

OBJECTS IN SPACE - SESSION 1

SUMMARY

The party is about to enter the dungeon of *eternal tortuosity*.

PARTY

	Str	Dex	Con	Int	Wis	Cha
Rogue1	+0	+3	+1	+2	+1	-1
Paladin1	+2	+1	+1	+0	-1	+3
Haryk Omanie	+0	+0	+0	+0	+0	+0
Veteran	+3	+1	+2	+0	+0	+0

	AC	Max HP	Spl. DC
Rogue1	13	105	
Paladin1	21	126	17,
Haryk Omanie	10	10	
Veteran	17	58	

	Pas. Per.	Pas. Ins.	Pas. Inv.
Rogue1	11	23	12
Paladin1	9	15	10
Haryk Omanie	10	10	10
Veteran	10	10	10

	Easy	Medium	Hard	Deadly
XP Threshold	5,625	11,450	17,075	25,500

Rogue1: [choose one], Common, Aarakocra, Auran

Paladin1: Dwarvish, Common, Infernal

Haryk Omanie:

Veteran: any one language (usually Common)

BIG-BAD-EVIL-GUY

MOTIVATION

Hans Gruber is after the \$640 in bearer bonds stored in *Nakatomi plaza*.

THE BAR FIGHT

If the characters decide to go to the *Alliance Friendly Bar*, they will probably have to fight their way out against 5 enemies (3 Veteran, 2 Soldier).

MONSTERS

Name	HP	Hit Dice	AC	Init.
Aboleth	135	18d10 + 36	17	-1
Acolyte	9	2d8 + 0	10	+0
Adult Black Dragon	195	17d12 + 85	19	+2
Adult Blue Dragon	225	18d12 + 108	19	+0
Adult Brass Dragon	172	15d12 + 75	18	+0
Adult Bronze Dragon	212	17d12 + 102	19	+0
Adult Copper Dragon	184	16d12 + 80	18	+1
Adult Gold Dragon	256	19d12 + 133	19	+2
Adult Green Dragon	207	18d12 + 90	19	+1
Adult Red Dragon	256	19d12 + 133	19	+0
Adult Silver Dragon	243	18d12 + 126	19	+0
Adult White Dragon	200	16d12 + 96	18	+0
Air Elemental	90	12d10 + 24	15	+5
Ancient Black Dragon	367	21d20 + 147	22	+2
Ancient Blue Dragon	481	26d20 + 208	22	+0
Ancient Brass Dragon	297	17d20 + 119	20	+0
Ancient Bronze Dragon	444	24d20 + 192	22	+0
Ancient Copper Dragon	350	20d20 + 140	21	+1
Ancient Gold Dragon	546	28d20 + 252	22	+2
Ancient Green Dragon	385	22d20 + 154	21	+1
Ancient Red Dragon	546	28d20 + 252	22	+0
Ancient Silver Dragon	487	25d20 + 225	22	+0
Ancient White Dragon	333	18d20 + 144	20	+0
Androsphinx	199	19d10 + 95	17	+0
Animated Armor	33	6d8 + 6	18	+0
Ankheg	39	6d10 + 6	14	+0
Ankylosaurus	68	8d12+16	15	+0
Ape	19	3d8 + 6	12	+2
Archmage	99	18d8 + 18	12	+2
Assassin	78	12d8 + 24	15	+3
Awakened Shrub	10	3d6 + 0	9	-1
Awakened Tree	59	7d12 + 14	13	-2
Axe Beak	19	3d10 + 3	11	+1
Azer	39	6d8 + 12	17	+1
Baboon	3	1d6 + 0	12	+2
Badger	3	1d4 + 1	10	+0
Balor	262	21d12 + 126	19	+2
Bandit	11	2d8 + 2	12	+1
Bandit Captain	65	10d8 + 20	15	+3
Barbed Devil	110	13d8 + 52	15	+3
Basilisk	52	8d8 + 16	12	-1
Bat	1	1d4 + -1	12	+2
Bearded Devil	52	8d8 + 16	13	+2
Behir	168	16d12 + 64	17	+3
Berserker	67	9d8 + 27	13	+1
Black Bear	19	3d8 + 6	11	+0
Black Dragon Wyrmling	33	6d8 + 6	17	+2
Black Pudding	85	10d10 + 30	7	-3
Blink Dog	22	4d8 + 4	13	+3
Blood Hawk	7	2d6 + 0	12	+2
Blue Dragon Wyrmling	52	8d8 + 16	17	+0
Boar	11	2d8 + 2	11	+0
Bone Devil	142	15d10 + 60	19	+3
Brass Dragon Wyrmling	16	3d8 + 3	16	+0
Bronze Dragon Wyrmling	32	5d8 + 10	17	+0

ABOLETH

Large aberration, lawful evil

Armor Class 17

Hit Points 135 (18d10 + 36)

Speed 10 ft., 40 ft. swim

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Skills History +12, Perception +10

Senses Darkvision 120 ft., Passive Perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 10 (5,900 XP)

Amphibious. The aboleth can breathe air and water.

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

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

ACTIONS

Multiattack. The aboleth makes three tentacle attacks.

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

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

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

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

LEGENDARY ACTIONS

Detect. The aboleth makes a Wisdom (Perception) check.

Tail Swipe. The aboleth makes one tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

LAIR ACTIONS

Finally, aboleths have lair actions they can take on initiative count 20 when they are in their lair. These actions can take one of three forms.

The aboleth can cast Phantasmal Force without components on any number of creatures it can see within 60 feet. This is a powerful ability but one that requires concentration; the aboleth can't use other lair actions while concentrating on it. Also, targets that make their save against the aboleth's spell are immune to it for the next 24 hours.

The aboleth can also make pools of water within 90 feet flood outwards, forcing a DC 14 Strength save on any creature within 20 feet of such pool. Failing the save means being pulled 20 feet into the water and knocked prone.

Lastly, the aboleth can make water in its lair become a conduit for 2d6 (7 avg) psychic damage. Creatures take this damage if the aboleth can see them and if they fail a DC 14 Wisdom saving throw.

These are pretty rough, but at least the aboleth needs to mix it up; it can't use either of the last two lair actions twice in a row.

ACOLYTE

Medium humanoid, any alignment

Armor Class 10

Hit Points 9 (2d8 + 0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

Skills Medicine +4, Religion +2

Senses Passive Perception 12

Languages any one language (usually Common)

Challenge 0.25 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

- Cantrips (at will): light, sacred flame, thaumaturgy
- 1st level (3 slots): bless, cure wounds, sanctuary

ACTIONS

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

ADULT BLACK DRAGON

Huge dragon, chaotic evil

Armor Class 19

Hit Points 195 (17d12 + 85)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Skills Perception +11, Stealth +7

Damage Immunities acid

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21

Languages Common, Draconic

Challenge 14 (11,500 XP)

Amphibious. The dragon can breathe air and water.

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

ACTIONS

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

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

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

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

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

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

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings.

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

ADULT BLUE DRAGON

Huge dragon, lawful evil

Armor Class 19

Hit Points 225 (18d12 + 108)

Speed 40 ft., 80 ft. fly, 30 ft. burrow

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Skills Perception +12, Stealth +5

Damage Immunities lightning

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 22

Languages Common, Draconic

Challenge 16 (15,000 XP)

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

ACTIONS

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

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

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

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

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

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

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

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

ADULT BRASS DRAGON

Huge dragon, chaotic good

Armor Class 18

Hit Points 172 (15d12 + 75)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Skills History +7, Perception +11, Persuasion +8, Stealth +5

Damage Immunities fire

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21

Languages Common, Draconic

Challenge 13 (10,000 XP)

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

ACTIONS

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

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

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

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

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

Breath Weapons. The dragon uses one of the following breath weapons.

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

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

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

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

ADULT BRONZE DRAGON

Huge dragon, lawful good

Armor Class 19

Hit Points 212 (17d12 + 102)

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

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Skills Insight +7, Perception +12, Stealth +5

Damage Immunities lightning

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 22

Languages Common, Draconic

Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

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

ACTIONS

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

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

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

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

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

Breath Weapons. The dragon uses one of the following breath weapons.

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

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

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings.

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

ADULT COPPER DRAGON

Huge dragon, chaotic good

Armor Class 18

Hit Points 184 (16d12 + 80)

Speed 40 ft., 80 ft. fly

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Skills Deception +8, Perception +12, Stealth +6

Damage Immunities acid

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 22

Languages Common, Draconic

Challenge 14 (11,500 XP)

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

ACTIONS

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

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

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

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

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

Breath Weapons. The dragon uses one of the following breath weapons.

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

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

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings.

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

ADULT GOLD DRAGON

Huge dragon, lawful good

Armor Class 19

Hit Points 256 (19d12 + 133)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	24 (+7)

Skills Insight +8, Perception +14, Persuasion +13, Stealth +8

Damage Immunities fire

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 24

Languages Common, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dragon can breathe air and water.

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

ACTIONS

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

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

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

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

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

Breath Weapons. The dragon uses one of the following breath weapons.

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

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

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

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

ADULT GREEN DRAGON

Huge dragon, lawful evil

Armor Class 19

Hit Points 207 (18d12 + 90)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Skills Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 22

Languages Common, Draconic

Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

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

ACTIONS

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

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

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

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

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

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

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

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

ADULT RED DRAGON

Huge dragon, chaotic evil

Armor Class 19

Hit Points 256 (19d12 + 133)

Speed 40 ft., 80 ft. fly

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Skills Perception +13, Stealth +6

Damage Immunities fire

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

Languages Common, Draconic

Challenge 17 (18,000 XP)

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

ACTIONS

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

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

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

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

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

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

Lair Actions. On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects: the dragon can't use the same effect two rounds in a row:

- Magma erupts from a point on the ground the dragon can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

- A tremor shakes the lair in a 60-foot-radius around the dragon. Each creature other than the dragon on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.

- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings.

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

ADULT SILVER DRAGON

Huge dragon, lawful good

Armor Class 19

Hit Points 243 (18d12 + 126)

Speed 40 ft., 80 ft. fly

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

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

Damage Immunities cold

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21

Languages Common, Draconic

Challenge 16 (15,000 XP)

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

ACTIONS

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

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

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

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

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

Breath Weapons. The dragon uses one of the following breath weapons.

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

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

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings.

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

ADULT WHITE DRAGON

Huge dragon, chaotic evil

Armor Class 18

Hit Points 200 (16d12 + 96)

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

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	8 (-1)	12 (+1)	12 (+1)

Skills Perception +11, Stealth +5

Damage Immunities cold

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21

Languages Common, Draconic

Challenge 13 (10,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult

terrain composed of ice or snow doesn't cost it extra moment.

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

ACTIONS

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

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

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

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

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

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

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

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

AIR ELEMENTAL

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., 90 ft. fly

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances lightning

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

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

ACTIONS

Multiattack. The elemental makes two slam attacks.

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

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

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

ANCIENT BLACK DRAGON

Gargantuan dragon, chaotic evil

Armor Class 22

Hit Points 367 (21d20 + 147)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Skills Perception +16, Stealth +9

Damage Immunities acid

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

Languages Common, Draconic

Challenge 21 (33,000 XP)

Amphibious. The dragon can breathe air and water.

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

ACTIONS

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

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

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

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

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

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

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings.

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

ANCIENT BLUE DRAGON

Gargantuan dragon, lawful evil

Armor Class 22

Hit Points 481 (26d20 + 208)

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

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Skills Perception +17, Stealth +7

Damage Immunities lightning

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 27

Languages Common, Draconic

Challenge 23 (50,000 XP)

ACTIONS

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

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

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

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

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

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

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings.

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

ANCIENT BRASS DRAGON

Gargantuan dragon, chaotic good

Armor Class 20

Hit Points 297 (17d20 + 119)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Skills History +9, Perception +14, Persuasion +10, Stealth +6

Damage Immunities fire

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 24

Languages Common, Draconic

Challenge 20 (25,000 XP)

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

ACTIONS

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

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

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

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

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

Breath Weapons. The dragon uses one of the following breath weapons:

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

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

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

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

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings.

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

ANCIENT BRONZE DRAGON

Gargantuan dragon, lawful good

Armor Class 22

Hit Points 444 (24d20 + 192)

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

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Skills Insight +10, Perception +17, Stealth +7

Damage Immunities lightning

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 27

Languages Common, Draconic

Challenge 22 (41,000 XP)

Amphibious. The dragon can breathe air and water.

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

ACTIONS

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

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

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

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

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

Breath Weapons. The dragon uses one of the following breath weapons.

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

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

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

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

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings.

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

ANCIENT COPPER DRAGON

Gargantuan dragon, chaotic good

Armor Class 21

Hit Points 350 (20d20 + 140)

Speed 40 ft., 80 ft. fly

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Skills Deception +11, Perception +17, Stealth +8

Damage Immunities acid

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 27

Languages Common, Draconic

Challenge 21 (33,000 XP)

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

ACTIONS

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

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

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

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

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

Breath Weapons. The dragon uses one of the following breath weapons.

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

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

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

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

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings.

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

ANCIENT GOLD DRAGON

Gargantuan dragon, lawful good

Armor Class 22

Hit Points 546 (28d20 + 252)

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

STR	DEX	CON	INT	WIS	CHA
30	14 (+2)	29 (+9)	18 (+4)	17 (+3)	28 (+9)
(+10)					

Skills Insight +10, Perception +17, Persuasion +16, Stealth +9

Damage Immunities fire

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 27

Languages Common, Draconic

Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

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

ACTIONS

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

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

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

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

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

Breath Weapons. The dragon uses one of the following breath weapons.

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

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

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

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

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings.

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

ANCIENT GREEN DRAGON

Gargantuan dragon, lawful evil

Armor Class 21

Hit Points 385 (22d20 + 154)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Skills Deception +11, Insight +10, Perception +17, Persuasion +11, Stealth +8

Damage Immunities poison

Condition Immunities poisoned

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 27

Languages Common, Draconic

Challenge 22 (41,000 XP)

Amphibious. The dragon can breathe air and water.

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

ACTIONS

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

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

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

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

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

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

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

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

ANCIENT RED DRAGON

Gargantuan dragon, chaotic evil

Armor Class 22

Hit Points 546 (28d20 + 252)

Speed 40 ft., 80 ft. fly

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Skills Perception +16, Stealth +7

Damage Immunities fire

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

Languages Common, Draconic

Challenge 24 (62,000 XP)

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

ACTIONS

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

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

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

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

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

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

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

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

ANCIENT SILVER DRAGON

Gargantuan dragon, lawful good

Armor Class 22

Hit Points 487 (25d20 + 225)

Speed 40 ft., 80 ft. fly

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

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

Damage Immunities cold

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

Languages Common, Draconic

Challenge 23 (50,000 XP)

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

ACTIONS

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

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

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

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

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

Breath Weapons. The dragon uses one of the following breath weapons.

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

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

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

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

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings.

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

ANCIENT WHITE DRAGON

Gargantuan dragon, chaotic evil

Armor Class 20

Hit Points 333 (18d20 + 144)

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

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	10 (+0)	13 (+1)	14 (+2)

Skills Perception +13, Stealth +6

Damage Immunities cold

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

Languages Common, Draconic

Challenge 20 (25,000 XP)

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

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

ACTIONS

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

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

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

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

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

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

LEGENDARY ACTIONS

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings.

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

ANDROSPHINX

Large monstrosity, lawful neutral

Armor Class 17

Hit Points 199 (19d10 + 95)

Speed 40 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	16 (+3)	18 (+4)	23 (+6)

Skills Arcana +9, Perception +10, Religion +15

Damage Immunities psychic, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened

Senses Truesight 120 ft., Passive Perception 20

Languages Common, Sphinx
Challenge 17 (18,000 XP)

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

Magic Weapons. The sphinx's weapon attacks are magical.

Spellcasting. The sphinx is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following cleric spells prepared:

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

ACTIONS

Multiattack. The sphinx makes two claw attacks.

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

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

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

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

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

LEGENDARY ACTIONS

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18
Hit Points 33 (6d8 + 6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 6

Languages —

Challenge 1 (200 XP)

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

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The armor makes two melee attacks.

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

ANKHEG

Large monstrosity, unaligned

Armor Class 14

Hit Points 39 (6d10 + 6)

Speed 30 ft., 10 ft. burrow

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	1 (-5)	13 (+1)	6 (-2)

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 11

Languages —

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 ft. long and 5 ft. wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

ANKYLOSAURUS

Huge beast, unaligned

Armor Class 15

Hit Points 68 (8d12+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11

Languages —

Challenge 3 (700 XP)

Thick armor plating covers the body of the plant-eating dinosaur ankylosaurus, which defends itself against predators with a knobbed tail that delivers a devastating strike.

ACTIONS

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6+4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

APE

Medium beast, unaligned

Armor Class 12

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5, Perception +3

Senses Passive Perception 13

Languages —

Challenge 0.5 (100 XP)

ACTIONS

Multiattack. The ape makes two fist attacks.

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

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

ARCHMAGE

Medium humanoid, any alignment

Armor Class 12

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Skills Arcana +13, History +13

Damage Resistances damage from spells

Senses Passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast disguise self and invisibility at will and has the following wizard spells prepared:

- Cantrips (at will): fire bolt, light, mage hand, prestidigitation, shocking grasp
 - 1st level (4 slots): detect magic, identify, mage armor*, magic missile
 - 2nd level (3 slots): detect thoughts, mirror image, misty step
 - 3rd level (3 slots): counterspell, fly, lightning bolt
 - 4th level (3 slots): banishment, fire shield, stonewall*
 - 5th level (3 slots): cone of cold, scrying, wall of force
 - 6th level (1 slot): globe of invulnerability
 - 7th level (1 slot): teleport
 - 8th level (1 slot): mind blank*
 - 9th level (1 slot): time stop
- The archmage casts these spells on itself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

ASSASSIN

Medium humanoid, any non-good alignment

Armor Class 15

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances poison

Senses Passive Perception 13

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

AWAKENED SHRUB

Small plant, unaligned

Armor Class 9

Hit Points 10 (3d6 + 0)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	11 (+0)	10 (+0)	10 (+0)	6 (-2)

Damage Vulnerabilities fire

Damage Resistances piercing

Senses Passive Perception 10

Languages one language known by its creator

Challenge 0 (10 XP)

False Appearance. While the shrub remains motionless, it is indistinguishable from a normal shrub.

ACTIONS

Rake. Melee Weapon Attack: +1 to hit, reach 5 ft., one target.

Hit: 1 (1d4-1) slashing damage.

AWAKENED TREE

Huge plant, unaligned

Armor Class 13

Hit Points 59 (7d12 + 14)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities fire

Damage Resistances bludgeoning

Senses Passive Perception 10

Languages one language known by its creator

Challenge 2 (450 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

ACTIONS

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

Hit: 14 (3d6+4) bludgeoning damage.

AXE BEAK

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses Passive Perception 10

Languages —

Challenge 0.25 (50 XP)

ACTIONS

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

Hit: 6 (1d8+2) slashing damage.

AZER

Medium elemental, lawful neutral

Armor Class 17

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses Passive Perception 11

Languages Ignan

Challenge 2 (450 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 ft..

ACTIONS

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

Hit: 7 (1d8+3) bludgeoning damage, or 8 (1d10+3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

BABOON

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6 + 0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	4 (-3)	12 (+1)	6 (-2)

Senses Passive Perception 11

Languages —

Challenge 0 (10 XP)

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

ACTIONS

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

BADGER

Tiny beast, unaligned

Armor Class 10

Hit Points 3 (1d4 + 1)

Speed 20 ft., 5 ft. burrow

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

Senses Darkvision 30 ft., Passive Perception 11

Languages —

Challenge 0 (10 XP)

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

ACTIONS

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

BALOR

Huge fiend, chaotic evil

Armor Class 19

Hit Points 262 (21d12 + 126)

Speed 40 ft., 80 ft. fly

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses Truesight 120 ft., Passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 19 (22,000 XP)

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

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

Magic Resistance. The balor has advantage on saving throws

against spells and other magical effects.

Magic Weapons. The balor's weapon attacks are magical.

ACTIONS

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

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

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

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

Variants: Summon Demon. The demon chooses what to summon and attempts a magical summoning.

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

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

BANDIT

Medium humanoid, any non-lawful alignment

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses Passive Perception 10

Languages any one language (usually Common)

Challenge 0.125 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

BANDIT CAPTAIN

Medium humanoid, any non-lawful alignment

Armor Class 15

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Skills Athletics +4, Deception +4
Senses Passive Perception 10
Languages any two languages
Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.
Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.
Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

BARBED DEVIL

Medium fiend, lawful evil

Armor Class 15
Hit Points 110 (13d8 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Skills Deception +5, Insight +5, Perception +8
Damage Resistances cold
Damage Immunities fire, poison
Condition Immunities poisoned
Senses Darkvision 120 ft., Passive Perception 18
Languages Infernal, telepathy 120 ft.
Challenge 5 (1,800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.
Devil's Sight. Magical darkness doesn't impede the devil's darkvision.
Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.
Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.
Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage.
Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

BASILISK

Medium monstrosity, unaligned

Armor Class 12
Hit Points 52 (8d8 + 16)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Senses Darkvision 60 ft., Passive Perception 9
Languages —
Challenge 3 (700 XP)

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

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

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

ACTIONS

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

BAT

Tiny beast, unaligned

Armor Class 12
Hit Points 1 (1d4 + -1)
Speed 5 ft., 30 ft. fly

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	2 (-4)	12 (+1)	4 (-3)

Senses Blindsight 60 ft., Passive Perception 11
Languages —
Challenge 0 (10 XP)

Echolocation. The bat can't use its blindsight while deafened.
Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

BEARDED DEVIL

Medium fiend, lawful evil

Armor Class 13

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses Darkvision 120 ft., Passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

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

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

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

ACTIONS

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

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

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

BEHIR

Huge monstrosity, neutral evil

Armor Class 17

Hit Points 168 (16d12 + 64)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +7

Damage Immunities lightning

Senses Darkvision 90 ft., Passive Perception 16

Languages Draconic

Challenge 11 (7,200 XP)

ACTIONS

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

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

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

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

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

If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 ft. of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 ft. of movement, exiting prone.

BERSERKER

Medium humanoid, any chaotic alignment

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses Passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) slashing damage.

BLACK BEAR

Medium beast, unaligned

Armor Class 11

Hit Points 19 (3d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Senses Passive Perception 13

Languages —

Challenge 0.5 (100 XP)

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

ACTIONS

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

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage.

BLACK DRAGON WYRMING

Medium dragon, chaotic evil

Armor Class 17

Hit Points 33 (6d8 + 6)

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	13 (+1)

Skills Perception +4, Stealth +4

Damage Immunities acid

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

Languages Draconic

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) piercing damage plus 2 (1d4) acid damage.

Acid Breath. The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

BLACK PUDDING

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, blinded, exhaustion, frightened, prone

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8

Languages —

Challenge 4 (1,100 XP)

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

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

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

ACTIONS

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

REACTIONS

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

BLINK DOG

Medium fey, lawful good

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +5

Senses Passive Perception 10

Languages Blink Dog, understands Sylvan but can't speak it

Challenge 0.25 (50 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

Teleport. The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 ft. to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.

BLOOD HAWK

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6 + 0)

Speed 10 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4

Senses Passive Perception 14

Languages —

Challenge 0.125 (25 XP)

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

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

ACTIONS

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

BLUE DRAGON WYRMLING

Medium dragon, lawful evil

Armor Class 17

Hit Points 52 (8d8 + 16)

Speed 30 ft., 60 ft. fly, 15 ft. burrow

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Skills Perception +4, Stealth +2

Damage Immunities lightning

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

Languages Draconic

Challenge 3 (700 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage plus 3 (1d6) lightning damage.

Lightning Breath. The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

BOAR

Medium beast, unaligned

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses Passive Perception 9

Languages —

Challenge 0.25 (50 XP)

Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless. If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. *Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

BONE DEVIL

Large fiend, lawful evil

Armor Class 19

Hit Points 142 (15d10 + 60)

Speed 40 ft., 40 ft. fly

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

Skills Deception +7, Insight +6

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses Darkvision 120 ft., Passive Perception 9

Languages Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP)

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

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

ACTIONS

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

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

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

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

BRASS DRAGON WYRMLING

Medium dragon, chaotic good

Armor Class 16

Hit Points 16 (3d8 + 3)

Speed 30 ft., 60 ft. fly, 15 ft. burrow

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	11 (+0)	13 (+1)

Skills Perception +4, Stealth +2

Damage Immunities fire

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

Languages Draconic

Challenge 1 (200 XP)

ACTIONS

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

Breath Weapons. The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

BRONZE DRAGON WYRMLING

Medium dragon, lawful good

Armor Class 17

Hit Points 32 (5d8 + 10)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Skills Perception +4, Stealth +2

Damage Immunities lightning

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

Languages Draconic

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

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

Breath Weapons. The dragon uses one of the following breath weapons.

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

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

BROWN BEAR

Large beast, unaligned

Armor Class 11

Hit Points 34 (4d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Languages —

Challenge 1 (200 XP)

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

ACTIONS

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

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

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

BUGBEAR

Medium humanoid, chaotic evil

Armor Class 16

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d8+2) piercing damage.

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

BULETTE

Large monstrosity, unaligned

Armor Class 17

Hit Points 94 (9d10 + 45)

Speed 40 ft., 40 ft. burrow

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +6

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 16

Languages —

Challenge 5 (1,800 XP)

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

ACTIONS

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

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

BURROWSHARK

Medium humanoid (human), neutral evil

Armor Class 18

Hit Points 82 (11d8+33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	11 (+0)	13 (+1)

Skills Animal handling +2, Athletics +6, Intimidation +3, Perception +2

Senses passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Elite warriors of the earth cult, burrowsharks are fierce champions who ride trained bulettes into battle.

While their powerful mounts rend and tear foes to pieces, burrowsharks leap to the ground and cut down their foes without mercy.

Burrowsharks are much like Black Earth guards, since both have uncanny footing and special armor. For burrowsharks, an additional gift of Ogremoch's might establishes a magical bond between the burrowshark and a bulette, allowing the rider to burrow with its mount and sense what its mount senses.

Bond of the Black Earth. The burrowshark is magically bound to a bulette trained to serve as its mount. While mounted on its bulette, the burrowshark shares the bulette's sense and can ride the bulette while it burrows. The bonded bulette obeys the burrowshark's commands. If its mount dies, the burrowshark can train a new bulette to serve as its bonded mount, a process requiring a month.

ACTIONS

Multiattack. The burrowshark makes three melee attacks.

Spear. Melee or ranged weapon attack: +6 to hit, reach 5ft. or range 20/60ft., one target. Hit: 7 (1d6+4) piercing damage, or 8 (1d8+4) piercing damage if used with two hands to make a melee attack.

Unyielding. When the burrowshark is subjected to an effect that would move it, knock it prone, or both, it can use its reaction to be neither moved nor knocked prone.

CAMEL

Large beast, unaligned

Armor Class 9

Hit Points 15 (2d10 + 4)

Speed 50 ft.

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

Senses Passive Perception 9

Languages —

Challenge 0.125 (25 XP)

ACTIONS

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

CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4 + 0)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Languages —

Challenge 0 (10 XP)

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

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

CENTAUR

Large monstrosity, neutral good

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	13 (+1)	11 (+0)

Skills Athletics +6, Perception +3, Survival +3

Senses Passive Perception 13

Languages Elvish, Sylvan

Challenge 2 (450 XP)

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

ACTIONS

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

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

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

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

CHAIN DEVIL

Medium fiend, lawful evil

Armor Class 16

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses Darkvision 120 ft., Passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's

darkvision.

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

ACTIONS

Multiattack. The devil makes two attacks with its chains.

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

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

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

REACTIONS

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

CHIMERA

Large monstrosity, chaotic evil

Armor Class 14

Hit Points 114 (12d10 + 48)

Speed 30 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +8

Senses Darkvision 60 ft., Passive Perception 18

Languages understands Draconic but can't speak

Challenge 6 (2,300 XP)

ACTIONS

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

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

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

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

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

CHUUL

Large aberration, chaotic evil

Armor Class 16

Hit Points 93 (11d10 + 33)

Speed 30 ft., 30 ft. swim

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	11 (+0)	5 (-3)

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 60 ft., Passive Perception 14

Languages understands Deep Speech but can't speak

Challenge 4 (1,100 XP)

Amphibious. The chuul can breathe air and water.

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

ACTIONS

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

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

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

CLAY GOLEM

Large construct, unaligned

Armor Class 14

Hit Points 133 (14d10 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 9 (5,000 XP)

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

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

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

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

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

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

CLOAKER

Large aberration, chaotic neutral

Armor Class 14

Hit Points 78 (12d10 + 12)

Speed 10 ft., 40 ft. fly

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills Stealth +5

Senses Darkvision 60 ft., Passive Perception 11

Languages Deep Speech, Undercommon

Challenge 8 (3,900 XP)

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

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

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

ACTIONS

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

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

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

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

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

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

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

CLOUD GIANT

Huge giant, neutral good (50%) or neutral evil (50%)

Armor Class 14

Hit Points 200 (16d12 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

Skills Insight +7, Perception +7

Senses Passive Perception 17

Languages Common, Giant

Challenge 9 (5,000 XP)

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

Innate Spellcasting. The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: detect magic, fog cloud, light

3/day each: feather fall, fly, misty step, telekinesis

1/day each: control weather, gaseous form

ACTIONS

Multiattack. The giant makes two morningstar attacks.

Morningstar. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8+8) piercing damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10+8) bludgeoning damage.

COCKATRICE

Small monstrosity, unaligned

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., 40 ft. fly

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

Senses Darkvision 60 ft., Passive Perception 11

Languages —

Challenge 0.5 (100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4+1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

COMMONER

Medium humanoid, any alignment

Armor Class 10

Hit Points 4 (1d8 + 0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses Passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

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

CONSTRUCTOR SNAKE

Large beast, unaligned

Armor Class 12

Hit Points 13 (2d10 + 2)

Speed 30 ft., 30 ft. swim

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Senses Blindsight 10 ft., Passive Perception 10

Languages —
Challenge 0.25 (50 XP)

ACTIONS

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

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8+2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

COPPER DRAGON

WYRMLING

Medium dragon, chaotic good

Armor Class 16
Hit Points 22 (4d8 + 4)
Speed 30 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

Skills Perception +4, Stealth +3

Damage Immunities acid

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

Languages Draconic

Challenge 1 (200 XP)

ACTIONS

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

Breath Weapons. The dragon uses one of the following breath weapons.

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

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

COUATL

Medium celestial, lawful good

Armor Class 19
Hit Points 97 (13d8 + 39)
Speed 30 ft., 90 ft. fly

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	18 (+4)	20 (+5)	18 (+4)

Damage Resistances radiant

Damage Immunities psychic, bludgeoning, piercing, and slashing from nonmagical weapons

Senses Truesight 120 ft., Passive Perception 15

Languages all, telepathy 120 ft.

Challenge 4 (1,100 XP)

Innate Spellcasting. The couatl's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring only verbal components:

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

Magic Weapons. The couatl's weapon attacks are magical.

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

ACTIONS

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

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

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

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

CRAB

Tiny beast, unaligned

Armor Class 11
Hit Points 2 (1d4 + 0)
Speed 20 ft., 20 ft. swim

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	10 (+0)	1 (-5)	8 (-1)	2 (-4)

Skills Stealth +2

Senses Blindsight 30 ft., Passive Perception 9

Languages —

Challenge 0 (10 XP)

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.
Hit: 1 bludgeoning damage.

CROCODILE

Large beast, unaligned

Armor Class 12

Hit Points 19 (3d10 + 3)

Speed 20 ft., 20 ft. swim

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

Skills Stealth +2

Senses Passive Perception 10

Languages —

Challenge 0.5 (100 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.
Hit: 7 (1d10+2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target

CULT FANATIC

Medium humanoid, any non-good alignment

Armor Class 13

Hit Points 22 (6d8 + -5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses Passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy - 1st level (4 slots): command, inflict wounds, shield of faith - 2nd level (3 slots): hold person, spiritual weapon

ACTIONS

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4+2) piercing damage.

CULTIST

Medium humanoid, any non-good alignment

Armor Class 12

Hit Points 9 (2d8 + 0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)

Skills Deception +2, Religion +2

Senses Passive Perception 10

Languages any one language (usually Common)

Challenge 0.125 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6+1) slashing damage.

DAO

Large elemental, neutral evil

Armor Class 18

Hit Points 187 (15d10 + 105)

Speed 30 ft., 30 ft. fly, 30 ft. burrow

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	24 (+7)	12 (+1)	13 (+1)	14 (+2)

Saving Throws Int +5, Wis +5, Cha +6

Condition Immunities petrified

Senses darkvision 120ft., passive Perception 11

Languages Terran

Challenge 11 (7,200 XP)

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

Elemental Demise. If the dao dies, its body disintegrates into crystalline powder, leaving behind only equipment the dao was wearing or carrying.

Innate Spellcasting. The dao's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: detect evil and good, detect magic, stone shape.
- 3/day each: passwall, move earth, tongues.
- 1/day each: conjure elemental (earth elemental only), gaseous form, invisibility, phantasmal killer, plane shift, wall of stone.

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

ACTIONS

Multiattack. The dao makes two fist attacks or two maul attacks.

Fist. Melee weapon attack: +10 to hit, reach 5ft., one target. Hit: 15 (2d8+6) bludgeoning damage.

Maul. Melee weapon attack: +10 to hit, reach 5ft., one target. Hit: 20 (4d6+6) bludgeoning damage. If the target is a Huge or smaller creature, it must succeed on a DC 18 Strength check or be knocked prone.

DARKMANTLE

Small monstrosity, unaligned

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 10 ft., 30 ft. fly

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +3

Senses Blindsight 60 ft., Passive Perception 10

Languages —

Challenge 0.5 (100 XP)

Echolocation. The darkmantle can't use its blindsight while deafened.

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

ACTIONS

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

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

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

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

DEATH DOG

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +5, Stealth +4

Senses Darkvision 120 ft., Passive Perception 15

Languages —

Challenge 1 (200 XP)

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

ACTIONS

Multiattack. The dog makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

DEEP GNOME (SVIRFNEBLIN)

Small humanoid, neutral good

Armor Class 15

Hit Points 16 (3d6 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

Skills Investigation +3, Perception +2, Stealth +4

Senses Darkvision 120 ft., Passive Perception 12

Languages Gnomish, Terran, Undercommon

Challenge 0.5 (100 XP)

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

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

Innate Spellcasting. The gnome's innate spellcasting ability is Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: nondetection (self only)

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

ACTIONS

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

Poisoned Dart. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one creature. *Hit:* 4 (1d4+2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw

at the end of each of its turns, ending the effect on itself on a success

DEER

Medium beast, unaligned

Armor Class 13

Hit Points 4 (1d8 + 0)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	2 (-4)	14 (+2)	5 (-3)

Senses Passive Perception 12

Languages —

Challenge 0 (10 XP)

ACTIONS

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

DEVA

Medium celestial, lawful good

Armor Class 17

Hit Points 136 (16d8 + 64)

Speed 30 ft., 90 ft. fly

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Skills Insight +9, Perception +9

Damage Resistances radiant

Condition Immunities charmed, exhaustion, frightened

Senses Darkvision 120 ft., Passive Perception 19

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP)

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

Innate Spellcasting. The deva's spellcasting ability is Charisma (spell save DC 17). The deva can innately cast the following spells, requiring only verbal components:

At will: detect evil and good

1/day each: commune, raise dead

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

ACTIONS

Multiattack. The deva makes two melee attacks.

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

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

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

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

DIRE WOLF

Large beast, unaligned

Armor Class 14

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Languages —

Challenge 1 (200 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

DJINNI

Large elemental, chaotic good

Armor Class 17

Hit Points 161 (14d10 + 84)

Speed 30 ft., 90 ft. fly

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	20 (+5)

Damage Immunities lightning, thunder

Senses Darkvision 120 ft., Passive Perception 13

Languages Auran

Challenge 11 (7,200 XP)

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

Innate Spellcasting. The djinni's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can

innately cast the following spells, requiring no material components:

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

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

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

Disguises.

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

Wishes.

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

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

ACTIONS

Multiattack. The djinni makes three scimitar attacks.

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

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

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

DOPPELGANGER

Medium monstrosity, unaligned

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses Darkvision 60 ft., Passive Perception 11

Languages Common

Challenge 3 (700 XP)

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

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

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

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

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

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

DRAFT HORSE

Large beast, unaligned

Armor Class 10

Hit Points 19 (3d10 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses Passive Perception 10

Languages —

Challenge 0.25 (50 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) bludgeoning damage.

DRAGON TURTLE

Gargantuan dragon, neutral

Armor Class 20

Hit Points 341 (22d20 + 110)

Speed 20 ft., 40 ft. swim

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	10 (+0)	12 (+1)	12 (+1)

Damage Resistances fire

Senses Darkvision 120 ft., Passive Perception 11

Languages Aquan, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dragon turtle can breathe air and water.

ACTIONS

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

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

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

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

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

DRETCH

Small fiend, chaotic evil

Armor Class 11

Hit Points 18 (4d6 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	5 (-3)	8 (-1)	3 (-4)

Damage Resistances cold

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)

Challenge 0.25 (50 XP)

ACTIONS

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

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

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

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

DRIDER

Large monstrosity, chaotic evil

Armor Class 19

Hit Points 123 (13d10 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	12 (+1)

Skills Perception +5, Stealth +9

Senses Darkvision 120 ft., Passive Perception 15

Languages Elvish, Undercommon

Challenge 6 (2,300 XP)

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

Innate Spellcasting. The drider's innate spellcasting ability is Wisdom (spell save DC 13). The drider can innately cast the following spells, requiring no material components:

At will: dancing lights

1/day each: darkness, faerie fire

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

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

Web Walker. The drider ignores movement restrictions caused by webbing.

ACTIONS

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

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

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

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

DROW

Medium humanoid, neutral evil

Armor Class 15

Hit Points 13 (3d8 + 0)

Speed 30 ft.

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

Skills Perception +2, Stealth +4

Senses Darkvision 120 ft., Passive Perception 12

Languages Elvish, Undercommon

Challenge 0.25 (50 XP)

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

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: dancing lights

1/day each: darkness, faerie fire

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

ACTIONS

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

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

DRUID

Medium humanoid, any alignment

Armor Class 11

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses Passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

- Cantrips (at will): druidcraft, produce flame, shillelagh
- 1st level (4 slots): entangle, longstrider, speak with animals, thunderwave
- 2nd level (3 slots): animal messenger, barkskin

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 6 (1d8+2) bludgeoning damage with shillelagh or if wielded with two hands.

DRYAD

Medium fey, neutral

Armor Class 11

Hit Points 22 (5d8 + 0)

Speed 30 ft.

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

Skills Perception +4, Stealth +5

Senses Darkvision 60 ft., Passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: druidcraft

3/day each: entangle, goodberry

1/day each: barkskin, pass without trace, shillelagh

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.

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

ACTIONS

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

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

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

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

DUERGAR

Medium humanoid, lawful evil

Armor Class 16

Hit Points 26 (4d8 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

Damage Resistances poison

Senses Darkvision 120 ft., Passive Perception 10

Languages Dwarvish, Undercommon

Challenge 1 (200 XP)

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

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

ACTIONS

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

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

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

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

DUST MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 17 (5d6 + 0)

Speed 30 ft., 30 ft. fly

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

Skills Perception +2, Stealth +4

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 60 ft., Passive Perception 12

Languages Auran, Terran

Challenge 0.5 (100 XP)

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

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

ACTIONS

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

Blinding Breath (Recharge 6). The mephit exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

EAGLE

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6 + 0)

Speed 10 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	2 (-4)	14 (+2)	7 (-2)

Skills Perception +4

Senses Passive Perception 14

Languages —

Challenge 0 (10 XP)

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

ACTIONS

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

EARTH ELEMENTAL

Large elemental, neutral

Armor Class 17

Hit Points 126 (12d10 + 60)

Speed 30 ft., 30 ft. burrow

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from

nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 10
Languages Terran
Challenge 5 (1,800 XP)

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

EARTH ELEMENTAL MYRMIDON

Medium elemental, neutral

Armor Class 18
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities paralyzed, petrified, poisoned, prone
Senses Darkvision 60 ft., Passive Perception 10
Languages Terran, one language of its creator's choice
Challenge 7 (2,900 XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

ACTIONS

Multiattack. The myrmidon makes two maul attacks.
Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.
Thunderous Strike (Recharge 6). The myrmidon makes one maul attack. On a hit, the target takes an extra 16 (3d10) thunder damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone. Elemental myrmidons are elementals conjured and bound by magic into ritually created suits of plate armor. In this form, they possess no recollection of their former existence as free elementals. They exist only to follow the commands of their *creators*.

EFREETI

Large elemental, lawful evil

Armor Class 17
Hit Points 200 (16d10 + 112)
Speed 40 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

Damage Immunities fire
Senses Darkvision 120 ft., Passive Perception 12
Languages Ignan
Challenge 11 (7,200 XP)

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

Innate Spellcasting. The efreeti's innate spell casting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: detect magic

3/day: enlarge/reduce, tongues

1/day each: conjure elemental (fire elemental only), gaseous form, invisibility, major image, plane shift, wall of fire

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

Disguises.

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

Wishes.

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

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

ACTIONS

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

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

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

ELEPHANT

Huge beast, unaligned

Armor Class 12

Hit Points 76 (8d12 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	3 (-4)	11 (+0)	6 (-2)

Senses Passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Trampling Charge. If the elephant moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10+6) bludgeoning damage.

ELK

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	6 (-2)

Senses Passive Perception 10

Languages —

Challenge 0.25 (50 XP)

Charge. If the elk moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

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

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 8 (2d4+3) bludgeoning damage.

ERINYES

Medium fiend, lawful evil

Armor Class 18

Hit Points 153 (18d8 + 72)

Speed 30 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	18 (+4)

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses Truesight 120 ft., Passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP)

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

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

ACTIONS

Multiattack. The erinyes makes three attacks

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

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

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

REACTIONS

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

ETTERCAP

Medium monstrosity, neutral evil

Armor Class 13

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4, Survival +3

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge 2 (450 XP)

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

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

Web Walker. The ettercap ignores movement restrictions caused by webbing.

ACTIONS

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

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

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

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

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

ETTIN

Large giant, chaotic evil

Armor Class 12

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Giant, Orc

Challenge 4 (1,100 XP)

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

ACTIONS

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage.

FIRE ELEMENTAL

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

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

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

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

ACTIONS

Multiattack. The elemental makes two touch attacks.

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

FIRE GIANT

Huge giant, lawful evil

Armor Class 18

Hit Points 162 (13d12 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Skills Athletics +11, Perception +6

Damage Immunities fire
Senses Passive Perception 16
Languages Giant
Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The giant makes two greatsword attacks.
Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6+7) slashing damage.
Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10+7) bludgeoning damage.

FIRE SNAKE

Medium elemental, neutral evil

Armor Class 14
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 10
Languages understands Ignan but can't speak
Challenge 1 (200 XP)

Heated Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

ACTIONS

Multiattack. The snake makes two attacks: one with its bite and one with its tail.
Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage plus 3 (1d6) fire damage.
Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage plus 3 (1d6) fire damage.

FLESH GOLEM

Medium construct, neutral

Armor Class 9
Hit Points 93 (11d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison, bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 60 ft., Passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 5 (1,800 XP)

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

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

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

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

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

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

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.
Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

FLYING SNAKE

Tiny beast, unaligned

Armor Class 14
Hit Points 5 (2d4 + 0)
Speed 30 ft., 30 ft. swim, 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses Blindsight 10 ft., Passive Perception 11
Languages —
Challenge 0.125 (25 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage.

FLYING SWORD

Small construct, unaligned

Armor Class 17

Hit Points 17 (5d6 + 0)

Speed 0 ft., 50 ft. fly

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

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, blinded, frightened, paralyzed, petrified, poisoned

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 7

Languages —

Challenge 0.25 (50 XP)

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

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

ACTIONS

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

FROG

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 + -1)

Speed 20 ft., 20 ft. swim

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	1 (-5)	8 (-1)	3 (-4)

Skills Perception +1, Stealth +3

Senses Darkvision 30 ft., Passive Perception 11

Languages —

Challenge 0 (10 XP)

Amphibious. The frog can breathe air and water

Standing Leap. The frog's long jump is up to 10 ft. and its high jump is up to 5 ft., with or without a running start.

FROST GIANT

Huge giant, neutral evil

Armor Class 15

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Skills Athletics +9, Perception +3

Damage Immunities cold

Senses Passive Perception 13

Languages Giant

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12+6) slashing damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage.

GARGOYLE

Medium elemental, chaotic evil

Armor Class 15

Hit Points 52 (7d8 + 21)

Speed 30 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Terran

Challenge 2 (450 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

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

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

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

GELATINOUS CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10 + 40)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, blinded, exhaustion, frightened, prone

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8

Languages —

Challenge 2 (450 XP)

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

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

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

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

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

ACTIONS

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

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

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

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

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

GHOST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8 + 0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Immunities necrotic

Condition Immunities poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Common

Challenge 2 (450 XP)

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

hours.

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

ACTIONS

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

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

GHOST

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8 + 0)

Speed 0 ft., 40 ft. fly

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened,

grappled, paralyzed, petrified, poisoned, prone, restrained

Senses Darkvision 60 ft., Passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

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

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

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

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

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

Possession (Recharge 6). One humanoid that the ghost can see within 5 ft. of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The

ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

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

GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8 + 0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Condition Immunities poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6+2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GIANT APE

Huge beast, unaligned

Armor Class 12

Hit Points 157 (15d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +9, Perception +4

Senses Passive Perception 14

Languages —

Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10+6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6+6) bludgeoning damage.

GIANT BADGER

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft., 10 ft. burrow

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

Senses Darkvision 30 ft., Passive Perception 11

Languages —

Challenge 0.25 (50 XP)

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage.

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

GIANT BAT

Large beast, unaligned

Armor Class 13

Hit Points 22 (4d10 + 0)

Speed 10 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses Blindsight 60 ft., Passive Perception 11

Languages —

Challenge 0.25 (50 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

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

GIANT BOAR

Large beast, unaligned

Armor Class 12

Hit Points 42 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses Passive Perception 8

Languages —

Challenge 2 (450 XP)

Charge. If the boar moves at least 20 ft. straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless. If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

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

GIANT CENTIPEDE

Small beast, unaligned

Armor Class 13

Hit Points 4 (1d6 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses Blindsight 30 ft., Passive Perception 8

Languages —

Challenge 0.25 (50 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4+2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT CONSTRICTOR

SNAKE

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft., 30 ft. swim

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2

Senses Blindsight 10 ft., Passive Perception 12

Languages —

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6+4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8+4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

GIANT CRAB

Medium beast, unaligned

Armor Class 15

Hit Points 13 (3d8 + 0)

Speed 30 ft., 30 ft. swim

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +4

Senses Blindsight 30 ft., Passive Perception 9

Languages —

Challenge 0.125 (25 XP)

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

GIANT CROCODILE

Huge beast, unaligned

Armor Class 14

Hit Points 85 (9d12 + 27)

Speed 30 ft., 50 ft. swim

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

Skills Stealth +5

Senses Passive Perception 10

Languages —

Challenge 5 (1,800 XP)

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10+5) piercing damage, and the target is grappled

(escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

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

GIANT EAGLE

Large beast, neutral good

Armor Class 13

Hit Points 26 (4d10 + 4)

Speed 10 ft., 80 ft. fly

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

Skills Perception +4

Senses Passive Perception 14

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

Challenge 1 (200 XP)

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

ACTIONS

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

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

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

GIANT ELK

Huge beast, unaligned

Armor Class 15

Hit Points 42 (5d12 + 10)

Speed 60 ft.

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

Skills Perception +4

Senses Passive Perception 14

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

Challenge 2 (450 XP)

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

ACTIONS

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

Hit: 11 (2d6+4) bludgeoning damage.

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

GIANT FIRE BEETLE

Small beast, unaligned

Armor Class 13

Hit Points 4 (1d6 + 1)

Speed 30 ft.

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

Senses Blindsight 30 ft., Passive Perception 8

Languages —

Challenge 0 (10 XP)

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

ACTIONS

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

GIANT FROG

Medium beast, unaligned

Armor Class 11

Hit Points 18 (4d8 + 0)

Speed 30 ft., 30 ft. swim

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

Skills Perception +2, Stealth +3

Senses Darkvision 30 ft., Passive Perception 12

Languages —

Challenge 0.25 (50 XP)

Amphibious. The frog can breathe air and water

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

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

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

creature is no longer restrained by it and can escape from the corpse using 5 ft. of movement, exiting prone.

GIANT GOAT

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 40 ft.

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

Senses Passive Perception 11

Languages —

Challenge 0.5 (100 XP)

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

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

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4+3) bludgeoning damage.

GIANT HYENA

Large beast, unaligned

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 50 ft.

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

Skills Perception +3

Senses Passive Perception 13

Languages —

Challenge 1 (200 XP)

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

ACTIONS

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

GIANT LIZARD

Large beast, unaligned

Armor Class 12

Hit Points 19 (3d10 + 3)

Speed 30 ft.

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

Senses Darkvision 30 ft., Passive Perception 10

Languages —

Challenge 0.25 (50 XP)

Variant: Hold Breath. The lizard can hold its breath for 15 minutes. (A lizard that has this trait also has a swimming speed of 30 feet.)

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

ACTIONS

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

GIANT OCTOPUS

Large beast, unaligned

Armor Class 11

Hit Points 52 (8d10 + 8)

Speed 10 ft., 60 ft. swim

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

Skills Perception +4, Stealth +5

Senses Darkvision 60 ft., Passive Perception 14

Languages —

Challenge 1 (200 XP)

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

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

Water Breathing. The octopus can breathe only underwater.

ACTIONS

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

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

GIANT OWL

Large beast, neutral

Armor Class 12

Hit Points 19 (3d10 + 3)

Speed 5 ft., 60 ft. fly

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

Skills Perception +5, Stealth +4

Senses Darkvision 120 ft., Passive Perception 15

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

Challenge 0.25 (50 XP)

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

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

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+1) slashing damage.

GIANT POISONOUS SNAKE

Medium beast, unaligned

Armor Class 14

Hit Points 11 (2d8 + 2)

Speed 30 ft., 30 ft. swim

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

Skills Perception +2

Senses Blindsight 10 ft., Passive Perception 12

Languages —

Challenge 0.25 (50 XP)

ACTIONS

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

GIANT RAT

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6 + 0)

Speed 30 ft.

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

Senses Darkvision 60 ft., Passive Perception 10

Languages —

Challenge 0.125 (25 XP)

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

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

ACTIONS

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

GIANT RAT (DISEASED)

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6 + 0)

Speed 30 ft.

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

Senses Darkvision 60 ft., Passive Perception 10

Languages —

Challenge 0.125 (25 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+2) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

GIANT SCORPION

Large beast, unaligned

Armor Class 15

Hit Points 52 (7d10 + 14)

Speed 40 ft.

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

Senses Blindsight 60 ft., Passive Perception 9

Languages —

Challenge 3 (700 XP)

ACTIONS

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

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

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

damage on a failed save, or half as much damage on a successful one.

GIANT SEA HORSE

Large beast, unaligned

Armor Class 13

Hit Points 16 (3d10 + 0)

Speed 0 ft., 40 ft. swim

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

Senses Passive Perception 11

Languages —

Challenge 0.5 (100 XP)

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

Water Breathing. The sea horse can breathe only underwater.

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

GIANT SHARK

Huge beast, unaligned

Armor Class 13

Hit Points 126 (11d12 + 55)

Speed 0 ft., 50 ft. swim

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

Skills Perception +3

Senses Blindsight 60 ft., Passive Perception 13

Languages —

Challenge 5 (1,800 XP)

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

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10+6) piercing damage.

GIANT SPIDER

Large beast, unaligned

Armor Class 14

Hit Points 26 (4d10 + 4)

Speed 30 ft.

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

Skills Stealth +7

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

Languages —

Challenge 1 (200 XP)

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

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

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

GIANT TOAD

Large beast, unaligned

Armor Class 11

Hit Points 39 (6d10 + 6)

Speed 20 ft., 40 ft. swim

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

Senses Darkvision 30 ft., Passive Perception 10

Languages —

Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is

blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

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

GIANT VULTURE

Large beast, neutral evil

Armor Class 10

Hit Points 22 (3d10 + 6)

Speed 10 ft., 60 ft. fly

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

Skills Perception +3

Senses Passive Perception 13

Languages understands Common but can't speak

Challenge 1 (200 XP)

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

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

ACTIONS

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

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

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

GIANT WASP

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8 + 0)

Speed 10 ft., 50 ft. swim, 50 ft. fly

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

Senses Passive Perception 10

Languages —

Challenge 0.5 (100 XP)

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit

points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT WEASEL

Medium beast, unaligned

Armor Class 13

Hit Points 9 (2d8 + 0)

Speed 40 ft.

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

Skills Perception +3, Stealth +5

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge 0.125 (25 XP)

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

ACTIONS

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

GIANT WOLF SPIDER

Medium beast, unaligned

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

Skills Perception +3, Stealth +7

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 13

Languages —

Challenge 0.25 (50 XP)

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

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

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

ACTIONS

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

GIBBERING MOUTHER

Medium aberration, neutral

Armor Class 9

Hit Points 67 (9d8 + 27)

Speed 10 ft., 10 ft. swim

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities prone

Senses Darkvision 60 ft., Passive Perception 10

Languages —

Challenge 2 (450 XP)

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

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

ACTIONS

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

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

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

GLABREZU

Large fiend, chaotic evil

Armor Class 17

Hit Points 157 (15d10 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

Damage Resistances cold

Damage Immunities poison

Condition Immunities poisoned

Senses Truesight 120 ft., Passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components:

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

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

ACTIONS

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

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

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

Variant: Summon Demon. The demon chooses what to summon and attempts a magical summoning.

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

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

GLADIATOR

Medium humanoid, any alignment

Armor Class 16

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Skills Athletics +10, Intimidation +5

Senses Passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

or 13 (2d8+4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4+4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

GNOLL

Medium humanoid, chaotic evil

Armor Class 15
Hit Points 22 (5d8 + 0)
Speed 30 ft.

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

Senses Darkvision 60 ft., Passive Perception 10
Languages Gnoll
Challenge 0.5 (100 XP)

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

ACTIONS

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

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

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

GOAT

Medium beast, unaligned

Armor Class 10
Hit Points 4 (1d8 + 0)
Speed 40 ft.

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

Senses Passive Perception 10
Languages —
Challenge 0 (10 XP)

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

be knocked prone.

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

ACTIONS

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

GOBLIN

Small humanoid, neutral evil

Armor Class 15
Hit Points 7 (2d6 + 0)
Speed 30 ft.

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

Skills Stealth +6
Senses Darkvision 60 ft., Passive Perception 9
Languages Common, Goblin
Challenge 0.25 (50 XP)

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

ACTIONS

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

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

GOLD DRAGON WYRMLING

Medium dragon, lawful good

Armor Class 17
Hit Points 60 (8d8 + 24)
Speed 30 ft., 30 ft. swim, 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	14 (+2)	11 (+0)	16 (+3)

Skills Perception +4, Stealth +4
Damage Immunities fire
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14
Languages Draconic
Challenge 3 (700 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

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

Breath Weapons. The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw,

taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

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

GORGON

Large monstrosity, unaligned

Armor Class 19

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +4

Condition Immunities petrified

Senses Darkvision 60 ft., Passive Perception 14

Languages —

Challenge 5 (1,800 XP)

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

ACTIONS

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

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

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

GRAY OOZE

Medium ooze, unaligned

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +2

Damage Resistances acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8

Languages —

Challenge 0.5 (100 XP)

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

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

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

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

ACTIONS

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

GREEN DRAGON WYRMING

Medium dragon, lawful evil

Armor Class 17

Hit Points 38 (7d8 + 7)

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

Skills Perception +4, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

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

Languages Draconic

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) piercing damage plus 3 (1d6) poison damage.

Poison Breath. The dragon exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

GREEN HAG

Medium fey, neutral evil

Armor Class 17

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: dancing lights, minor illusion, vicious mockery

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

ACTIONS

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

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

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

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

GRICK

Medium monstrosity, neutral

Armor Class 14

Hit Points 27 (6d8 + 0)

Speed 30 ft.

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

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses Darkvision 60 ft., Passive Perception 12

Languages —

Challenge 2 (450 XP)

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

ACTIONS

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

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

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

GRIFFON

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., 80 ft. fly

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

Skills Perception +5

Senses Darkvision 60 ft., Passive Perception 15

Languages —

Challenge 2 (450 XP)

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

ACTIONS

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

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

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

GRIMLOCK

Medium humanoid, neutral evil

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	9 (-1)	8 (-1)	6 (-2)

Skills Athletics +5, Perception +3, Stealth +3

Condition Immunities blinded

Senses Blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), Passive Perception 13

Languages Undercommon

Challenge 0.25 (50 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

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

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

ACTIONS

Spiked Bone Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage plus 2 (1d4) piercing damage.

GUARD

Medium humanoid, any alignment

Armor Class 16

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses Passive Perception 12

Languages any one language (usually Common)

Challenge 0.125 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage or 5 (1d8+1) piercing damage if used with two hands to make a melee attack.

GUARDIAN NAGA

Large monstrosity, lawful good

Armor Class 18

Hit Points 127 (15d10 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	16 (+3)	19 (+4)	18 (+4)

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses Darkvision 60 ft., Passive Perception 14

Languages Celestial, Common

Challenge 10 (5,900 XP)

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

Spellcasting. The naga is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following cleric spells prepared:

- Cantrips (at will): mending, sacred flame, thaumaturgy

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

ACTIONS

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

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

GYNOSPHERX

Large monstrosity, lawful neutral

Armor Class 17

Hit Points 136 (16d10 + 48)

Speed 40 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	18 (+4)	18 (+4)

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses Truesight 120 ft., Passive Perception 18

Languages Common, Sphinx

Challenge 11 (7,200 XP)

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

Magic Weapons. The sphinx's weapon attacks are magical.

Spellcasting. The sphinx is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared:

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

ACTIONS

Multiattack. The sphinx makes two claw attacks.

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

LEGENDARY ACTIONS

Claw Attack. The sphinx makes one claw attack.
Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.
Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

HALF-RED DRAGON

VETERAN

Medium humanoid, any alignment

Armor Class 18
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Damage Resistances fire
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 12
Languages Common, Draconic
Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10+1) piercing damage.

Fire Breath. The veteran exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

HARPY

Medium monstrosity, chaotic evil

Armor Class 11
Hit Points 38 (7d8 + 7)
Speed 20 ft., 40 ft. fly

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

Senses Passive Perception 10
Languages Common
Challenge 1 (200 XP)

ACTIONS

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

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

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

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

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

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

HAWK

Tiny beast, unaligned

Armor Class 13
Hit Points 1 (1d4 + -1)
Speed 10 ft., 60 ft. fly

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

Skills Perception +4
Senses Passive Perception 14
Languages —
Challenge 0 (10 XP)

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

ACTIONS

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

HELL HOUND

Medium fiend, lawful evil

Armor Class 15
Hit Points 45 (7d8 + 14)
Speed 50 ft.

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

Skills Perception +5
Damage Immunities fire
Senses Darkvision 60 ft., Passive Perception 15
Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

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

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

ACTIONS

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

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

HEZROU

Large fiend, chaotic evil

Armor Class 16

Hit Points 136 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

Damage Resistances cold

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 120 ft., Passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 8 (3,900 XP)

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

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

ACTIONS

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

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

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

Variants: Summon Demon. The demon chooses what to summon and attempts a magical summoning.

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

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

HILL GIANT

Huge giant, chaotic evil

Armor Class 13

Hit Points 105 (10d12 + 40)

Speed 40 ft.

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

Skills Perception +2

Senses Passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The giant makes two greatclub attacks.

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

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

HIPPOGRIFF

Large monstrosity, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 40 ft., 60 ft. fly

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

Skills Perception +5

Senses Passive Perception 15

Languages —

Challenge 1 (200 XP)

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

ACTIONS

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

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

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

HOBGOBLIN

Medium humanoid, lawful evil

Armor Class 18

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Goblin

Challenge 0.5 (100 XP)

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

ACTIONS

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

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

HOBGOBLIN CAPTAIN

Medium humanoid (goblinoid), lawful evil

Armor Class 17

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses darkvision 60 ft., Passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two greatsword attacks. *Greatsword Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) piercing damage.

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

Leadership (Recharges after a Short or Long Rest). For 1 minutes, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

HOMUNCULUS

Tiny construct, neutral

Armor Class 13

Hit Points 5 (2d4 + 0)

Speed 20 ft., 40 ft. fly

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

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 0 (10 XP)

Telepathic Bond. While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

HORNED DEVIL

Large fiend, lawful evil

Armor Class 18

Hit Points 178 (17d10 + 85)

Speed 20 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses Darkvision 120 ft., Passive Perception 13

Languages Infernal, telepathy 120 ft.

Challenge 11 (7,200 XP)

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

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

ACTIONS

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

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

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

Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

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

HUNTER SHARK

Large beast, unaligned

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 0 ft., 40 ft. swim

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

Skills Perception +2

Senses Darkvision 30 ft., Passive Perception 12

Languages —

Challenge 2 (450 XP)

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

Water Breathing. The shark can breathe only underwater.

ACTIONS

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

HYDRA

Huge monstrosity, unaligned

Armor Class 15

Hit Points 172 (15d12 + 75)

Speed 30 ft., 30 ft. swim

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

Skills Perception +6

Senses Darkvision 60 ft., Passive Perception 16

Languages —

Challenge 8 (3,900 XP)

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

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

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

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

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

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

ACTIONS

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

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

HYENA

Medium beast, unaligned

Armor Class 11

Hit Points 5 (1d8 + 1)

Speed 50 ft.

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

Skills Perception +3

Senses Passive Perception 13

Languages —

Challenge 0 (10 XP)

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

ACTIONS

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

ICE DEVIL

Large fiend, lawful evil

Armor Class 18

Hit Points 180 (19d10 + 76)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	18 (+4)	15 (+2)	18 (+4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 14 (11,500 XP)

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

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

ACTIONS

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

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

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

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

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

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

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

ICE MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (6d6 + 0)

Speed 30 ft., 30 ft. fly

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +3

Damage Vulnerabilities bludgeoning, fire

Damage Immunities cold, poison

Condition Immunities poisoned

Senses Darkvision 60 ft., Passive Perception 12

Languages Aquan, Auran

Challenge 0.5 (100 XP)

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

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

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

ACTIONS

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

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

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

IMP

Tiny fiend, lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., 40 ft. fly

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

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

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses Darkvision 120 ft., Passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

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

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

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

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

ACTIONS

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

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

INVISIBLE STALKER

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

Speed 50 ft., 50 ft. fly

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

Skills Perception +8, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60 ft., Passive Perception 18

Languages Auran, understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

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

ACTIONS

Multiattack. The stalker makes two slam attacks.

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

IRON GOLEM

Large construct, unaligned

Armor Class 20

Hit Points 210 (20d10 + 100)

Speed 30 ft.

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

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 120 ft., Passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 16 (15,000 XP)

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

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

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

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two melee attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8+7) bludgeoning damage.

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

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

JACKAL

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6 + 0)

Speed 40 ft.

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

Skills Perception +3

Senses Passive Perception 13

Languages —

Challenge 0 (10 XP)

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

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

ACTIONS

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

KENKU

Medium humanoid (kenku), chaotic neutral

Armor Class 13

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	11 (+0)	10 (+0)	10 (+0)

Skills Deception +4, Perception +2, Stealth +5

Senses passive Perception 12

Languages understands Auran and Common but speaks only through the use of its Mimicry trait

Challenge 0.25 (50 XP)

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

Mimicry. The kenku can mimic any sounds it has heard,

including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

KILLER WHALE

Huge beast, unaligned

Armor Class 12

Hit Points 90 (12d12 + 12)

Speed 0 ft., 60 ft. swim

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses Blindsight 120 ft., Passive Perception 13

Languages —

Challenge 3 (700 XP)

Echolocation. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 30 minutes

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (5d6+4) piercing damage.

KNIGHT

Medium humanoid, any alignment

Armor Class 18

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Senses Passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership. For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

KOBOLD

Small humanoid, lawful evil

Armor Class 12

Hit Points 5 (2d6 + -2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses Darkvision 60 ft., Passive Perception 8

Languages Common, Draconic

Challenge 0.125 (25 XP)

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

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

ACTIONS

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

KRAKEN

Gargantuan monstrosity, chaotic evil

Armor Class 18

Hit Points 472 (27d20 + 189)

Speed 20 ft., 60 ft. swim

STR	DEX	CON	INT	WIS	CHA
30	11 (+0)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Damage Immunities lightning, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities frightened, paralyzed

Senses Truesight 120 ft., Passive Perception 14

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

Challenge 23 (50,000 XP)

Amphibious. The kraken can breathe air and water.

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

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

ACTIONS

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

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

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

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

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

LEGENDARY ACTIONS

Tentacle Attack or Fling. The kraken makes one tentacle attack or uses its Fling.

Lightning Storm (Costs 2 Actions). The kraken uses Lightning Storm.

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

KUO-TOA

Medium humanoid (kuo-toa), neutral evil

Armor Class 13

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages Undercommon

Challenge 0.25 (50 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5ft. or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage, or 5 (1d8+1) piercing damage if used with two hands to make a melee attack.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

REACTIONS

Sticky Shield. When a creature misses the kuo-toa with a melee weapon attack, the kuo-toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the kuo-toa's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

KUO-TOA ARCHPRIEST

Medium humanoid (kuo-toa), neutral evil

Armor Class 13

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	13 (+1)	16 (+3)	14 (+2)

Skills Perception +9, Religion +6
Senses darkvision 120 ft., passive Perception 19
Languages Undercommon
Challenge 6 (2,300 XP)

Amphibious. The kuo-toa can breathe air and water.
Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.
Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.
Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
Spellcasting. The kuo-toa is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:

- Cantrips (at will): guidance, sacred flame, thaumaturgy
- 1st level (4 slots): detect magic, sanctuary, shield of faith
- 2nd level (3 slots): hold person, spiritual weapon
- 3rd level (3 slots): spirit guardians, tongues
- 4th level (3 slots): control water, divination
- 5th level (2 slots): mass cure wounds, scrying

ACTIONS

Multiattack. The kuo-toa makes two melee attacks.
Scepter. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6+3) bludgeoning damage plus 14 (4d6) lightning damage.
Unarmed Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) bludgeoning damage.

KUO-TOA MONITOR

Medium humanoid (kuo-toa), neutral evil

Armor Class 13
Hit Points 65 (10d8+20)
Speed 30 ft.

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

Skills Perception +6, Religion +4
Senses darkvision 120 ft., passive Perception 16
Languages Undercommon
Challenge 3 (700 XP)

Amphibious. The kuo-toa can breathe air and water.
Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.
Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Unarmored Defense. The kuo-toa adds its Wisdom modifier to its armor class.

ACTIONS

Multiattack. The kuo-toa makes one bite attack and two unarmed strikes.
Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) piercing damage.
Unarmed Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) bludgeoning damage plus 3 (1d6) lightning damage, and the target can't take reactions until the end of the kuo-toa's next turn.

KUO-TOA WHIP

Medium humanoid (kuo-toa), neutral evil

Armor Class 11
Hit Points 65 (10d8 + 20)
Speed ft.

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

Skills Perception +6, Religion +4
Senses darkvision 120 ft., passive Perception 16
Languages Undercommon
Challenge 1 (200 XP)

Amphibious. The kuo-toa can breathe air and water.
Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.
Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.
Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.
Spellcasting. The kuo-toa is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:

- Cantrips (at will): sacred flame, thaumaturgy
- 1st level (3 slots): bane, shield of faith

ACTIONS

Multiattack. The kuo-toa makes two attacks: one with its bite and one with its pincer staff.
Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) piercing damage.
Pincer Staff. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d6+2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the kuo-toa can't use its pincer staff on another target.

LAMIA

Large monstrosity, chaotic evil

Armor Class 13

Hit Points 97 (13d10 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	14 (+2)	15 (+2)	16 (+3)

Skills Deception +7, Insight +4, Stealth +3

Senses Darkvision 60 ft., Passive Perception 12

Languages Abyssal, Common

Challenge 4 (1,100 XP)

Innate Spellcasting. The lamia's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components. At will: disguise self (any humanoid form), major image 3/day each: charm person, mirror image, scrying, suggestion 1/day: geas

ACTIONS

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

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

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

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

LEMURE

Medium fiend, lawful evil

Armor Class 7

Hit Points 13 (3d8 + 0)

Speed 15 ft.

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

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses Darkvision 120 ft., Passive Perception 10

Languages understands infernal but can't speak

Challenge 0 (10 XP)

Devil's Sight. Magical darkness doesn't impede the lemure's darkvision.

Hellish Rejuvenation. A lemure that dies in the Nine Hells comes back to life with all its hit points in 1d10 days unless it is killed by a good-aligned creature with a bless spell cast on that creature or its remains are sprinkled with holy water.

ACTIONS

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

LICH

Medium undead, any evil alignment

Armor Class 17

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances cold

Damage Immunities poison, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses Truesight 120 ft., Passive Perception 19

Languages Common plus up to five other languages

Challenge 21 (33,000 XP)

Legendary Resistance. If the lich fails a saving throw, it can choose to succeed instead.

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

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

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

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

ACTIONS

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

LEGENDARY ACTIONS

Cantrip. The lich casts a cantrip.

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

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each living creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

LION

Large beast, unaligned

Armor Class 12

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses Passive Perception 13

Languages —

Challenge 1 (200 XP)

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

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

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

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

ACTIONS

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

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

LIZARD

Tiny beast, unaligned

Armor Class 10

Hit Points 2 (1d4 + 0)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	10 (+0)	1 (-5)	8 (-1)	3 (-4)

Senses Darkvision 30 ft., Passive Perception 9

Languages —

Challenge 0 (10 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

LIZARDFOLK

Medium humanoid, neutral

Armor Class 15

Hit Points 22 (4d8 + 4)

Speed 30 ft., 30 ft. swim

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5

Senses Passive Perception 13

Languages Draconic

Challenge 0.5 (100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

ACTIONS

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

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

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

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

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

MAGE

Medium humanoid, any alignment

Armor Class 12

Hit Points 40 (9d8 + 0)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Skills Arcana +6, History +6

Senses Passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

- Cantrips (at will): fire bolt, light, mage hand, prestidigitation
- 1st level (4 slots): detect magic, mage armor, magic missile, shield

- 2nd level (3 slots): misty step, suggestion
- 3rd level (3 slots): counterspell, fireball, fly
- 4th level (3 slots): greater invisibility, ice storm
- 5th level (1 slot): cone of cold

ACTIONS

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4+2) piercing damage.

MAGMA MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 30 ft., 30 ft. fly

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Ignan, Terran

Challenge 0.5 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 ft. of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting. The mephit can innately cast heat metal (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

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

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

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

MAGMIN

Small elemental, chaotic neutral

Armor Class 14

Hit Points 9 (2d6 + 2)

Speed 30 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Ignan

Challenge 0.5 (100 XP)

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 ft. of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 ft.

ACTIONS

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a target takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of its turns.

MAMMOTH

Huge beast, unaligned

Armor Class 13

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Senses Passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Trampling Charge. If the mammoth moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8+7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10+7) bludgeoning damage.

MANTICORE

Large monstrosity, lawful evil

Armor Class 14

Hit Points 68 (8d10 + 24)

Speed 30 ft., 50 ft. fly

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

Senses Darkvision 60 ft., Passive Perception 11

Languages —

Challenge 3 (700 XP)

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

ACTIONS

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

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

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

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

MARILITH

Large fiend, chaotic evil

Armor Class 18

Hit Points 189 (18d10 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Damage Resistances cold

Damage Immunities poison

Condition Immunities poisoned

Senses Truesight 120 ft., Passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 16 (15,000 XP)

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

Magic Weapons. The marilith's weapon attacks are magical.

Reactive. The marilith can take one reaction on every turn in combat.

ACTIONS

Multiattack. The marilith can make seven attacks: six with its longswords and one with its tail.

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

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10+4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends,

the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets.

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

Variant: Summon Demon. The demon chooses what to summon and attempts a magical summoning.

A marilith has a 50 percent chance of summoning 1d6 vrock, 1d4 hezrous, 1d3 glabrezus, 1d2 nalfeshnees, or one marilith.

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

REACTIONS

Parry. The marilith adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.

MASTIFF

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Languages —

Challenge 0.125 (25 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

MEDUSA

Medium monstrosity, lawful evil

Armor Class 15

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

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

Senses Darkvision 60 ft., Passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 ft. of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

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

If the medusa sees itself reflected on a polished surface within 30 ft. of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

ACTIONS

Multiattack. The medusa makes either three melee attacks—one with its snake hair and two with its shortsword—or two ranged attacks with its longbow.

Snake Hair. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4+2) piercing damage plus 14 (4d6) poison damage.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage plus 7 (2d6) poison damage.

MERFOLK

Medium humanoid, neutral

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 10 ft., 40 ft. swim

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2

Senses Passive Perception 12

Languages Aquan, Common

Challenge 0.125 (25 XP)

Amphibious. The merfolk can breathe air and water.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.

MERROW

Large monstrosity, chaotic evil

Armor Class 13

Hit Points 45 (6d10 + 12)

Speed 10 ft., 40 ft. swim

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

Senses Darkvision 60 ft., Passive Perception 10

Languages Abyssal, Aquan

Challenge 2 (450 XP)

Amphibious. The merrow can breathe air and water.

ACTIONS

Multiattack. The merrow makes two attacks: one with its bite and one with its claws or harpoon.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4+4) slashing damage.

Harpoon. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6+4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

MIMIC

Medium monstrosity, neutral

Armor Class 12

Hit Points 58 (9d8 + 18)

Speed 15 ft.

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

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses Darkvision 60 ft., Passive Perception 11

Languages —

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grapppler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 4 (1d8) acid damage.

MINOTAUR

Large monstrosity, chaotic evil

Armor Class 14

Hit Points 76 (9d10 + 27)

Speed 40 ft.

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

Skills Perception +7

Senses Darkvision 60 ft., Passive Perception 17

Languages Abyssal

Challenge 3 (700 XP)

Charge. If the minotaur moves at least 10 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 ft. away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) slashing damage.

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

MINOTAUR SKELETON

Large undead, lawful evil

Armor Class 12

Hit Points 67 (9d10 + 18)

Speed 40 ft.

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

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) slashing damage.

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

MULE

Medium beast, unaligned

Armor Class 10

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses Passive Perception 10

Languages —

Challenge 0.125 (25 XP)

Beast of Burden. The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

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

ACTIONS

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

MUMMY

Medium undead, lawful evil

Armor Class 11

Hit Points 58 (9d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages the languages it knew in life

Challenge 3 (700 XP)

ACTIONS

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 ft. of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

MUMMY LORD

Medium undead, lawful evil

Armor Class 17

Hit Points 97 (13d8 + 39)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	11 (+0)	18 (+4)	16 (+3)

Skills History +5, Religion +5

Damage Vulnerabilities fire

Damage Immunities necrotic, poison, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses Darkvision 60 ft., Passive Perception 14

Languages the languages it knew in life

Challenge 15 (13,000 XP)

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

Rejuvenation. A destroyed mummy lord gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of the mummy lord's heart.

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared:

- Cantrips (at will): sacred flame, thaumaturgy
- 1st level (4 slots): command, guiding bolt, shield of faith
- 2nd level (3 slots): hold person, silence, spiritual weapon
- 3rd level (3 slots): animate dead, dispel magic
- 4th level (3 slots): divination, guardian of faith
- 5th level (2 slots): contagion, insect plague
- 6th level (1 slot): harm

ACTIONS

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The mummy lord targets one creature it can see within 60 feet of it. If the target can see the mummy lord, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies and mummy lords for the next 24 hours.

LEGENDARY ACTIONS

Attack. The mummy lord makes one attack with its rotting fist or uses its Dreadful Glare.

Blinding Dust. Blinding dust and sand swirls magically around the mummy lord. Each creature within 5 feet of the mummy lord must succeed on a DC 16 Constitution saving throw or be blinded until the end of the creature's next turn.

Blasphemous Word (Costs 2 Actions). The mummy lord utters a blasphemous word. Each non-undead creature within 10 feet of the mummy lord that can hear the magical utterance must succeed on a DC 16 Constitution saving throw or be stunned until the end of the mummy lord's next turn.

Channel Negative Energy (Costs 2 Actions). The mummy lord magically unleashes negative energy. Creatures within 60 feet of the mummy lord, including ones behind barriers and around corners, can't regain hit points until the end of the mummy lord's next turn.

Whirlwind of Sand (Costs 2 Actions). The mummy lord magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the mummy lord is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the mummy lord remain in its possession.

NALFESHNEE

Large fiend, chaotic evil

Armor Class 18

Hit Points 184 (16d10 + 96)

Speed 20 ft., 30 ft. fly

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	19 (+4)	12 (+1)	15 (+2)

Damage Resistances cold

Damage Immunities poison

Condition Immunities poisoned

Senses Truesight 120 ft., Passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 13 (10,000 XP)

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

ACTIONS

Multiattack. The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 32 (5d10+5) piercing damage.

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

Horror Nimbus. The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nalfeshnee's Horror Nimbus for the next 24 hours.

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

Variant: Summon Demon. The demon chooses what to summon and attempts a magical summoning.

A nalfeshnee has a 50 percent chance of summoning 1d4 wrocks, 1d3 hezrous, 1d2 glabrezus, or one nalfeshnee.

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

NIGHT HAG

Medium fiend, neutral evil

Armor Class 17

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistances cold

Condition Immunities charmed

Senses Darkvision 120 ft., Passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: detect magic, magic missile

2/day each: plane shift (self only), ray of enfeeblement, sleep

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

Night Hag Items. A night hag carries two very rare magic items that she must craft for herself. If either object is lost, the night hag will go to great lengths to retrieve it, as creating a new tool takes time and effort.

Heartstone: This lustrous black gem allows a night hag to become ethereal while it is in her possession. The touch of a heartstone also cures any disease. Crafting a heartstone takes 30 days.

Soul Bag: When an evil humanoid dies as a result of a night hag's Nightmare Haunting, the hag catches the soul in this black sack made of stitched flesh. A soul bag can hold only one evil soul at a time, and only the night hag who crafted the bag can catch a soul with it. Crafting a soul bag takes 7 days and a humanoid sacrifice (whose flesh is used to make the bag).

ACTIONS

Claws (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting. While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

NIGHTMARE

Large fiend, neutral evil

Armor Class 13

Hit Points 68 (8d10 + 24)

Speed 60 ft., 90 ft. fly

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

Damage Immunities fire

Senses Passive Perception 11

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

Challenge 3 (700 XP)

Confer Fire Resistance. The nightmare can grant resistance to fire damage to anyone riding it.

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

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage plus 7 (2d6) fire damage.

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

NOBLE

Medium humanoid, any alignment

Armor Class 15

Hit Points 9 (2d8 + 0)

Speed 30 ft.

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

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

Senses Passive Perception 12

Languages any two languages

Challenge 0.125 (25 XP)

ACTIONS

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

REACTIONS

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

NOTHIC

Medium aberration, neutral evil

Armor Class 15

Hit Points 45 (6d8+18)

Speed 30 ft.

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

Skills Arcana +3, Insight +4, Perception +2, Stealth +5

Senses Truesight 120ft., Passive Perception 12

Languages Undercommon

Challenge 2.0 (450 XP)

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

ACTIONS

Multiattack. The nothic makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Rotting Gaze. The nothic targets one creature it can see within 30 feet of it. The target must succeed on a DC 12 Constitution saving throw against this magic or take 10 (3d6) necrotic damage.

Weird Insight. The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothic's Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

OCHRE JELLY

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances acid

Damage Immunities lightning, slashing

Condition Immunities blinded, charmed, blinded, exhaustion, frightened, prone

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8

Languages —

Challenge 2 (450 XP)

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

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage plus 3 (1d6) acid damage.

REACTIONS

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

OCTOPUS

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6 + 0)

Speed 5 ft., 30 ft. swim

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

Skills Perception +2, Stealth +4

Senses Darkvision 30 ft., Passive Perception 12

Languages —

Challenge 0 (10 XP)

Hold Breath. While out of water, the octopus can hold its breath for 30 minutes.

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

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the octopus can't use its tentacles on another target.

Ink Cloud. A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

OGRE

Large giant, chaotic evil

Armor Class 11

Hit Points 59 (7d10 + 21)

Speed 40 ft.

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

Senses Darkvision 60 ft., Passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

OGRE ZOMBIE

Large undead, neutral evil

Armor Class 8

Hit Points 85 (9d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 60 ft., Passive Perception 8

Languages understands Common and Giant but can't speak

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point

instead.

ACTIONS

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

ONI

Large giant, lawful evil

Armor Class 16

Hit Points 110 (13d10 + 39)

Speed 30 ft., 30 ft. fly

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

Skills Arcana +5, Deception +8, Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Common, Giant

Challenge 7 (2,900 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 13). The oni can innately cast the following spells, requiring no material components:

At will: darkness, invisibility

1/day each: charm person, cone of cold, gaseous form, sleep

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The oni makes two attacks, either with its claws or its glaive.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) slashing damage, or 9 (1d10+4) slashing damage in Small or Medium form.

Change Shape. The oni magically polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

ORC

Medium humanoid, chaotic evil

Armor Class 13

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Orc
Challenge 0.5 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

OTYUGH

Large aberration, neutral

Armor Class 14
Hit Points 114 (12d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Senses Darkvision 120 ft., Passive Perception 11
Languages Otyugh
Challenge 5 (1,800 XP)

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 ft. of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

ACTIONS

Multiattack. The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6+3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

OWL

Tiny beast, unaligned

Armor Class 11
Hit Points 1 (1d4 + -1)
Speed 5 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3
Senses Darkvision 120 ft., Passive Perception 13
Languages —
Challenge 0 (10 XP)

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Hearing and Sight. The owl has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

OWLBEAR

Large monstrosity, unaligned

Armor Class 13
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses Darkvision 60 ft., Passive Perception 13
Languages —
Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10+5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage.

PANTHER

Medium beast, unaligned

Armor Class 12
Hit Points 13 (3d8 + 0)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +6

Senses Passive Perception 14

Languages —

Challenge 0.25 (50 XP)

Keen Smell. The panther has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the panther moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

PEGASUS

Large celestial, chaotic good

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 60 ft., 90 ft. fly

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Skills Perception +6

Senses Passive Perception 16

Languages understands Celestial, Common, Elvish, and Sylvan but can't speak

Challenge 2 (450 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

PHASE SPIDER

Large monstrosity, unaligned

Armor Class 13

Hit Points 32 (5d10 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +6

Senses Darkvision 60 ft., Passive Perception 10

Languages —

Challenge 3 (700 XP)

Ethereal Jaunt. As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10+2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

PIERCER

Medium monstrosity, unaligned

Armor Class 15

Hit Points 22 (3d8 + 9)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Skills Stealth +5

Senses blindsight 30ft., darkvision 60ft., passive Perception 8

Languages —

Challenge 0.5 (100 XP)

False Appearance. While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

Spider Climb. The piercer can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Drop. *Melee Weapon Attack:* +3 to hit, one creature directly underneath the piercer. *Hit:* 3 (1d6) piercing damage per 10 feet fallen, up to 21 (6d6). *Miss:* The piercer takes half the normal falling damage for the distance fallen.

PIT FIEND

Large fiend, lawful evil

Armor Class 19

Hit Points 300 (24d10 + 168)

Speed 30 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses Truesight 120 ft., Passive Perception 14

Languages Infernal, telepathy 120 ft.

Challenge 20 (25,000 XP)

Fear Aura. Any creature hostile to the pit fiend that starts its turn within 20 feet of the pit fiend must make a DC 21 Wisdom saving throw, unless the pit fiend is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the pit fiend's Fear Aura for the next 24 hours.

Magic Resistance. The pit fiend has advantage on saving throws against spells and other magical effects.

Magic Weapons. The pit fiend's weapon attacks are magical.

Innate Spellcasting. The pit fiend's spellcasting ability is Charisma (spell save DC 21). The pit fiend can innately cast the following spells, requiring no material components:

At will: detect magic, fireball

3/day each: hold monster, wall of fire

ACTIONS

Multiattack. The pit fiend makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 22 (4d6+8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 17 (2d8+8) slashing damage.

Mace. *Melee Weapon Attack:* +14 to hit, reach 10ft., one target. *Hit:* 15 (2d6+8) bludgeoning damage plus 21 (6d6) fire damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

PLANETAR

Large celestial, lawful good

Armor Class 19

Hit Points 200 (16d10 + 112)

Speed 40 ft., 120 ft. fly

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	22 (+6)	25 (+7)

Skills Perception +11

Damage Resistances radiant

Condition Immunities charmed, exhaustion, frightened

Senses Truesight 120 ft., Passive Perception 21

Languages all, telepathy 120 ft.

Challenge 16 (15,000 XP)

Angelic Weapons. The planetar's weapon attacks are magical. When the planetar hits with any weapon, the weapon deals an extra 5d8 radiant damage (included in the attack).

Divine Awareness. The planetar knows if it hears a lie.

Innate Spellcasting. The planetar's spellcasting ability is Charisma (spell save DC 20). The planetar can innately cast the

following spells, requiring no material components:

At will: detect evil and good, invisibility (self only)

3/day each: blade barrier, dispel evil and good, flame strike, raise dead

1/day each: commune, control weather, insect plague

Magic Resistance. The planetar has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The planetar makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6+7) slashing damage plus 22 (5d8) radiant damage.

Healing Touch. The planetar touches another creature. The target magically regains 30 (6d8+3) hit points and is freed from any curse, disease, poison, blindness, or deafness.

PLESIOSAURUS

Large beast, unaligned

Armor Class 13

Hit Points 68 (8d10 + 24)

Speed 20 ft., 40 ft. swim

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Languages —

Challenge 2 (450 XP)

Hold Breath. The plesiosaurus can hold its breath for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 14 (3d6+4) piercing damage.

POISONOUS SNAKE

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4 + 0)

Speed 30 ft., 30 ft. swim

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses Blindsight 10 ft., Passive Perception 10

Languages —

Challenge 0.125 (25 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

POLAR BEAR

Large beast, unaligned

Armor Class 12

Hit Points 42 (5d10 + 15)

Speed 40 ft., 30 ft. swim

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

PONY

Medium beast, unaligned

Armor Class 10

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses Passive Perception 10

Languages —

Challenge 0.125 (25 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) bludgeoning damage.

PRIEST

Medium humanoid, any alignment

Armor Class 13

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses Passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

- Cantrips (at will): light, sacred flame, thaumaturgy
- 1st level (4 slots): cure wounds, guiding bolt, sanctuary
- 2nd level (3 slots): lesser restoration, spiritual weapon
- 3rd level (2 slots): dispel magic, spirit guardians

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

PSEUDODRAGON

Tiny dragon, neutral good

Armor Class 13

Hit Points 7 (2d4 + 2)

Speed 15 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 13

Languages understands Common and Draconic but can't speak
Challenge 0.25 (50 XP)

Keen Senses. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Magic Resistance. The pseudodragon has advantage on saving throws against spells and other magical effects.

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 ft. of it that can understand a language.

Variant: Familiar. The pseudodragon can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the pseudodragon senses as long as they are within 1 mile of each other. While the pseudodragon is within 10 feet of its companion, the companion shares the pseudodragon's Magic Resistance trait. At any time and for any reason, the pseudodragon can end its service as a familiar, ending the telepathic bond.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4+2) piercing damage, and the target must succeed

on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

PTING

Small beast, unaligned

Armor Class 14

Hit Points 30 (0)

Speed 30 ft., 40 ft. fly

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	4 (-3)	10 (+0)	9 (-1)

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, paralyzed, poisoned

Senses

Languages —

Challenge 0 (10 XP)

A tiny beast with an insatiable hunger for metal.

PURPLE WORM

Gargantuan monstrosity, unaligned

Armor Class 18

Hit Points 247 (15d20 + 90)

Speed 50 ft., 30 ft. burrow

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Senses Blindsight 30 ft., Tremorsense 60 ft., Passive Perception 9

Languages —

Challenge 15 (13,000 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The worm makes two attacks: one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d8+9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 19 (3d6+9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

QUASIT

Tiny fiend, chaotic evil

Armor Class 13

Hit Points 7 (3d4 + 0)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

Damage Resistances cold

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 120 ft., Passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapechanger. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Magic Resistance. The quasit has advantage on saving throws against spells and other magical effects.

Variant: Familiar. The quasit can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the quasit senses as long as they are within 1 mile of each other. While the quasit is within 10 feet of its master, the master shares the quasit's Magic Resistance trait. At any time and for any reason, the quasit can end its service as a familiar, ending the telepathic bond.

ACTIONS

Claw (Bite in Beast Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare. One creature of the quasit's choice within 20 ft. of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.

QUIPPER

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 + -1)

Speed 0 ft., 40 ft. swim

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Senses Darkvision 60 ft., Passive Perception 8

Languages —

Challenge 0 (10 XP)

Blood Frenzy. The quipper has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The quipper can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

RAKSHASA

Medium fiend, lawful evil

Armor Class 16

Hit Points 110 (13d8 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

Skills Deception +10, Insight +8

Damage Vulnerabilities piercing from magic weapons wielded by good creatures

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Infernal

Challenge 13 (10,000 XP)

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, requiring no material components:

At will: detect thoughts, disguise self, mage hand, minor illusion

3/day each: charm person, detect magic, invisibility, major image, suggestion

1/day each: dominate person, fly, plane shift, true seeing

ACTIONS

Multiattack. The rakshasa makes two claw attacks

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) slashing damage, and the target is cursed if it is

a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic.

RAT

Tiny beast, unaligned

Armor Class 10

Hit Points 1 (1d4 + -1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	4 (-3)

Senses Darkvision 30 ft., Passive Perception 10

Languages —

Challenge 0 (10 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

RAVEN

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 + -1)

Speed 10 ft., 50 ft. fly

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses Passive Perception 13

Languages —

Challenge 0 (10 XP)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

RED DRAGON WYRMING

Medium dragon, chaotic evil

Armor Class 17

Hit Points 75 (10d8 + 30)

Speed 30 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Skills Perception +4, Stealth +2

Damage Immunities fire

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14

Languages Draconic

Challenge 4 (1,100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) piercing damage plus 3 (1d6) fire damage.

Fire Breath. The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

REEF SHARK

Medium beast, unaligned

Armor Class 12

Hit Points 22 (4d8 + 4)

Speed 0 ft., 40 ft. swim

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses Blindsight 30 ft., Passive Perception 12

Languages —

Challenge 0.5 (100 XP)

Pack Tactics. The shark has advantage on an attack roll against a creature if at least one of the shark's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

REMORHAZ

Huge monstrosity, unaligned

Armor Class 17

Hit Points 195 (17d12 + 85)

Speed 30 ft., 20 ft. burrow

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

Damage Immunities cold, fire

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 10

Languages —

Challenge 11 (7,200 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 40 (6d10+7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

Swallow. The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns.

If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

RHINOCEROS

Large beast, unaligned

Armor Class 11

Hit Points 45 (6d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses Passive Perception 11

Languages —

Challenge 2 (450 XP)

Charge. If the rhinoceros moves at least 20 ft. straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

RIDING HORSE

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses Passive Perception 10
Languages —
Challenge 0.25 (50 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (2d4+3) bludgeoning damage.

ROC

Gargantuan monstrosity, unaligned

Armor Class 15
Hit Points 248 (16d20 + 80)
Speed 20 ft., 120 ft. fly

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	9 (-1)

Skills Perception +4
Senses Passive Perception 14
Languages —
Challenge 11 (7,200 XP)

Keen Sight. The roc has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The roc makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target.
Hit: 27 (4d8+9) piercing damage.

Talons. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target.
Hit: 23 (4d6+9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

ROPER

Large monstrosity, neutral evil

Armor Class 20
Hit Points 93 (11d10 + 33)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills Perception +6, Stealth +5
Senses Darkvision 60 ft., Passive Perception 16
Languages —
Challenge 5 (1,800 XP)

False Appearance. While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril

deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Spider Climb. The roper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+4) piercing damage.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Reel. The roper pulls each creature grappled by it up to 25 ft. straight toward it.

RUG OF SMOTHERING

Large construct, unaligned

Armor Class 12
Hit Points 33 (6d10 + 0)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, blinded, frightened, paralyzed, petrified, poisoned

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 6

Languages —
Challenge 2 (450 XP)

Antimagic Susceptibility. The rug is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the rug must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

False Appearance. While the rug remains motionless, it is indistinguishable from a normal rug.

ACTIONS

Smother. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6+3) bludgeoning damage.

RUST MONSTER

Medium monstrosity, unaligned

Armor Class 14

Hit Points 27 (5d8 + 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	13 (+1)	6 (-2)

Senses Darkvision 60 ft., Passive Perception 11

Languages —

Challenge 0.5 (100 XP)

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Non magical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

SABER-TOOTHED TIGER

Large beast, unaligned

Armor Class 12

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses Passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or

be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

SAHUAGIN

Medium humanoid, lawful evil

Armor Class 12

Hit Points 22 (4d8 + 4)

Speed 30 ft., 40 ft. swim

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5

Senses Darkvision 120 ft., Passive Perception 15

Languages Sahuagin

Challenge 0.5 (100 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage, or 5 (1d8+1) piercing damage if used with two hands to make a melee attack.

SALAMANDER

Large elemental, neutral evil

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses Darkvision 60 ft., Passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 ft. of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

ACTIONS

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.

Spear. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. Hit: 11 (2d6+4) piercing damage, or 13 (2d8+4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 11 (2d6+4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

SATYR

Medium fey, chaotic neutral

Armor Class 14

Hit Points 31 (7d8 + 0)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +2, Performance +6, Stealth +5

Senses Passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 0.5 (100 XP)

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 6 (2d4+1) bludgeoning damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6+3) piercing damage.

Variants: Panpipes. *Gentle Lullaby.* The creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.

SCORPION

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 + -1)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	8 (-1)	1 (-5)	8 (-1)	2 (-4)

Senses Blindsight 10 ft., Passive Perception 9

Languages —

Challenge 0 (10 XP)

ACTIONS

Sting. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

SCOUT

Medium humanoid, any alignment

Armor Class 13

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses Passive Perception 15

Languages any one language (usually Common)

Challenge 0.5 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. Hit: 6 (1d8+2) piercing damage.

SEA HAG

Medium fey, chaotic evil

Armor Class 14

Hit Points 52 (7d8 + 21)

Speed 30 ft., 40 ft. swim

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Senses Darkvision 60 ft., Passive Perception 11
Languages Aquan, Common, Giant
Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Death Glare. The hag targets one frightened creature she can see within 30 ft. of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

SEA HORSE

Tiny beast, unaligned

Armor Class 11
Hit Points 1 (1d4 + -1)
Speed 0 ft., 20 ft. swim

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	8 (-1)	1 (-5)	10 (+0)	2 (-4)

Senses Passive Perception 10
Languages —
Challenge 0 (10 XP)

Water Breathing. The sea horse can breathe only underwater.

SHADOW

Medium undead, chaotic evil

Armor Class 12
Hit Points 16 (3d8 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4

Damage Vulnerabilities radiant

Damage Resistances acid

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses Darkvision 60 ft., Passive Perception 10

Languages —

Challenge 0.5 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action. Its stealth bonus is also improved to +6.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6+2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

SHADOW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13
Hit Points 66 (12d8 + 12)
Speed 30 ft., 30 ft. fly

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities radiant

Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses Darkvision 120 ft., Passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The demon 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.

Light Sensitivity. While in bright light, the demon has

disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

ACTIONS

Claws. Melee Weapon Attack: +5 to hit, reach 5ft., one creature. Hit: 10 (2d6+3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6+3) psychic damage.

SHAMBLING MOUND

Large plant, unaligned

Armor Class 15

Hit Points 136 (16d10 + 48)

Speed 20 ft., 20 ft. swim

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Resistances cold

Damage Immunities lightning

Condition Immunities blinded, blinded, exhaustion

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8+4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

SHIELD GUARDIAN

Large construct, unaligned

Armor Class 17

Hit Points 142 (15d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 10

Languages understands commands given in any language but can't speak

Challenge 7 (2,900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

ACTIONS

Multiattack. The guardian makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

REACTIONS

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

SHRIEKER

Medium plant, unaligned

Armor Class 5

Hit Points 13 (3d8 + 0)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, blinded, frightened

Senses Blindsight 30 ft. (blind beyond this radius), Passive Perception 6

Languages —

Challenge 0 (10 XP)

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The

shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward

SILVER DRAGON WYRMLING

Medium dragon, lawful good

Armor Class 17

Hit Points 45 (6d8 + 18)

Speed 30 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Skills Perception +4, Stealth +2

Damage Immunities cold

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) piercing damage.

Breath Weapons. The dragon uses one of the following breath weapons.

Cold Breath. The dragon exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SKELETON

Medium undead, lawful evil

Armor Class 13

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Condition Immunities poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages understands all languages it spoke in life but can't speak

Challenge 0.25 (50 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

SOLAR

Large celestial, lawful good

Armor Class 21

Hit Points 243 (18d10 + 144)

Speed 50 ft., 150 ft. fly

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	30 (+10)

Skills Perception +14

Damage Resistances radiant

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses Truesight 120 ft., Passive Perception 24

Languages all, telepathy 120 ft.

Challenge 21 (33,000 XP)

Angelic Weapons. The solar's weapon attacks are magical. When the solar hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).

Divine Awareness. The solar knows if it hears a lie.

Innate Spellcasting. The solar's spell casting ability is Charisma (spell save DC 25). It can innately cast the following spells, requiring no material components:

At will: detect evil and good, invisibility (self only)

3/day each: blade barrier, dispel evil and good, resurrection

1/day each: commune, control weather

Magic Resistance. The solar has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The solar makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 22 (4d6+8) slashing damage plus 27 (6d8) radiant damage.

Slaying Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. *Hit:* 15 (2d8+6) piercing damage plus 27 (6d8) radiant damage. If the target is a creature that has 190 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

Flying Sword. The solar releases its greatsword to hover magically in an unoccupied space within 5 ft. of it. If the solar can see the sword, the solar can mentally command it as a bonus action to fly up to 50 ft. and either make one attack against a target or return to the solar's hands. If the hovering sword is targeted by any effect, the solar is considered to be holding it. The hovering sword falls if the solar dies.

Healing Touch. The solar touches another creature. The target magically regains 40 (8d8+4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

LEGENDARY ACTIONS

Teleport. The solar magically teleports, along with any equipment it is wearing or carrying, up to 120 ft. to an unoccupied space it can see.

Searing Burst (Costs 2 Actions). The solar emits magical, divine energy. Each creature of its choice in a 10-foot radius must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Gaze (Costs 3 Actions). The solar targets one creature it can see within 30 ft. of it. If the target can see it, the target must succeed on a DC 15 Constitution saving throw or be blinded until magic such as the lesser restoration spell removes the blindness.

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8 + 0)

Speed 0 ft., 50 ft. fly

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

SPIDER

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 + -1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	1 (-5)	10 (+0)	2 (-4)

Skills Stealth +4

Senses Darkvision 30 ft., Passive Perception 12

Languages —

Challenge 0 (10 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

SPIRIT NAGA

Large monstrosity, chaotic evil

Armor Class 15

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses Darkvision 60 ft., Passive Perception 12

Languages Abyssal, Common

Challenge 8 (3,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Spellcasting. The naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

- Cantrips (at will): mage hand, minor illusion, ray of frost
- 1st level (4 slots): charm person, detect magic, sleep
- 2nd level (3 slots): detect thoughts, hold person
- 3rd level (3 slots): lightning bolt, water breathing
- 4th level (3 slots): blight, dimension door
- 5th level (2 slots): dominate person

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6+4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

SPRITE

Tiny fey, neutral good

Armor Class 15

Hit Points 2 (1d4 + 0)

Speed 10 ft., 40 ft. fly

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8
Senses Passive Perception 13
Languages Common, Elvish, Sylvan
Challenge 0.25 (50 XP)

ACTIONS

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

SPY

Medium humanoid, any alignment

Armor Class 12
Hit Points 27 (6d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Stealth +4
Senses Passive Perception 16
Languages any two languages
Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

STEAM MEPHIT

Small elemental, neutral evil

Armor Class 10
Hit Points 21 (6d6 + 0)
Speed 30 ft., 30 ft. fly

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

Damage Immunities fire, poison
Condition Immunities poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages Aquan, Ignan
Challenge 0.25 (50 XP)

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 ft. of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

Innate Spellcasting. The mephit can innately cast blur, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) slashing damage plus 2 (1d4) fire damage.

Steam Breath (Recharge 6). The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

Variant: Summon Mephits. The mephit has a 25 percent chance of summoning 1d4 mephits of its kind. A summoned mephit appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other mephits. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

STIRGE

Tiny beast, unaligned

Armor Class 14
Hit Points 2 (1d4 + 0)
Speed 10 ft., 40 ft. fly

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses Darkvision 60 ft., Passive Perception 9
Languages —
Challenge 0.125 (25 XP)

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4+3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

STONE GIANT

Huge giant, neutral

Armor Class 17

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +12, Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Giant

Challenge 7 (2,900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

STONE GOLEM

Large construct, unaligned

Armor Class 17

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic, bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 120 ft., Passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) bludgeoning damage.

Slow. The golem targets one or more creatures it can see within 10 ft. of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

STONEMELDER

Medium humanoid (human), neutral evil

Armor Class 17

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	12 (+1)	11 (+0)	17 (+3)

Skills Intimidation +5, Perception +2

Senses termorsense 30 ft., passive Perception 12

Languages Common, Terran

Challenge 4 (1,100 XP)

Death Burst. When the stonemelder dies, it turns to stone and explodes in a burst of rock shards, becoming a smoking pile of rubble. Each creature within 10 feet of the exploding stonemelder must make a DC 14 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Spellcasting. The stonemelder is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell is from *Princes of the Apocalypse* appendix B):

- Cantrips (at will): acid splash, blade ward, light, mending, mold earth*
- 1st level (4 slots): expeditious retreat, false life, shield
- 2nd level (3 slots): Maximilian's earthen grasp,* shatter
- 3rd level (3 slots): erupting earth,* meld into stone
- 4th level (1 slot): stonewalk

ACTIONS

Black Earth Rod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage. The stonemelder can also expend a spell slot to deal extra damage, dealing 2d8 bludgeoning damage for a 1st level slot, plus an additional 1d8 for each level of the slot above 1st. Stonemelders are spellcasters who gain their power from Ogrémoch, using elemental earth magic to sheathe their bodies in carapaces of rock. They are elite champions of the cult and answer only to the cult leaders. Not even the Black Earth priests tell

stonemelters what to do. Each stonemelder carries a weapon known as a Black Earth rod. Such a rod is like an ordinary mace, but in the hands of a stonemelder, it serves as a conduit for Ogrémoch's wrath.

STORM GIANT

Huge giant, chaotic good

Armor Class 16

Hit Points 230 (20d12 + 100)

Speed 50 ft., 50 ft. swim

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Skills Arcana +8, Athletics +14, History +8, Perception +9

Damage Resistances cold

Damage Immunities lightning, thunder

Senses Passive Perception 19

Languages Common, Giant

Challenge 13 (10,000 XP)

Amphibious. The giant can breathe air and water.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: detect magic, feather fall, levitate, light

3/day each: control weather, water breathing

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (6d6+9) slashing damage.

Rock. *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target. *Hit:* 35 (4d12+9) bludgeoning damage.

Lightning Strike. The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

SUCCUBUS/INCUBUS

Medium fiend, neutral evil

Armor Class 15

Hit Points 66 (12d8 + 12)

Speed 30 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Damage Resistances cold

Senses Darkvision 60 ft., Passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Claw (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10+5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

SWARM OF BATS

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., 30 ft. fly

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Senses Blindsight 60 ft., Passive Perception 11

Languages —

Challenge 0.25 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4)

piercing damage if the swarm has half of its hit points or fewer.

SWARM OF BEETLES

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Senses Blindsight 10 ft., Passive Perception 8

Languages —

Challenge 0.5 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF CENTIPEDES

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Senses Blindsight 10 ft., Passive Perception 8

Languages —

Challenge 0.5 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

SWARM OF INSECTS

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Senses Blindsight 10 ft., Passive Perception 8

Languages —

Challenge 0.5 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF POISONOUS SNAKES

Medium swarm of Tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., 30 ft. swim

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses Blindsight 10 ft., Passive Perception 10

Languages —

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. Melee Weapon Attack: +6 to hit, reach 0 ft., one creature in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

SWARM OF QUIPPERS

Medium swarm of Tiny beasts, unaligned

Armor Class 13

Hit Points 28 (8d8)

Speed 0 ft., 40 ft. swim

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Senses Darkvision 60 ft., Passive Perception 8
Languages —
Challenge 1 (200 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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 quipper. The swarm can't regain hit points or gain temporary hit points.

Water Breathing. The swarm can breathe only underwater.

ACTIONS

Bites. Melee Weapon Attack: +5 to hit, reach 0 ft., one creature in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF RATS

Medium swarm of Tiny beasts, unaligned

Armor Class 10
Hit Points 24 (7d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Senses Darkvision 30 ft., Passive Perception 10
Languages —
Challenge 0.25 (50 XP)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF RAVENS

Medium swarm of Tiny beasts, unaligned

Armor Class 12
Hit Points 24 (7d8)
Speed 10 ft., 50 ft. fly

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	3 (-4)	12 (+1)	6 (-2)

Senses Passive Perception 15
Languages —
Challenge 0.25 (50 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Beaks. Melee Weapon Attack: +4 to hit, reach 5 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF SPIDERS

Medium swarm of Tiny beasts, unaligned

Armor Class 12
Hit Points 22 (5d8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Senses Blindsight 10 ft., Passive Perception 8
Languages —
Challenge 0.5 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

Web Walker. The swarm ignores movement restrictions caused by webbing.

ACTIONS

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF WASPS

Medium swarm of Tiny beasts, unaligned

Armor Class 12
Hit Points 22 (5d8)
Speed 5 ft., 30 ft. fly

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Senses Blindsight 10 ft., Passive Perception 8
Languages —
Challenge 0.5 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large

enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

TARRASQUE

Gargantuan monstrosity, unaligned

Armor Class 25

Hit Points 676 (33d20 + 330)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	3 (-4)	11 (+0)	11 (+0)

Damage Immunities fire, poison, bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses Blindsight 120 ft., Passive Perception 10

Languages —

Challenge 30 (155,000 XP)

Legendary Resistance. If the tarrasque fails a saving throw, it can choose to succeed instead.

Magic Resistance. The tarrasque has advantage on saving throws against spells and other magical effects.

Reflective Carapace. Any time the tarrasque is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

Siege Monster. The tarrasque deals double damage to objects and structures.

ACTIONS

Multiattack. The tarrasque can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12+10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8+10) slashing damage.

Horns. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 32 (4d10+10) piercing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 24 (4d6+10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the tarrasque's choice within 120 feet of it and aware of it must succeed on a DC 17

Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tarrasque's Frightful Presence for the next 24 hours.

Swallow. The tarrasque makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns.

If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

LEGENDARY ACTIONS

Attack. The tarrasque makes one claw attack or tail attack.

Move. The tarrasque moves up to half its speed.

Chomp (Costs 2 Actions). The tarrasque makes one bite attack or uses its Swallow.

THUG

Medium humanoid, any non-good alignment

Armor Class 11

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses Passive Perception 10

Languages any one language (usually Common)

Challenge 0.5 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

TIGER

Large beast, unaligned

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

TREANT

Huge plant, chaotic good

Armor Class 16

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities fire

Damage Resistances bludgeoning

Senses Passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant deals double damage to objects and structures.

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6+6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage.

Animate Trees. The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until

the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

TRIBAL WARRIOR

Medium humanoid, any alignment

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Senses Passive Perception 10

Languages any one language

Challenge 0.125 (25 XP)

Pack Tactics. The warrior has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6+1) piercing damage, or 5 (1d8+1) piercing damage if used with two hands to make a melee attack.

TRICERATOPS

Huge beast, unaligned

Armor Class 13

Hit Points 95 (10d12 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Senses Passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Trampling Charge. If the triceratops moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10+6) bludgeoning damage

TROLL

Large giant, chaotic evil

Armor Class 15

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Senses Darkvision 60 ft., Passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Variant: Loathsome Limbs. Whenever the troll takes at least 15 slashing damage at one time, roll a d20 to determine what else happens to it:

1-10: Nothing else happens.

11-14: One leg is severed from the troll if it has any legs left.

15- 18: One arm is severed from the troll if it has any arms left.

19-20: The troll is decapitated, but the troll dies only if it can't regenerate. If it dies, so does the severed head.

If the troll finishes a short or long rest without reattaching a severed limb or head, the part regrows. At that point, the severed part dies. Until then, a severed part acts on the troll's initiative and has its own action and movement. A severed part has AC 13, 10 hit points, and the troll's Regeneration trait.

A severed leg is unable to attack and has a speed of 5 feet.

A severed arm has a speed of 5 feet and can make one claw attack on its turn, with disadvantage on the attack roll unless the troll can see the arm and its target. Each time the troll loses an arm, it loses a claw attack.

If its head is severed, the troll loses its bite attack and its body is blinded unless the head can see it. The severed head has a speed of 0 feet and the troll's Keen Smell trait. It can make a bite attack but only against a target in its space.

The troll's speed is halved if it's missing a leg. If it loses both legs, it falls prone. If it has both arms, it can crawl. With only one arm, it can still crawl, but its speed is halved. With no arms or legs, its speed is 0, and it can't benefit from bonuses to speed.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

TYRANNOSAURUS REX

Huge beast, unaligned

Armor Class 13

Hit Points 136 (13d12 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses Passive Perception 14

Languages —

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12+7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8+7) bludgeoning damage.

UNICORN

Large celestial, lawful good

Armor Class 12

Hit Points 67 (9d10 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses Darkvision 60 ft., Passive Perception 13

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge 5 (1,800 XP)

Charge. If the unicorn moves at least 20 ft. straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 14). The unicorn can innately cast the following spells, requiring no components:

At will: detect evil and good, druidcraft, pass without trace
1/day each: calm emotions, dispel evil and good, entangle

Magic Resistance. The unicorn has advantage on saving throws against spells and other magical effects.

Magic Weapons. The unicorn's weapon attacks are magical.

ACTIONS

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Healing Touch. The unicorn touches another creature with its horn. The target magically regains 11 (2d8+2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport. The unicorn magically teleports itself and up to three willing creatures it can see within 5 ft. of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

LEGENDARY ACTIONS

Hooves. The unicorn makes one attack with its hooves.

Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 ft. of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). The unicorn magically regains 11 (2d8+2) hit points.

VAMPIRE

Medium undead, lawful evil

Armor Class 16

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Skills Perception +7, Stealth +9

Damage Resistances necrotic

Senses Darkvision 120 ft., Passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. If the vampire isn't in sun light or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Legendary Resistance. If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting

place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 ft. of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different

plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night. The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

Move. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike.

Bite (Costs 2 Actions). The vampire makes one bite attack.

VAMPIRE SPAWN

Medium undead, neutral evil

Armor Class 15

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Skills Perception +3, Stealth +6

Damage Resistances necrotic

Senses Darkvision 60 ft., Passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 6 (1d6+3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is

reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4+3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

VETERAN

Medium humanoid, any alignment

Armor Class 17

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses Passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage, or 8 (1d10+3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10+1) piercing damage.

VIOLET FUNGUS

Medium plant, unaligned

Armor Class 5

Hit Points 18 (4d8 + 0)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, blinded, frightened

Senses Blindsight 30 ft. (blind beyond this radius), Passive Perception 6

Languages —

Challenge 0.25 (50 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) necrotic damage.

VROCK

Large fiend, chaotic evil

Armor Class 15

Hit Points 104 (11d10 + 44)

Speed 40 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Damage Resistances cold

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 120 ft., Passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Magical Resistance. The vrock has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The vrock makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech. The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

Variant: Summon Demon. The demon chooses what to summon and attempts a magical summoning.

A vrock has a 30 percent chance of summoning 2d4 dretches or one vrock.

A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

VULTURE

Medium beast, unaligned

Armor Class 10

Hit Points 5 (1d8 + 1)

Speed 10 ft., 50 ft. fly

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	13 (+1)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +3

Senses Passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

Pack Tactics. The vulture has advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Beak. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

WARHORSE

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Senses Passive Perception 11

Languages —

Challenge 0.5 (100 XP)

Trampling Charge. If the horse moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

WARHORSE SKELETON

Large undead, lawful evil

Armor Class 13

Hit Points 22 (3d10 + 6)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages —

Challenge 0.5 (100 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

WATER ELEMENTAL

Large elemental, neutral

Armor Class 14

Hit Points 114 (12d10 + 48)

Speed 30 ft., 90 ft. swim

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 ft. until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Whelm. Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8+4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8+4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

WEASEL

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 + -1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	2 (-4)	12 (+1)	3 (-4)

Skills Perception +3, Stealth +5

Senses Passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Hearing and Smell. The weasel has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

WEREBEAR, BEAR FORM

Medium humanoid, neutral good

Armor Class 10

Hit Points 135 (18d8 + 54)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses Passive Perception 17

Languages —

Challenge 5 (1,800 XP)

Shapechanger. The werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The werebear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. In bear form, the werebear makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like a bear or a humanoid.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werebear lycanthropy.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

WEREBEAR, HUMAN FORM

Medium humanoid, neutral good

Armor Class 10

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses Passive Perception 17

Languages Common

Challenge 5 (1,800 XP)

Shapechanger. The werebear can use its action to polymorph into a Large bear- humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The werebear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. In bear form, the werebear makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like a bear or a humanoid.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) slashing damage.

WEREBEAR, HYBRID FORM

Medium humanoid, neutral good

Armor Class 10

Hit Points 135 (18d8 + 54)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses Passive Perception 17

Languages Common

Challenge 5 (1,800 XP)

Shapechanger. The werebear can use its action to polymorph into a Large bear- humanoid hybrid or into a Large bear, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The werebear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. In bear form, the werebear makes two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it can attack like a bear or a humanoid.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10+4) piercing damage. If the target is a humanoid, it

must succeed on a DC 14 Constitution saving throw or be cursed with werebear lycanthropy.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) slashing damage.

WEREBOAR, BOAR FORM

Medium humanoid, neutral evil

Armor Class 10

Hit Points 78 (12d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	10 (+0)	11 (+0)	8 (-1)

Skills Perception +2

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses Passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Shapechanger. The wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Charge (Boar or Hybrid Form Only). If the wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless. If the wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusks. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereboar lycanthropy.

WEREBOAR, HUMAN FORM

Medium humanoid, neutral evil

Armor Class 10

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	10 (+0)	11 (+0)	8 (-1)

Skills Perception +2

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses Passive Perception 12

Languages Common (can't speak in boar form)

Challenge 4 (1,100 XP)

Shapechanger. The wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Relentless. If the wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The wereboar makes two attacks, only one of which can be with its tusks.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

WEREBOAR, HYBRID FORM

Medium humanoid, neutral evil

Armor Class 10

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	10 (+0)	11 (+0)	8 (-1)

Skills Perception +2

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses Passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Shapechanger. The wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Charge (Boar or Hybrid Form Only). If the wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless. If the wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Multiattack. The wereboar makes two attacks, only one of which can be with its tusks.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

Tusks. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereboar lycanthropy.

WERERAT, HUMAN FORM

Medium humanoid, lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses Passive Perception 12

Languages Common

Challenge 2 (450 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

WERERAT, HYBRID FORM

Medium humanoid, lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses Passive Perception 12

Languages Common

Challenge 2 (450 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The wererat makes two attacks, only one of which can be a bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

WERERAT, RAT FORM

Medium humanoid, lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses Darkvision 60 ft., Passive Perception 12

Languages —

Challenge 2 (450 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

WERETIGER, HUMAN FORM

Medium humanoid, neutral

Armor Class 12

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +5, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses Darkvision 60 ft., Passive Perception 15

Languages Common

Challenge 4 (1,100 XP)

Shapechanger. The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The weretiger has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

WERETIGER, HYBRID FORM

Medium humanoid, neutral

Armor Class 12

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +5, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses Darkvision 60 ft., Passive Perception 15

Languages Common

Challenge 4 (1,100 XP)

Shapechanger. The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The weretiger has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce. If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

ACTIONS

Multiattack. In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

WERETIGER, TIGER FORM

Medium humanoid, neutral

Armor Class 12

Hit Points 120 (16d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +5, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses Darkvision 60 ft., Passive Perception 15

Languages —

Challenge 4 (1,100 XP)

Shapechanger. The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The weretiger has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pounce. If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

WEREWOLF, HUMAN FORM

Medium humanoid, chaotic evil

Armor Class 11

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses Passive Perception 14

Languages Common

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The werewolf makes two attacks: two with its spear (humanoid form) or one with its bite and one with its claws (hybrid form).

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6+2) piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

WEREWOLF, HYBRID FORM

Medium humanoid, chaotic evil

Armor Class 11

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses Passive Perception 14

Languages Common

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The werewolf makes two attacks: two with its spear (humanoid form) or one with its bite and one with its claws (hybrid form).

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4+2) slashing damage.

WEREWOLF, WOLF FORM

Medium humanoid, chaotic evil

Armor Class 11

Hit Points 58 (9d8 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses Passive Perception 14

Languages —

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

WHITE DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 16

Hit Points 32 (5d8 + 10)

Speed 30 ft., 30 ft. swim, 60 ft. fly, 15 ft. burrow

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	5 (-3)	10 (+0)	11 (+0)

Skills Perception +4, Stealth +2

Damage Immunities cold

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) piercing damage plus 2 (1d4) cold damage.

Cold Breath. The dragon exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

WIGHT

Medium undead, neutral evil

Armor Class 14

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses Darkvision 60 ft., Passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage, or 7 (1d10+2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

WILL-O'-WISP

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4 + 0)

Speed 0 ft., 50 ft. fly

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Resistances acid

Damage Immunities lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses Darkvision 120 ft., Passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 ft. of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of ft. equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

WINGED KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 13

Hit Points 7 (3d6 - 3)

Speed 30 ft., 30 ft. fly

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses Darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 0.25 (50 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Dropped Rock. *Ranged Weapon Attack:* +5 to hit, one target directly below the kobold. *Hit:* 6 (1d6+3) bludgeoning damage.

WINTER WOLF

Large monstrosity, neutral evil

Armor Class 13

Hit Points 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses Passive Perception 15

Languages Common, Giant, Winter Wolf

Challenge 3 (700 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath. The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

WOLF

Medium beast, unaligned

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Languages —

Challenge 0.25 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

WORG

Large monstrosity, neutral evil

Armor Class 13

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages Goblin, Worg

Challenge 0.5 (100 XP)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., 60 ft. fly

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses Darkvision 60 ft., Passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8+3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

WYVERN

Large dragon, unaligned

Armor Class 13

Hit Points 110 (13d10 + 39)

Speed 20 ft., 80 ft. fly

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages —

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6+4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6+4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

XORN

Medium elemental, neutral

Armor Class 19

Hit Points 73 (7d8 + 42)

Speed 20 ft., 20 ft. burrow

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

Skills Perception +6, Stealth +3

Damage Resistances piercing and slashing from nonmagical weapons that aren't adamantite

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 16

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Stone Camouflage. The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 ft. of it.

ACTIONS

Multiattack. The xorn makes three claw attacks and one bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6+3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

YOUNG BLACK DRAGON

Large dragon, chaotic evil

Armor Class 18

Hit Points 127 (15d10 + 45)

Speed 40 ft., 40 ft. swim, 80 ft. fly

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Skills Perception +6, Stealth +5

Damage Immunities acid

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 16

Languages Common, Draconic

Challenge 7 (2,900 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Acid Breath. The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

YOUNG BLUE DRAGON

Large dragon, lawful evil

Armor Class 18

Hit Points 152 (16d10 + 64)

Speed 40 ft., 80 ft. fly, 40 ft. burrow

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Skills Perception +9, Stealth +4

Damage Immunities lightning

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 19

Languages Common, Draconic

Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Lightning Breath. The dragon exhales lightning in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

YOUNG BRASS DRAGON

Large dragon, chaotic good

Armor Class 17

Hit Points 110 (13d10 + 39)

Speed 40 ft., 80 ft. fly, 20 ft. burrow

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Skills Perception +6, Persuasion +5, Stealth +3

Damage Immunities fire

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Breath Weapons. The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

YOUNG BRONZE DRAGON

Large dragon, lawful good

Armor Class 18

Hit Points 142 (15d10 + 60)

Speed 40 ft., 40 ft. swim, 80 ft. fly

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Skills Insight +4, Perception +7, Stealth +3

Damage Immunities lightning
Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 17
Languages Common, Draconic
Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.
Hit: 16 (2d10+5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 12 (2d6+5) slashing damage.

Breath Weapons. The dragon uses one of the following breath weapons.

Lightning Breath. The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 15 Strength saving throw. On a failed save, the creature is pushed 40 feet away from the dragon.

YOUNG COPPER DRAGON

Large dragon, chaotic good

Armor Class 17
Hit Points 119 (14d10 + 42)
Speed 40 ft., 80 ft. fly

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities acid

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 17

Languages Common, Draconic

Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 15 (2d10+4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) slashing damage.

Breath Weapons. The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales acid in an 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 40 (9d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw. On a failed save, the creature can't

use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

YOUNG GOLD DRAGON

Large dragon, lawful good

Armor Class 18
Hit Points 178 (17d10 + 85)
Speed 40 ft., 40 ft. swim, 80 ft. fly

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	16 (+3)	13 (+1)	20 (+5)

Skills Insight +5, Perception +9, Persuasion +9, Stealth +6

Damage Immunities fire

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 19

Languages Common, Draconic

Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 17 (2d10+6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 13 (2d6+6) slashing damage.

Breath Weapons. The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

YOUNG GREEN DRAGON

Large dragon, lawful evil

Armor Class 18
Hit Points 136 (16d10 + 48)
Speed 40 ft., 40 ft. swim, 80 ft. fly

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 17
Languages Common, Draconic
Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 15 (2d10+4) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) slashing damage.

Poison Breath. The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

YOUNG RED DRAGON

Large dragon, chaotic evil

Armor Class 18
Hit Points 178 (17d10 + 85)
Speed 40 ft., 80 ft. fly

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Skills Perception +8, Stealth +4
Damage Immunities fire
Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 18
Languages Common, Draconic
Challenge 10 (5,900 XP)

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 17 (2d10+6) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 13 (2d6+6) slashing damage.

Fire Breath. The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

YOUNG SILVER DRAGON

Large dragon, lawful good

Armor Class 18
Hit Points 168 (16d10 + 80)
Speed 40 ft., 80 ft. fly

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Skills Arcana +6, History +6, Perception +8, Stealth +4
Damage Immunities cold
Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 18
Languages Common, Draconic
Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.
Hit: 17 (2d10+6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 13 (2d6+6) slashing damage.

Breath Weapons. The dragon uses one of the following breath weapons.

Cold Breath. The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

YOUNG WHITE DRAGON

Large dragon, chaotic evil

Armor Class 17
Hit Points 133 (14d10 + 56)
Speed 40 ft., 40 ft. swim, 80 ft. fly, 20 ft. burrow

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

Skills Perception +6, Stealth +3
Damage Immunities cold
Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 16
Languages Common, Draconic
Challenge 6 (2,300 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 15 (2d10+4) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6+4) slashing damage.

Cold Breath. The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Condition Immunities poisoned

Senses Darkvision 60 ft., Passive Perception 8

Languages understands all languages it spoke in life but can't speak

Challenge 0.25 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6+1) bludgeoning damage.

SPELLS

ACID ARROW

Evocation Level 2

Casting Time: 1 action

Duration: instantaneous

Range: 90 ft

Components: V, S, M ()

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.

ACID SPLASH

Conjuration Cantrip

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V, S

You hurl a bubble of acid. Choose one creature within range, or choose two creatures within

range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

At Higher Levels: This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

ANIMAL MESSENGER

Enchantment Level 2 (ritual)

Casting Time: 1 action

Duration: 24 hours

Range: 30 feet

Components: V, S, M (A morsel of food)

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue ray, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as a man or woman dressed in the uniform of the town guard or a red-haired dwarf wearing a pointed hat. You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell towards the specified location, covering about 50 miles per 24 hours for a flying messenger or 25 miles for other animals.

When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes it way back to where you cast this spell.

At Higher Levels: If you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 48 hours for each slot level above 2nd.

ANIMATE DEAD

Necromancy Level 3

Casting Time: 1 minute

Duration: Instantaneous

Range: 10 feet

Components: V, S, M (A drop of blood, a piece of flesh, and a pinch of bone dust)

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the DM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain the control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot level above 3rd. Each of the creatures must come from a different corpse or pile of bones.

BANE

Enchantment Level 1 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 30 feet

Components: V, S, M (A drop of blood)

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

BANISHMENT

Abjuration Level 4 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 60 feet

Components: V, S, M (An item distasteful to the target)

You attempt to send one creature that you can see within range to another place of existence. The target must succeed on a Charisma saving throw or be banished.

If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is native to a different plane of existence than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

BARKSKIN

Transmutation Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 hour

Range: Touch

Components: V, S, M (A handful of oak bark)

You touch a willing creature. Until the spell ends, the target's skin has a rough, bark-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

BESTOW CURSE

Necromancy Level 3 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: Touch

Components: V, S

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options: * Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score. * While cursed, the target has disadvantage on attack rolls against you. * While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing. * While the target is cursed, your attacks and

spells deal an extra 1d8 necrotic damage to the target.

A remove curse spell ends this effect. At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect.

At Higher Levels: If you cast this spell using a spell slot of 4th level or higher, the duration is concentration, up to 10 minutes.

If you use a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

BLADE WARD

Abjuration Cantrip

Casting Time: 1 action

Duration: 1 round

Range: Self

Components: V, S

You extend your hand and trace a sigil of warding in the air. Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

BLESS

Enchantment Level 1 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 30 feet

Components: V, S, M (A sprinkling of holy water)

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

BLIGHT

Necromancy Level 4

Casting Time: 1 action

Duration: Instantaneous

Range: 30 feet

Components: V, S

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs.

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

CALM EMOTIONS

Enchantment Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 60 feet

Components: V, S

You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects. You can suppress any effect causing a target to be charmed or frightened. When this spell ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the spell ends, the creature becomes hostile again, unless the DM rules otherwise.

CHARM PERSON

Enchantment Level 1

Casting Time: 1 action

Duration: 1 hour

Range: 30 feet

Components: V, S

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your

companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

CLAIRVOYANCE

Divination Level 3 (concentration)

Casting Time: 10 minutes

Duration: Concentration, up to 10 minutes

Range: 1 mile

Components: V, S, M (A focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for seeing)

You create an invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with.

When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing. A creature that can see the sensor (such as a creature benefitting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.

CLOUDKILL

Conjuration Level 5 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: 120 feet

Components: V, S

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

COMMAND

Enchantment Level 1

Casting Time: 1 action

Duration: 1 round

Range: 60 feet

Components: V

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the DM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

CONE OF COLD

Evocation Level 5

Casting Time: 1 action

Duration: Instantaneous
Range: Self (60-foot cone)
Components: V, S, M (A small crystal or glass cone)

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw.

A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

CONJURE ELEMENTAL

Conjuration Level 5 (concentration)

Casting Time: 1 minute
Duration: Concentration, up to 1 hour
Range: 90 feet
Components: V, S, M (Burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water)

You call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of it. For example, a fire elemental emerges from a bonfire, and an earth elemental rises up from the ground. The elemental disappears when it drops to 0 hit points or when the spell ends.

The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.

If your concentration is broken, the elemental doesn't disappear. Instead, you lose control of the elemental, it becomes hostile toward you and your companions, and it might attack. An uncontrolled elemental can't be dismissed by you, and it disappears 1 hour after you summoned it. The DM has the elemental's statistics.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the challenge rating increases by 1 for each slot level above 5th.

CONTAGION

Necromancy Level 5

Casting Time: 1 action
Duration: 7 days
Range: Touch
Components: V, S

Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with a disease of your choice from any of the ones described below.

At the end of each of the target's turns, it must make a Constitution saving throw. After failing three of these saving throws, the disease's effects last for the duration, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease, and the spell ends.

Since this spell induces a natural disease in its target, any effect that removes a disease or otherwise ameliorates a disease's effects apply to it.

Blinding Sickness Pain grips the creature's mind, and its eyes turn milky white. The creature has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.

Filth Fever A raging fever sweeps through the creature's body. The creature has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength.

Flesh Rot The creature's flesh decays. The creature has disadvantage on Charisma checks and vulnerability to all damage.

Mindfire The creature's mind becomes feverish. The creature has disadvantage on Intelligence checks and Intelligence saving throws, and the creature behaves as if under the effects of the confusion spell during combat.

Seizure The creature is overcome with shaking. The creature has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity.

Slimy Doom The creature begins to bleed uncontrollably. The creature has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn.

CONTROL WATER

Transmutation Level 4 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: 300 feet

Components: V, S, M (A drop of water and a pinch of dust)

Until the spell ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this spell. As an action on your turn, you can repeat the same effect or choose a different one.

Flood You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing.

The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.

Part Water You cause water in the area to move apart and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.

Redirect Flow You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain conditions. The water continues to move in the direction you chose until the spell ends or you choose a different effect.

Whirlpool This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in

the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC.

When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the spell ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above, but has disadvantage on the Strength (Athletics) check to do so.

The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage, this damage occurs each round it remains in the vortex.

COUNTERSPELL

Abjuration Level 3

Casting Time: Special

Duration: Instantaneous

Range: 60 feet

Components: S

1 reaction, which you take when you see a creature within 60 feet of you casting a spell

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10+ the spell's level. On a success, the creature's spell fails and has no effect.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the spell slot you used.

CREATE FOOD AND WATER

Conjuration Level 3

Casting Time: 1 action

Duration: Instantaneous

Range: 30 feet

Components: V, S

You create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food

is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

CREATION

Illusion Level 5

Casting Time: 1 minute

Duration: Special

Range: 30 feet

Components: V, S, M (A tiny piece of matter of the same type of the item you plan to create)

You pull wisps of shadow material from the Shadowfell to create a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5-foot cube, and the object must be of a form and material that you have seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration.

Material - Duration
Vegetable matter - 1 day
Stone/crystal - 12 hours
Precious metals - 1 hour
Gems - 10 minutes

Adamantine/Mithral - 1 minute

Using any material created by this spell as another spell's material component causes that spell to fail.

At Higher Levels: When you cast this spell using a spell slot of

6th level or higher, the cube increases by 5 feet for each slot level above 5th.

CURE WOUNDS

Evocation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: Touch

Components: V, S

A creature you touch regains a number of hit points equal to $1d8 +$ your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by $1d8$ for each slot level above 1st.

DARKNESS

Evocation Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: 60 feet

Components: V, M (Bat fur and a drop of pitch or piece of coal)

Magical darkness spreads from a point you choose within range to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

DETECT EVIL AND GOOD

Divination Level 1 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: Self

Components: V, S

For the duration, you know if there is an aberration, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DETECT GOOD AND EVIL

Cantrip

Casting Time: 1 action

Duration: instantaneous

Range: 60 ft

Components:

Mechanic "detect good and evil" not defined. Please add it.

DETECT MAGIC

Divination Level 1 (ritual, concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: Self

Components: V, S

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DETECT THOUGHTS

Divination Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: Self

Components: V, S, M (A copper piece)

For the duration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other

than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

DIMENSION DOOR

Conjuration Level 4

Casting Time: 1 action

Duration: Instantaneous

Range: 500 feet

Components: V

You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet".

You can bring along objects as long as their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the spell fails to teleport you.

DISGUISE SELF

Illusion Level 1

Casting Time: 1 action

Duration: 1 hour

Range: Self

Components: V, S

You make yourself, including your clothing, armor, weapons, and other belongings on your person, look different until the spell ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out

to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC.

DISINTEGRATE

Transmutation Level 6

Casting Time: 1 action
Duration: Instantaneous
Range: 60 feet
Components: V, S, M (A lodestone and a pinch of dust)

A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by wall of force.

A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes $10d6 + 40$ force damage. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell.

This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the damage increases by $3d6$ for each slot level above 6th.

DISPEL MAGIC

Abjuration Level 3

Casting Time: 1 action
Duration: Instantaneous
Range: 120 feet
Components: V, S

Choose any creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals $10 +$ the spell's level. On a successful check, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you

automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

DIVINATION

Divination Level 4 (ritual)

Casting Time: 1 action
Duration: Instantaneous
Range: Self
Components: V, S, M (Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp, which the spell consumes)

Your magic and an offering put you in contact with a god or a god's servants. You ask a single question concerning a specific goal, event, or activity to occur within 7 days. The DM offers a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion.

If you cast this spell two or more times before finishing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.

DOMINATE MONSTER

Enchantment Level 8 (concentration)

Casting Time: 1 action
Duration: Concentration, up to 1 hour
Range: 60 feet
Components: V, S

You attempt to beguile a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature", "Run over there", or "Fetch that object". If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of

your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels: When you cast this spell with a 9th-level spell slot, the duration is concentration, up to 8 hours.

DOMINATE PERSON

Enchantment Level 5 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 60 feet

Components: V, S

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature", "Run over there", or "Fetch that object". If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels: When you cast this spell using a 6th-level spell slot, the duration is concentration, up to 10 minutes. When you use a 7th-level spell slot, the duration is concentration, up to 1 hour. When you use a spell slot of 8th level or higher, the duration is concentration, up to 8 hours.

DRUIDCRAFT

Transmutation Cantrip

Casting Time: 1 action

Duration: Instantaneous

Range: 30 feet

Components: V, S

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

ENTANGLE

Conjuration Level 1 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 90 feet

Components: V, S

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

ERUPTING EARTH

Transmutation Level 3

Casting Time: 1 action

Duration: Instantaneous

Range: 120 feet

Components: V, S, M (A piece of obsidian)

Choose a point you can see on the ground within range. A fountain of churned earth and

stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 bludgeoning damage on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain until cleared away. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

At Higher Levels: When you cast this spell using a spell slot of 4rd level or higher, the damage increases by 1d12 for each slot level above 3rd.

EXPEDITIOUS RETREAT

Transmutation Level 1 (concentration)

Casting Time: 1 bonus action

Duration: Concentration, up to 10 minutes

Range: Self

Components: V, S

This spell allows you to move at an incredible pace. When you cast this spell, and then as a bonus action on each of your turns until the spell ends, you can take the Dash action.

FALSE LIFE

Necromancy Level 1

Casting Time: 1 action

Duration: 1 hour

Range: Self

Components: V, S, M (A small amount of alcohol or distilled spirits)

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the duration.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you gain 5 additional temporary hit points for each slot level above 1st.

FINGER OF DEATH

Necromancy Level 7

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V, S

You send negative energy coursing through a creature that you can see within range, causing it searing pain. The target must make a Constitution saving throw. It takes 7d8 + 30 necrotic damage on a failed save, or half as much damage on a successful one.

A humanoid killed by this spell rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability.

FIRE BOLT

Evocation Cantrip

Casting Time: 1 action

Duration: Instantaneous

Range: 120 feet

Components: V, S

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

At Higher Levels: This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

FIRE SHIELD

Evocation Level 4

Casting Time: 1 action

Duration: 10 minutes

Range: Self

Components: V, S, M (A bit of phosphorus or a firefly)

Thin and wispy flames wreath your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it.

The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.

FIREBALL

Evocation Level 3

Casting Time: 1 action

Duration: Instantaneous

Range: 150 feet

Components: V, S, M (A tiny ball of bat guano and sulfur)

A bright streak flashes from your pointing finger to a point you choose within range then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot radius must

make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

FLAME STRIKE

Evocation Level 5

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V, S, M (Pinch of sulfur)

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10-foot radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each slot level above 5th.

FLY

Transmutation Level 3 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: Touch

Components: V, S, M (A wing feather from any bird)

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

FREEDOM OF MOVEMENT

Abjuration Level 4

Casting Time: 1 action

Duration: Instantaneous

Range: Touch

Components: V, S, M (A leather strap, bound around the arm or a similar appendage)

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained.

The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

GASEOUS FORM

Transmutation Level 3 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 hour

Range: Touch

Components: V, S, M (A bit of gauze and a wisp of smoke)

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected.

While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

GEAS

Enchantment Level 5

Casting Time: 1 minute

Duration: 30 days

Range: 60 feet

Components: V

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or course of activity as you decide.

If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the

creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends. You can end the spell early by using an action to dismiss it. A remove curse, greater restoration, or wish spell also ends it.

At Higher Levels: When you cast this spell using a spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of 9th level, the spell lasts until it is ended by one of the spells mentioned above.

GLOBE OF INVULNERABILITY

Abjuration Level 6 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: Self (10-foot radius)

Components: V, S, M (A glass or crystal bead that shatters when the spell ends)

An immobile, faintly shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration.

Any spell of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, the barrier blocks spells of one level higher for each slot level above 6th.

GREATER INVISIBILITY

Illusion Level 4 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: Touch

Components: V, S

You or a creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person.

GREATER RESTORATION

Abjuration Level 5

Casting Time: 1 action

Duration: Instantaneous

Range: Touch

Components: V, S, M (Diamond dust worth at least 100 gp, which the spell consumes)

You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed or petrified the target
- One curse, including the target's attunement to a cursed magic item
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum

GUARDIAN OF FAITH

Conjuration Level 4

Casting Time: 1 action

Duration: 8 hours

Range: 30 feet

Components: V

A Large spectral guardian appears and hovers for the duration in an unoccupied space of your choice that you can see within range. The guardian occupies that space and is indistinct except for a gleaming sword and shield emblazoned with the symbol of your deity.

Any creature hostile to you that moves to a space within 10 feet of the guardian for the first time on a turn must succeed on a Dexterity saving throw. The creature takes 20 radiant damage on a failed save, or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 60 damage.

GUIDANCE

Divination Cantrip (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: Touch

Components: V, S

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

GUIDING BOLT

Evocation Level 1

Casting Time: 1 action

Duration: 1 round
Range: 120 feet
Components: V, S

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light glittering on the target until then.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

HARM

Necromancy Level 6

Casting Time: 1 action
Duration: Instantaneous
Range: 60 feet
Components: V, S

You unleash a virulent disease on a creature that you can see within range. The target must make a Constitution saving throw. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.

HEROES FEAST

Conjuration Level 6

Casting Time: 10 minutes
Duration: Instantaneous
Range: 30 feet
Components: V, S, M (A gem-encrusted bowl worth at least 1,000 gp, which the spell consumes)

You bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve other creatures can partake of the feast.

A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Its hit point

maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.

HOLD PERSON

Enchantment Level 2 (concentration)

Casting Time: 1 action
Duration: Concentration, up to 1 minute
Range: 60 feet
Components: V, S, M (A small, straight piece of iron)

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

ICE STORM

Evocation Level 4

Casting Time: 1 action
Duration: Instantaneous
Range: 300 feet
Components: V, S, M (A pinch of dust and a few drops of water)

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 4th.

IDENTIFY

Divination Level 1 (ritual)

Casting Time: 1 minute
Duration: Instantaneous
Range: Touch
Components: V, S, M (A pearl worth at least 100 gp and an owl feather)

You choose one object that you must touch throughout the casting of the spell. If it is a

magic item or some other magic-imbued object, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it.

If you instead touch a creature throughout the casting, you learn what spells, if any, are currently affecting it.

INFLECT WOUNDS

Necromancy Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: Touch

Components: V, S

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

INSECT PLAGUE

Conjuration Level 5 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: 300 feet

Components: V, S, M (A few grains of sugar, some kernels of grain, and a smear of fat)

Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the area appears, each creature in it must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

INVISIBILITY

Illusion Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 hour

Range: Touch

Components: V, S, M (An eyelash encased in gum arabic)

A creature you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

LEGEND LORE

Divination Level 5

Casting Time: 10 minutes

Duration: Instantaneous

Range: Self

Components: V, S, M (Incense worth at least 250 gp, which the spell consumes, and four ivory strips worth at least 50 gp each)

Name or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is.

The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand, the spell might yield this information: Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a true Child of Stone, lover and beloved of Moradin, may awaken the true powers of the axe, and only with the sacred word Rudnogg on the lips.

LESSER RESTORATION

Abjuration Level 2

Casting Time: 1 action

Duration: Instantaneous

Range: Touch

Components: V, S

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

LIGHT

Evocation Cantrip

Casting Time: 1 action

Duration: 1 hour

Range: Touch

Components: V, M (A firefly or phosphorescent moss)

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

LIGHTNING BOLT

Evocation Level 3

Casting Time: 1 action

Duration: Instantaneous

Range: Self (100-foot line)

Components: V, S, M (A bit of fur and a rod of amber, crystal, or glass)

A stroke of lightning forming a line of 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

LOCATE OBJECT

Divination Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: Self

Components: V, S, M (A forked twig)

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close – within 30 feet – at least once. Alternatively, the

spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

LONGSTRIDER

Transmutation Level 1

Casting Time: 1 action

Duration: 1 hour

Range: Touch

Components: V, S, M (A pinch of dirt)

You touch a creature. The target's speed increases by 10 feet until the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

MAGE ARMOR

Abjuration Level 1

Casting Time: 1 action

Duration: 8 hours

Range: Touch

Components: V, S, M (A piece of cured leather)

You touch a willing creature who isn't wearing armor, and a protective magical force surrounds it until the spell ends. The target's base AC becomes 13 + its Dexterity modifier. The spell ends if the target dons armor or if you dismiss the spell as an action.

MAGE HAND

Conjuration Cantrip

Casting Time: 1 action

Duration: 1 minute

Range: 30 feet

Components: V, S

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration or until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again.

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it.

The hand can't attack, activate magical items, or carry more than 10 pounds.

MAGIC MISSILE

Evocation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: 120 feet

Components: V, S

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals $1d4 + 1$ force damage to its target. The darts all strike simultaneously and you can direct them to hit one creature or several.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the spell creates one more dart for each slot level above 1st.

MAJOR IMAGE

Illusion Level 3 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: 120 feet

Components: V, S, M (A bit of fleece)

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench).

As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the spell lasts until dispelled, without requiring your concentration.

MASS CURE WOUNDS

Evocation Level 5

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V, S

A wave of healing energy washes out from a point of your choice within range.

Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to $3d8 +$ your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the healing increases by $1d8$ for each slot level above 5th.

MAXIMILIANS EARTHEN GRASP

Transmutation Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 30 feet

Components: V, S, M (A miniature hand sculpted from clay)

You choose a 5-foot-square unoccupied space on the ground that you can see within range. A Medium hand made from compacted soil rises there and reaches for one creature you can see within 5 feet of it. The target must make a Strength saving throw. On a failed save, the target takes $2d6$ bludgeoning damage and is restrained for the spell's duration. As an action, you can cause the hand to crush the restrained target, who must make a Strength saving throw. It takes $2d6$ bludgeoning damage on a failed save, or half as much damage on a successful one. To break out, the restrained target can make a Strength check against your spell save DC. On a success, the target escapes and is no longer restrained by the hand. As an action, you can cause the hand to reach for a different creature or to move to a different unoccupied space within range. The hand releases a restrained target if you do either.

MELD INTO STONE

Transmutation Level 3 (ritual)

Casting Time: 1 action

Duration: 8 hours

Range: Touch

Components: V, S

You step into a stone object or surface large enough to fully contain your body, melding yourself and all the equipment you carry with the stone for the duration. Using your movement, you step into the stone at a point you can touch. Nothing of your presence remains visible or otherwise detectable by nonmagical senses.

While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use your movement to leave the stone where you entered it, which ends the spell. You otherwise can't move.

Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 bludgeoning damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 bludgeoning damage to you. If expelled, you fall prone in an unoccupied space closest to where you first entered.

MENDING

Transmutation Cantrip

Casting Time: 1 minute

Duration: Instantaneous

Range: Touch

Components: V, S, M (Two lodestones)

This spell repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin.

As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

MIND BLANK

Abjuration Level 8

Casting Time: 1 action

Duration: 24 hours

Range: Touch

Components: V, S

Until the spell ends, one willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, divination spells, and the charmed condition. The spell even foils wish spells and spells or effects of similar power used to affect the target's mind or to gain information about the target.

MINOR ILLUSION

Illusion Cantrip

Casting Time: 1 action

Duration: 1 minute

Range: 30 feet

Components: S, M (A bit of fleece)

You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends.

If you create an image of an object such as a chair, muddy footprints, or a small chest it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

MIRROR IMAGE

Illusion Level 2

Casting Time: 1 action

Duration: 1 minute

Range: Self

Components: V, S

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates.

Each time a creature targets you with an attack during the spell's duration, roll a d20 to

determine whether the attack instead targets one of your duplicates.

If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher.

A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The spell ends when all three duplicates are destroyed.

A creature is unaffected by this spell if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

MISTY STEP

Conjuration Level 2

Casting Time: 1 bonus action

Duration: Instantaneous

Range: Self

Components: V

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space that you can see.

MOLD EARTH

Transmutation Cantrip

Casting Time: 1 action

Duration: Instantaneous or 1 hour

Range: 30 feet

Components: S

You choose a portion of dirt or stone that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways: - If you target an area of loose earth, you can instantaneously excavate it, move it along the ground, and deposit it up to 5 feet away. This movement doesn't have enough force to cause damage. - You cause shapes, colors, or both to appear on the dirt or stone, spelling out words, creating images, or shaping patterns. The changes last for 1 hour. - If the dirt or stone you target is on the ground, you cause it to become difficult terrain. Alternatively, you can cause the ground to become normal terrain if it is already difficult terrain. This change lasts for 1 hour. If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

MOVE EARTH

Transmutation Level 6 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 2 hours

Range: 120 feet

Components: V, S, M (An iron blade and a small bag containing a mixture of soils-clay, loam, and sand)

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. So, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete.

At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect.

Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement.

This spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it might collapse.

Similarly, this spell doesn't directly affect plant growth. The moved earth carries any plants along with it.

PASSWALL

Transmutation Level 5

Casting Time: 1 action

Duration: 1 hour

Range: 30 feet

Components: V, S, M (A pinch of sesame seeds)

A passage appears at a point of your choice that you can see on a wooden, plaster, or stone surface (such as a wall, a ceiling, or a floor) within range, and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The passage creates no instability in a structure surrounding it.

When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

PHANTASMAL KILLER

Illusion Level 4 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 120 feet

Components: V, S

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

PLANE SHIFT

Conjuration Level 7

Casting Time: 1 action

Duration: Instantaneous

Range: Touch

Components: V, S, M (A forked, metal rod worth at least 250 gp, attuned to a particular plane of existence)

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as the City of Brass on the Elemental Plane of Fire or the palace of Dispater on the second level of the Nine Hells, and you appear in or near that destination. If you are trying to reach the City of Brass, for example, you might arrive in its Street of Steel, before its Gate of Ashes, or looking at the city from across the Sea of Fire, at the DM's discretion.

Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

You can use this spell to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails the save, it is transported to a random location on the plane of existence you specify. A creature so transported must find its own way back to your current plane of existence.

POWER WORD KILL

Enchantment Level 9

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V

You utter a word of power that can compel one creature you can see within range to die instantly. If the creature you chose has 100 hit points or fewer, it dies. Otherwise, the spell has no effect.

POWER WORD STUN

Enchantment Level 8

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V

You speak a word of power that can overwhelm the mind of one creature you can see within range, leaving it dumbfounded. If the target has 150 hit points or fewer, it is stunned. Otherwise, the spell has no effect. The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.

PRESTIDIGITATION

Transmutation Cantrip

Casting Time: 1 action

Duration: Up to 1 hour

Range: 10 feet

Components: V, S

This spell is a minor magical trick that novice spellcasters use for practice. You create one of the following magical effects within range:

- You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor.
- You instantaneously light or snuff out a candle, a torch, or a small campfire.
- You instantaneously clean or soil an object no larger than 1 cubic foot.
- You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour.
- You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour.
- You create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

PRODUCE FLAME

Conjuration Cantrip

Casting Time: 1 action
Duration: 10 minutes
Range: Self
Components: V, S

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

At Higher Levels: This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

RAY OF FROST

Evocation Cantrip

Casting Time: 1 action
Duration: Instantaneous
Range: 60 feet
Components: V, S

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

At Higher Levels: The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

REMOVE CURSE

Abjuration Level 3

Casting Time: 1 action
Duration: Instantaneous
Range: Touch
Components: V, S

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

SACRED FLAME

Evocation Cantrip

Casting Time: 1 action
Duration: Instantaneous
Range: 60 feet
Components: V, S

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from cover for this saving throw.

At Higher Levels: The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

SANCTUARY

Abjuration Level 1

Casting Time: 1 bonus action
Duration: 1 minute
Range: 30 feet
Components: V, S, M (A small silver mirror)

You ward a creature within range against attack. Until the spell ends, any creature who targets the warded creature with an attack or a harmful spell must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from area effects, such as the explosion of a fireball.

If the warded creature makes an attack or casts a spell that affects an enemy creature, this spell ends.

SCRYING

Divination Level 5 (concentration)

Casting Time: 10 minutes
Duration: Concentration, up to 10 minutes
Range: Self
Components: V, S, M (A focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water)

You can see and hear a particular creature you choose that is on the same plane of existence as you. The target must make a Wisdom saving throw, which is modified by how well you know the target and the sort of physical connection you have to it. If a target knows you're casting this spell, it can fail the saving throw voluntarily if it wants to be observed.

Knowledge - Save Modifier

- Secondhand (you have heard of the target) - +5

- Firsthand (you have met the target) - +0
- Familiar (you know the target well) - -5

Connection - Save Modifier

- Likeness or picture - -2
- Possession or garment - -4
- Body part, lock of hair, bit of nail, or the like - -10

On a successful save, the target isn't affected, and you can't use this spell against it again for 24 hours.

On a failed save, the spell creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist.

Instead of targeting a creature, you can choose a location you have seen before as the target of this spell. When you do, the sensor appears at that location and doesn't move.

SHATTER

Evocation Level 2

Casting Time: 1 action

Duration: Instantaneous

Range: 60 feet

Components: V, S, M (A chip of mica)

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

SHIELD

Abjuration Level 1

Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell.

Duration: 1 round

Range: Self

Components: V, S

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from *magic missile*.

SHIELD OF FAITH

Abjuration Level 1 (concentration)

Casting Time: 1 bonus action

Duration: Concentration, up to 10 minutes

Range: 60 feet

Components: V, S, M (A small parchment with a bit of holy text written on it)

A shimmering field appears and surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

SHILLELAGH

Transmutation Cantrip

Casting Time: 1 bonus action

Duration: 1 minute

Range: Touch

Components: V, S, M (Mistletoe, a shamrock leaf, and a club or quarterstaff)

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

SHOCKING GRASP

Evocation Cantrip

Casting Time: 1 action

Duration: Instantaneous

Range: Touch

Components: V, S

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

At Higher Levels: The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

SILENCE

Illusion Level 2 (ritual, concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: 120 feet

Components: V, S

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

SLEEP

Enchantment Level 1

Casting Time: 1 action

Duration: 1 minute

Range: 90 feet

Components: V, S, M (A pinch of fine sand, rose petals, or a cricket)

This spell sends creatures into a magical slumber. Roll 5d8, the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d8 for each slot level above 1st.

SPARE THE DYING

Necromancy Cantrip

Casting Time: 1 action

Duration: Instantaneous

Range: Touch

Components: V, S

You touch a living creature that has 0 hit points. The creature becomes stable. This spell has no effect on undead or constructs.

SPEAK WITH ANIMALS

Divination Level 1 (ritual)

Casting Time: 1 action

Duration: 10 minutes

Range: Self

Components: V, S

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

SPIRIT GUARDIANS

Conjuration Level 3 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: Self (15-foot-radius)

Components: V, S, M (A holy symbol)

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

SPIRITUAL WEAPON

Evocation Level 2

Casting Time: 1 bonus action

Duration: 1 minute

Range: 60 feet

Components: V, S

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, you can make a melee spell attack against a

creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

The weapon can take whatever form you choose. Clerics of deities who are associated with a particular weapon (as St. Cuthbert is known for his mace and Thor for his hammer) make this spell's effect resemble that weapon.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for every two slot levels above the 2nd.

STONE SHAPE

Transmutation Level 4

Casting Time: 1 action

Duration: Instantaneous

Range: Touch

Components: V, S, M (Soft clay, which must be worked into roughly the desired shape of the stone object)

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape that suits your purpose. So, for example, you could shape a large rock into a weapon, idol, or coffer, or make a small passage through a wall, as long as the wall is less than 5 feet thick. You could also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

STONESKIN

Abjuration Level 4 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 hour

Range: Touch

Components: V, S, M (Diamond dust worth 100 gp, which the spell consumes)

This spell turns the flesh of a willing creature you touch as hard as stone. Until the spell ends, the target has resistance to nonmagical bludgeoning, piercing, and slashing damage.

SUGGESTION

Enchantment Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 8 hours

Range: 30 feet

Components: V, M (A snake's tongue and either a bit of honeycomb or a drop of sweet oil)

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't preformed.

If you or any of your companions damage the target, the spell ends.

TELEPORT

Conjuration Level 7

Casting Time: 1 action

Duration: Instantaneous

Range: 10 feet

Components: V

This spell instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature.

The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The DM rolls d100 and consults the table.

Familiarity	Mishap	Similar Area	Off Target	On Target
Permanent	--	--	--	01-100
Associated	--	--	--	01-100
object				

Very familiar	01-05	06-13	14-24	25-100
Seen casually	01-33	34-43	44-53	54-100
Viewed once	01-43	44-53	54-73	74-100
Description	01-43	44-53	54-73	74-100
False destination	01-50	51-100	--	--

Familiarity. "Permanent circle" means a permanent teleportation circle whose sigil sequence you know. "Associated object" means that you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library, bed linen from a royal suite, or a chunk of marble from a lich's secret tomb.

"Very familiar" is a place you have been very often, a place you have carefully studied, or a place you can see when you cast the spell. "Seen casually" is someplace you have seen more than once but with which you aren't very familiar. "Viewed once" is a place you have seen once, possibly using magic. "Description" is a place whose location and appearance you know through someone else's description, perhaps from a map.

"False destination" is a place that doesn't exist. Perhaps you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a familiar location that no longer exists.

On Target You and your group (or the target object) appear where you want to.

Off Target You and your group (or the target object) appear a random distance away from the destination in a random direction. Distance off target is $1d10 \times 1d10$ percent of the distance that was to be traveled. For example, if you tried to travel 120 miles, landed off target, and rolled a 5 and 3 on the two d10s, then you would be off target by 15 percent, or 18 miles. The DM determines the direction off target randomly by rolling a d8 and designating 1 as north, 2 as northeast, 3 as east, and so on around the points of the compass. If you were teleporting to a coastal city and wound up 18 miles out at sea, you could be in trouble.

Similar Area You and your group (or the target object) wind up in a different area that's visually or thematically similar to the target area. If you are heading for your home laboratory, for example, you might wind up in another wizard's laboratory or in an alchemical

supply shop that has many of the same tools and implements as your laboratory. Generally, you appear in the closest similar place, but since the spell has no range limit, you could conceivably wind up anywhere on the plane.

Mishap The spell's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes $3d10$ force damage, and the DM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time).

THAUMATURGY

Transmutation Cantrip

Casting Time: 1 action

Duration: Up to 1 minute

Range: 30 feet

Components: V

You manifest a minor wonder, a sign of supernatural power, within range. You create one of the following magical effects within range:

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers.
- You instantaneously cause an unlocked door or window to fly open or slam shut.
- You alter the appearance of your eyes for 1 minute.

If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action.

THUNDERWAVE

Evocation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: Self (15-foot cube)

Components: V, S

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes $2d8$ thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

TIME STOP

Transmutation Level 9

Casting Time: 1 action

Duration: Instantaneous

Range: Self

Components: V

You briefly stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal.

This spell ends if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.

TONGUES

Divination Level 3

Casting Time: 1 action

Duration: 1 hour

Range: Touch

Components: V, M (A small clay model of a ziggurat)

This spell grants the creature you touch the ability to understand any spoken language it hears. Moreover, when the target speaks, any creature that knows at least one language and can hear the target understands what it says.

TRUE SEEING

Divination Level 6

Casting Time: 1 action

Duration: 1 hour

Range: Touch

Components: V, S, M (An ointment for the eyes that costs 25 gp; is made from mushroom powder, saffron, and fat; and is consumed by the spell)

This spell gives the willing creature you touch the ability to see things as they actually are. For the duration, the creature has truesight, notices secret doors hidden by magic, and can see into the Ethereal Plane, all out to a range of 120 feet.

WALL OF FORCE

Evocation Level 5 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: 120 feet

Components: V, S, M (A pinch of powder made by crushing a clear gemstone)

An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by dispel magic. A disintegrate spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.

WALL OF STONE

Evocation Level 5 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 10 minutes

Range: 120 feet

Components: V, S, M (A small block of granite)

A nonmagical wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or resting on any firm foundation. It must, however, merge with and be solidly

supported by existing stone. Thus you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the DM's discretion.

If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

WATER BREATHING

Transmutation Level 3 (ritual)

Casting Time: 1 action

Duration: 24 hours

Range: 30 feet

Components: V, S, M (A short reed or piece of straw)

This spell grants up to ten willing creatures you can see within range the ability to breathe underwater until the spell ends. Affected creatures also retain their normal mode of respiration.

WIND WALK

Transmutation Level 6

Casting Time: 1 minute

Duration: 8 hours

Range: 30 feet

Components: V, S, M (Fire and holy water)

You and up to ten willing creatures you can see within range assume a gaseous form for the duration, appearing as wisps of cloud. While in this cloud form, a creature has a flying speed of 300 feet and has resistance to damage from nonmagical weapons. The only actions a creature can take in this form are the Dash action or to revert to its normal form. Reverting takes 1 minute, during which time a creature is incapacitated and can't move. Until the spell ends, a creature can revert to cloud form, which also requires the 1-minute transformation.

If a creature is in cloud form and flying when the effect ends, the creature descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, the creature falls the remaining distance.

ZONE OF TRUTH

Enchantment Level 2

Casting Time: 1 action

Duration: 10 minutes

Range: 60 feet

Components: V, S

You create a magical zone that guards against deception in a 15-foot-radius sphere centered on a point of your choice within range. Until the spell ends, a creature that enters the spell's area for the first time on a turn or starts its turn there must make a Charisma saving throw. On a failed save, a creature can't speak a deliberate lie while in the radius. You know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and can thus avoid answering questions to which it would normally respond with a lie. Such creatures can be evasive in its answers as long as it remains within the boundaries of the truth.

RANDOM TABLES

CONJURE ANIMALS

1d4	Number of Beasts
1	One beast of challenge rating 2
2	Two beasts of challenge rating 1
3	Four beasts of challenge rating 1/2
4	Eight beasts of challenge rating 1/4 or lower

1d20	CR2 Beasts
1-2	Allosaurus
3-4	Giant Boar
5-6	Giant Constrictor Snake
7-8	Giant Elk
9-10	Hunter Shark
11	Plesiosaurus
12-13	Polar Bear
14-15	Rhinoceros
16-17	Saber-toothed Tiger
18-19	Swarm of Poisonous Snakes
20	Roll on CR 1 Beast Table

1d12 Challenge Rating 1 Beasts

1	Brown Bear
2	Dire Wolf
3	Fire Snake
4	Giant Eagle
5	Giant Hyena
6	Giant Octopus
7	Giant Spider
8	Giant Toad
9	Giant Vulture
10	Lion
11	Tiger
12	Roll on CR 1/2 Beast Table

1d20 Challenge Rating 1/2 Beasts

1-2	Ape
3-4	Black Bear
5-6	Crocodile
7-8	Giant Goat
9-10	Giant Sea Horse
11-12	Giant Wasp
13-14	Reef Shark
15-16	Swarm of Insects (below)
17-18	Warhorse
19	Worg
20	Roll on Lesser Beast Menu Table

1d6 Swarm of Insects

1	Ant
2	Beatles
3	Centipedes
4	Locusts
5	Spiders
6	Wasps

1d6 CR 1/4 and Lesser Beast Menu

1-2	Menu A
3-4	Menu B
5-6	Menu C

1d20 Lesser Beast Menu A

1	Axe Beak
2	Baboon
3	Badger
4	Bat
5	Blood Hawk
6	Boar
7	Camel
8	Cat
9	Chicken ¹
10	Constrictor Snake
11	Crab
12	Deer
13	Draft Horse
14	Eagle
15	Elk
16	Flying Snake
17	Frog
18	Giant Badger
19	Giant Bat
20	Giant Centipede

¹**Chicken** Raven stats with Advantage on checks to wake up targets instead of mimicry

1d20 Lesser Beast Menu B

1	Giant Crab
2	Giant Fire Beetle
3	Giant Frog
4	Giant Lizard
5	Giant Owl
6	Giant Poisonous Snake
7	Giant Rat
8	Giant Weasel
9	Giant Wolf Spider
10	Goat
11	Hawk
12	Hyena
13	Jackal
14	Lemur ²
15	Lizard
16	Mastiff
17	Mule
18	Newt ³
19	Octopus
20	Octopus, Cascadian Tree ⁴

²**Lemur** Weasel stats with a common Climb speed instead of a bite attack

³**Newt** Lizard stats with Amphibious instead of a bite attack

⁴**Octopus, Cascadian Tree:** Octopus stats with Amphibious and a 10 ft land speed instead of camouflage

1d20 Lesser Beast
Menu C

1	Owl
2	Panther
3	Poisonous Snake
4	Pony
5	Pteranodon
6	Quipper
7	Rat
8	Raven
9	Riding Horse
10	Scorpion
11	Sea Horse
12	Shocker Lizard ⁵
13	Spider
14	Swarm of Bats
15	Swarm of Rats
16	Swarm of Ravens
17	Turtle ⁶
18	Vulture
19	Weasel
20	Wolf

⁵**Shocker Lizard** Lizard stats with Static Electricity ranged attack of 1d6 Electricity damage Close/Medium.

⁶**Turtle** Lizard stats with 14 natural armor and no climb speed.