.

Parts of a Stat Block

The rules for a stat block are detailed in "Rules Glossary" and in this section.

Size

A monster is Tiny, Small, Medium, Large, Huge, or Gargantuan. If size options are presented, you choose the creature's size from those options. See "Playing the Game" for information on size.

Creature Type

Each monster has a tag that identifies the type of creature it is. Certain spells, magic items, class features, and other effects in the game interact in special ways with creatures of a particular type.

The game includes the following creature types, which have no rules of their own:

Aberrations are utterly alien beings, such as aboleths and cloaklers.

Beasts are non-Humanoid natural creatures, like horses and wolves, as well as most giant animals.

Celestials are magical creatures, such as angels and pegasi, with ties to the Upper Planes.

Constructs are magically created creatures such as homunculi and shield guardians.

Dragons are scaly beings of ancient origin, such as red dragons and wyverns.

Elementals are beings from the Elemental Planes, such as efreet and water elementals.

Fey are creatures tied to the Feywild or the forces of nature, such as dryads and goblins.

Fiends are creatures tied to terrifying Lower Planes, such as balors and hell hounds.

Giants are towering beings with humanlike shapes, like fire giants and trolls.

Humanoids are people defined by their roles and professions, such as mages, pirates, and warriors. They include members of varied species.

Monstrosities are unnatural creatures with strange origins, such as mimics and owlbears.

Oozes are gelatinous creatures, including black puddings and gelatinous cubes.

Plants are sentient vegetation and fungal monsters, such as shambling mounds and treants.

Undead are spirits and the reanimated dead, such as ghosts, vampires, and zombies.

Descriptive Tags

A monster might have one or more tags in parentheses following its type. Such tags provide additional categorization and have no rules of their own, but certain game effects might refer to them.

Alignment

The alignment specified in a monster's stat block is a default suggestion of how to roleplay the monster, inspired by its traditional role in the game or real-world folklore. Change a monster's alignment to suit your storytelling needs. The Neutral alignment, in particular, is an invitation for you to consider whether an individual leans toward one of the other alignments.

"Character Creation" describes the nine alignments and unaligned creatures.

Armor Class

A monster's Armor Class (AC) includes its natural armor, Dexterity, gear, and other defenses. See "Playing the Game" for information on Armor Class.

Initiative

The Initiative entry specifies the monster's Initiative modifier followed by the monster's Initiative score in parentheses. Use the modifier when you roll to determine a monster's Initiative. A monster's Initiative modifier is typically equal to its Dexterity modifier, but some monsters have additional modifiers, such as Proficiency Bonus, applied to that number.

If you don't want to roll a monster's Initiative, use the Initiative score as the monster's Initiative in combat. Initiative is further detailed in "Playing the Game."

Hit Points

A monster's Hit Points are presented as a number followed by parentheses, where the monster's Hit Point Dice are provided, along with any contribution from its Constitution. Either use the number for the monster's Hit Points or roll the die expression in parentheses to determine the monster's Hit Points randomly; don't use both.

A monster's size typically determines the die used to calculate its Hit Points, as shown in the Hit Dice by Size table.

Hit Dice by Size

Monster Size	Hit Die	Average HP per Die
Tiny	d4	2½
Small	d6	3½
Medium	d8	4½
Large	d10	5½
Huge	d12	6½
Gargantuan	d20	10½

A monster's Constitution modifier is multiplied by the number of Hit Dice it possesses, and the result is added to its Hit Points. For example, if a monster has a Constitution of 12 (+1 modifier) and 2d8 Hit Dice, it has 2d8 + 2 Hit Points (average 11).

For more on Hit Points, see "Playing the Game."

Speed

The Speed entry specifies a monster's Speed. Some monsters have one or more of the following speeds: Burrow, Climb, Fly, Swim. Rules for Speed and these special speeds appear in "Rules Glossary."

Ability Scores

Every monster has six ability scores along with corresponding ability score modifiers and saving throw modifiers. For more information on ability scores and saving throws, see "Playing the Game."

Skills

The Skills entry specifies a monster's skill proficiencies, if any. For example, a monster that is very perceptive and stealthy might have bonuses to Wisdom (Perception) and Dexterity (Stealth) checks. A skill bonus is the sum of a monster's relevant ability modifier and its Proficiency Bonus. Other modifiers might apply.

Resistances and Vulnerabilities

These entries list a monster's Resistances and Vulnerabilities, if any. See "Playing the Game" for more information.

RUNNING A MONSTER

To ensure a monster acts in accordance with its Challenge Rating, follow these rules during combat:

Special Abilities. If the monster has a special ability that deals a lot of damage but has a limited number of uses, such as a recharging breath weapon or a spell it can cast only once per day, have it use that special ability as quickly and as often as possible.

Multiattack. If the monster has Multiattack, have it use Multiattack on any of its turns in which it's not using one of its more powerful abilities.

Bonus Actions, Reactions, Legendary Actions. If the monster has Bonus Actions, Reactions, or Legendary Actions in its stat block, make sure it uses them as often as it can.

Immunities

This entry lists the monster's Immunities, if any. If the monster has damage and condition Immunities, the damage types are listed before the conditions. See "Playing the Game" for details.

Gear

Monsters have proficiency with their equipment. If a monster has equipment that can be given away or retrieved, the items are listed in the Gear entry. The monster's stat block might include special flourishes that happen when the monster uses an item, and the stat block might ignore the rules in "Equipment" for that item. When used by someone else, a retrievable item uses its "Equipment" rules, ignoring any special flourishes in the stat block.

The Gear entry doesn't necessarily list all of a monster's equipment. For example, a monster that wears clothes is assumed to be dressed appropriately, and those clothes aren't in this entry.

Equipment mentioned outside the Gear entry is considered to be supernatural or highly specialized, and it is unusable when the monster is defeated.

Ammunition and Ranged Attacks

A monster that requires ammunition to make ranged attacks carries the necessary ammunition.

Equipping a Monster with Other Items

You may equip monsters with additional gear however you like, using the items in "Equipment" for inspiration. You decide how much of a monster's equipment is recoverable after the creature is slain and whether any of that equipment is still usable.

Beware of giving a monster combat-oriented magic items, since those might alter the monster's Challenge Rating. If you do give a monster a magic item, the monster can have Attunement with magic items as noted in "Equipment." A monster with

a class tag after its creature type is considered a member of that class for Attunement purposes.

Senses

The Senses entry specifies a monster's Passive Perception score, as well as any special senses the monster possesses. Passive Perception and special senses are described in "Rules Glossary."

Languages

This entry lists languages that the monster can use to communicate. Sometimes a monster can understand a language but can't communicate with it, which is noted in its entry. "None" indicates that a creature doesn't comprehend any language.

Telepathy

Telepathy is a magical ability that allows a creature to communicate mentally with another creature within a specified range. See "Rules Glossary" for more information.

Challenge Rating

Challenge Rating is defined in "Rules Glossary," while guidance on using CR to plan potential combat encounters is in "Gameplay Toolbox."

Experience Points

The number of Experience Points (XP) a monster is worth is based on its CR, as detailed in the Experience Points by Challenge Rating table. XP is awarded for defeating the monster in combat or otherwise neutralizing it.

Unless a rule says otherwise, a monster summoned by a spell or another magical ability is worth the XP noted in its stat block.

Experience Points by Challenge Rating

CR	XP	CR	XP
0	0 or 10	14	11,500
1/8	25	15	13,000
1/4	50	16	15,000
1/2	100	17	18,000
1	200	18	20,000
2	450	19	22,000
3	700	20	25,000
4	1,100	21	33,000
5	1,800	22	41,000
6	2,300	23	50,000
7	2,900	24	62,000
8	3,900	25	75,000
9	5,000	26	90,000
10	5,900	27	105,000

CR	XP	CR	XP
11	7,200	28	120,000
12	8,400	29	135,000
13	10,000	30	155,000

Proficiency Bonus

A monster's Proficiency Bonus (PB) is determined by its CR, as shown in the Proficiency Bonus by Challenge Rating table, and is reflected in saving throws, skills, and other statistics where the monster's exceptional aptitude is a factor.

Proficiency Bonus by Challenge Rating

CR	PB	CR	PB
0–4	+2	17–20	+6
5–8	+3	21–24	+7
9–12	+4	25–28	+8
13–16	+5	29–30	+9

Traits

A monster's traits, if any, are features that are active at all times or in certain situations.

Actions

A monster can take the actions in this section or take one of the actions available to all creatures, as described in "Playing the Game."

Attack Notation

The entry for a monster's attack identifies whether the attack is a melee or a ranged attack and then provides the attack roll's bonus, its reach or range, and what happens on a hit. An attack is against one target unless its entry says otherwise. For details on different kinds of attacks, see "Playing the Game" and "Spells."

Hit. Any damage dealt or other effects that occur as a result of an attack hitting a target are described after the "Hit:" notation.

Miss. If an attack has an effect that occurs on a miss, that information follows the "Miss:" notation.

Hit or Miss. If an attack has an effect that occurs regardless of whether it hits or misses its target, that information follows the "Hit or Miss:" notation.

Saving Throw Effect Notation

If an effect forces a saving throw, the effect identifies the kind of save required and then provides the save's DC, a description of which creatures make the save, and an explanation of what happens on a failed or successful save.

"Half damage only" on a successful save means the target takes half as much damage (round down) as targets that fail the save, while also ignoring all other parts of the effect.

Damage Notation

A stat block usually provides both a number and a die expression for each instance of damage. For example, an attack might deal 4 (1d4 + 2) damage on a hit. You decide whether to use the number or the die expression in parentheses; don't use both.

Multiattack

Some creatures can make more than one attack when they take the Attack action. Such creatures have the Multiattack entry in the "Actions" section of their stat block. This entry details the attacks a creature can make, as well as any additional abilities it can use, as part of the Attack action.

Spellcasting

If a monster can cast any spells, its stat block lists the spells and provides the monster's spellcasting ability, spell save DC (if any spells require a saving throw), and spell attack bonus (if any spells require an attack roll). Unless noted otherwise, a spell of level 1 or higher is always cast at its lowest possible level and can't be cast at a higher level.

A monster's spell can have special rules or restrictions. For example, a green hag can cast the *Invisibility* spell, but the spell has a "self only" restriction, which means the spell affects only the hag.

Spell Components. The Spellcasting trait notes whether the monster's spellcasting ignores the need for certain spell components. If any spell components are required, describe the monster's use of Verbal, Somatic, or Material components to signal to characters that it is casting a spell. A monster that requires Material components has them.

Casting Times of 1+ Minutes. If a spell has a casting time of 1 minute or more yet is listed in a spellcasting action, the monster doesn't cast the spell in just one action unless the action's description states otherwise; the monster must take the Magic action on each of its turns and maintain Concentration to cast the spell, as described in "Rules Glossary."

Bonus Action

If a monster has Bonus Action options, they are listed in this section. See "Playing the Game" for details on Bonus Actions.

Reactions

If the monster has Reaction options, those are listed in this section along with their triggers. See "Playing the Game" for details on Reactions.

Legendary Actions

If the monster has Legendary Action options, those are listed in this section. A Legendary Action is an action that a monster can take immediately after another creature's turn. Only one of these actions can be taken at a time and only after another creature's turn ends. The monster can't take a Legendary Action if it has the Incapacitated condition or is otherwise unable to take actions.

The monster has a limited number of Legendary Action uses, and that number is specified in the stat block. The monster expends one use whenever it takes a Legendary Action, and it regains all expended uses at the start of each of its turns.

Limited Usage

Some parts of a stat block have restrictions on the number of times they can be used. Here are the most common ways that usage is limited:

X/Day. This notation means the stat block part can be used a certain number of times (represented by X) and that a monster must finish a Long Rest to regain expended uses. For example, a Reaction that includes "1/Day" means the Reaction can be taken once and that the monster must finish a Long Rest to take it again.

Recharge X-Y. This notation means a monster can use the stat block part once. At the start of each of the monster's turns, roll 1d6. If the roll is within the number range given in the notation (represented by X-Y), the monster regains the use of that part, which also recharges when the monster finishes a Short or Long Rest. For example, "Recharge 5-6" in an action means a monster can take the action once. Then, at the start of each of the monster's turns, it regains the use of that action if it rolls a 5 or 6 on 1d6.

Recharge after a Short or Long Rest. This notation means the monster can use the stat block part once and must then finish a Short or Long Rest to use it again.

Monsters A–Z

Aboleth

Aboleth

Large Aberration, Lawful Evil

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

HP 150 (20d10 + 40)

Speed 10 ft., Swim 40 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	21	+5	+5	DEX	9	-1	+3	CON	15	+2	+6	INT	18	+4	+8	WIS	15	+2	+6	CHA	18	+4	+4

Skills History +12, Perception +10

Senses Darkvision 120 ft.; Passive Perception 20

Languages Deep Speech; telepathy 120 ft.

CR 10 (XP 5,900, or 7,200 in lair; PB +4)

Traits

Amphibious. The aboleth can breathe air and water.

Eldritch Restoration. If destroyed, the aboleth gains a new body in 5d10 days, reviving with all its Hit Points in the Far Realm or another location chosen by the GM.

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

Mucus Cloud. While underwater, the aboleth is surrounded by mucus. *Constitution Saving Throw:* DC 14, each creature in a 5-foot Emanation originating from the aboleth at the end of the aboleth's turn. *Failure:* The target is cursed. Until the curse ends, the target's skin becomes slimy, the target can breathe air and water, and it can't regain Hit Points unless it is underwater.

While the cursed creature is outside a body of water, the creature takes 6 (1d12) Acid damage at the end of every 10 minutes unless moisture is applied to its skin before those minutes have passed.

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

Actions

Multiattack. The aboleth makes two Tentacle attacks and uses either Consume Memories or Dominate Mind if available.

Tentacle. *Melee Attack Roll:* +9, reach 15 ft. *Hit:* 12 (2d6 + 5) Bludgeoning damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14) from one of four tentacles.

Consume Memories. *Intelligence Saving Throw:* DC 16, one creature within 30 feet that is Charmed or Grappled by the aboleth. *Failure:* 10 (3d6) Psychic damage.

Success: Half damage. *Failure or Success:* The aboleth gains the target's memories if the target is a Humanoid and is reduced to 0 Hit Points by this action.

Dominate Mind (2/Day). *Wisdom Saving Throw:* DC 16, one creature the aboleth can see within 30 feet. *Failure:* The target has the Charmed condition until the aboleth dies or is on a different plane of existence from the target. While Charmed, the target acts as an ally to the aboleth and is under its control while within 60 feet of it. In addition, the aboleth and the target can communicate telepathically with each other over any distance.

The target repeats the save whenever it takes damage as well as after every 24 hours it spends at least 1 mile away from the aboleth, ending the effect on itself on a success.

Legendary Actions

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

Lash. The aboleth makes one Tentacle attack.

Psychic Drain. If the aboleth has at least one creature Charmed or Grappled, it uses Consume Memories and regains 5 (1d10) Hit Points.

Air Elemental

Air Elemental

Large Elemental, Neutral

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

HP 90 (12d10 + 24)

Speed 10 ft., Fly 90 ft. (hover)

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

Resistances Bludgeoning, Lightning, Piercing, Slashing

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

Senses Darkvision 60 ft.; Passive Perception 10

Languages Primordial (Auran)

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

Traits

Air Form. The elemental can enter a creature'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 Thunderous Slam attacks.

Thunderous Slam. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 14 (2d8 + 5) Thunder damage.

Whirlwind (Recharge 4–6). *Strength Saving Throw:* DC 13, one Medium or smaller creature in the elemental's space. *Failure:* 24 (4d10 + 2) Thunder damage, and the target is pushed up to 20 feet straight away from the elemental and has the Prone condition. *Success:* Half damage only.

Animated Objects

Animated Armor

Medium Construct, Unaligned

AC 18 **Initiative** +2 (12)

HP 33 (6d8 + 6)

Speed 25 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	14	+2 +2	DEX	11	+0 +0	CON	13	+1 +1
INT	1	-5 -5	WIS	3	-4 -4	CHA	1	-5 -5

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

Senses Blindsight 60 ft.; Passive Perception 6

Languages None

CR 1 (XP 200; PB +2)

Actions

Multiattack. The armor makes two Slam attacks.

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

Animated Flying Sword

Small Construct, Unaligned

AC 17 **Initiative** +4 (14)

HP 14 (4d6)

Speed 5 ft., Fly 50 ft. (hover)

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

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

Senses Blindsight 60 ft.; Passive Perception 7

Languages None

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

Actions

Slash. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage.

Animated Rug of Smothering

Large Construct, Unaligned

AC 12 **Initiative** +4 (14)

HP 27 (5d10)

Speed 10 ft.

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

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

Senses Blindsight 60 ft.; Passive Perception 6

Languages None

CR 2 (XP 450; PB +2)

Actions

Smother. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Bludgeoning damage. If the target is a Medium or smaller creature, the rug can give it the Grappled condition (escape DC 13) instead of dealing damage. Until the grapple ends, the target has the Blinded and Restrained conditions, is suffocating, and takes 10 (2d6 + 3) Bludgeoning damage at the start of each of its turns. The rug can smother only one creature at a time.

While grappling the target, the rug can't take this action, the rug halves the damage it takes (round down), and the target takes the same amount of damage.

Ankheg

Ankheg

Large Monstrosity, Unaligned

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

HP 45 (6d10 + 12)

Speed 30 ft., Burrow 10 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	17	+3 +3	DEX	11	+0 +0	CON	14	+2 +2
INT	1	-5 -5	WIS	13	+1 +1	CHA	6	-2 -2

Senses Darkvision 60 ft., Tremorsense 60 ft.;

Passive Perception 11

Languages None

CR 2 (XP 450; PB +2)

Traits

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

Actions

Bite. *Melee Attack Roll:* +5 (with Advantage if the target is Grappled by the ankheg), reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage plus 3 (1d6) Acid damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 13).

Acid Spray (Recharge 6). *Dexterity Saving Throw:* DC 12, each creature in a 30-foot-long, 5-foot-wide Line. *Failure:* 14 (4d6) Acid damage. *Success:* Half damage.

Assassin

Assassin

Medium or Small Humanoid, Neutral

AC 16 Initiative +10 (20)

HP 97 (15d8 + 30)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	11	+0	+0	DEX	18	+4	+7	CON	14	+2	+2
INT	16	+3	+6	WIS	11	+0	+0	CHA	10	+0	+0

Skills Acrobatics +7, Perception +6, Stealth +10

Resistances Poison

Gear Light Crossbow, Shortsword, Studded Leather Armor

Senses Passive Perception 16

Languages Common, Thieves' Cant

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

Traits

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

Actions

Multiattack. The assassin makes three attacks, using Shortsword or Light Crossbow in any combination.

Shortsword. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Piercing damage plus 17 (5d6) Poison damage, and the target has the Poisoned condition until the start of the assassin's next turn.

Light Crossbow. *Ranged Attack Roll:* +7, range 80/320 ft. *Hit:* 8 (1d8 + 4) Piercing damage plus 21 (6d6) Poison damage.

Bonus Actions

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

Awakened Plants

Awakened Shrub

Small Plant, Neutral

AC 9 Initiative -1 (9)

HP 10 (3d6)

Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	3	-4	-4	DEX	8	-1	-1	CON	11	+0	+0
INT	10	+0	+0	WIS	10	+0	+0	CHA	6	-2	-2

Vulnerabilities Fire

Resistances Piercing

Senses Passive Perception 10

Languages Common plus one other language

CR 0 (XP 10; PB +2)

Actions

Rake. *Melee Attack Roll:* +1, reach 5 ft. *Hit:* 1 Slashing damage.

Awakened Tree

Huge Plant, Neutral

AC 13 Initiative -2 (8)

HP 59 (7d12 + 14)

Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	DEX	6	-2	-2	CON	15	+2	+2
INT	10	+0	+0	WIS	10	+0	+0	CHA	7	-2	-2

Vulnerabilities Fire

Resistances Bludgeoning, Piercing

Senses Passive Perception 10

Languages Common plus one other language

CR 2 (XP 450; PB +2)

Actions

Slam. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 14 (3d6 + 4) Bludgeoning damage.

Axe Beak

Axe Beak

Large Monstrosity, Unaligned

AC 11 Initiative +1 (11)

HP 19 (3d10 + 3)

Speed 50 ft.

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

Senses Passive Perception 10

Languages None

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

Actions

Beak. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage.

Azer

Azer Sentinel

Medium Elemental, Lawful Neutral

AC 17 Initiative +1 (11)

HP 39 (6d8 + 12)

Speed 30 ft.

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

Immunities Fire, Poison; Poisoned

Senses Passive Perception 11

Languages Primordial (Ignan)

CR 2 (XP 450; PB +2)

Traits

Fire Aura. At the end of each of the azer's turns, each creature of the azer's choice in a 5-foot Emanation originating from the azer takes 5 (1d10) Fire damage unless the azer has the Incapacitated condition.

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

Actions

Burning Hammer. Melee Attack Roll: +5, reach 5 ft. Hit: 8 (1d10 + 3) Bludgeoning damage plus 3 (1d6) Fire damage.

Balor

Balor

Huge Fiend (Demon), Chaotic Evil

AC 19 Initiative +14 (24)

HP 287 (23d12 + 138)

Speed 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	26	+8	+8	DEX	15	+2	+2	CON	22	+6	+12
INT	20	+5	+5	WIS	16	+3	+9	CHA	22	+6	+6

Skills Perception +9

Resistances Cold, Lightning

Immunities Fire, Poison; Charmed, Frightened, Poisoned

Senses Truesight 120 ft.; Passive Perception 19

Languages Abyssal; telepathy 120 ft.

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

Traits

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

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

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

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

Actions

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

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

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

Bonus Actions

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

Bandits

Bandit

Medium or Small Humanoid, Neutral

AC 12 Initiative +1 (11)

HP 11 (2d8 + 2)

Speed 30 ft.

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

Gear Leather Armor, Light Crossbow, Scimitar

Senses Passive Perception 10

Languages Common, Thieves' Cant

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

Actions

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

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

Bandit Captain

Medium or Small Humanoid, Neutral

AC 15 Initiative +3 (13)

HP 52 (8d8 + 16)

Speed 30 ft.

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

Skills Athletics +4, Deception +4

Gear Pistol, Scimitar, Studded Leather Armor

Senses Passive Perception 10

Languages Common, Thieves' Cant

CR 2 (XP 450; PB +2)

Actions

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

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

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

Reactions

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

Barbed Devil

Barbed Devil

Medium Fiend (Devil), Lawful Evil

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

HP 110 (13d8 + 52)

Speed 30 ft., Climb 30 ft.

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

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

Resistances Cold

Immunities Fire, Poison; Poisoned

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

Languages Infernal; telepathy 120 ft.

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

Traits

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

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

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

Actions

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

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

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

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

Basilisk

Basilisk

Medium Monstrosity, Unaligned

AC 15 **Initiative** −1 (9)

HP 52 (8d8 + 16)

Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	8	−1	−1	CON	15	+2	+2
INT	2	−4	−4	WIS	8	−1	−1	CHA	7	−2	−2

Senses Darkvision 60 ft.; Passive Perception 9

Languages None

CR 3 (XP 700; PB +2)

Actions

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

Bonus Actions

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

Bearded Devil

Bearded Devil

Medium Fiend (Devil), Lawful Evil

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

HP 58 (9d8 + 18)

Speed 30 ft.

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

Resistances Cold

Immunities Fire, Poison; Frightened, Poisoned

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

Languages Infernal; telepathy 120 ft.

CR 3 (XP 700; PB +2)

Traits

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

Actions

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

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

Infernal Glaive. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 8 (1d10 + 3) Slashing damage. If the target is a creature and doesn't already have an infernal wound, it is subjected to the following effect. *Constitution Saving Throw:* DC 12. *Failure:* The target receives an infernal wound. While wounded, the target loses 5 (1d10) Hit Points at the start of each of its turns. The wound closes after 1 minute, after a spell restores Hit Points to the target, or after the target or a creature within 5 feet of it takes an action to stanch the wound, doing so by succeeding on a DC 12 Wisdom (Medicine) check.

Behir

Behir

Huge Monstrosity, Neutral Evil

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

HP 168 (16d12 + 64)

Speed 50 ft., Climb 50 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	23	+6	+6	DEX	16	+3	+3	CON	18	+4	+4
INT	7	-2	-2	WIS	14	+2	+2	CHA	12	+1	+1

Skills Perception +6, Stealth +7

Immunities Lightning

Senses Darkvision 90 ft.; Passive Perception 16

Languages Draconic

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

Actions

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

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

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

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

Bonus Actions

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

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

Berserker

Berserker

Medium or Small Humanoid, Neutral

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

HP 67 (9d8 + 27)

Speed 30 ft.

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

Gear Greataxe, Hide Armor

Senses Passive Perception 10

Languages Common

CR 2 (XP 450; PB +2)

Traits

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

Actions

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

Black Dragons

Black Dragon Wyrmling

Medium Dragon (Chromatic), Chaotic Evil

AC 17 **Initiative** +4 (14)

HP 33 (6d8 + 6)

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

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

Skills Perception +4, Stealth +4

Immunities Acid

Senses Blindsight 10 ft., Darkvision 60 ft.;

Passive Perception 14

Languages Draconic

CR 2 (XP 450; PB +2)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes two Rend attacks.

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

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

Young Black Dragon

Large Dragon (Chromatic), Chaotic Evil

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

HP 127 (15d10 + 45)

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

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

Skills Perception +6, Stealth +5

Immunities Acid

Senses Blindsight 30 ft., Darkvision 120 ft.;

Passive Perception 16

Languages Common, Draconic

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

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three Rend attacks.

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

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

Adult Black Dragon

Huge Dragon (Chromatic), Chaotic Evil

AC 19

Initiative +12 (22)

HP 195 (17d12 + 85)

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

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

Skills Perception +11, Stealth +7

Immunities Acid

Senses Blindsight 60 ft., Darkvision 120 ft.;

Passive Perception 21

Languages Common, Draconic

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

Traits

Amphibious. The dragon can breathe air and water.

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

Actions

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

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

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

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

At Will: *Acid Arrow* (level 3 version), *Detect Magic*, *Fear*
1/Day Each: *Speak with Dead*, *Vitriolic Sphere*

Legendary Actions

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

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

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

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

Ancient Black Dragon

Gargantuan Dragon (Chromatic), Chaotic Evil

AC 22

Initiative +16 (26)

HP 367 (21d20 + 147)

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

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

Skills Perception +16, Stealth +9

Immunities Acid

Senses Blindsight 60 ft., Darkvision 120 ft.;

Passive Perception 26

Languages Common, Draconic

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

Traits

Amphibious. The dragon can breathe air and water.

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

Actions

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

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

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

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

At Will: *Acid Arrow* (level 4 version), *Detect Magic*, *Fear*

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

Legendary Actions

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

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

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

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

Black Pudding

Black Pudding

Large Ooze, Unaligned

AC 7

Initiative –3 (7)

HP 68 (8d10 + 24)

Speed 20 ft., Climb 20 ft.

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

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

Senses Blindsight 60 ft.; Passive Perception 8

Languages None

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

Traits

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

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

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

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

Actions

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

Reactions

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

Points are divided evenly between the new puddings (round down).

Blink Dog

Blink Dog

Medium Fey, Lawful Good

AC 13 Initiative +3 (13)

HP 22 (4d8 + 4)

Speed 40 ft.

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

Skills Perception +5, Stealth +5

Senses Darkvision 60 ft.; Passive Perception 15

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

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

Actions

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

Bonus Actions

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

Blue Dragons

Blue Dragon Wyrmling

Medium Dragon (Chromatic), Lawful Evil

AC 17 Initiative +2 (12)

HP 65 (10d8 + 20)

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

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

Skills Perception +4, Stealth +2

Immunities Lightning

Senses Blindsight 10 ft., Darkvision 60 ft.;

Passive Perception 14

Languages Draconic

CR 3 (XP 700; PB +2)

Actions

Multiattack. The dragon makes two Rend attacks.

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

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

Young Blue Dragon

Large Dragon (Chromatic), Lawful Evil

AC 18 Initiative +4 (14)

HP 152 (16d10 + 64)

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

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

Skills Perception +9, Stealth +4

Immunities Lightning

Senses Blindsight 30 ft., Darkvision 120 ft.;

Passive Perception 19

Languages Common, Draconic

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

Actions

Multiattack. The dragon makes three Rend attacks.

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

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

Adult Blue Dragon

Huge Dragon (Chromatic), Lawful Evil

AC 19 Initiative +10 (20)

HP 212 (17d12 + 102)

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

MOD				SAVE				MOD				SAVE				MOD				SAVE							
STR	25	+7	+7	DEX	10	+0	+5	CON	23	+6	+6																
INT	16	+3	+3	WIS	15	+2	+7	CHA	20	+5	+5																

Skills Perception +12, Stealth +5

Immunities Lightning

Senses Blindsight 60 ft., Darkvision 120 ft.;

Passive Perception 22

Languages Common, Draconic

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

Traits

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

Actions

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

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

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 19, each creature in a 90-foot-long, 5-foot-

wide Line. *Failure*: 60 (11d10) Lightning damage. *Success*: Half damage.

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

At Will: *Detect Magic, Invisibility, Mage Hand, Shatter*
1/Day Each: *Scrying, Sending*

Legendary Actions

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

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

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

Tail Swipe. The dragon makes one Rend attack.

Ancient Blue Dragon

Gargantuan Dragon (Chromatic), Lawful Evil

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

HP 481 (26d20 + 208)

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

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 29	+9	+9	DEX 10	+0	+7	CON 27	+8	+8
INT 18	+4	+4	WIS 17	+3	+10	CHA 25	+7	+7

Skills Perception +17, Stealth +7

Immunities Lightning

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

Languages Common, Draconic

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

Traits

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

Actions

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

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

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

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

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

1/Day Each: *Scrying, Sending*

Legendary Actions

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

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

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

Tail Swipe. The dragon makes one Rend attack.

Bone Devil

Bone Devil

Large Fiend (Devil), Lawful Evil

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

HP 161 (17d10 + 68)

Speed 40 ft., Fly 40 ft.

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

Skills Deception +7, Insight +6

Resistances Cold

Immunities Fire, Poison; Poisoned

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

Languages Infernal; telepathy 120 ft.

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

Traits

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

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

Actions

Multiattack. The devil makes two Claw attacks and one Infernal Sting attack.

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

Infernal Sting. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 15 (2d10 + 4) Piercing damage plus 18 (4d8) Poison

damage, and the target has the Poisoned condition until the start of the devil's next turn. While Poisoned, the target can't regain Hit Points.

Brass Dragons

Brass Dragon Wyrmling

Medium Dragon (Metallic), Chaotic Good

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

HP 22 (4d8 + 4)

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

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

Skills Perception +4, Stealth +2

Immunities Fire

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

Languages Draconic

CR 1 (XP 200; PB +2)

Actions

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

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

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

Young Brass Dragon

Large Dragon (Metallic), Chaotic Good

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

HP 110 (13d10 + 39)

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

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

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

Immunities Fire

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

Languages Common, Draconic

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

Actions

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

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

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

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

Adult Brass Dragon

Huge Dragon (Metallic), Chaotic Good

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

HP 172 (15d12 + 75)

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

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	23	+6	+6	DEX	10	+0	+5	CON	21	+5	+5
INT	14	+2	+2	WIS	13	+1	+6	CHA	17	+3	+3

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

Immunities Fire

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

Languages Common, Draconic

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

Traits

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

Actions

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

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

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

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

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

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

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

Legendary Actions

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

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

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

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

Ancient Brass Dragon

Gargantuan Dragon (Metallic), Chaotic Good

AC 20

Initiative +12 (22)

HP 332 (19d20 + 133)

Speed 40 ft., Burrow 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	15	+2 +8	CHA	22	+6 +6

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

Immunities Fire

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

Languages Common, Draconic

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

Traits

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

Actions

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

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

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

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

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

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

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

Legendary Actions

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

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

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

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

Bronze Dragons

Bronze Dragon Wyrmling

Medium Dragon (Metallic), Lawful Good

AC 15

Initiative +2 (12)

HP 39 (6d8 + 12)

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

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

Skills Perception +4, Stealth +2

Immunities Lightning

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

Languages Draconic

CR 2 (XP 450; PB +2)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes two Rend attacks.

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

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

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

Young Bronze Dragon

Large Dragon (Metallic), Lawful Good

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

HP 142 (15d10 + 60)

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

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

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

Immunities Lightning

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

Languages Common, Draconic

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

Traits

Amphibious. The dragon can breathe air and water.

Actions

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

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

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

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

Adult Bronze Dragon

Huge Dragon (Metallic), Lawful Good

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

HP 212 (17d12 + 102)

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

MOD SAVE			MOD SAVE			MOD SAVE		
STR	25	+7 +7	DEX	10	+0 +5	CON	23	+6 +6
INT	16	+3 +3	WIS	15	+2 +7	CHA	20	+5 +5

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

Immunities Lightning

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

Languages Common, Draconic

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

Traits

Amphibious. The dragon can breathe air and water.

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

Actions

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

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

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

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

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

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

Legendary Actions

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

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

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

Thunderclap. *Constitution Saving Throw:* DC 17, each creature in a 20-foot-radius Sphere centered on a point the dragon can see within 90 feet. *Failure:* 10 (3d6)

Thunder damage, and the target has the Deafened condition until the end of its next turn.

Ancient Bronze Dragon

Gargantuan Dragon (Metallic), Lawful Good

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

HP 444 (24d20 + 192)

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

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	29	+9	+9	DEX	10	+0	+7	CON	27	+8	+8	INT	18	+4	+4	WIS	17	+3	+10	CHA	25	+7	+7

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

Immunities Lightning

Senses Blindsight 60 ft., Darkvision 120 ft.;

Passive Perception 27

Languages Common, Draconic

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

Traits

Amphibious. The dragon can breathe air and water.

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

Actions

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

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

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

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

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

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

Legendary Actions

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

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

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

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

Bugbears

Bugbear Stalker

Medium Fey (Goblinoid), Chaotic Evil

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

HP 65 (10d8 + 20)

Speed 30 ft.

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

Skills Stealth +6, Survival +3

Gear Chain Shirt, Javelins (6), Morningstar

Senses Darkvision 60 ft.; Passive Perception 11

Languages Common, Goblin

CR 3 (XP 700; PB +2)

Traits

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

Actions

Multiattack. The bugbear makes two Javelin or Morningstar attacks.

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

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

Bonus Actions

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

Bugbear Warrior

Medium Fey (Goblinoid), Chaotic Evil

AC 14 Initiative +2 (12)

HP 33 (6d8 + 6)

Speed 30 ft.

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

Skills Stealth +6, Survival +2

Gear Hide Armor, Light Hammers (3)

Senses Darkvision 60 ft.; Passive Perception 10

Languages Common, Goblin

CR 1 (XP 200; PB +2)

Traits

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

Actions

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

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

Bulette

Bulette

Large Monstrosity, Unaligned

AC 17 Initiative +0 (10)

HP 94 (9d10 + 45)

Speed 40 ft., Burrow 40 ft.

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

Skills Perception +6

Senses Darkvision 60 ft., Tremorsense 120 ft.; Passive Perception 16

Languages None

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

Actions

Multiattack. The bulette makes two Bite attacks.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 17 (2d12 + 4) Piercing damage.

Deadly Leap. The bulette spends 5 feet of movement to jump to a space within 15 feet that contains one or more Large or smaller creatures. *Dexterity Saving Throw:* DC 15, each creature in the bulette's destination space. *Failure:* 19 (3d12) Bludgeoning damage, and

the target has the Prone condition. *Success:* Half damage, and the target is pushed 5 feet straight away from the bulette.

Bonus Actions

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

Centaur

Centaur Trooper

Large Fey, Neutral Good

AC 16 Initiative +2 (12)

HP 45 (6d10 + 12)

Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	14	+2	+2	CON	14	+2	+2
INT	9	-1	-1	WIS	13	+1	+1	CHA	11	+0	+0

Skills Athletics +6, Perception +3

Gear Breastplate, Longbow, Pike

Senses Passive Perception 13

Languages Elvish, Sylvan

CR 2 (XP 450; PB +2)

Actions

Multiattack. The centaur makes two attacks, using Pike or Longbow in any combination.

Pike. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 9 (1d10 + 4) Piercing damage.

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

Bonus Actions

Trampling Charge (Recharge 5–6). The centaur moves up to its Speed without provoking Opportunity Attacks and can move through the spaces of Medium or smaller creatures. Each creature whose space the centaur enters is targeted once by the following effect. *Strength Saving Throw:* DC 14. *Failure:* 7 (1d6 + 4) Bludgeoning damage, and the target has the Prone condition.

Chain Devil

Chain Devil

Medium Fiend (Devil), Lawful Evil

AC 15 Initiative +5 (15)

HP 85 (10d8 + 40)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	15	+2	+2	CON	18	+4	+7
INT	11	+0	+0	WIS	12	+1	+4	CHA	14	+2	+2

Resistances Bludgeoning, Cold, Piercing, Slashing

Immunities Fire, Poison; Poisoned

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

Languages Infernal; telepathy 120 ft.

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

Traits

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

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

Actions

Multiattack. The devil makes two Chain attacks and uses Conjure Infernal Chain.

Chain. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 11 (2d6 + 4) Slashing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14) from one of two chains, and it has the Restrained condition until the grapple ends.

Conjure Infernal Chain. The devil conjures a fiery chain to bind a creature. *Dexterity Saving Throw:* DC 15, one creature the devil can see within 60 feet. *Failure:* 9 (2d4 + 4) Fire damage, and the target has the Restrained condition until the end of the devil's next turn, at which point the chain disappears. If the target is Large or smaller, the devil moves the target up to 30 feet straight toward itself. *Success:* The chain disappears.

Reactions

Unnerving Gaze. *Trigger:* A creature the devil can see starts its turn within 30 feet of the devil and can see the devil. *Response—Wisdom Saving Throw:* DC 15, the triggering creature. *Failure:* The target has the Frightened condition until the end of its turn. *Success:* The target is immune to this devil's Unnerving Gaze for 24 hours.

Chimera

Chimera

Large Monstrosity, Chaotic Evil

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

HP 114 (12d10 + 48)

Speed 30 ft., Fly 60 ft.

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

Skills Perception +8

Senses Darkvision 60 ft.; Passive Perception 18

Languages Understands Draconic but can't speak

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

Actions

Multiattack. The chimera makes one Ram attack, one Bite attack, and one Claw attack. It can replace the Claw attack with a use of Fire Breath if available.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage, or 18 (4d6 + 4) Piercing damage if the chimera had Advantage on the attack roll.

Claw. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Slashing damage.

Ram. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 10 (1d12 + 4) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Prone condition.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 15, each creature in a 15-foot Cone. *Failure:* 31 (7d8) Fire damage. *Success:* Half damage.

Chuul

Chuul

Large Aberration, Chaotic Evil

AC 16 **Initiative** +0 (10)

HP 76 (9d10 + 27)

Speed 30 ft., Swim 30 ft.

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

Skills Perception +4

Immunities Poison; Poisoned

Senses Darkvision 60 ft.; Passive Perception 14

Languages Understands Deep Speech but can't speak

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

Traits

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of itself. This trait otherwise works like the *Detect Magic* spell but isn't itself magical.

Actions

Multiattack. The chuul makes two Pincer attacks and uses Paralyzing Tentacles.

Pincer. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 9 (1d10 + 4) Bludgeoning damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14) from one of two pincers.

Paralyzing Tentacles. Constitution Saving Throw: DC 13, one creature Grappled by the chuul. *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. After 1 minute, it succeeds automatically. While Poisoned, the target has the Paralyzed condition.

Clay Golem

Clay Golem

Large Construct, Unaligned

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

HP 123 (13d10 + 52)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+5	DEX	9	-1	-1	CON	18	+4	+4
INT	3	-4	-4	WIS	8	-1	-1	CHA	1	-5	-5

Resistances Bludgeoning, Piercing, Slashing

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

Senses Darkvision 60 ft.; Passive Perception 9

Languages Common plus one other language

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

Traits

Acid Absorption. Whenever the golem is subjected to Acid damage, it takes no damage and instead regains a number of Hit Points equal to the Acid damage dealt.

Berserk. Whenever the golem starts its turn Bloodied, roll 1d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object. Once the golem goes berserk, it continues to be berserk until it is destroyed or it is no longer Bloodied.

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 Slam attacks, or it makes three Slam attacks if it used Hasten this turn.

Slam. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 10 (1d10 + 5) Bludgeoning damage plus 6 (1d12) Acid damage, and the target's Hit Point maximum decreases by an amount equal to the Acid damage taken.

Bonus Actions

Hasten (Recharge 5–6). The golem takes the Dash and Disengage actions.

Cloaker

Cloaker

Large Aberration, Chaotic Neutral

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

HP 91 (14d10 + 14)

Speed 10 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	17	+3	+3	DEX	15	+2	+2	CON	12	+1	+1
INT	13	+1	+1	WIS	14	+2	+2	CHA	7	-2	-2

Skills Stealth +5

Immunities Frightened

Senses Darkvision 120 ft.; Passive Perception 12

Languages Deep Speech, Undercommon

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

Traits

Light Sensitivity. While in Bright Light, the cloaker has Disadvantage on attack rolls.

Actions

Multiattack. The cloaker makes one Attach attack and two Tail attacks.

Attach. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (3d6 + 3) Piercing damage. If the target is a Large or smaller creature, the cloaker attaches to it. While the cloaker is attached, the target has the Blinded condition, and the cloaker can't make Attach attacks against other targets. In addition, the cloaker halves the damage it takes (round down), and the target takes the same amount of damage.

The cloaker can detach itself by spending 5 feet of movement. The target or a creature within 5 feet of it can take an action to try to detach the cloaker, doing so by succeeding on a DC 14 Strength (Athletics) check.

Tail. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 8 (1d10 + 3) Slashing damage.

Bonus Actions

Moan. *Wisdom Saving Throw:* DC 13, each creature in a 60-foot Emanation originating from the cloaker. *Failure:* The target has the Frightened condition until the end of the cloaker's next turn. *Success:* The target is immune to this cloaker's Moan for the next 24 hours.

Phantasms (Recharge after a Short or Long Rest). The cloaker casts the *Mirror Image* spell, requiring no spell components and using Wisdom as the spellcasting ability. The spell ends early if the cloaker starts or ends its turn in Bright Light.

Cloud Giant

Cloud Giant

Huge Giant, Neutral

AC 14 Initiative +4 (14)

HP 200 (16d12 + 96)

Speed 40 ft., Fly 20 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	27	+8 +8	DEX	10	+0 +0	CON	22	+6 +10
INT	12	+1 +1	WIS	16	+3 +7	CHA	16	+3 +3

Skills Insight +7, Perception +11

Senses Passive Perception 21

Languages Common, Giant

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

Actions

Multiattack. The giant makes two attacks, using Thunderous Mace or Thundercloud in any combination. It can replace one attack with a use of Spellcasting to cast *Fog Cloud*.

Thunderous Mace. *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 21 (3d8 + 8) Bludgeoning damage plus 7 (2d6) Thunder damage.

Thundercloud. *Ranged Attack Roll:* +12, range 240 ft. *Hit:* 18 (3d6 + 8) Thunder damage, and the target has the Incapacitated condition until the end of its next turn.

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

At Will: *Detect Magic*, *Fog Cloud*, *Light*

1/Day Each: *Control Weather*, *Gaseous Form*, *Telekinesis*

Bonus Actions

Misty Step. The giant casts the *Misty Step* spell, using the same spellcasting ability as Spellcasting.

Cockatrice

Cockatrice

Small Monstrosity, Unaligned

AC 11 Initiative +1 (11)

HP 22 (5d6 + 5)

Speed 20 ft., Fly 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	6	-2 -2	DEX	12	+1 +1	CON	12	+1 +1
INT	2	-4 -4	WIS	13	+1 +1	CHA	5	-3 -3

Immunities Petrified

Senses Darkvision 60 ft.; Passive Perception 11

Languages None

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

Actions

Petrifying Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Piercing damage. If the target is a creature, it is subjected to the following effect. *Constitution Saving Throw:* DC 11. *First Failure:* The target has the Restrained condition. The target 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, for 24 hours.

Commoner

Commoner

Medium or Small Humanoid, Neutral

AC 10 Initiative +0 (10)

HP 4 (1d8)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	10	+0 +0	DEX	10	+0 +0	CON	10	+0 +0
INT	10	+0 +0	WIS	10	+0 +0	CHA	10	+0 +0

Gear Club

Senses Passive Perception 10

Languages Common

CR 0 (XP 10; PB +2)

Traits

Training. The commoner has proficiency in one skill of the GM's choice and has Advantage whenever it makes an ability check using that skill.

Actions

Club. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Bludgeoning damage.

Copper Dragons

Copper Dragon Wyrmling

Medium Dragon (Metallic), Chaotic Good

AC 16 Initiative +3 (13)

HP 22 (4d8 + 4)

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

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	15	+2 +2	DEX	12	+1 +3	CON	13	+1 +1
INT	14	+2 +2	WIS	11	+0 +2	CHA	13	+1 +1

Skills Perception +4, Stealth +3

Immunities Acid

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

Languages Draconic

CR 1 (XP 200; PB +2)

Actions

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

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 11, each creature in a 20-foot-long, 5-foot-wide Line. *Failure:* 18 (4d8) Acid damage. *Success:* Half damage.

Slowing Breath. *Constitution Saving Throw:* DC 11, each creature in a 15-foot Cone. *Failure:* The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

Young Copper Dragon

Large Dragon (Metallic), Chaotic Good

AC 17 **Initiative** +4 (14)

HP 119 (14d10 + 42)

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

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	19	+4 +4	DEX	12	+1 +4	CON	17	+3 +3
INT	16	+3 +3	WIS	13	+1 +4	CHA	15	+2 +2

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

Immunities Acid

Senses Blindsight 30 ft., Darkvision 120 ft.;

Passive Perception 17

Languages Common, Draconic

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

Actions

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

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

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 14, each creature in a 40-foot-long, 5-foot-wide Line. *Failure:* 40 (9d8) Acid damage. *Success:* Half damage.

Slowing Breath. *Constitution Saving Throw:* DC 14, each creature in a 30-foot Cone. *Failure:* The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

Adult Copper Dragon

Huge Dragon (Metallic), Chaotic Good

AC 18 **Initiative** +11 (21)

HP 184 (16d12 + 80)

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

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	23	+6 +6	DEX	12	+1 +6	CON	21	+5 +5
INT	18	+4 +4	WIS	15	+2 +7	CHA	18	+4 +4

Skills Deception +9, Perception +12, Stealth +6

Immunities Acid

Senses Blindsight 60 ft., Darkvision 120 ft.;

Passive Perception 22

Languages Common, Draconic

CR 14 (XP 11,500, or 13,000 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) Slowing Breath or (B) Spellcasting to cast *Mind Spike* (level 4 version).

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

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

Slowing Breath. *Constitution Saving Throw:* DC 18, each creature in a 60-foot Cone. *Failure:* The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

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

At Will: *Detect Magic*, *Mind Spike* (level 4 version), *Minor Illusion*, *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: *Greater Restoration*, *Major Image*

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.

Giggling Magic. *Charisma Saving Throw:* DC 17, one creature the dragon can see within 90 feet. *Failure:* 24 (7d6) Psychic damage. Until the end of its next turn, the target rolls 1d6 whenever it makes an ability check or attack roll and subtracts the number rolled from the D20 Test. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Mind Jolt. The dragon uses Spellcasting to cast *Mind Spike* (level 4 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.

Ancient Copper Dragon

Gargantuan Dragon (Metallic), Chaotic Good

AC 21 **Initiative** +15 (25)

HP 367 (21d20 + 147)

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

MOD				SAVE				MOD				SAVE											
STR	27	+8	+8	DEX	12	+1	+8	CON	25	+7	+7	INT	20	+5	+5	WIS	17	+3	+10	CHA	22	+6	+6

Skills Deception +13, Perception +17, Stealth +8

Immunities Acid

Senses Blindsight 60 ft., Darkvision 120 ft.;

Passive Perception 27

Languages Common, Draconic

CR 21 (XP 33,000, or 41,000 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) Slowing Breath or (B) Spellcasting to cast *Mind Spike* (level 5 version).

Rend. *Melee Attack Roll:* +15, reach 15 ft. *Hit:* 19 (2d10 + 8) Slashing damage plus 9 (2d8) Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 22, each creature in an 90-foot-long, 10-foot-wide Line. *Failure:* 63 (14d8) Acid damage. *Success:* Half damage.

Slowing Breath. *Constitution Saving Throw:* DC 22, each creature in a 90-foot Cone. *Failure:* The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

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

At Will: *Detect Magic*, *Mind Spike* (level 5 version), *Minor Illusion*, *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: *Greater Restoration*, *Major Image*, *Project Image*

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.

Giggling Magic. *Charisma Saving Throw:* DC 21, one creature the dragon can see within 120 feet. *Failure:* 31 (9d6) Psychic damage. Until the end of its next turn, the target rolls 1d8 whenever it makes an ability check or attack roll and subtracts the number rolled from the D20 Test. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Mind Jolt. The dragon uses Spellcasting to cast *Mind Spike* (level 5 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.

Couatl

Couatl

Medium Celestial, Lawful Good

AC 19 **Initiative** +5 (15)

HP 60 (8d8 + 24)

Speed 30 ft., Fly 90 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	16	+3	+3	DEX	20	+5	+5	CON	17	+3	+5	INT	18	+4	+4	WIS	20	+5	+7	CHA	18	+4	+4

Resistances Bludgeoning, Piercing, Slashing

Immunities Psychic, Radiant

Senses Truesight 120 ft.; Passive Perception 15

Languages All; telepathy 120 ft.

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

Traits

Shielded Mind. The couatl's thoughts can't be read by any means, and other creatures can communicate with it telepathically only if it allows them.

Actions

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (1d12 + 5) Piercing damage, and the target has the Poisoned condition until the end of the couatl's next turn.

Constrict. *Strength Saving Throw:* DC 15, one Medium or smaller creature the couatl can see within 5 feet. *Failure:* 8 (1d6 + 5) Bludgeoning damage. The target has the Grappled condition (escape DC 13), and it has the Restrained condition until the grapple ends.

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

At Will: *Detect Evil and Good*, *Detect Magic*, *Detect Thoughts*, *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: *Create Food and Water, Dream, Greater Restoration, Scrying, Sleep*

Bonus Actions

Divine Aid (2/Day). The couatl casts *Bless*, *Lesser Restoration*, or *Sanctuary*, requiring no spell components and using the same spellcasting ability as Spellcasting.

Crawling Claw

Swarm of Crawling Claws

Medium Swarm of Tiny Undead, Neutral Evil

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

HP 49 (11d8)

Speed 30 ft., Climb 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	14	+2	+2	DEX	14	+2	+2	CON	11	+0	+0	INT	5	-3	-3	WIS	10	+0	+0	CHA	4	-3	-3

Resistances Bludgeoning, Piercing, Slashing

Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Grappled, Incapacitated, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned

Senses Blindsight 30 ft.; Passive Perception 10

Languages Understands Common but can't speak

CR 3 (XP 700; 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 creature. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Swarm of Grasping Hands. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 20 (4d8 + 2) Necrotic damage, or 11 (2d8 + 2) Necrotic damage if the swarm is Bloodied. If the target is a Medium or smaller creature, it has the Prone condition.

Cultists

Cultist

Medium or Small Humanoid, Neutral

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

HP 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Gear Leather Armor, Sickle

Senses Passive Perception 10

Languages Common

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

Actions

Ritual Sickle. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Slashing damage plus 1 Necrotic damage.

Cultist Fanatic

Medium or Small Humanoid, Neutral

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

HP 44 (8d8 + 8)

Speed 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	11	+0	+0	DEX	14	+2	+2	CON	12	+1	+1	INT	10	+0	+0	WIS	14	+2	+4	CHA	13	+1	+1

Skills Deception +3, Persuasion +3, Religion +2

Gear Holy Symbol, Leather Armor

Senses Passive Perception 12

Languages Common

CR 2 (XP 450; PB +2)

Actions

Pact Blade. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage plus 7 (2d6) Necrotic damage.

Spellcasting. The cultist casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At Will: *Light, Thaumaturgy*

2/Day: *Command*

1/Day: *Hold Person*

Bonus Actions

Spiritual Weapon (2/Day). The cultist casts the *Spiritual Weapon* spell, using the same spellcasting ability as Spellcasting.

Darkmantle

Darkmantle

Small Aberration, Unaligned

AC 11 **Initiative** +3 (13)

HP 22 (5d6 + 5)

Speed 10 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	12	+1	+1	CON	13	+1	+1
INT	2	-4	-4	WIS	10	+0	+0	CHA	5	-3	-3

Skills Stealth +3

Senses Blindsight 60 ft.; Passive Perception 10

Languages None

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

Actions

Crush. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage, and the darkmantle attaches to the target. If the target is a Medium or smaller creature and the darkmantle had Advantage on the attack roll, it covers the target, which has the Blinded condition and is suffocating while the darkmantle is attached in this way.

While attached to a target, the darkmantle can attack only the target but has Advantage on its attack rolls. Its Speed becomes 0, it can't benefit from any bonus to its Speed, and it moves with the target.

A creature can take an action to try to detach the darkmantle from itself, doing so with a successful DC 13 Strength (Athletics) check. On its turn, the darkmantle can detach itself by using 5 feet of movement.

Darkness Aura (1/Day). Magical Darkness fills a 15-foot Emanation originating from the darkmantle. This effect lasts while the darkmantle maintains Concentration on it, up to 10 minutes. Darkvision can't penetrate this area, and no light can illuminate it.

Death Dog

Death Dog

Medium Monstrosity, Neutral Evil

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

HP 39 (6d8 + 12)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	DEX	14	+2	+2	CON	14	+2	+2
INT	3	-4	-4	WIS	13	+1	+1	CHA	6	-2	-2

Skills Perception +5, Stealth +4

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

Senses Darkvision 120 ft.; Passive Perception 15

Languages None

CR 1 (XP 200; PB +2)

Actions

Multiattack. The death dog makes two Bite attacks.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage. If the target is a creature, it is subjected to the following effect. *Constitution Saving Throw:* DC 12. *First Failure:* The target has the Poisoned condition. While Poisoned, the target's Hit Point max-

imum doesn't return to normal when finishing a Long Rest, and it repeats the save every 24 hours that elapse, ending the effect on itself on a success. *Subsequent Failures:* The Poisoned target's Hit Point maximum decreases by 5 (1d10).

Deva

Deva

Medium Celestial (Angel), Lawful Good

AC 17 **Initiative** +4 (14)

HP 229 (27d8 + 108)

Speed 30 ft., Fly 90 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	18	+4	+4	CON	18	+4	+4
INT	17	+3	+3	WIS	20	+5	+9	CHA	20	+5	+9

Skills Insight +9, Perception +9

Resistances Radiant

Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 120 ft.; Passive Perception 19

Languages All; telepathy 120 ft.

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

Traits

Exalted Restoration. If the deva 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 deva has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The deva makes two Holy Mace attacks.

Holy Mace. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage plus 18 (4d8) Radiant damage.

Spellcasting. The deva casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Detect Evil and Good*, *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: *Commune*, *Raise Dead*

Bonus Actions

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

Djinni

Djinni

Large Elemental (Genie), Neutral

AC 17 Initiative +2 (12)

HP 218 (19d10 + 114)

Speed 30 ft., Fly 90 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	21	+5 +5	DEX	15	+2 +6	CON	22	+6 +6
INT	15	+2 +2	WIS	16	+3 +7	CHA	20	+5 +5

Immunities Lightning, Thunder

Senses Darkvision 120 ft.; Passive Perception 13

Languages Primordial (Auran)

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

Traits

Elemental Restoration. If the djinni dies outside the Elemental Plane of Air, its body dissolves into mist, and it gains a new body in 1d4 days, reviving with all its Hit Points somewhere on the Plane of Air.

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

Wishes. The djinni has a 30 percent chance of knowing the *Wish* spell. If the djinni knows it, the djinni can cast it only on behalf of a non-genie creature who communicates a wish in a way the djinni can understand. If the djinni casts the spell for the creature, the djinni suffers none of the spell's stress. Once the djinni has cast it three times, the djinni can't do so again for 365 days.

Actions

Multiattack. The djinni makes three attacks, using Storm Blade or Storm Bolt in any combination.

Storm Blade. *Melee Attack Roll:* +9, reach 5 feet. *Hit:* 12 (2d6 + 5) Slashing damage plus 7 (2d6) Lightning damage.

Storm Bolt. *Ranged Attack Roll:* +9, range 120 feet. *Hit:* 13 (3d8) Thunder damage. If the target is a Large or smaller creature, it has the Prone condition.

Create Whirlwind. The djinni conjures a whirlwind at a point it can see within 120 feet. The whirlwind fills a 20-foot-radius, 60-foot-high Cylinder centered on that point. The whirlwind lasts until the djinni's Concentration on it ends. The djinni can move the whirlwind up to 20 feet at the start of each of its turns.

Whenever the whirlwind enters a creature's space or a creature enters the whirlwind, that creature is subjected to the following effect. *Strength Saving Throw:* DC 17 (a creature makes this save only once per turn, and the djinni is unaffected). *Failure:* While in the whirlwind, the target has the Restrained condition and moves with the whirlwind. At the start of each of its turns, the Restrained target takes 21 (6d6) Thunder

damage. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success.

Spellcasting. The djinni casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Detect Evil and Good*, *Detect Magic*

2/Day Each: *Create Food and Water* (can create wine instead of water), *Tongues*, *Wind Walk*

1/Day Each: *Creation*, *Gaseous Form*, *Invisibility*, *Major Image*, *Plane Shift*

Doppelganger

Doppelganger

Medium Monstrosity, Neutral

AC 14 Initiative +4 (14)

HP 52 (8d8 + 16)

Speed 30 ft.

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

Skills Deception +6, Insight +3

Immunities Charmed

Senses Darkvision 60 ft.; Passive Perception 11

Languages Common plus three other languages

CR 3 (XP 700; PB +2)

Actions

Multiattack. The doppelganger makes two Slam attacks and uses Unsettling Visage if available.

Slam. *Melee Attack Roll:* +6 (with Advantage during the first round of each combat), reach 5 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage.

Read Thoughts. The doppelganger casts *Detect Thoughts*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 12).

Unsettling Visage (Recharge 6). *Wisdom Saving Throw:* DC 12, each creature in a 15-foot Emanation originating from the doppelganger that can see the doppelganger. *Failure:* The target has the Frightened condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Bonus Actions

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

Dragon Turtle

Dragon Turtle

Gargantuan Dragon, Neutral

AC 20 Initiative +6 (16)

HP 356 (23d20 + 115)

Speed 20 ft., Swim 50 ft.

MOD				SAVE				MOD				SAVE			
STR	25	+7	+7	DEX	10	+0	+0	CON	20	+5	+11				
INT	10	+0	+0	WIS	12	+1	+7	CHA	12	+1	+1				

Resistances Fire

Senses Darkvision 120 ft.; Passive Perception 11

Languages Draconic, Primordial (Aquan)

CR 17 (XP 18,000; PB +6)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three Bite attacks. It can replace one attack with a Tail attack.

Bite. *Melee Attack Roll:* +13, reach 15 ft. *Hit:* 23 (3d10 + 7) Piercing damage plus 7 (2d6) Fire damage. Being underwater doesn't grant Resistance to this Fire damage.

Tail. *Melee Attack Roll:* +13, reach 15 ft. *Hit:* 18 (2d10 + 7) Bludgeoning damage. If the target is a Huge or smaller creature, it has the Prone condition.

Steam Breath (Recharge 5–6). *Constitution Saving Throw:* DC 19, each creature in a 60-foot Cone. *Failure:* 56 (16d6) Fire damage. *Success:* Half damage. *Failure or Success:* Being underwater doesn't grant Resistance to this Fire damage.

Dretch

Dretch

Small Fiend (Demon), Chaotic Evil

AC 11 Initiative +0 (10)

HP 18 (4d6 + 4)

Speed 20 ft.

MOD				SAVE				MOD				SAVE			
STR	12	+1	+1	DEX	11	+0	+0	CON	12	+1	+1				
INT	5	-3	-3	WIS	8	-1	-1	CHA	3	-4	-4				

Resistances Cold, Fire, Lightning

Immunities Poison; Poisoned

Senses Darkvision 60 ft.; Passive Perception 9

Languages Abyssal; telepathy 60 ft. (works only with creatures that understand Abyssal)

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

Actions

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

Fetid Cloud (1/Day). *Constitution Saving Throw:* DC 11, each creature in a 10-foot Emanation originating from the dretch. *Failure:* The target has the Poisoned condition until the end of its next turn. While Poisoned, the creature can take either an action or a Bonus Action on its turn, not both, and it can't take Reactions.

Drider

Drider

Large Monstrosity, Chaotic Evil

AC 19 Initiative +4 (14)

HP 123 (13d10 + 52)

Speed 30 ft., Climb 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	16	+3	+3	DEX	19	+4	+4	CON	18	+4	+4	INT	13	+1	+1	WIS	16	+3	+3	CHA	12	+1	+1

Skills Perception +6, Stealth +10

Senses Darkvision 120 ft.; Passive Perception 16

Languages Elvish, Undercommon

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

Traits

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

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

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

Actions

Multiattack. The drider makes three attacks, using Foreleg or Poison Burst in any combination.

Foreleg. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 13 (2d8 + 4) Piercing damage.

Poison Burst. *Ranged Attack Roll:* +6, range 120 ft. *Hit:* 13 (3d6 + 3) Poison damage.

Bonus Actions

Magic of the Spider Queen (Recharge 5–6). The drider casts *Darkness*, *Faerie Fire*, or *Web*, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 14).

Druid

Druid

Medium or Small Humanoid (Druid), Neutral

AC 13 Initiative +1 (11)

HP 44 (8d8 + 8)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	DEX	12	+1	+1	CON	13	+1	+1
INT	12	+1	+1	WIS	16	+3	+3	CHA	11	+0	+0

Skills Medicine +5, Nature +3, Perception +5

Gear Studded Leather Armor

Senses Passive Perception 15

Languages Common, Druidic, Sylvan

CR 2 (XP 450; PB +2)

Actions

Multiattack. The druid makes two attacks, using Vine Staff or Verdant Wisp in any combination.

Vine Staff. Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Bludgeoning damage plus 2 (1d4) Poison damage.

Verdant Wisp. Ranged Attack Roll: +5, range 90 ft. Hit: 10 (3d6) Radiant damage.

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

At Will: *Druidcraft*, *Speak with Animals*

2/Day Each: *Entangle*, *Thunderwave*

1/Day Each: *Animal Messenger*, *Longstrider*, *Moonbeam*

Dryad

Dryad

Medium Fey, Neutral

AC 16 Initiative +1 (11)

HP 22 (5d8)

Speed 30 ft.

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

Skills Perception +4, Stealth +5

Senses Darkvision 60 ft.; Passive Perception 14

Languages Elvish, Sylvan

CR 1 (XP 200; PB +2)

Traits

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

Speak with Beasts and Plants. The dryad can communicate with Beasts and Plants as if they shared a language.

Actions

Multiattack. The dryad makes one Vine Lash or Thorn Burst attack, and it can use Spellcasting to cast *Charm Monster*.

Vine Lash. Melee Attack Roll: +6, reach 10 ft. Hit: 8 (1d8 + 4) Slashing damage.

Thorn Burst. Ranged Attack Roll: +6, range 60 ft. Hit: 7 (1d6 + 4) Piercing damage.

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

At Will: *Animal Friendship*, *Charm Monster* (lasts 24 hours; ends early if the dryad casts the spell again), *Druidcraft*

1/Day Each: *Entangle*, *Pass without Trace*

Bonus Actions

Tree Stride. If within 5 feet of a Large or bigger tree, the dryad teleports to an unoccupied space within 5 feet of a second Large or bigger tree that is within 60 feet of the previous tree.

Earth Elemental

Earth Elemental

Large Elemental, Neutral

AC 17 Initiative -1 (9)

HP 147 (14d10 + 70)

Speed 30 ft., Burrow 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	20	+5	+5	DEX	8	-1	-1	CON	20	+5	+5
INT	5	-3	-3	WIS	10	+0	+0	CHA	5	-3	-3

Vulnerabilities Thunder

Immunities Poison; Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious

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

Languages Primordial (Terran)

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

Traits

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

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

Actions

Multiattack. The elemental makes two attacks, using Slam or Rock Launch in any combination.

Slam. Melee Attack Roll: +8, reach 10 ft. Hit: 14 (2d8 + 5) Bludgeoning damage.

Rock Launch. Ranged Attack Roll: +8, range 60 ft. Hit: 8 (1d6 + 5) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition.

Efreeti

Efreeti

Large Elemental (Genie), Neutral

AC 17 Initiative +1 (11)

HP 212 (17d10 + 119)

Speed 40 ft., Fly 60 ft. (hover)

MOD				SAVE				MOD				SAVE			
STR	22	+6	+6	DEX	12	+1	+1	CON	24	+7	+7				
INT	16	+3	+3	WIS	15	+2	+6	CHA	19	+4	+8				

Immunities Fire

Senses Darkvision 120 ft.; Passive Perception 12

Languages Primordial (Ignan)

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

Traits

Elemental Restoration. If the efreeti dies outside the Elemental Plane of Fire, its body dissolves into ash, and it gains a new body in 1d4 days, reviving with all its Hit Points somewhere on the Plane of Fire.

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

Wishes. The efreeti has a 30 percent chance of knowing the *Wish* spell. If the efreeti knows it, the efreeti can cast it only on behalf of a non-genie creature who communicates a wish in a way the efreeti can understand. If the efreeti casts the spell for the creature, the efreeti suffers none of the spell's stress. Once the efreeti has cast it three times, the efreeti can't do so again for 365 days.

Actions

Multiattack. The efreeti makes three attacks, using Heated Blade or Hurl Flame in any combination.

Heated Blade. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 13 (2d6 + 6) Slashing damage plus 13 (2d12) Fire damage.

Hurl Flame. *Ranged Attack Roll:* +8, range 120 ft. *Hit:* 24 (7d6) Fire damage.

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

At Will: *Detect Magic, Elementalism*

1/Day Each: *Gaseous Form, Invisibility, Major Image, Plane Shift, Tongues, Wall of Fire* (level 7 version)

Erinyes

Erinyes

Medium Fiend (Devil), Lawful Evil

AC 18

Initiative +7 (17)

HP 178 (21d8 + 84)

Speed 30 ft., Fly 60 ft.

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

Skills Perception +6, Persuasion +8

Resistances Cold

Immunities Fire, Poison; Poisoned

Senses Truesight 120 ft.; Passive Perception 16

Languages Infernal; telepathy 120 ft.

CR 12 (XP 8,400; PB +4)

Traits

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

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

Magic Rope. The erinyes has a magic rope. While bearing it, the erinyes can use the Entangling Rope action. The rope has AC 20, HP 90, and Immunity to Poison and Psychic damage. The rope turns to dust if reduced to 0 Hit Points, if it is 5+ feet away from the erinyes for 1 hour or more, or if the erinyes dies. If the rope is damaged or destroyed, the erinyes can fully restore it when finishing a Short or Long Rest.

Actions

Multiattack. The erinyes makes three Withering Sword attacks and can use Entangling Rope.

Withering Sword. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage plus 11 (2d10) Necrotic damage.

Entangling Rope (Requires Magic Rope). *Strength Saving Throw:* DC 16, one creature the erinyes can see within 120 feet. *Failure:* 14 (4d6) Force damage, and the target has the Restrained condition until the rope is destroyed, the erinyes uses a Bonus Action to release the target, or the erinyes uses Entangling Rope again.

Reactions

Parry. *Trigger:* The erinyes is hit by a melee attack roll while holding a weapon. *Response:* The erinyes adds 4 to its AC against that attack, possibly causing it to miss.

Ettercap

Ettercap

Medium Monstrosity, Neutral Evil

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

HP 44 (8d8 + 8)

Speed 30 ft., Climb 30 ft.

MOD				SAVE				MOD				SAVE			
STR	14	+2	+2	DEX	15	+2	+2	CON	13	+1	+1				
INT	7	-2	-2	WIS	12	+1	+1	CHA	8	-1	-1				

Skills Perception +3, Stealth +4, Survival +3

Senses Darkvision 60 ft.; Passive Perception 13

Languages None

CR 2 (XP 450; PB +2)

Traits

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

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

Actions

Multiattack. The ettercap makes one Bite attack and one Claw attack.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 2 (1d4) Poison damage, and the target has the Poisoned condition until the start of the ettercap's next turn.

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Slashing damage.

Web Strand (Recharge 5–6). *Dexterity Saving Throw:* DC 12, one Large or smaller creature the ettercap can see within 30 feet. *Failure:* The target has the Restrained condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Bludgeoning, Poison, and Psychic damage).

Bonus Actions

Reel. The ettercap pulls one creature within 30 feet of itself that is Restrained by its Web Strand up to 25 feet straight toward itself.

Ettin

Ettin

Large Giant, Chaotic Evil

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

HP 85 (10d10 + 30)

Speed 40 ft.

MOD			SAVE	MOD			SAVE	MOD			SAVE
STR	21	+5	+5	DEX	8	-1	-1	CON	17	+3	+3
INT	6	-2	-2	WIS	10	+0	+0	CHA	8	-1	-1

Skills Perception +4

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

Gear Battleaxe, Morningstar

Senses Darkvision 60 ft.; Passive Perception 14

Languages Giant

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

Actions

Multiattack. The ettin makes one Battleaxe attack and one Morningstar attack.

Battleaxe. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (2d8 + 5) Slashing damage. If the target is a Large or smaller creature, it has the Prone condition.

Morningstar. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (2d8 + 5) Piercing damage, and the target has Disadvantage on the next attack roll it makes before the end of its next turn.

Fire Elemental

Fire Elemental

Large Elemental, Neutral

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

HP 93 (11d10 + 33)

Speed 50 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	10	+0	+0	DEX	17	+3	+3	CON	16	+3	+3	INT	6	-2	-2	WIS	10	+0	+0	CHA	7	-2	-2

Resistances Bludgeoning, Piercing, Slashing

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

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 elemental's turns, each creature in a 10-foot Emanation originating from the elemental takes 5 (1d10) Fire damage. Creatures and flammable objects in the Emanation start burning.

Fire Form. The elemental can move through a space as narrow as 1 inch without expending extra movement to do so, and it can enter a creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) Fire damage.

Illumination. The elemental sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet.

Water Susceptibility. The elemental takes 3 (1d6) Cold damage for every 5 feet the elemental moves in water or for every gallon of water splashed on it.

Actions

Multiattack. The elemental makes two Burn attacks.

Burn. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) Fire damage. If the target is a creature or a flammable object, it starts burning.

Fire Giant

Fire Giant

Huge Giant, Lawful Evil

AC 18 **Initiative** +3 (13)

HP 162 (13d12 + 78)

Speed 30 ft.

	MOD		SAVE			MOD		SAVE			MOD		SAVE	
STR	25	+7	+7		DEX	9	-1	+3		CON	23	+6	+10	
INT	10	+0	+0		WIS	14	+2	+2		CHA	13	+1	+5	

Skills Athletics +11, Perception +6

Immunities Fire

Senses Passive Perception 16

Languages Giant

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

Actions

Multiattack. The giant makes two attacks, using Flame Sword or Hammer Throw in any combination.

Flame Sword. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 21 (4d6 + 7) Slashing damage plus 10 (3d6) Fire damage.

Hammer Throw. *Ranged Attack Roll:* +11, range 60/240 ft. *Hit:* 23 (3d10 + 7) Bludgeoning damage plus 4 (1d8) Fire damage, and the target is pushed up to 15 feet straight away from the giant and has Disadvantage on the next attack roll it makes before the end of its next turn.

Flesh Golem

Flesh Golem

Medium Construct, Neutral

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

HP 127 (15d8 + 60)

Speed 30 ft.

	MOD		SAVE			MOD		SAVE			MOD		SAVE	
STR	19	+4	+4		DEX	9	-1	-1		CON	18	+4	+4	
INT	6	-2	-2		WIS	10	+0	+0		CHA	5	-3	-3	

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

Senses Darkvision 60 ft.; Passive Perception 10

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

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

Traits

Aversion to Fire. If the golem takes Fire damage, it has Disadvantage on attack rolls and ability checks until the end of its next turn.

Berserk. Whenever the golem starts its turn Bloodied, roll 1d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object. Once the golem goes berserk, it remains so until it is destroyed or it is no longer Bloodied.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by taking an action to make a DC 15 Charisma (Persuasion) check; the golem must be able to hear its creator. If this check succeeds, the golem ceases being berserk until the start of its next turn, at which point it resumes rolling for the Berserk trait again if it is still Bloodied.

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

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

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

Actions

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage plus 4 (1d8) Lightning damage.

Frost Giant

Frost Giant

Huge Giant, Neutral Evil

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

HP 149 (13d12 + 65)

Speed 40 ft.

	MOD		SAVE			MOD		SAVE			MOD		SAVE	
STR	23	+6	+6		DEX	9	-1	-1		CON	21	+5	+8	
INT	9	-1	-1		WIS	10	+0	+3		CHA	12	+1	+4	

Skills Athletics +9, Perception +3

Immunities Cold

Senses Passive Perception 13

Languages Giant

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

Actions

Multiattack. The giant makes two attacks, using Frost Axe or Great Bow in any combination.

Frost Axe. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 19 (2d12 + 6) Slashing damage plus 9 (2d8) Cold damage.

Great Bow. *Ranged Attack Roll:* +9, range 150/600 ft. *Hit:* 17 (2d10 + 6) Piercing damage plus 7 (2d6) Cold damage, and the target's Speed decreases by 10 feet until the end of its next turn.

Bonus Actions

War Cry (Recharge 5–6). The giant or one creature of its choice that can see or hear it gains 16 (2d10 + 5) Temporary Hit Points and has Advantage on attack rolls until the start of the giant's next turn.

Fungi

Shrieker Fungus

Medium Plant, Unaligned

AC 5 **Initiative** -5 (5)

HP 13 (3d8)

Speed 5 ft.

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

Immunities Blinded, Charmed, Deafened, Frightened

Senses Blindsight 30 ft.; Passive Perception 6

Languages None

CR 0 (XP 0; PB +2)

Reactions

Shriek. *Trigger:* A creature or a source of Bright Light moves within 30 feet of the shrieker. *Response:* The shrieker emits a shriek audible within 300 feet of itself for 1 minute or until the shrieker dies.

Violet Fungus

Medium Plant, Unaligned

AC 5 **Initiative** -5 (5)

HP 18 (4d8)

Speed 5 ft.

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

Immunities Blinded, Charmed, Deafened, Frightened

Senses Blindsight 30 ft.; Passive Perception 6

Languages None

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

Actions

Multiattack. The fungus makes two Rotting Touch attacks.

Rotting Touch. *Melee Attack Roll:* +2, reach 10 ft. *Hit:* 4 (1d8) Necrotic damage.

Gargoyle

Gargoyle

Medium Elemental, Chaotic Evil

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

HP 67 (9d8 + 27)

Speed 30 ft., Fly 60 ft.

	MOD		SAVE			MOD		SAVE			MOD		SAVE	
STR	15	+2	+2		DEX	11	+0	+0		CON	16	+3	+3	
INT	6	-2	-2		WIS	11	+0	+0		CHA	7	-2	-2	

Skills Stealth +4

Immunities Poison; Exhaustion, Petrified, Poisoned

Senses Darkvision 60 ft.; Passive Perception 10

Languages Primordial (Terran)

CR 2 (XP 450; PB +2)

Traits

Flyby. The gargoyle doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Multiattack. The gargoyle makes two Claw attacks.

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Slashing damage.

Gelatinous Cube

Gelatinous Cube

Large Ooze, Unaligned

AC 6 **Initiative** -4 (6)

HP 63 (6d10 + 30)

Speed 15 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	3	-4	-4	CON	20	+5	+5
INT	1	-5	-5	WIS	6	-2	-2	CHA	1	-5	-5

Immunities Acid; Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone
Senses Blindsight 60 ft.; Passive Perception 8
Languages None
CR 2 (XP 450; PB +2)

Traits

Ooze Cube. The cube fills its entire space and is transparent. Other creatures can enter that space, but a creature that does so is subjected to the cube's Engulf and has Disadvantage on the saving throw.

Creatures inside the cube have Total Cover, and the cube can hold one Large creature or up to four Medium or Small creatures inside itself at a time.

As an action, a creature within 5 feet of the cube can pull a creature or an object out of the cube by succeeding on a DC 12 Strength (Athletics) check, and the puller takes 10 (3d6) Acid damage.

Transparent. Even when the cube is in plain sight, a creature must succeed on a DC 15 Wisdom (Perception) check to notice the cube if the creature hasn't witnessed the cube move or otherwise act.

Actions

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

Engulf. The cube moves up to its Speed without provoking Opportunity Attacks. The cube can move through the spaces of Large or smaller creatures if it has room inside itself to contain them (see the Ooze Cube trait). *Dexterity Saving Throw:* DC 12, each creature whose space the cube enters for the first time during this move. *Failure:* 10 (3d6) Acid damage, and the target is engulfed. An engulfed target is suffocating, can't cast spells with a Verbal component, has the Restrained condition, and takes 10 (3d6) Acid damage at the start of each of the cube's turns. When the cube moves, the engulfed target moves with it. An engulfed target can try to escape by taking an action to make a DC 12 Strength (Athletics) check. On a successful check, the target escapes and enters the nearest unoccupied space. *Success:* Half damage, and the target moves to an unoccupied space within 5 feet of the cube. If there is no unoccupied space, the target fails the save instead.

Ghast

Ghast

Medium Undead, Chaotic Evil

AC 13 **Initiative** +3 (13)
HP 36 (8d8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	17	+3	+3	CON	10	+0	+0
INT	11	+0	+0	WIS	10	+0	+2	CHA	8	-1	-1

Resistances Necrotic
Immunities Poison; Charmed, Exhaustion, Poisoned
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common
CR 2 (XP 450; PB +2)

Traits

Stench. *Constitution Saving Throw:* DC 10, any creature that starts its turn in a 5-foot Emanation originating from the ghast. *Failure:* The target has the Poisoned condition until the start of its next turn. *Success:* The target is immune to this ghast's Stench for 24 hours.

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage plus 9 (2d8) Necrotic damage.

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage. If the target is a non-Undead creature, it is subjected to the following effect. *Constitution Saving Throw:* DC 10. *Failure:* The target has the Paralyzed condition until the end of its next turn.

Ghost

Ghost

Medium Undead, Neutral

AC 11 **Initiative** +1 (11)
HP 45 (10d8)
Speed 5 ft., Fly 40 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	7	-2	-2	DEX	13	+1	+1	CON	10	+0	+0
INT	10	+0	+0	WIS	12	+1	+1	CHA	17	+3	+3

Resistances Acid, Bludgeoning, Cold, Fire, Lightning, Piercing, Slashing, Thunder
Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft.; Passive Perception 11
Languages Common plus one other language
CR 4 (XP 1,100; PB +2)

Traits

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane.

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

Actions

Multiattack. The ghost makes two Withering Touch attacks.

Withering Touch. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 19 (3d10 + 3) Necrotic damage.

Etherealness. The ghost casts the *Etherealness* spell, requiring no spell components and using Charisma as the spellcasting ability. The ghost is visible on the Material Plane while on the Border Ethereal and vice versa, but it can't affect or be affected by anything on the other plane.

Horrific Visage. *Wisdom Saving Throw:* DC 13, each creature in a 60-foot Cone that can see the ghost and isn't an Undead. *Failure:* 10 (2d6 + 3) Psychic damage, and the target has the Frightened condition until the start of the ghost's next turn. *Success:* The target is immune to this ghost's Horrific Visage for 24 hours.

Possession (Recharge 6). *Charisma Saving Throw:* DC 13, one Humanoid the ghost can see within 5 feet. *Failure:* The target is possessed by the ghost; the ghost disappears, and the target has the Incapacitated condition and loses control of its body. The ghost now controls the body, but the target retains awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that specifically target Undead. The ghost's game statistics are the same, except it uses the possessed target's Speed, as well as the target's Strength, Dexterity, and Constitution modifiers.

The possession lasts until the body drops to 0 Hit Points or the ghost leaves as a Bonus Action. When the possession ends, the ghost appears in an unoccupied space within 5 feet of the target, and the target is immune to this ghost's Possession for 24 hours.

Success: The target is immune to this ghost's Possession for 24 hours.

Ghoul

Ghoul

Medium Undead, Chaotic Evil

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

HP 22 (5d8)

Speed 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE									
STR	13	+1	+1	DEX	15	+2	+2	CON	10	+0	+0																		
INT	7	-2	-2	WIS	10	+0	+0	CHA	6	-2	-2																		

Immunities Poison; Charmed, Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 10

Languages Common

CR 1 (XP 200; PB +2)

Actions

Multiattack. The ghoul makes two Bite attacks.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 3 (1d6) Necrotic damage.

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Slashing damage. If the target is a creature that isn't an Undead or elf, it is subjected to the following effect. *Constitution Saving Throw:* DC 10. *Failure:* The target has the Paralyzed condition until the end of its next turn.

Gibbering Mouther

Gibbering Mouther

Medium Aberration, Chaotic Neutral

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

HP 52 (7d8 + 21)

Speed 20 ft., Swim 20 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	10	+0	+0	DEX	8	-1	-1	CON	16	+3	+3	INT	3	-4	-4	WIS	10	+0	+0	CHA	6	-2	-2

Immunities Prone

Senses Darkvision 60 ft.; Passive Perception 10

Languages None

CR 2 (XP 450; PB +2)

Traits

Aberrant Ground. The ground in a 10-foot Emanation originating from the mouther is Difficult Terrain.

Gibbering. The mouther babbles incoherently while it doesn't have the Incapacitated condition. *Wisdom Saving Throw:* DC 10, any creature that starts its turn within 20 feet of the mouther while it is babbling. *Failure:* The target rolls 1d8 to determine what it does during the current turn:

- 1-4. The target does nothing.
- 5-6. The target takes no action or Bonus Action and uses all its movement to move in a random direction.
- 7-8. The target makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 7 (2d6) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition. The target dies if it is reduced to 0 Hit Points by this attack. Its body is then absorbed into the mouther, leaving only equipment behind.

Blinding Spittle (Recharge 5-6). *Dexterity Saving Throw:* DC 10, each creature in a 10-foot-radius Sphere centered on a point within 30 feet. *Failure:* 7 (2d6) Radiant damage, and the target has the Blinded condition until the end of the mouther's next turn.

Glabezu

Glabezu

Large Fiend (Demon), Chaotic Evil

AC 17 Initiative +6 (16)

HP 189 (18d10 + 90)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	20	+5 +9	DEX	15	+2 +2	CON	21	+5 +9
INT	19	+4 +4	WIS	17	+3 +7	CHA	16	+3 +7

Skills Deception +7, Perception +7

Resistances Cold, Fire, Lightning

Immunities Poison; Poisoned

Senses Truesight 120 ft.; Passive Perception 17

Languages Abyssal; telepathy 120 ft.

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

Traits

Demonic Restoration. If the glabezu 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 glabezu has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The glabezu makes two Pincer attacks and uses Pummel or Spellcasting.

Pincer. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 16 (2d10 + 5) Slashing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 15) from one of two pincers.

Pummel. *Dexterity Saving Throw:* DC 17, one creature Grappled by the glabezu. *Failure:* 15 (3d6 + 5) Bludgeoning damage. *Success:* Half damage.

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

At Will: *Darkness, Detect Magic, Dispel Magic*
1/Day Each: *Confusion, Fly, Power Word Stun*

Gladiator

Gladiator

Medium or Small Humanoid, Neutral

AC 16 Initiative +5 (15)

HP 112 (15d8 + 45)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	18	+4 +7	DEX	15	+2 +5	CON	16	+3 +6
INT	10	+0 +0	WIS	12	+1 +4	CHA	15	+2 +2

Skills Athletics +10, Performance +5

Gear Shield, Spears (3), Studded Leather Armor

Senses Passive Perception 11

Languages Common

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

Actions

Multiattack. The gladiator makes three Spear attacks. It can replace one attack with a use of Shield Bash.

Spear. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 20/60 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

Shield Bash. *Strength Saving Throw:* DC 15, one creature within 5 feet that the gladiator can see. *Failure:* 9 (2d4 + 4) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Prone condition.

Reactions

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

Gnoll

Gnoll Warrior

Medium Fiend, Chaotic Evil

AC 15 Initiative +1 (11)

HP 27 (6d8)

Speed 30 ft.

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

Senses Darkvision 60 ft.; Passive Perception 10

Languages Gnoll

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

Actions

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

Bone Bow. *Ranged Attack Roll:* +3, range 150/600 ft. *Hit:* 6 (1d10 + 1) Piercing damage.

Bonus Actions

Rampage (1/Day). Immediately after dealing damage to a creature that is already Bloodied, the gnoll moves up to half its Speed, and it makes one Rend attack.

Goblins

Goblin Minion

Small Fey (Goblinoid), Chaotic Neutral

AC 12 Initiative +2 (12)

HP 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Gear Daggers (3)

Senses Darkvision 60 ft.; Passive Perception 9

Languages Common, Goblin

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

Actions

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

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Goblin Warrior

Small Fey (Goblinoid), Chaotic Neutral

AC 15 Initiative +2 (12)

HP 10 (3d6)

Speed 30 ft.

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

Skills Stealth +6

Gear Leather Armor, Scimitar, Shield, Shortbow

Senses Darkvision 60 ft.; Passive Perception 9

Languages Common, Goblin

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

Actions

Scimitar. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage, plus 2 (1d4) Slashing damage if the attack roll had Advantage.

Shortbow. *Ranged Attack Roll:* +4, range 80/320 ft. *Hit:* 5 (1d6 + 2) Piercing damage, plus 2 (1d4) Piercing damage if the attack roll had Advantage.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Goblin Boss

Small Fey (Goblinoid), Chaotic Neutral

AC 17 Initiative +2 (12)

HP 21 (6d6)

Speed 30 ft.

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

Skills Stealth +6

Gear Chain Shirt, Scimitar, Shield, Shortbow

Senses Darkvision 60 ft.; Passive Perception 9

Languages Common, Goblin

CR 1 (XP 200; PB +2)

Actions

Multiattack. The goblin makes two attacks, using Scimitar or Shortbow in any combination.

Scimitar. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage, plus 2 (1d4) Slashing damage if the attack roll had Advantage.

Shortbow. *Ranged Attack Roll:* +4, range 80/320 ft. *Hit:* 5 (1d6 + 2) Piercing damage, plus 2 (1d4) Piercing damage if the attack roll had Advantage.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Reactions

Redirect Attack. *Trigger:* A creature the goblin can see makes an attack roll against it. *Response:* The goblin chooses a Small or Medium ally within 5 feet of itself. The goblin and that ally swap places, and the ally becomes the target of the attack instead.

Gold Dragons

Gold Dragon Wyrmling

Medium Dragon (Metallic), Lawful Good

AC 17 Initiative +4 (14)

HP 60 (8d8 + 24)

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

MOD				SAVE				MOD				SAVE				MOD				SAVE									
STR	19	+4	+4	DEX	14	+2	+4	CON	17	+3	+3																		
INT	14	+2	+2	WIS	11	+0	+2	CHA	16	+3	+3																		

Skills Perception +4, Stealth +4

Immunities Fire

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

Languages Draconic

CR 3 (700 XP; PB +2)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes two Rend attacks.

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

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 22 (4d10) Fire damage. *Success:* Half damage.

Weakening Breath. *Strength Saving Throw:* DC 13, each creature that isn't currently affected by this breath in a 15-foot Cone. *Failure:* The target has Disadvantage on Strength-based D20 Tests and subtracts 2 (1d4) from its damage rolls. 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 Gold Dragon

Large Dragon (Metallic), Lawful Good

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

HP 178 (17d10 + 85)

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

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	23	+6	+6	DEX	14	+2	+6	CON	21	+5	+5	INT	16	+3	+3	WIS	13	+1	+5	CHA	20	+5	+5

Skills Insight +5, Perception +9, Persuasion +9, Stealth +6

Immunities Fire

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

Languages Common, Draconic

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

Traits

Amphibious. The dragon can breathe air and water.

Actions

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

Rend. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 17 (2d10 + 6) Slashing damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 17, each creature in a 30-foot Cone. *Failure:* 55 (10d10) Fire damage. *Success:* Half damage.

Weakening Breath. *Strength Saving Throw:* DC 17, each creature that isn't currently affected by this breath in a 30-foot Cone. *Failure:* The target has Disadvantage on Strength-based D20 Tests and subtracts 3 (1d6) from its damage rolls. 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 Gold Dragon

Huge Dragon (Metallic), Lawful Good

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

HP 243 (18d12 + 126)

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

MOD SAVE				MOD SAVE				MOD SAVE			
STR	27	+8	+8	DEX	14	+2	+8	CON	25	+7	+7
INT	16	+3	+3	WIS	15	+2	+8	CHA	24	+7	+7

Skills Insight +8, Perception +14, Persuasion +13, Stealth +8

Immunities Fire

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

Languages Common, Draconic

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

Traits

Amphibious. The dragon can breathe air and water.

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

Actions

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

Rend. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 17 (2d8 + 8) Slashing damage plus 4 (1d8) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 21, each creature in a 60-foot Cone. *Failure:* 66 (12d10) 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 21, +13 to hit with spell attacks):

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

1/Day Each: *Flame Strike*, *Zone of Truth*

Weakening Breath. *Strength Saving Throw:* DC 21, each creature that isn't currently affected by this breath in a 60-foot Cone. *Failure:* The target has Disadvantage on Strength-based D20 Tests and subtracts 3 (1d6) from its damage rolls. 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.

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.

Banish. Charisma Saving Throw: DC 21, one creature the dragon can see within 120 feet. *Failure:* 10 (3d6) Force damage, and the target has the Incapacitated condition and is transported to a harmless demiplane until the start of the dragon's next turn, at which point it reappears in an unoccupied space of the dragon's choice within 120 feet of the dragon. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

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

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

Ancient Gold Dragon

Gargantuan Dragon (Metallic), Lawful Good

AC 22 **Initiative** +16 (26)

HP 546 (28d20 + 252)

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

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	30	+10 +10	DEX	14	+2 +9	CON	29	+9 +9
INT	18	+4 +4	WIS	17	+3 +10	CHA	28	+9 +9

Skills Insight +10, Perception +17, Persuasion +16, Stealth +9

Immunities Fire

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

Languages Common, Draconic

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

Traits

Amphibious. The dragon can breathe air and water.

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

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Spellcasting to cast *Guiding Bolt* (level 4 version) or (B) Weakening Breath.

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

Fire Breath (Recharge 5–6). Dexterity Saving Throw: DC 24, each creature in a 90-foot Cone. *Failure:* 71 (13d10) 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 24, +16 to hit with spell attacks):

At Will: *Detect Magic*, *Guiding Bolt* (level 4 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: *Flame Strike* (level 6 version), *Word of Recall*, *Zone of Truth*

Weakening Breath. Strength Saving Throw: DC 24, each creature that isn't currently affected by this breath in a 90-foot Cone. *Failure:* The target has Disadvantage on Strength-based D20 Tests and subtracts 5 (1d10) from its damage rolls. 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.

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.

Banish. Charisma Saving Throw: DC 24, one creature the dragon can see within 120 feet. *Failure:* 24 (7d6) Force damage, and the target has the Incapacitated condition and is transported to a harmless demiplane until the start of the dragon's next turn, at which point it reappears in an unoccupied space of the dragon's choice within 120 feet of the dragon. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Guiding Light. The dragon uses Spellcasting to cast *Guiding Bolt* (level 4 version).

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

Gorgon

Gorgon

Large Construct, Unaligned

AC 19 **Initiative** +0 (10)

HP 114 (12d10 + 48)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	20	+5 +5	DEX	11	+0 +0	CON	18	+4 +4
INT	2	-4 -4	WIS	12	+1 +1	CHA	7	-2 -2

Skills Perception +7

Immunities Exhaustion, Petrified

Senses Darkvision 60 ft.; Passive Perception 17

Languages None

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

Actions

Gore. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 18 (2d12 + 5) Piercing damage. If the target is a Large or smaller creature and the gorgon moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

Petrifying Breath (Recharge 5–6). *Constitution Saving Throw:* DC 15, each creature in a 30-foot Cone. *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.

Bonus Actions

Trample. *Dexterity Saving Throw:* DC 16, one creature within 5 feet that has the Prone condition. *Failure:* 16 (2d10 + 5) Bludgeoning damage. *Success:* Half damage.

Gray Ooze

Gray Ooze

Medium Ooze, Unaligned

AC 9 **Initiative** –2 (13)

HP 22 (3d8 + 9)

Speed 10 ft., Climb 10 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	12	+1 +1	DEX	6	–2 –2	CON	16	+3 +3
INT	1	–5 –5	WIS	6	–2 –2	CHA	2	–4 –4

Skills Stealth +2

Resistances Acid, Cold, Fire

Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Prone, Restrained

Senses Blindsight 60 ft.; Passive Perception 8

Languages None

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

Traits

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

Corrosive Form. Nonmagical ammunition is destroyed immediately after hitting the ooze and dealing any damage. Any nonmagical weapon takes a cumulative –1 penalty to attack rolls immediately after dealing damage to the ooze and coming into contact with it. The weapon is destroyed if the penalty reaches –5. The penalty can be removed by casting the *Mending* spell on the weapon.

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

Actions

Pseudopod. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 10 (2d8 + 1) Acid damage. Nonmagical armor worn by the target takes a –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the *Mending* spell on the armor.

Green Dragons

Green Dragon Wyrmling

Medium Dragon (Chromatic), Lawful Evil

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

HP 38 (7d8 + 7)

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

MOD SAVE			MOD SAVE			MOD SAVE		
STR	15	+2 +2	DEX	12	+1 +3	CON	13	+1 +1
INT	14	+2 +2	WIS	11	+0 +2	CHA	13	+1 +1

Skills Perception +4, Stealth +3

Immunities Poison; Poisoned

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

Languages Draconic

CR 2 (XP 450; PB +2)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (1d10 + 2) Slashing damage plus 3 (1d6) Poison damage.

Poison Breath (Recharge 5–6). *Constitution Saving Throw:* DC 11, each creature in a 15-foot Cone. *Failure:* 21 (6d6) Poison damage. *Success:* Half damage.

Young Green Dragon

Large Dragon (Chromatic), Lawful Evil

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

HP 136 (16d10 + 48)

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

MOD SAVE			MOD SAVE			MOD SAVE		
STR	19	+4 +4	DEX	12	+1 +4	CON	17	+3 +3
INT	16	+3 +3	WIS	13	+1 +4	CHA	15	+2 +2

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

Immunities Poison; Poisoned

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

Languages Common, Draconic

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

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three Rend attacks.

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

Poison Breath (Recharge 5–6). *Constitution Saving Throw:* DC 14, each creature in a 30-foot Cone. *Failure:* 42 (12d6) Poison damage. *Success:* Half damage.

Adult Green Dragon

Huge Dragon (Chromatic), Lawful Evil

AC 19 **Initiative** +11 (21)

HP 207 (18d12 + 90)

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

MOD				SAVE				MOD				SAVE				MOD				SAVE									
STR	23	+6	+6	DEX	12	+1	+6	CON	21	+5	+5																		
INT	18	+4	+4	WIS	15	+2	+7	CHA	18	+4	+4																		

Skills Deception +9, Perception +12, Persuasion +9, Stealth +6

Immunities Poison; Poisoned

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

Languages Common, Draconic

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

Traits

Amphibious. The dragon can breathe air and water.

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

Actions

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

Rend. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 15 (2d8 + 6) Slashing damage plus 7 (2d6) Poison damage.

Poison Breath (Recharge 5–6). *Constitution Saving Throw:* DC 18, each creature in a 60-foot Cone. *Failure:* 56 (16d6) Poison damage. *Success:* Half damage.

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

At Will: *Detect Magic*, *Mind Spike* (level 3 version)

1/Day: *Geas*

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.

Mind Invasion. The dragon uses Spellcasting to cast *Mind Spike* (level 3 version).

Noxious Miasma. *Constitution Saving Throw:* DC 17, each creature in a 20-foot-radius Sphere centered on a point the dragon can see within 90 feet. *Failure:* 7 (2d6) Poison damage, and the target takes a –2 penalty to AC until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

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

Ancient Green Dragon

Gargantuan Dragon (Chromatic), Lawful Evil

AC 21 **Initiative** +15 (25)

HP 402 (23d20 + 161)

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

MOD SAVE				MOD SAVE				MOD SAVE			
STR	27	+8	+8	DEX	12	+1	+8	CON	25	+7	+7
INT	20	+5	+5	WIS	17	+3	+10	CHA	22	+6	+6

Skills Deception +13, Perception +17, Persuasion +13, Stealth +8

Immunities Poison; Poisoned

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

Languages Common, Draconic

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

Traits

Amphibious. The dragon can breathe air and water.

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

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Mind Spike* (level 5 version).

Rend. *Melee Attack Roll:* +15, reach 15 ft. *Hit:* 17 (2d8 + 8) Slashing damage plus 10 (3d6) Poison damage.

Poison Breath (Recharge 5–6). *Constitution Saving Throw:* DC 22, each creature in a 90-foot Cone. *Failure:* 77 (22d6) Poison damage. *Success:* Half damage.

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

At Will: *Detect Magic*, *Mind Spike* (level 5 version)

1/Day Each: *Geas*, *Modify Memory*

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.

Mind Invasion. The dragon uses Spellcasting to cast *Mind Spike* (level 5 version).

Noxious Miasma. Constitution Saving Throw: DC 21, each creature in a 30-foot-radius Sphere centered on a point the dragon can see within 90 feet. *Failure:* 17 (5d6) Poison damage, and the target takes a –2 penalty to AC until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

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

Green Hag

Green Hag

Medium Fey, Neutral Evil

AC 17 **Initiative** +1 (11)

HP 82 (11d8 + 33)

Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	12	+1	+1	CON	16	+3	+3
INT	13	+1	+1	WIS	14	+2	+2	CHA	14	+2	+2

Skills Arcana +5, Deception +4, Perception +4, Stealth +3

Senses Darkvision 60 ft.; Passive Perception 14

Languages Common, Elvish, Sylvan

CR 3 (XP 700; 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.

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

Actions

Multiattack. The hag makes two Claw attacks.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Slashing damage plus 3 (1d6) Poison damage.

Spellcasting. The hag casts one of the following spells, requiring no Material components and using Wisdom

as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At Will: *Dancing Lights*, *Disguise Self* (24-hour duration), *Invisibility* (self only, and the hag leaves no tracks while Invisible), *Minor Illusion*, *Ray of Sickness* (level 3 version)

Grick

Grick

Medium Aberration, Unaligned

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

HP 54 (12d8)

Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	14	+2	+2	DEX	14	+2	+2	CON	11	+0	+0
INT	3	–4	–4	WIS	14	+2	+2	CHA	5	–3	–3

Skills Stealth +4

Senses Darkvision 60 ft.; Passive Perception 12

Languages None

CR 2 (XP 450; PB +2)

Actions

Multiattack. The grick makes one Beak attack and one Tentacles attack.

Beak. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Piercing damage.

Tentacles. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (1d10 + 2) Slashing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12) from all four tentacles.

Griffon

Griffon

Large Monstrosity, Unaligned

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

HP 59 (7d10 + 21)

Speed 30 ft., Fly 80 ft.

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

Skills Perception +5

Senses Darkvision 60 ft.; Passive Perception 15

Languages None

CR 2 (XP 450; PB +2)

Actions

Multiattack. The griffon makes two Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 14) from both of the griffon's front claws.

Grimlock

Grimlock

Medium Aberration, Neutral Evil

AC 11 Initiative +1 (11)

HP 11 (2d8 + 2)

Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	12	+1	+1	CON	12	+1	+1
INT	9	-1	-1	WIS	8	-1	-1	CHA	6	-2	-2

Skills Athletics +5, Perception +3, Stealth +5

Senses Blindsight 30 ft.; Passive Perception 13

Languages None

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

Actions

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

Guardian Naga

Guardian Naga

Large Celestial, Lawful Good

AC 18 Initiative +4 (14)

HP 136 (16d10 + 48)

Speed 40 ft., Climb 40 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	DEX	18	+4	+8	CON	16	+3	+7
INT	16	+3	+7	WIS	19	+4	+8	CHA	18	+4	+8

Skills Arcana +11, History +11, Religion +11

Immunities Poison; Charmed, Paralyzed, Poisoned, Restrained

Senses Darkvision 60 ft.; Passive Perception 14

Languages Celestial, Common

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

Traits

Celestial Restoration. If the naga dies, it returns to life in 1d6 days and regains all its Hit Points unless *Dispel Evil and Good* is cast on its remains.

Actions

Multiattack. The naga makes two Bite attacks. It can replace any attack with a use of Poisonous Spittle.

Bite. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 17 (2d12 + 4) Piercing damage plus 22 (4d10) Poison damage.

Poisonous Spittle. *Constitution Saving Throw:* DC 16, one creature the naga can see within 60 feet. *Failure:* 31 (7d8) Poison damage, and the target has the Blinded condition until the start of the naga's next turn. *Success:* Half damage only.

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

At Will: *Thaumaturgy*

1/Day Each: *Clairvoyance*, *Cure Wounds* (level 6 version), *Flame Strike* (level 6 version), *Geas*, *True Seeing*

Guards

Guard

Medium or Small Humanoid, Neutral

AC 16 Initiative +1 (11)

HP 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Gear Chain Shirt, Shield, Spear

Senses Passive Perception 12

Languages Common

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

Actions

Spear. *Melee or Ranged Attack Roll:* +3, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d6 + 1) Piercing damage.

Guard Captain

Medium or Small Humanoid, Neutral

AC 18 Initiative +4 (14)

HP 75 (10d8 + 30)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	14	+2	+2	CON	16	+3	+3
INT	12	+1	+1	WIS	14	+2	+2	CHA	13	+1	+1

Skills Athletics +6, Perception +4

Gear Breastplate, Javelins (6), Longsword, Shield

Senses Passive Perception 14

Languages Common

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

Actions

Multiattack. The guard makes two attacks, using Javelin or Longsword in any combination.

Javelin. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30/120 ft. *Hit:* 14 (3d6 + 4) Piercing damage.

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

Half-Dragon

Half-Dragon

Medium Dragon, Neutral

AC 18 Initiative +5 (15)

HP 105 (14d8 + 42)

Speed 40 ft.

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

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

Resistances Damage type chosen for the Draconic Origin trait below

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

Languages Common, Draconic

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

Traits

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

Actions

Multiattack. The half-dragon makes two Claw attacks.

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

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

Bonus Actions

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

Harpy

Harpy

Medium Monstrosity, Chaotic Evil

AC 11 Initiative +1 (11)

HP 38 (7d8 + 7)

Speed 20 ft., Fly 40 ft.

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

Senses Passive Perception 10

Languages Common

CR 1 (XP 200; PB +2)

Actions

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

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

Hell Hound

Hell Hound

Medium Fiend, Lawful Evil

AC 15 Initiative +1 (11)

HP 58 (9d8 + 18)

Speed 50 ft.

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

Skills Perception +5

Immunities Fire

Senses Darkvision 60 ft.; Passive Perception 15

Languages Understands Infernal but can't speak

CR 3 (XP 700; PB +2)

Traits

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

Actions

Multiattack. The hound makes two Bite attacks.

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

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

Hezrou

Hezrou

Large Fiend (Demon), Chaotic Evil

AC 18 Initiative +6 (16)

HP 157 (15d10 + 75)

Speed 30 ft.

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

Resistances Cold, Fire, Lightning

Immunities Poison; Poisoned

Senses Darkvision 120 ft.; Passive Perception 11

Languages Abyssal; telepathy 120 ft.

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

Traits

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

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

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

Actions

Multiattack. The hezrou makes three Rend attacks.

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

Bonus Actions

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

Hill Giant

Hill Giant

Huge Giant, Chaotic Evil

AC 13 Initiative +2 (12)

HP 105 (10d12 + 40)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	21	+5	+5	DEX	8	-1	-1	CON	19	+4	+4
INT	5	-3	-3	WIS	9	-1	-1	CHA	6	-2	-2

Skills Perception +2

Senses Passive Perception 12

Languages Giant

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

Actions

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

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

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

Hippogriff

Hippogriff

Large Monstrosity, Unaligned

AC 11 Initiative +1 (11)

HP 26 (4d10 + 4)

Speed 40 ft., Fly 60 ft.

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

Skills Perception +5

Senses Passive Perception 15

Languages None

CR 1 (XP 200; PB +2)

Traits

Flyby. The hippogriff doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Multiattack. The hippogriff makes two Rend attacks.

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

Hobgoblins

Hobgoblin Warrior

Medium Fey (Goblinoid), Lawful Evil

AC 18 Initiative +3 (13)

HP 11 (2d8 + 2)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	DEX	12	+1	+1	CON	12	+1	+1
INT	10	+0	+0	WIS	10	+0	+0	CHA	9	-1	-1

Gear Half Plate Armor, Longbow, Longsword, Shield

Senses Darkvision 60 ft.; Passive Perception 10

Languages Common, Goblin

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

Traits

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

Actions

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

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

Hobgoblin Captain

Medium Fey (Goblinoid), Lawful Evil

AC 17 **Initiative** +4 (14)

HP 58 (9d8 + 18)

Speed 30 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	15	+2	+2	DEX	14	+2	+2	CON	14	+2	+2	INT	12	+1	+1	WIS	10	+0	+0	CHA	13	+1	+1

Gear Greatsword, Half Plate Armor, Longbow

Senses Darkvision 60 ft.; Passive Perception 10

Languages Common, Goblin

CR 3 (XP 700; PB +2)

Traits

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

Actions

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

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

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

Homunculus

Homunculus

Tiny Construct, Neutral

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

HP 4 (1d4 + 2)

Speed 20 ft., Fly 40 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	4	-3	-3	DEX	15	+2	+2	CON	14	+2	+2	INT	10	+0	+0	WIS	10	+0	+2	CHA	7	-2	+0

Immunities Poison; Charmed, Poisoned

Senses Darkvision 60 ft.; Passive Perception 10

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

CR 0 (XP 10; PB +2)

Traits

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

Actions

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

Horned Devil

Horned Devil

Large Fiend (Devil), Lawful Evil

AC 18 **Initiative** +7 (17)

HP 199 (19d10 + 95)

Speed 30 ft., Fly 60 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	22	+6	+10	DEX	17	+3	+7	CON	21	+5	+5	INT	12	+1	+1	WIS	16	+3	+7	CHA	18	+4	+8

Resistances Cold

Immunities Fire, Poison; Poisoned

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

Languages Infernal; telepathy 120 ft.

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

Traits

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

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

Actions

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

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

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

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

Hydra

Hydra

Huge Monstrosity, Unaligned

AC 15 **Initiative** +4 (14)

HP 184 (16d12 + 80)

Speed 40 ft., Swim 40 ft.

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

Skills Perception +6

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

Senses Darkvision 60 ft.; Passive Perception 16

Languages None

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

Traits

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

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

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

Actions

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

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

Ice Devil

Ice Devil

Large Fiend (Devil), Lawful Evil

AC 18 **Initiative** +7 (17)

HP 228 (24d10 + 96)

Speed 40 ft.

MOD				SAVE				MOD				SAVE				MOD				SAVE			
STR	21	+5	+5	DEX	14	+2	+7	CON	18	+4	+9	INT	18	+4	+4	WIS	15	+2	+7	CHA	18	+4	+9

Skills Insight +7, Perception +7, Persuasion +9

Immunities Cold, Fire, Poison; Poisoned

Senses Blindsight 120 ft.; Passive Perception 17

Languages Infernal; telepathy 120 ft.

CR 14 (XP 11,500; PB +5)

Traits

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

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

Actions

Multiattack. The devil makes three Ice Spear attacks. It can replace one attack with a Tail attack.

Ice Spear. *Melee or Ranged Attack Roll:* +10, reach 5 ft. or range 30/120 ft. *Hit:* 14 (2d8 + 5) Piercing damage plus 10 (3d6) Cold damage. Until the end of its next turn, the target can't take a Bonus Action or Reaction, its Speed decreases by 10 feet, and it can move or take one action on its turn, not both. *Hit or Miss:* The spear magically returns to the devil's hand immediately after a ranged attack.

Tail. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 15 (3d6 + 5) Bludgeoning damage plus 18 (4d8) Cold damage.

Ice Wall (Recharge 6). The devil casts *Wall of Ice* (level 8 version), requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 17).

Imp

Imp

Tiny Fiend (Devil), Lawful Evil

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

HP 21 (6d4 + 6)

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	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			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.

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

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

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.

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

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 Charmisma 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	+10	DEX	11	+0	+9	CON	30	+10	+10
INT	3	−4	+5	WIS	11	+0	+9	CHA	11	+0	+9

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	CHA	11	+0	+0								
INT	10	+0	+0	WIS	10	+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	CHA	11	+0	+2								
INT	11	+0	+0	WIS	10	+0	+0																

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				SAVE				MOD				SAVE				MOD				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			
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			
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				SAVE				MOD				SAVE				MOD				SAVE			
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				SAVE				MOD				SAVE				MOD				SAVE			
STR	17	+3	+3	DEX	15	+2	+2	CON	15	+2	+2	INT	3	-4	-4	WIS	12	+1	+1	CHA	7	-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.