

**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 <b>Black Bear</b> ; on a 2, the new form is a <b>Giant Wasp</b> ; on a 3–4, the new form is a <b>Frog</b> .
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 <b>Rhinoceros</b> appears; on a 2, an <b>Elephant</b> appears; and on a 3–4, a <b>Rat</b> 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
<b>STR</b>	14	+2 +2	<b>DEX</b>	11	+0 +0	<b>CON</b>	13	+1 +1
<b>INT</b>	1	-5 -5	<b>WIS</b>	3	-4 -4	<b>CHA</b>	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
<b>STR</b>	12	+1 +1	<b>DEX</b>	15	+2 +4	<b>CON</b>	11	+0 +0
<b>INT</b>	1	-5 -5	<b>WIS</b>	5	-3 -3	<b>CHA</b>	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
<b>STR</b>	17	+3 +3	<b>DEX</b>	14	+2 +2	<b>CON</b>	10	+0 +0
<b>INT</b>	1	-5 -5	<b>WIS</b>	3	-4 -4	<b>CHA</b>	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
<b>STR</b>	17	+3 +3	<b>DEX</b>	11	+0 +0	<b>CON</b>	14	+2 +2
<b>INT</b>	1	-5 -5	<b>WIS</b>	13	+1 +1	<b>CHA</b>	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
<b>STR</b>	15	+2	+4	<b>DEX</b>	16	+3	+5	<b>CON</b>	14	+2	+2
<b>INT</b>	14	+2	+2	<b>WIS</b>	11	+0	+2	<b>CHA</b>	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
<b>STR</b>	16	+3	+6	<b>DEX</b>	17	+3	+3	<b>CON</b>	18	+4	+7
<b>INT</b>	12	+1	+1	<b>WIS</b>	14	+2	+5	<b>CHA</b>	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
<b>STR</b>	16	+3	+3	<b>DEX</b>	8	−1	−1	<b>CON</b>	15	+2	+2
<b>INT</b>	2	−4	−4	<b>WIS</b>	8	−1	−1	<b>CHA</b>	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
<b>STR</b>	16	+3	+5	<b>DEX</b>	15	+2	+2	<b>CON</b>	15	+2	+4
<b>INT</b>	9	−1	−1	<b>WIS</b>	11	+0	+0	<b>CHA</b>	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			
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			
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
<b>STR</b> 29	+9	+9	<b>DEX</b> 10	+0	+7	<b>CON</b> 27	+8	+8
<b>INT</b> 18	+4	+4	<b>WIS</b> 17	+3	+10	<b>CHA</b> 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
<b>STR</b> 18	+4	+8	<b>DEX</b> 16	+3	+3	<b>CON</b> 18	+4	+4
<b>INT</b> 13	+1	+5	<b>WIS</b> 14	+2	+6	<b>CHA</b> 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
<b>STR</b>	15	+2	+2	<b>DEX</b>	10	+0	+2	<b>CON</b>	13	+1	+1
<b>INT</b>	10	+0	+0	<b>WIS</b>	11	+0	+2	<b>CHA</b>	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
<b>STR</b>	19	+4	+4	<b>DEX</b>	10	+0	+3	<b>CON</b>	17	+3	+3
<b>INT</b>	12	+1	+1	<b>WIS</b>	11	+0	+3	<b>CHA</b>	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
<b>STR</b>	23	+6	+6	<b>DEX</b>	10	+0	+5	<b>CON</b>	21	+5	+5
<b>INT</b>	14	+2	+2	<b>WIS</b>	13	+1	+6	<b>CHA</b>	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		
<b>STR</b>	29	+9 +9	<b>DEX</b>	10	+0 +7	<b>CON</b>	27	+8 +8
<b>INT</b>	18	+4 +4	<b>WIS</b>	17	+3 +10	<b>CHA</b>	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		
<b>STR</b>	17	+3 +3	<b>DEX</b>	14	+2 +2	<b>CON</b>	14	+2 +4
<b>INT</b>	11	+0 +0	<b>WIS</b>	12	+1 +3	<b>CHA</b>	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
<b>STR</b>	20	+5	+5	<b>DEX</b>	9	-1	-1	<b>CON</b>	18	+4	+4
<b>INT</b>	3	-4	-4	<b>WIS</b>	8	-1	-1	<b>CHA</b>	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
<b>STR</b>	17	+3	+3	<b>DEX</b>	15	+2	+2	<b>CON</b>	12	+1	+1
<b>INT</b>	13	+1	+1	<b>WIS</b>	14	+2	+2	<b>CHA</b>	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
<b>STR</b>	19	+4 +4	<b>DEX</b>	12	+1 +4	<b>CON</b>	17	+3 +3
<b>INT</b>	16	+3 +3	<b>WIS</b>	13	+1 +4	<b>CHA</b>	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
<b>STR</b>	23	+6 +6	<b>DEX</b>	12	+1 +6	<b>CON</b>	21	+5 +5
<b>INT</b>	18	+4 +4	<b>WIS</b>	15	+2 +7	<b>CHA</b>	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			MOD SAVE		
<b>STR</b>	27	+8 +8	<b>DEX</b>	12	+1 +8	<b>CON</b>	25	+7 +7
<b>INT</b>	20	+5 +5	<b>WIS</b>	17	+3 +10	<b>CHA</b>	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		
<b>STR</b>	16	+3 +3	<b>DEX</b>	20	+5 +5	<b>CON</b>	17	+3 +5
<b>INT</b>	18	+4 +4	<b>WIS</b>	20	+5 +7	<b>CHA</b>	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
<b>STR</b>	<b>16</b>	<b>+3</b>	<b>+3</b>	<b>DEX</b>	<b>12</b>	<b>+1</b>	<b>+1</b>	<b>CON</b>	<b>13</b>	<b>+1</b>	<b>+1</b>
<b>INT</b>	<b>2</b>	<b>-4</b>	<b>-4</b>	<b>WIS</b>	<b>10</b>	<b>+0</b>	<b>+0</b>	<b>CHA</b>	<b>5</b>	<b>-3</b>	<b>-3</b>

**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
<b>STR</b>	<b>15</b>	<b>+2</b>	<b>+2</b>	<b>DEX</b>	<b>14</b>	<b>+2</b>	<b>+2</b>	<b>CON</b>	<b>14</b>	<b>+2</b>	<b>+2</b>
<b>INT</b>	<b>3</b>	<b>-4</b>	<b>-4</b>	<b>WIS</b>	<b>13</b>	<b>+1</b>	<b>+1</b>	<b>CHA</b>	<b>6</b>	<b>-2</b>	<b>-2</b>

**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
<b>STR</b>	<b>18</b>	<b>+4</b>	<b>+4</b>	<b>DEX</b>	<b>18</b>	<b>+4</b>	<b>+4</b>	<b>CON</b>	<b>18</b>	<b>+4</b>	<b>+4</b>
<b>INT</b>	<b>17</b>	<b>+3</b>	<b>+3</b>	<b>WIS</b>	<b>20</b>	<b>+5</b>	<b>+9</b>	<b>CHA</b>	<b>20</b>	<b>+5</b>	<b>+9</b>

**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				MOD				MOD			
SAVE				SAVE				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				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		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			
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.



# Globrezu

## Globrezu

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 globrezu 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 globrezu has Advantage on saving throws against spells and other magical effects.

### Actions

**Multiattack.** The globrezu 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 globrezu. *Failure:* 15 (3d6 + 5) Bludgeoning damage. *Success:* Half damage.

**Spellcasting.** The globrezu 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				MOD				MOD			
SAVE				SAVE				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				MOD				MOD			
SAVE				SAVE				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			
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
<b>STR</b>	30	+10 +10	<b>DEX</b>	14	+2 +9	<b>CON</b>	29	+9 +9
<b>INT</b>	18	+4 +4	<b>WIS</b>	17	+3 +10	<b>CHA</b>	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
<b>STR</b>	20	+5 +5	<b>DEX</b>	11	+0 +0	<b>CON</b>	18	+4 +4
<b>INT</b>	2	-4 -4	<b>WIS</b>	12	+1 +1	<b>CHA</b>	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		
<b>STR</b>	12	+1 +1	<b>DEX</b>	6	–2 –2	<b>CON</b>	16	+3 +3
<b>INT</b>	1	–5 –5	<b>WIS</b>	6	–2 –2	<b>CHA</b>	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		
<b>STR</b>	15	+2 +2	<b>DEX</b>	12	+1 +3	<b>CON</b>	13	+1 +1
<b>INT</b>	14	+2 +2	<b>WIS</b>	11	+0 +2	<b>CHA</b>	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		
<b>STR</b>	19	+4 +4	<b>DEX</b>	12	+1 +4	<b>CON</b>	17	+3 +3
<b>INT</b>	16	+3 +3	<b>WIS</b>	13	+1 +4	<b>CHA</b>	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
<b>STR</b>	18	+4	+4	<b>DEX</b>	12	+1	+1	<b>CON</b>	16	+3	+3
<b>INT</b>	13	+1	+1	<b>WIS</b>	14	+2	+2	<b>CHA</b>	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
<b>STR</b>	14	+2	+2	<b>DEX</b>	14	+2	+2	<b>CON</b>	11	+0	+0
<b>INT</b>	3	–4	–4	<b>WIS</b>	14	+2	+2	<b>CHA</b>	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
<b>STR</b>	18	+4	+4	<b>DEX</b>	15	+2	+2	<b>CON</b>	16	+3	+3
<b>INT</b>	2	–4	–4	<b>WIS</b>	13	+1	+1	<b>CHA</b>	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	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				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			MOD SAVE		
<b>STR</b>	<b>20</b>	<b>+5 +5</b>	<b>DEX</b>	<b>12</b>	<b>+1 +1</b>	<b>CON</b>	<b>20</b>	<b>+5 +5</b>
<b>INT</b>	<b>2</b>	<b>-4 -4</b>	<b>WIS</b>	<b>10</b>	<b>+0 +0</b>	<b>CHA</b>	<b>7</b>	<b>-2 -2</b>

**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		
<b>STR</b>	<b>21</b>	<b>+5 +5</b>	<b>DEX</b>	<b>14</b>	<b>+2 +7</b>	<b>CON</b>	<b>18</b>	<b>+4 +9</b>
<b>INT</b>	<b>18</b>	<b>+4 +4</b>	<b>WIS</b>	<b>15</b>	<b>+2 +7</b>	<b>CHA</b>	<b>18</b>	<b>+4 +9</b>

**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.