

Monsters (W)

Warriors

Soldiers and Scrappers

Habitat: Any; **Treasure:** Armaments

ARTIST: BRAM SELS



AN AASIMAR COMMANDER LEADS WARRIOR CHARGING INTO BATTLE

Warriors are professionals who make a living through their prowess in battle. They might be skilled in using a variety of tactics or trained to take advantage of unusual battlefields. Warriors often work together, whether in armies or in teams with deliberate goals.

Roll on or choose a result from the Warrior Roles table to inspire the creation of different sorts of warriors.

Warrior Roles

1d10	The Warrior Is...
1	A bodyguard who protects a noble.
2	A cavalry officer with an unusual steed.
3	A crusader who fights for a divine cause.
4	A duelist who claims to be unbeatable.
5	A gate guard who asks nonsensical questions.
6	A grizzled veteran who trains new recruits.
7	A hunter skilled at slaying specific monsters.
8	A retired general who is weary of battle.
9	A volunteer with a homemade weapon.
10	A young mercenary trying to prove their skill.

Warrior Infantry

Warrior infantry might be trainees or rank-and-file troops. They are skilled at contending with commonplace, nonmagical threats.

WARRIOR INFANTRY

Medium or Small Humanoid, Neutral

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

HP 9 (2d8)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	13	+1	+1	INT	8	-1
DEX	11	+0	+0	WIS	11	+0
CON	11	+0	+0	CHA	8	-1

Gear Chain Shirt, Spear

Senses Passive Perception 10

Languages Common

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

Traits

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

Actions

Spear. *Melee or Ranged Attack Roll:* +3, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d6 + 1) Piercing damage.

Warrior Veteran

Warrior veterans have participated in numerous battles and can hold their own against lesser rivals and monsters.

WARRIOR VETERAN

Medium or Small Humanoid, Neutral

AC 17 **Initiative** +3 (13)

HP 65 (10d8 + 20)

Speed 30 ft.

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

Skills **Athletics** +5, **Perception** +2

Gear Greatsword, Heavy Crossbow, Splint Armor

Senses Passive Perception 12

Languages Common plus one other language

CR 3 (XP 700; PB +2)

Actions

Multiattack. The warrior makes two Greatsword or Heavy Crossbow attacks.

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

Heavy Crossbow. *Ranged Attack Roll:* +3, range 100/400 ft. *Hit:* 12 (2d10 + 1) Piercing damage.

Reactions

Parry. *Trigger:* The warrior is hit by a melee attack roll while holding a weapon. *Response:* The warrior adds 2 to

its AC against that attack, possibly causing it to miss.

Warrior Commander

Skilled in both combat and leadership, warrior commanders overcome challenges through a combination of martial skill and clever tactics.

WARRIOR COMMANDER

Medium or Small Humanoid, Neutral

AC 18 **Initiative** +9 (19)

HP 161 (19d8 + 76)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	21	+5	+9	INT	14	+2
DEX	20	+5	+9	WIS	16	+3
CON	18	+4	+8	CHA	14	+2

Skills Athletics +9, Insight +7, Perception +7

Gear Greatsword, Longbow, Plate Armor

Senses Passive Perception 17

Languages Common plus one other language

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

Actions

Multiaction. The warrior makes three attacks, using Greatsword or Longbow in any combination.

Greatsword. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 19 (4d6 + 5) Slashing damage. The warrior also creates one of the following effects:

Sap. The target has Disadvantage on its next attack roll before the start of the warrior's next turn.

Maneuver. One ally who can see or hear the warrior can take a Reaction to move up to half the ally's Speed without provoking **Opportunity Attacks**.

Longbow. *Ranged Attack Roll:* +9, range 150/600 ft. *Hit:* 18 (3d8 + 5) Piercing damage, and the target's Speed decreases by 10 feet until the end of the target's next turn.

Bonus Actions

Tactical Charge. The warrior moves up to half its Speed straight toward an enemy it can see without provoking

Opportunity Attacks.

Reactions

Counterattack. *Trigger:* The warrior is hit by an attack roll. *Response:* The warrior adds 4 to its AC against that attack, possibly causing it to miss. On a miss, the warrior can make one Greatsword or Longbow attack against the attacker.

Make way, evil! I'm armed to the teeth and packing a hamster!

—MINSC, HERO OF BALDUR'S GATE

Water Elemental

Primal Spirit of Waves and Tides

Habitat: Coastal, Planar (Elemental Plane of Water), Swamp, Underwater; **Treasure:** None

Spirits of the **Elemental Plane of Water** form shapeless liquids into water elementals, aqueous beings with the might of surging waves. Water elementals are as mutable as liquid, allowing them to crash into foes and seep through narrow cracks. They can crush foes with limb-like geysers, or they might flood over creatures, submerging and drowning foes within their whirling forms. Water elementals often appear near nexuses of elemental power, such as aquatic abysses, magical springs, and whirlpools.

Water elementals' shapes are influenced by the liquid bodies in which they form. Roll on or choose a result from the Water Elemental Compositions table to inspire a water elemental's features.

Water Elemental Compositions

1d4	The Water Elemental's Body Features...
1	Chilling or near-boiling temperatures.
2	Energetic effervescence.
3	Muddy, polluted, or crystal-clear water.
4	Seaweed, tiny fish, or other sea life.

Water: greatest of the elements in might and form. A tsunami's torrent. A blizzard's claws. A parent's tears. What is not moved by water?

—KALBARI, MOTHER OF FOAM, RULER OF MARIDS

WATER ELEMENTAL

Large Elemental, Neutral

AC 14 **Initiative +2 (12)**

HP 114 (12d10 + 48)

Speed 30 ft., **Swim** 90 ft.

		MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	5	-3
DEX	14	+2	+2	WIS	10	+0
CON	18	+4	+4	CHA	8	-1

Resistances Acid, Fire

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

Senses Darkvision 60 ft.; Passive Perception 10

Languages Primordial (Aquan)

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

Traits

Freeze. If the elemental takes Cold damage, its Speed decreases by 20 feet until the end of its next turn.

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

Actions

Multiattack. The elemental makes two Slam attacks.

Slam. *Melee Attack Roll:* +7, *reach* 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage. If the target is a Medium or smaller creature, it has the **Prone** condition.

Whelm (Recharge 4–6). *Strength Saving Throw:* DC 15, each creature in the elemental's space. *Failure:* 22 (4d8 + 4) Bludgeoning damage. If the target is a Large or smaller creature, it has the **Grappled** condition (escape DC 14). Until the grapple ends, the target has the **Restrained** condition, is **suffocating** unless it can breathe water, and takes 9 (2d8) Bludgeoning damage at the start of each of the elemental's turns. The elemental can grapple one Large creature or up to two Medium or smaller creatures at a time with Whelm. As an action, a creature

within 5 feet of the elemental can pull a creature out of it by succeeding on a DC 14 Strength (**Athletics**) check.

Success: Half damage only.



ARTIST: CHRIS COLD

Water Weird

Servant of Primeval Magic

Habitat: Underdark, Urban; **Treasure:** Any

Serpentine nature spirits, water weirds protect pools, fountains, and magical bodies of water. In the water, these creatures are indistinguishable from the liquid surrounding them. Should their aquatic territory be disturbed, they rise as animate water spouts with vague snake- or dragon-like features. Often their appearance is enough to drive off foes, but if forced to fight, water weirds crush enemies within their fluid coils.

Water weirds might protect a site for generations and learn much about their surroundings. Some gain reputations as oracles and might respond to questions posed to them in Primordial. Since water weirds don't speak, they often communicate using spouts of water or objects submerged in their pools.

Rule 2: Before you drink from a fountain or pool, toss a copper coin into it. It's a small price to pay for your life!

—X THE MYSTIC'S
RULES OF DUNGEON SURVIVAL

ARTIST: CRYSTAL SULLY

WATER WEIRD

Large Elemental, Neutral

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

HP 65 (10d10 + 10)

Speed 5 ft., **Swim** 60 ft.

		MOD	SAVE		MOD	SAVE
STR	17	+3	+3	INT	11	+0
DEX	16	+3	+3	WIS	10	+0
CON	13	+1	+1	CHA	10	+0

Resistances Fire

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

Senses **Blindsight** 30 ft.; Passive Perception 10

Languages Understands Primordial but can't speak

CR 3 (XP 700; PB +2)

Traits

Invisible in Water. The water weird has the **Invisible** condition while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

Actions

Surge. **Melee Attack Roll:** +5, **reach** 10 ft. **Hit:** 13 (3d6 + 3) Cold damage. If the target is a Medium or smaller creature, it has the **Grappled** condition (escape DC 13), and it has the **Restrained** condition until the grapple ends.



Werebear

Changed by the Might of the Bear

Habitat: Arctic, Forest, Hill; **Treasure:** Relics

When threatened or compelled by magic, werebears shape-shift from their humanoid forms into mighty bears or hybrids of those two forms. They scare off or sabotage those who threaten the wilds, and they frequently aid Fey, druids, or spirits of the wilderness, as many owe their magical nature to such forces. Werebears take the shape of bears common to the regions in which they dwell, with brown and polar bear forms being common.

WEREBEAR

Medium or Small Monstrosity (Lycanthrope), Neutral Good

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

HP 135 (18d8 + 54)

Speed 30 ft., 40 ft. (bear form only), Climb 30 ft. (bear form only)

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

Skills Perception +7

Gear Handaxes (4)

Senses Darkvision 60 ft.; Passive Perception 17

Languages Common (can't speak in bear form)

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

Actions

Multiattack. The werebear makes two attacks, using Handaxe or Rend in any combination. It can replace one attack with a Bite attack.

Bite (Bear or Hybrid Form Only). *Melee Attack Roll: +7, reach 5 ft. Hit: 17 (2d12 + 4) Piercing damage.* If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw: DC 14. Failure:* The target is **cursed**. If the cursed target drops to 0 Hit Points, it instead becomes a **Werebear** under the DM's control and has 10 Hit Points. *Success:* The target is immune to this werebear's curse for 24 hours.

Handaxe (Humanoid or Hybrid Form Only). *Melee or Ranged Attack Roll: +7, reach 5 ft or range 20/60 ft. Hit: 14 (2d6 + 4) Slashing damage.*

(500 + 4) Slashing damage.

Rend (Bear or Hybrid Form Only). Melee Attack Roll: +7, reach 5 ft. Hit: 13 (2d8 + 4) Slashing damage.

Bonus Actions

Shape-Shift. The werebear **shape-shifts** into a Large bear-humanoid hybrid form or a Large bear, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Wereboar

Changed by the Hunger of the Boar

Habitat: Forest, Grassland, Hill; **Treasure:** Individual

Wereboars shape-shift from their humanoid forms into powerful boars or humanoid-boar hybrids. Many wereboars suffer their shape-shifting nature as a curse, with some involuntarily transforming any time they perform a greedy act or indulge their selfish nature.

WEREBOAR

Medium or Small Monstrosity (Lycanthrope),
Neutral Evil

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

HP 97 (15d8 + 30)

Speed 30 ft., 40 ft. (boar form only)

	MOD	SAVE		MOD	SAVE		
STR	17	+3	+3	INT	10	+0	+0
DEX	10	+0	+0	WIS	11	+0	+0
CON	15	+2	+2	CHA	8	-1	-1

Skills Perception +2

Gear Javelins (6)

Senses Passive Perception 12

Languages Common (can't speak in boar form)

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

Actions

Multiaction. The wereboar makes two attacks,

ARTIST: SLAWOMIR MANIAK



using Javelin or Tusk in any combination. It can replace one attack with a Gore attack.

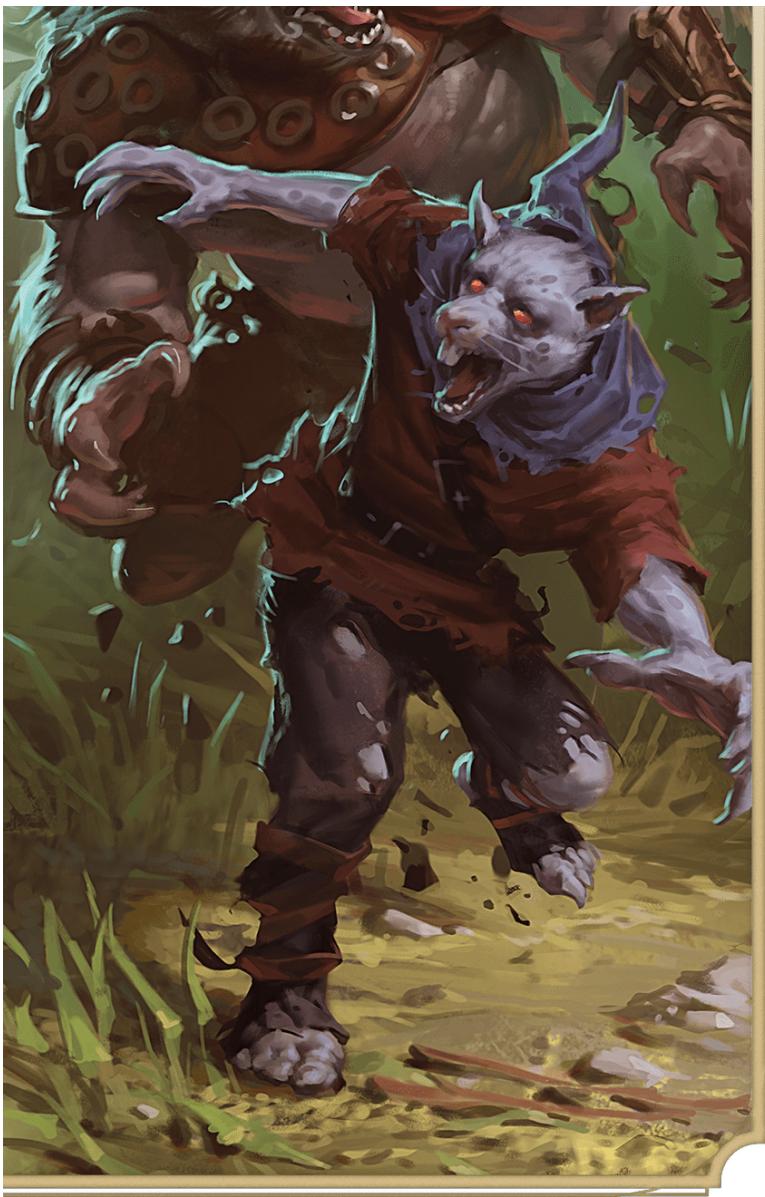
Gore (Boar or Hybrid Form Only). *Melee Attack*
Roll: +5, reach 5 ft. Hit: 12 (2d8 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 12. *Failure:* The target is **cursed**. If the cursed target drops to 0 Hit Points, it instead becomes a **Wereboar** under the DM's control and has 10 Hit Points. *Success:* The target is immune to this wereboar's curse for 24 hours.

Javelin (Humanoid or Hybrid Form Only). *Melee or Ranged Attack* Roll: +5, reach 5 ft. or range 30/120 ft. Hit: 13 (3d6 + 3) Piercing damage.

Tusk (Boar or Hybrid Form Only). *Melee Attack*
Roll: +5, reach 5 ft. Hit: 10 (2d6 + 3) Piercing damage. If the target is a Medium or smaller creature and the wereboar moved 20+ feet straight toward it immediately before the hit, the target takes an extra 7 (2d6) Piercing damage and has the **Prone** condition.

Bonus Actions

Shape-Shift. The wereboar **shape-shifts** into a Medium boar-humanoid hybrid or a Small boar, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.



A WEREBOAR CHASES A WEREBOAR AND WERERAT OUT OF ITS TERRITORY

Wererat

Changed by the Deviousness of the Rat

Habitat: Forest, Urban; **Treasure:** Individual

Wererats can shape-shift from their humanoid forms into giant rats or humanoid-rat hybrids. These creatures can transform voluntarily, but some are magically compelled to shape-shift when exposed to complete darkness or during nights of a new moon. Often, wererats' nature results from a divine curse—punishment for their deceitful natures or the crimes of their treacherous families. Wererats frequently work in groups, forming bandit gangs or thieves' guilds.

WERERAT

Medium or Small Monstrosity (Lycanthrope), Lawful Evil

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

HP 60 (11d8 + 11)

Speed 30 ft., Climb 30 ft.

		MOD	SAVE		MOD	SAVE
STR	10	+0	+0	INT	11	+0
DEX	16	+3	+3	WIS	10	+0
CON	12	+1	+1	CHA	8	-1

Skills Perception +4, Stealth +5

Gear Hand Crossbow

Senses Darkvision 60 ft.; Passive Perception 14

Languages Common (can't speak in rat form)

CR 2 (XP 450; PB +2)

Actions

Multiattack. The wererat makes two attacks, using Scratch or Hand Crossbow in any combination. It can replace one attack with a Bite attack.

Bite (Rat or Hybrid Form Only). *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (2d4 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 11. *Failure:* The target is **cursed**. If the cursed target drops to 0 Hit Points, it instead becomes a **Wererat** under the DM's control and has 10 Hit Points. *Success:* The target is immune to this wererat's curse for 24 hours.

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

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Attack Roll:* +5, range 30/120 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Bonus Actions

Shape-Shift. The wererat **shape-shifts** into a Medium rat-humanoid hybrid or a Small rat, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Weretiger

Changed by the Power of the Tiger

Habitat: Desert, Forest, Grassland; **Treasure:** Armaments

Weretigers shape-shift from humanoid forms into tigers or tiger-humanoid hybrids. Although they can transform at will or when their magical nature demands, many weretigers are nocturnal and transform into their bestial shapes at night. Some weretigers' transformations might also be tied to the crescent moon, seasons, or momentous events.

Weretigers often view their abilities as a blessing or a family honor, and they use their shape-shifting abilities to defend something with historic importance. Roll on or choose a result from the Weretiger Wards table to inspire what a weretiger defends.

Weretiger Wards

1d4	The Weretiger Protects A...
1	Legendary weapon or symbol of rulership.
2	Proving ground for prophesied heroes.
3	Rare species of magical plant or animal.
4	Sacred fountain with magical waters.



ARTIST: ZUZANNA WUZYK

WERETIGER

Medium or Small Monstrosity (Lycanthrope), Neutral

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

HP 120 (16d8 + 48)

Speed 30 ft., 40 ft. (tiger form only)

MOD

SAVE

MOD

SAVE

		MOD	SAVE			MOD	SAVE
STR	17	+3	+3	INT	10	+0	+0
DEX	15	+2	+2	WIS	13	+1	+1
CON	16	+3	+3	CHA	11	+0	+0

Skills Perception +5, Stealth +4

Gear Longbow

Senses Darkvision 60 ft.; Passive Perception 15

Languages Common (can't speak in tiger form)

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

Actions

Multiattack. The weretiger makes two attacks, using Scratch or Longbow in any combination. It can replace one attack with a Bite attack.

Bite (Tiger or Hybrid Form Only). *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 13. *Failure:* The target is **cursed**. If the cursed target drops to 0 Hit Points, it instead becomes a **Weretiger** under the DM's control and has 10 Hit Points. *Success:* The target is immune to this weretiger's curse for 24 hours.

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

Longbow (Humanoid or Hybrid Form Only). *Ranged Attack Roll:* +4, range 150/600 ft. *Hit:* 11 (2d8 + 2) Piercing damage.

Bonus Actions

Prowl (Tiger or Hybrid Form Only). The weretiger moves up to its Speed without provoking **Opportunity Attacks**. At the end of this movement, the weretiger can take the **Hide** action.

Shape-Shift. The weretiger **shape-shifts** into a Large tiger-humanoid hybrid or a Large tiger, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

I hunt evil like the great cat hunts its prey, but evil will not long yield to blade alone. It takes strength, honor, and sometimes a little more.

—DELMAIR RALLYHORN, WERETIGER

Werewolf

Habitat: Forest, Hill; **Treasure:** Any

Werewolves change from their humanoid forms into fierce wolves or wolf-humanoid hybrids. Werewolves can shape-shift voluntarily, but many can't resist transforming during the nights of a full moon.

WEREWOLF

Medium or Small Monstrosity (Lycanthrope), Chaotic Evil

AC 15 **Initiative** +4 (14)

HP 71 (11d8 + 22)

Speed 30 ft., 40 ft. (wolf form only)

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

Skills Perception +4, Stealth +4

Gear Longbow

Senses Darkvision 60 ft.; Passive Perception 14

Languages Common (can't speak in wolf form)

CR 3 (XP 700; PB +2)

Traits

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

Actions

Multiattack. The werewolf makes two attacks, using Scratch or Longbow in any combination. It can replace one attack with a Bite attack.

Bite (Wolf or Hybrid Form Only). *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 12. *Failure:* The target is **cursed**. If the cursed target drops to 0 Hit Points, it instead becomes a **Werewolf** under the DM's control and has 10 Hit Points. *Success:* The target is immune to this werewolf's curse for 24 hours.

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

Longbow (Humanoid or Hybrid Form Only). *Ranged Attack Roll:* +4, range 150/600 ft. *Hit:* 11 (2d8 + 2) Piercing damage

damage.

Bonus Actions

Shape-Shift. The werewolf **shape-shifts** into a Large wolf-humanoid hybrid or a Medium wolf, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.



ARTIST: CRISTI BALANESCU

White Dragons

Dragons of Cold and Cruelty

Habitat: Arctic; **Treasure:** Arcana

Among the most primal chromatic dragons, white dragons prioritize survival over all. Life is harsh and uncertain in the arctic expanses, glacial heights, and frozen seas where these dragons dwell. White dragons fiercely protect their territories, scouring the frigid regions for food and evidence of trespassers. Most white dragons ignore the plots of smaller creatures and other dragons, concerning themselves only with their own survival.

White dragons create lairs to defend themselves from other deadly arctic creatures and from dangerous natural conditions. Within these shelters, white dragons hoard testaments to their superiority, such as monstrous skulls, the gear of defeated rivals, and curiosities that capture their interest. To protect such treasure, white dragons coax ice to form over their hoards or sink their wealth in frigid pools. For white dragons, each piece of treasure embodies a victory—the details of which inflate as these dragons age.

White Dragon Wyrmling

White dragon wyrmlings usually head off on their own soon after hatching. While the cold means little to these creatures, food is scarce in arctic realms, and predators there are merciless. Most white dragon wyrmlings survive by scavenging, hunting opportunistically, and quickly fleeing foes—including other white dragons.

WHITE DRAGON WYRMLING

Medium Dragon (Chromatic), Chaotic Evil

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

HP 32 (5d8 + 10)

Speed 30 ft., Burrow 15 ft., Fly 60 ft., Swim 30 ft.

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

Skills Perception +4, Stealth +2

Immunities Cold

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

Languages Draconic

CR 2 (450 XP; PB +2)

Traits

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

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +4, *reach* 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage plus 2 (1d4) Cold damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 12, each creature in a 15-foot **Cone**. *Failure:* 22 (5d8) Cold damage. *Success:* Half damage.



ARTIST: VANCE KOVACS

Young White Dragon

Young white dragons defend their hunting grounds from rivals. In some cases, kobolds and groups of humanoids might offer food and treasure to young white dragons, attempting to keep the dragons sated and less likely to prey on their communities.

YOUNG WHITE DRAGON

Large Dragon (Chromatic), Chaotic Evil

AC 17 Initiative +3 (13)

HP 123 (13d10 + 52)

Speed 40 ft., Burrow 20 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	6	-2
DEX	10	+0	+3	WIS	11	+0
CON	18	+4	+4	CHA	12	+1

Skills Perception +6, Stealth +3

Immunities Cold

Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 16

Languages Common, Draconic

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

Traits

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

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. Melee Attack Roll: +7, reach 10 ft. Hit: 9 (2d4 + 4) Slashing damage plus 2 (1d4) Cold damage.

Cold Breath (Recharge 5–6). Constitution Saving Throw: DC 15, each creature in a 30-foot **Cone**. Failure: 40 (9d8) Cold damage. Success: Half damage.

White Dragon Lairs

White dragons brood in bitterly cold lairs clawed from stone and ice.

The region containing an adult or ancient white dragon's lair is affected by its presence, creating the following effects:

Frigid Cold. The area within 1 mile of the lair is an area of extreme cold. Any water in that area is frigid water. See the *Dungeon Master's Guide* for rules on **extreme cold** and **frigid water**.

Glacial Gloom. The area within 1 mile of the lair is **Lightly Obscured** by chilly fog. Whenever a creature other than the dragon or one of its allies finishes a Long Rest in that area, that creature must succeed on a DC 15 Constitution saving throw or have its Speed reduced by 10 feet for 1 hour.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

Adult White Dragon

ARTIST: VANCE KOVACS



AN ADULT WHITE DRAGON VIEWS ALL CREATURES IN ITS TERRITORY AS PREY

Adult white dragons claim large territories and are often the mightiest predators in those lands. While some lurk in their lairs for months, others regularly soar over their domains. When they spot something moving on the ice, they might swoop down to feed or extort food and offerings from sapient creatures.

ADULT WHITE DRAGON

Huge Dragon (Chromatic), Chaotic Evil

AC 18 **Initiative** +10 (20)

HP 200 (16d12 + 96)

Speed 40 ft., Burrow 30 ft., Fly 80 ft., Swim 40 ft.

	MOD	SAVE	MOD	SAVE
STR	22	+6	+6	-1

DEX	10	+0	+5	WIS	12	+1	+6
CON	22	+6	+6	CHA	12	+1	+1

Skills Perception +11, Stealth +5

Immunities Cold

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

Languages Common, Draconic

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

Traits

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

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

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. Melee Attack Roll: +11, reach 10 ft. Hit: 13 (2d6 + 6) Slashing damage plus 4 (1d8) Cold damage.

Cold Breath (Recharge 5–6). Constitution Saving Throw: DC 19, each creature in a 60-foot **Cone**. Failure: 54 (12d8) Cold damage. Success: Half damage.

Legendary Actions

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

Freezing Burst. Constitution Saving Throw: DC 14, each creature in a 30-foot-radius **Sphere** centered on a point the dragon can see within 120 feet. Failure: 7 (2d6) Cold damage, and the target's Speed is 0 until the end of the target's next turn. Failure or Success: The dragon can't take this action again until the start of its next turn.

Frightful Presence. The dragon casts **Fear**, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 14). The dragon can't take this action again until the start of its next turn.

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

Ancient White Dragon

Like arctic storms, ancient white dragons threaten icy realms. They emerge from their frozen lairs to indulge their hungers for food or treasure, menacing other creatures with lethal cold. While they might ignore animals or small groups of polar wanderers, these dragons are quick to challenge other dragons and creatures wielding powerful magic, hoping to add their foes' skulls and magic items to their own hoards.

ARTIST: VANCE KOVACS



**AN ANCIENT WHITE DRAGON FREEZES A SHIP FULL OF
TRESPASSERS BEFORE THEY SET FOOT IN ITS TERRITORY**

ANCIENT WHITE DRAGON

Gargantuan Dragon (Chromatic), Chaotic Evil

AC 20 **Initiative +12 (22)**

HP 333 (18d20 + 144)

Speed 40 ft., Burrow 40 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE		MOD	SAVE
STR	26	+8	+8	INT	10	+0
DEX	10	+0	+6	WIS	13	+1
CON	26	+8	+8	CHA	18	+4

Skills Perception +13, Stealth +6

Immunities Cold

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

Languages Common, Draconic

CR 20 (XP 25,000, or 33,000 in lair; PB +6)

Traits

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

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

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +14, *reach* 15 ft. *Hit:* 17 (2d8 + 8) Slashing damage plus 7 (2d6) Cold damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 22, each creature in a 90-foot **Cone**. *Failure:* 63 (14d8) Cold damage. *Success:* Half damage.

Legendary Actions

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

Freezing Burst. *Constitution Saving Throw:* DC 20, each creature in a 30-foot-radius **Sphere** centered on a point the dragon can see within 120 feet. *Failure:* 14 (4d6) Cold damage, and the target's Speed is 0 until the end of the target's next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Frightful Presence. The dragon casts **Fear**, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 18). The dragon can't take this action again until the start of its next turn.

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

Wight

Life-Leeching Corpse Warrior

Habitat: Desert, Planar (Shadowfell), Swamp, Underdark, Urban; **Treasure:** Armaments

Wights are the withered corpses of relentless warriors whose wickedness sustains them beyond death. Unlike mere zombies, they retain the memories and evil agendas they harbored in life.

After dying and returning from the grave, a wight continues its villainous ways, but it is now driven by a hunger for life. A wight drains living essence through its attacks. Humanoids slain by a wight's life-sapping grip reanimate a day later and serve the wight as obedient zombies.

Wights might return from the dead for a multitude of sinister reasons. Roll on or choose a result from the Wight Motives table to inspire why a wight plagues the living.

Wight Motives

1d8	The Wight Returned from the Dead To...
1	Challenge anyone who passes near its grave on a certain cursed night.
2	Conquer the land it believes it should rule.
3	Continue the crimes it was executed for.
4	Follow the foul master it served in life.
5	Honor an oath it left unfulfilled in life.
6	Obey the cult or deity that gave it unlife.
7	Prove it was the greatest warrior to ever live.
8	Seek its stolen heart or other treasure.

WIGHT

Medium Undead, Neutral Evil

ARTIST: VALERA LUTFULLINA



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

HP 82 (11d8 + 33)

Speed 30 ft.

		MOD	SAVE		MOD	SAVE
STR	15	+2	+2	INT	10	+0
DEX	14	+2	+2	WIS	13	+1
CON	16	+3	+3	CHA	15	+2

Skills Perception +3, Stealth +4

Resistances Necrotic

Immunities Poison; Exhaustion, Poisoned

Gear Studded Leather Armor

Senses Darkvision 60 ft.; Passive Perception 13

Languages Common plus one other language

CR 3 (XP 700; PB +2)

Traits

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

Actions

Multiattack. The wight makes two attacks, using Necrotic Sword or Necrotic Bow in any combination. It can replace one attack with a use of Life Drain.

Necrotic Sword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage plus 4 (1d8) Necrotic damage.

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

Life Drain. *Constitution Saving Throw:* DC 13, one creature within 5 feet. *Failure:* 6 (1d8 + 2) Necrotic damage, and the target's Hit Point maximum decreases by an amount equal to the damage taken.

A Humanoid slain by this attack rises 24 hours later as a **Zombie** under the wight's control, unless the Humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at a time.

Will-o'-Wisp

Guide on the Path to Doom

Habitat: Forest, Swamp, Urban; **Treasure:** None

ARTIST: VICKI PANGESTU



From a distance, will-o'-wisps look like lanterns bobbing in the dark. Through the windows of abandoned structures or around the bends of treacherous paths, these spirits tempt the curious into peril. Once their prey is vulnerable, will-o'-wisps feed on the life force of those they lay low.

Roll on or choose a result from the Will-o'-Wisp Ambushes table to inspire how a will-o'-wisp imperils its victims.

Will-o'-Wisp Ambushes

1d6	The Will-o'-Wisp Tempts Victims Into...
1	An abandoned structure ready to collapse.
2	An ambush by hungry ghouls or vampires .
3	A dreaded ruin that curses those who enter.
4	The lair of a predator, like a bear or wyvern .
5	Patches of brown mold* or green slime* .
6	Quicksand* or pools covered in thin ice.*

*See the *Dungeon Master's Guide*.

WILL-O'-WISP

Tiny Undead, Chaotic Evil

AC 19 **Initiative** +9 (19)

HP 27 (11d4)

Speed 5 ft., Fly 50 ft. (hover)

		MOD	SAVE		MOD	SAVE
STR	1	-5	-5	INT	13	+1
DEX	28	+9	+9	WIS	14	+2
CON	10	+0	+0	CHA	11	+0

Resistances Acid, Bludgeoning, Cold, Fire, Necrotic, Piercing, Slashing

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

Senses Darkvision 120 ft.; Passive Perception 12

Languages Common plus one other language

CR 2 (XP 450; PB +2)

Traits

Ephemeral. The wisp can't wear or carry anything.

Illumination. The wisp sheds **Bright Light** in a 20-foot radius and **Dim Light** for an additional 20 feet.

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

Actions

Shock. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 11 (2d8 + 2) Lightning damage.

Bonus Actions

Consume Life. *Constitution Saving Throw:* DC 10, one living creature the wisp can see within 5 feet that has 0 Hit Points. *Failure:* The target dies, and the wisp regains 10 (3d6) Hit Points.

Vanish. The wisp and its light have the **Invisible** condition until the wisp's **Concentration** ends on this effect, which ends early immediately after the wisp makes an attack roll or uses Consume Life.

Winter Wolf

Coldhearted Pack Hunter

Habitat: Arctic; **Treasure:** None

Winter wolves are horse-size, supernatural predators that prowl frigid wildernesses in deadly packs. With their great size and chilling breath, winter wolves pursue megafauna, arctic travelers, and any other creatures they catch on the tundra.

Winter wolves are more intelligent than natural **wolves** and can speak. Most are predominantly concerned with their next meal, and while they might converse with other creatures in exchange for food, few concern themselves with long-term bargains or keeping their word unless they have something to gain. Winter wolves often hunt alongside **frost giants** that indulge them with frequent hunts and reliable meals.

Snowdrifts, driving hail, and wind fierce enough to strip the hairless skin off your bones—you lot have been through it all. But good news, there's a town full of warm hearths right over this rise.

You'll never reach it, but at least your last thoughts will be warm.

—KORAN, WINTER WOLF

WINTER WOLF

Large Monstrosity, Neutral Evil

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

HP 75 (10d10 + 20)

Speed 50 ft.

		MOD	SAVE		MOD	SAVE
STR	18	+4	+4	INT	7	-2
DEX	13	+1	+1	WIS	12	+1
CON	14	+2	+2	CHA	8	-1

Skills Perception +5, Stealth +5

Immunities Cold

Senses Passive Perception 15

Languages Common, Giant

CR 3 (XP 700; PB +2)

Traits

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

Actions

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage. If the target is a Large or smaller creature, it has the **Prone** condition.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 12, each creature in a 15-foot **Cone**. *Failure:* 18 (4d8) Cold damage. *Success:* Half damage.



ARTIST: JONATHAN KUO

Worgs

Malicious Lupine Ravagers

Habitat: Forest, Grassland, Hill, Planar (Feywild); **Treasure:** None

Sometimes mistaken at first for giant wolves, worgs are vicious hunters. These sapient predators can speak and often taunt their prey, enjoying the taste of fear in their meals.

Worg

Packs of worgs roam harsh frontiers and cursed lands. They sometimes conspire with goblinoids and gnolls

and might serve them as mounts.

WORG

Large Fey, Neutral Evil

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

HP 26 (4d10 + 4)

Speed 50 ft.

		MOD	SAVE		MOD	SAVE
STR	16	+3	+3	INT	7	-2
DEX	13	+1	+1	WIS	11	+0
CON	13	+1	+1	CHA	8	-1

Skills Perception +4

Senses Darkvision 60 ft.; Passive Perception 14

Languages Goblin, Worg

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

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage, and the next attack roll made against the target before the start of the worg's next turn has Advantage.





ARTIST: DAREN BADER

Dire Worg

Dire worgs are larger than common worgs and possess a supernaturally terrifying howl. They frequently hunt alongside **ettins**, **ogres**, and **trolls**.

DIRE WORG

Huge Fey, Neutral Evil

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

HP 147 (14d12 + 56)

Speed 50 ft.

		MOD	SAVE		MOD	SAVE
STR	22	+6	+6	INT	7	-2
DEX	14	+2	+6	WIS	16	+3
CON	18	+4	+4	CHA	8	-1

Skills Perception +11

Senses Darkvision 120 ft.; Passive Perception 21

Languages Goblin, Sylvan, Worg

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

Traits

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

Actions

Multiattack. The worg makes three Bite attacks.

Bite. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 15 (2d8 + 6) Piercing damage plus 7 (2d6) Poison damage, and the target has the **Poisoned** condition until the start of the worg's next turn. While Poisoned, the target can't regain Hit Points.

Dreadful Howl (Recharge 5–6). *Wisdom Saving Throw:* DC 16, each creature within 30 feet that isn't a worg. *Failure:* 36 (8d8) Psychic damage, and the target has the **Frightened** condition until the start of the worg's next turn. *Success:* Half damage only.

Bonus Actions

Warp Step. The worg teleports, along with a willing creature of its choice within 5 feet of it, up to 30 feet to an unoccupied space it can see.

Wraith

Essence of Evil

Habitat: Planar (Shadowfell), Underdark; **Treasure:** None

Wraiths are spectral evils, life-hungry embodiments of malice and terror. Arising from the souls of tyrants, moments of catastrophic pain, or magical blasphemies, wraiths spread suffering and the torment of undeath. Humanoids that die near a wraith might be entrapped by the foul spirit and rise as specters bound to the wraith's sinister will.

Wraiths lurk in forgotten dungeons, accursed ruins, or lands influenced by sinister planes of existence. Such haunted domains might bear hints of the tragedies or foul magic that brought the wraiths into being.



Wraiths might arise from a single powerfully evil soul or other baleful forces. Roll on or choose a result from the Wraith Manifestations table to inspire the wickedness a wraith embodies.

Wraith Manifestations

1d10	The Wraith Embodies...
1	The blasphemous magic of a cursed location.
2	The exorcised evil of a redeemed villain.
3	A legendary villain who returns once a century.
4	Locals' fear of a superstition or legend.
5	The memory of a tragedy.
6	A profane idea or foul piece of lore.
7	The torment of one or more suffering souls.
8	The viciousness of a profane Artifact.
9	The vile dreams of a slumbering god.
10	The voracity of a life-hungry realm, such as the Shadowfell or Negative Plane .

WRAITH

Medium or Small Undead, Neutral Evil

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

HP 67 (9d8 + 27)

Speed 5 ft., Fly 60 ft. (hover)

		MOD	SAVE		MOD	SAVE
STR	6	-2	-2	INT	12	+1
DEX	16	+3	+3	WIS	14	+2

CON

16

+3

+3

CHA

15

+2

+2

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

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

Senses Darkvision 60 ft.; Passive Perception 12

Languages Common plus two other languages

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

Traits

Incorporeal Movement. The wraith can move through other creatures and objects as if they were **Difficult Terrain**.

Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

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

Actions

Life Drain. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 21 (4d8 + 3) Necrotic damage. If the target is a creature, its Hit Point maximum decreases by an amount equal to the damage taken.

Create Specter. The wraith targets a Humanoid corpse within 10 feet of itself that has been dead for no longer than 1 minute. The target's spirit rises as a **Specter** in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at a time.

Wyvern

Draconic Hunter with a Venomous Sting

Habitat: Hill, Mountain; **Treasure:** Any



Opportunistic predators, wyverns are draconic ambushers that strike from above. These territorial hunters attack with their fangs and stinger-tipped tails. Wyvern stingers drip with deadly venom, a painful toxin feared by monster hunters and coveted by alchemists.

Wyverns are aggressive and claim sizable territories around the mountains, crags, and ruins where they dwell. Despite their considerable strength, they're opportunistic hunters that target unwitting livestock and groups of encamped travelers. Wyverns usually land only to finish off creatures they've weakened with their poison and strafing attacks. Creatures that fight back or take flight might deter wyverns, convincing them to search for easier prey.

Once wyverns overpower a quarry, they carry it to their cavernous lairs to either consume it in safety or trap it to eat later. Most wyverns don't hoard treasure, but their lairs are littered with the possessions of past victims. It isn't uncommon for wyverns to carry off chests, carts, or small boats along with their prey.

WYVERN

Large Dragon, Unaligned

AC 14 Initiative +0 (10)

HP 127 (15d10 + 45)

Speed 30 ft., Fly 80 ft.

		MOD	SAVE		MOD	SAVE
STR	19	+4	+4	INT	5	-3
DEX	10	+0	+0	WIS	12	+1
CON	16	+3	+3	CHA	6	-2

Skills Perception +4

Senses Darkvision 120 ft.; Passive Perception 14

Languages None

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

Actions

Multiattack. The wyvern makes one Bite attack and one Sting attack.

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

Sting. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 11 (2d6 + 4) Piercing damage plus 24 (7d6) Poison damage, and the target has the **Poisoned** condition until the start of the wyvern's next turn.



SUPPORT

[Help Portal](#)
[Support](#)
[Forum](#)
[Do Not Sell or Share My Personal Information](#)
[Your Privacy Choices](#)

ABOUT

[Contact Us](#)
[Careers](#)
[Wizards of the Coast](#)

FIND US ON SOCIAL MEDIA



[DOWNLOAD THE D&D BEYOND APP](#)



© 2017-2025 WIZARDS OF THE COAST LLC | ALL RIGHTS

RESERVED

Dungeons & Dragons, D&D Beyond, D&D, Wizards of the Coast, the dragon ampersand, and all other Wizards of the Coast product names, campaign settings, their respective logos, and The World's Greatest Roleplaying Game are © and trademark Wizards of the Coast in the U.S.A. and other countries. © 2025 Wizards.

[PRIVACY POLICY](#)

[TERMS OF SERVICE](#)

