Adventurers League Bestiary v.0.1.0

# Season 1

Grim, Guard Sergeant

Medium humanoid (human), neutral evil

Armor Class 17 (splint)

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 1/2 (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 feet 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.

Three Crones

Medium humanoid (human), chaotic neutral

Armor Class 12 (hide armor)

Hit Points 9 (2d8)

Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 10 (+0) 11 (+0) 10 (+0) 12 (+1) 12 (+1)

Skills Deception +3, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Dark Devotion. The three crones have advantage on saving

throws against being charmed or frightened.

Spellcasting. The three crones are 1st-level spellcasters. Their

spellcasting ability is Wisdom (spell save DC 11, +3 to hit with

spell attacks). The three crones have the following cleric spells

prepared:

Cantrips (at will): mending, sacred flame

1st level (2 slots): command, inflict wounds

Actions

Dagger. Melee Weapon Attack: +2 to hit, reach 5 ft., one

creature. Hit: 2 (1d4) piercing damage.

Warsh

Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with mage armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR DEX CON INT WIS CHA

9 (−1) 14 (+2) 11 (+0) 17 (+3) 12 (+1) 11 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 2 (450 XP)

Spellcasting. Warsh is a 4th-level spellcaster. His spellcasting

ability is Intelligence (spell save DC 13, +5 to hit with spell

attacks). He has the following wizard spells prepared:

Cantrips (at will): light, mage hand, shocking grasp

1st level (4 slots): charm person, mage armor, magic missile

2nd level (3 slots): hold person, misty step

Actions

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

target. Hit: 3 (1d8 – 1) bludgeoning damage.

Grimshackle Brothers,

Halfling Bandits

Medium humanoid (halfling), neutral evil

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 25 ft.

STR DEX CON INT WIS CHA

9 (−1) 13 (+1) 10 (+0) 11 (+0) 10 (+0) 11 (+0)

Senses passive Perception 10

Languages Common, Halfling

Challenge 1/8 (25 XP)

Brave. The halfling has advantage on saving throws against being

frightened.

Halfling Nimbleness. The halfling can move through the space of

any creature that is of a size larger than it.

Actions

Shortsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one

target. Hit: 4 (1d6 + 1) piercing damage.

Sling. Ranged Weapon Attack: +3 to hit, range 30 ft./120 ft., one

target. Hit: 3 (1d4 + 1) bludgeoning damage.

Grimshackle Jailer

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

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 1/8 (25 XP)

Actions

Shortsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one

target. Hit: 4 (1d6 + 1) piercing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80 ft./320

ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Jeralla, Sorcerer

Medium humanoid (dragonborn), chaotic evil

Armor Class 13 (mage armor)

Hit Points 21 (5d6 + 5)

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 10 (+0) 12 (+1) 11 (+1) 13 (+1) 16 (+3)

Saving Throws Con +4, Cha +6

Skills Arcana +3, Intimidation +6

Senses passive Perception 11

Damage Resistance fire

Languages Common, Draconic

Challenge 2 (450 XP)

Draconic Ancestry. Jeralla has red dragon ancestry

Spellcasting. Jeralla is a 5th-level spellcaster. Her spellcasting

ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

Jeralla knows the following sorcerer spells:

Cantrips (at will): acid splash, fire bolt, mage hand, message, minor

illusion

1st level (4 slots): mage armor, thunderwave

2nd level (3 slots): cloud of daggers, crown of madness, scorching

ray

3rd level (2 slots): hypnotic pattern

Actions

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

Hit: 4 (1d4 + 2) piercing damage.

Breath Weapon (Recharges after a Short or Long Rest). Jeralla

exhales a 15-foot cone of fire. Each creature in the area must

succeed on a DC 13 Constitution saving throw, taking 7 (2d6) fire

damage on a failed save, or half as much damage on a successful

one.

Reckless Dweomer (Recharge 5–6). When Jeralla casts a spell, she

can invoke a wild magic surge to cast the spell as though she had

spent a slot one level higher than the slot used to cast the spell.

(The DM may consult the Wild Magic Surge table in the Player’s

Handbook when using this ability.)

Farvnik the Venomous

Medium humanoid (half-elf), lawful evil

Armor Class 17 (scale mail, shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 14 (+2) 10 (+0) 16 (+3) 16 (+3)

Saving Throws Wis +6, Cha +6

Skills Deception +6, Insight +6, Perception +6, Persuasion +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic, Elvish, Infernal

Challenge 5 (1,800 XP)

Fey Ancestry. Farvnik has advantage on saving throws against

being charmed, and magic can’t put her to sleep.

Spellcasting. Farvnik is a 9th-level spellcaster that uses Wisdom

as her spellcasting ability (spell save DC 14, +6 to hit with spell

attacks). Talis has the following spells prepared from the cleric

spell list:

Cantrips (at will): guidance, sacred flame, thaumaturgy

1st level (4 slots): command, cure wounds, healing word, inflict

wounds

2nd level (3 slots): blindness/deafness, lesser restoration, spiritual

weapon (spear)

3rd level (3 slots): dispel magic, mass healing word, spirit guardians

4th level (3 slots): death ward, freedom of movement

5th level (1 slot): insect plague

Poison Strike (3/Day). Once per turn, when Farvnik hits with a

melee attack, she can expend a use of this trait to deal an extra 9

(2d8) poison damage.

Actions

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or

ranged 20 ft./60 ft., one target. Hit: 6 (1d6 + 2) piercing damage.

Young Purple Worm

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR DEX CON INT WIS CHA

18 (+4) 13 (+1) 17 (+3) 3 (−4) 10 (+0) 4 (−3)

Damage Immunities cold, fire

Senses darkvision 60 ft., tremorsense 60 ft.,

passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Tunneler. The worm can burrow through solid rock at half its

burrow speed and leaves a 5-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: +6 to hit, reach 5 ft., one target. Hit:

20 (3d10 + 4) piercing damage.

Tail Stinger. Melee Weapon Attack: +6 to hit, reach 5 ft., one

target. Hit: 7 (1d6 + 4) piercing damage.

Kranun, Stone Giant Shaman

(Possessed by Tyranthraxus)

Huge giant, lawful evil

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR DEX CON INT WIS CHA

23 (+6) 15 (+2) 20 (+5) 10 (+0) 12 (+1) 14 (+2)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., telepathy 120 ft., passive Perception 14

Languages Abyssal, Celestial, Common, Draconic, Infernal, Giant

Challenge 8 (3,900 XP)

Innate Spellcasting. Kranun’s innate spellcasting ability is

Charisma (spell save DC 15). He can innately cast the following

spells, requiring no material components:

At will: detect thoughts

1/day: meld into stone, stone shape

Special Equipment. Kranun wears a mantle of spell resistance,

which gives him advantage on saving throws against spells.

Stone Camouflage. Kranun has advantage on Dexterity (Stealth)

checks made to hide in rocky terrain.

Actions

Multiattack. Kranun 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.

Fire Aura. Kranun activates a fiery aura that surrounds him and

burns creatures close to him. At the start of each of Kranun’s

turns, each creature within 5 feet of him takes 7 (2d6) fire

damage, and flammable objects in the area that aren’t being

worn or carried ignite. A creature that touches Kranun or hits it

with a melee attack while within 5 feet of him takes 7 (2d6) fire

damage. Kranun can end this effect at any time, or it ends when

Kranun is unconscious or killed.

Reactions

Rock Catching. If a rock or similar object is hurled at Kranun,

Kranun can, with a successful DC 10 Dexterity saving throw,

catch the missile and take no bludgeoning damage from it.

# Season 2

Boar Pit Fighter

Medium humanoid (human), lawful evil

Armor Class 15 (studded leather)

Hit Points 58 (15d8 + 45)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 16 (+3) 14 (+2) 10 (+0) 12 (+1) 15 (+2)

Saving Throws Str +5, Dex +5

Skills Athletics +5, Intimidation +4

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Brave. The boar pit fighter has advantage on saving throws

against being frightened.

Actions

Multiattack. The boar pit fighter makes two melee weapon

attacks with its chosen weapon. If wielding clawed gauntlets, it

can make an extra two attacks.

Pike (Goat head fighter). Melee Weapon Attack: +5 to hit, reach 10

ft., one target. Hit: 8 (1d10 + 3) piercing damage. If the boar pit

gladiator hit when charging the target, they also fall prone.

Clawed Gauntlet (Lion head fighter). Melee Weapon Attack: +5 to

hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) slashing damage.

Burning Maul (Dragon head fighter). Melee Weapon Attack: +5 to

hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage,

plus 3 fire damage.

Blow Fire (Recharge 6, dragon head fighter). The boar pit fighter

spits a mouthful of oil over the burning maul, exhaling fire in a

10-foot cone. Each creature in that area must make a DC 15

Dexterity saving throw, taking 18 (4d8) fire damage on a failed

save, or half as much damage on a successful save.

The Stone Dwarf

Medium humanoid (dwarf), neutral

Armor Class 15 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 16 (+1) 16 (+3) 10 (+0) 12 (+1) 15 (+2)

Saving Throws Str +5, Dex +5, advantage against poison

Skills Athletics +6, Intimidation +4

Senses passive Perception 13

Languages Common, Dwarfish

Challenge 3 (700 XP)

Brave. The stone dwarf has advantage on saving throws against

being frightened.

Actions

Multiattack. The stone dwarf makes two hand axe attacks.

Hand Axe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 7 (1d6 + 4) slashing damage.

Doril Cire, Fire Cultist

Medium humanoid (human), neutral evil

Armor Class 13 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 14 (+2) 13 (+1) 10 (+0) 11 (+0) 12 (+1)

Skills Deception +3, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Dark Devotion. Doril Cire has advantage on saving throws

against being charmed or frightened.

Flaming Weapon (Recharges after a Short or Long Rest). As a

bonus action, Doril Cire can wreath one melee weapon he is

wielding in flame. He is unharmed by this fire, which lasts until

the end of his next turn. While wreathed in flame, the weapon

deals an extra 3 (1d6) fire damage on a hit.

Actions

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

creature. Hit: 5 (1d6 + 2) slashing damage.

Bandit Mage

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR DEX CON INT WIS CHA

9 (−1) 14 (+2) 11 (+0) 17 (+3) 12 (+1) 11 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 2 (450 XP)

Spellcasting. The red wizard is a 4th-level spellcaster. Its

spellcasting ability is Intelligence (spell save DC 13, +5 to hit with

spell attacks). The mage has the following wizard spells

prepared:

Cantrips (at will): light, mage hand, shocking grasp

1st level (4 slots): charm person, magic missile, shield

2nd level (3 slots): hold person, invisibility

Actions

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

target. Hit: 3 (1d8 – 1) bludgeoning damage.

Xaxan Thavish

Medium humanoid (human), lawful evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR DEX CON INT WIS CHA

9 (−1) 14 (+2) 11 (+0) 17 (+3) 12 (+1) 11 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 1 (200 XP)

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting

ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

The fanatic has the following cleric spells prepared:

Cantrips (at will): light, mage hand, shocking grasp

1st level (4 slots): charm person, magic missile

2nd level (3 slots): hold person, misty step

Actions

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

creature. Hit: 3 (1d8 − 2) bludgeoning damage.

Lacedon

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft., swim 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 15 (+2) 10 (+0) 7 (−2) 10 (+0) 6 (−2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, 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 Snow Spider

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 16 (+3) 12 (+1) 2 (−4) 11 (+0) 4 (−3)

Skills Stealth +7

Damage Resistances cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Ice Walk. The spider 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.

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 (Recharge 5–6). 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).

Remorhaz Hatchling

Medium monstrosity, unaligned

Armor Class 12 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., burrow 20 ft.

STR DEX CON INT WIS CHA

16 (+3) 13 (+1) 16 (+3) 3 (−4) 10 (+0) 4 (−3)

Damage Immunities cold, fire

Senses darkvision 60 ft., tremorsense 60 ft.,

passive Perception 10

Languages —

Challenge 2 (450 XP)

Heated Body. A creature that touches the remorhaz or hits it with

a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Actions

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

10 (2d6 + 3) piercing damage plus 3 (1d6) fire damage.

Balloon Grenadier

Medium humanoid (human), chaotic evil

Armor Class 14 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 16 (+3) 12 (+1) 11 (+0) 14 (+2) 13 (+1)

Saving Throws Dex +5 (+10 in balloon basket)

Skills Perception +4

Senses passive Perception 14

Languages Common

Challenge 2 (450 XP)

Actions

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or

ranged 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Boomerang. Ranged Weapon Attack: +5 to hit, ranged 20/60 ft.,

one target. Hit: 5 (1d4 + 3) bludgeoning damage. If the attack

misses the grenadier can make a second attack against a target

within range (original target included).

Toxic Gas Grenade. Ranged Weapon Attack: range 80 ft., target

one square. Each creature within 5 feet must make a DC 13

Dexterity saving throw or take 9 (2d8) piercing damage poison

damage. The target must also make a DC 13 Constitution saving

throw or be poisoned for 1 minute. If successful, the target takes

half damage.

Elemental Anchor

Medium humanoid (air genasi), chaotic evil

Armor Class 14 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 16 (+3) 12 (+1) 11 (+0) 14 (+2) 13 (+1)

Saving Throws Dex +5

Skills Perception +4

Damage Resistances acid, cold, fire, lightning, thunder

Senses passive Perception 14

Languages Common

Challenge 2 (450 XP)

Personal Storm. The elemental anchors are surrounded by

swirling elemental energy. This energy provides resistance versus

elemental attacks and +3 to AC against ranged attacks.

Storm Lash. Any creature that hits an elemental anchor with a

melee attack causes an energy discharge and takes 3 (1d10)

lightning damage.

Unleashed Storm. When an elemental anchor's hit points are

reduced to 0 or lower the personal storm is disrupted. A

character adjacent to the elemental anchor can spend their

reaction to become the new eye of the personal storm, gaining

the benefits, but becoming part of the ritual.

Actions

Multiattack. The elemental anchor makes two shortsword

attacks or two ranged attacks.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one

target. Hit: 5 (1d6 + 2) piercing damage.

Boomerang. Ranged Weapon Attack: +8 to hit, range 20/60 ft.,

one target. Hit: 5 (1d4 + 3) bludgeoning damage. On the first

miss the anchor can make an attack roll against another target

within range including the original target.

Mingle with the Wind. Once per encounter the elemental anchor

can cast the levitate spell requiring no material components.

Reactions

Whirlwind Rush. Once per encounter, when missed by an attack,

the elemental anchor can move up to 30 feet without provoking

attacks of opportunity. The anchor must end this movement

adjacent to another creature.

Sergeant Kalugin

Medium humanoid (human), lawful neutral

Armor Class 15 (breastplate)

Hit Points 52 (8d8 + 20)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 12 (+1) 14 (+2) 14 (+2)

Saving Throws Str +4, Dex +3, Wis +4

Skills Athletics +4, Intimidation +4

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

Actions

Multiattack. Sergeant Kalugin makes two longsword attacks. If

he has a shortsword drawn, he 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.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80/320

ft., one target. Hit: 7 (1d8 + 1) piercing damage.

Reactions

Parry. Sergeant Kalugin adds 2 to its AC against one melee attack

that would hit him. To do so, he must see the attacker and be

wielding a melee weapon.

Cloak of Mulmaster

Medium humanoid (human), neutral

Armor Class 12 (15 with mage armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR DEX CON INT WIS CHA

9 (−1) 14 (+2) 11 (+0) 17 (+3) 12 (+1) 11 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 2 (450 XP)

Spellcasting. The cloak of Mulmaster is a 5th-level spellcaster. Its

spellcasting ability is Intelligence (spell save DC 13, +5 to hit with

spell attacks). The cloak of Mulmaster has the following wizard

spells prepared:

Cantrips (at will): fire bolt, light, prestidigitation

1st level (4 slots): detect magic, mage armor, magic missile, shield

2nd level (3 slots): flaming sphere, Melf’s acid arrow

3rd level (2 slots): blink, fireball

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.

Bodyguard

Medium humanoid (human), neutral

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 16 (+3) 14 (+2) 14 (+2) 11 (+0) 10 (+0)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Actions

Multiattack. The bodyguard makes two melee attacks, or two

ranged attacks if it is wielding both hand crossbows.

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

target. Hit: 7 (1d8 + 3) slashing damage.

Hand Crossbow. Ranged Weapon Attack: +5 to hit, range 30/120

ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Reactions

Parry. The bodyguard adds 2 to its AC against one melee attack

that would hit it. To do so, the bodyguard must see the attacker

and be wielding a melee weapon.

Cult Assassin

Medium humanoid (human), chaotic evil

Armor Class 15 (studded leather)

Hit Points 32 (6d8 + 5)

Speed 30 ft., fly 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 16 (+3) 12 (+1) 12 (+1) 14 (+2) 14 (+2)

Skills Perception +6, Stealth +5

Senses passive Perception 16

Languages Common, Auran

Challenge 1 (200 XP)

Wingwear. The cult assassin has a fly speed of 30 ft. when using

its wingwear.

Dark Devotion. The cult assassin has advantage on saving

throws against being charmed or frightened.

Sneak Attack (1/Turn). The cult assassin 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 feet of

an ally of the cult assassin that isn't incapacitated and the cult

assassin doesn't have disadvantage on the roll.

Actions

Multiattack. The cult assassin makes two melee attacks.

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

target. Hit: 5 (1d6 + 3) piercing damage.

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320

ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Zor Drejkov

Medium humanoid (human), neutral evil

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

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, Perception +5

Senses passive Perception 10

Languages Common, Auran

Challenge 1/8 (25 XP)

Dark Devotion. Zor Drejkov has advantage on saving throws

against being charmed or frightened.

Actions

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.

Hit: 5 (1d8 + 1) piercing damage.

Reactions

Parry. Zor Drejkov adds 2 to its AC against one melee attack that

would hit him. To do so, he must see the attacker and be

wielding a melee weapon.

Little Wing

Medium humanoid (human), choatic evil

Armor Class 15 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 16 (+3) 14 (+2) 11 (+0) 14 (+2) 14 (+2

Saving Throws Dex +5, Wis +4

Skills Deception +4, Perception +4, Religion +2, Stealth +5

Senses devil sight 120 ft., passive Perception 14

Languages Common, Auran

Challenge 3 (700 XP)

Dark Devotion. Little Wing has advantage on saving throws

against being charmed or frightened.

Devil Sight. Little Wing can see normally in darkness, both

magical and nonmagical, to a distance of 120 ft.

Mask of Many Faces. Little Wing can cast disguise self at will,

without expending a spell slot.

Special Equipment (Winged Boots). These boots can be used

fly for up to 4 hours, all at once or in several shorter flights each

using a minimum of 1 minute from the duration.

Spellcasting. Little Wing is a 5th-level spellcaster. His

spellcasting ability is Charisma (spell save DC 12, +4 to hit with

spell attacks). He has 2 spell slots to cast the following spells

Cantrips (at-will): blade ward, eldritch blast, friends

1st level: charm person, hex, witchbolt

2nd level: cloud of daggers, darkness

3rd level: vampiric touch

Actions

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

target. Hit: 6 (1d6 + 3) piercing damage.

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320

ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Shard of Ogremoch

Medium elemental, neutral evil

Armor Class 11 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 40 ft.

STR DEX CON INT WIS CHA

16 (+3) 8 (−1) 16 (+3) 3 (−4) 8 (−1) 3 (−4)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from

nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned,

prone, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages Terran

Challenge 1/2 (100 XP)

Earth Walk. The shard of Ogrémoch can move across difficult

terrain made of earth or stone without expending extra

movement.

Trampling Charge. If the shard of Ogrémoch moves at least 20

feet in a straight line toward a creature and then hits with a slam

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 shard of Ogrémoch can move through the target's square

and continue its movement (provoking an attack of opportunity

from the prone creature if it moves out of its threated area). If

the shard of Ogrémoch comes to a second creature, it may

attempt another attack with its slam as a bonus action. The

second attack has no chance of knocking the foe prone.

Actions

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit:

10 (2d6+3) bludgeoning damage.

Karsev the Drowner

Medium humanoid (half-elf), chaotic neutral

Armor Class 18 (scale armor and shield)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 10 (+0) 12 (+1) 10 (+0) 13 (+1) 14 (+2)

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

Senses passive Perception 10

Languages Common, Primordial

Challenge 2 (450 XP)

Fey Ancestry. Karsev has advantage on saving throws against

being charmed, and magic can't put him to sleep.

Dark Devotion. Karsev has advantage on saving throws against

being charmed or frightened.

Watery Step (Recharge 5-6). When in the Elemental Node, Karsev

can use a bonus action to teleport between the pool and the

floating globules of water or between two globules of water.

Spellcasting. Karsev is a 4th-level spellcaster. His spellcasting

ability is Wisdom (spell save DC 11, +3 to hit with spell attacks).

He 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. Karsev makes two melee attacks.

Hand fork. Melee Weapon Attack: +4 to hit, reach 5 ft. or range

20/60 ft., one target. Hit: 6 (1d6 + 4) piercing damage.

Stormgale, Cult Leader

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 66 (10d8 + 12)

Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) 12 (+1) 20 (+5) 15 (+2) 16 (+3)

Saving Throws Int +8, Wis +5

Skills Arcana +9, History +9

Damage Resistances cold, fire, lightning, thunder

Senses passive Perception 12

Languages Common, Draconic, Giant, Ignan

Challenge 6 (2,300 XP)

Spellcasting. Stormgale is a 10th-level spellcaster. His

spellcasting ability is Intelligence (spell save DC 17, +7 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): detect thoughts, mirror image, misty step

3rd level (3 slots): fireball, lightning bolt, sleet storm

4th level (2 slots remaining): dimension door, fire shield, stoneskin\*

5th level (1 slot): cone of cold, wall of force

\*Stormgale casts these spells on himself before combat.

Actions

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.

Selfaril Uoumdolphin

Medium humanoid (human), lawful evil

Armor Class 18 (plate)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 15 (+2) 16 (+3) 10 (+0) 12 (+1) 17 (+3)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Deception +6, History +3, Intimidation +6,

Persuasion +6

Senses passive Perception 11

Languages Common

Challenge 6 (2,300 XP)

Brave. Selfaril has advantage on saving throws against being

frightened.

Actions

Multiattack. Selfaril makes three melee attacks.

+3 Longsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one

target. Hit: 11 (1d8 + 7) slashing damage, or 12 (1d10 + 7)

slashing damage if used with two hands to make a melee attack.

Bonus Actions

Second Wind (Recharged after a Short or Long Rest): Selfaril

regains 1d10 + 6 hit points.

Reactions

Parry. Selfaril adds 2 to his AC against one melee attack that

would hit him. To do so, he must see the attacker and be

wielding a melee weapon.

Jaseen Drakehorn, High Blade of Mulmaster

Medium humanoid (human), neutral evil

Armor Class 16 (studded leather)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 18 (+4) 12 (+1) 12 (+1) 14 (+2) 16 (+3)

Saving Throws Dex +8, Int +5

Skills Deception +6, Insight +5, Investigation +4, Perception +8,

Persuasion +6, Sleight of Hand +7, Stealth +10

Senses passive Perception 18

Languages Common, Elvish

Challenge 7 (2,900 XP)

Assassinate. During her first turn, Jaseen has advantage on attack

rolls against any creature that hasn’t taken a turn. Any hit Jaseen

scores against a surprised creature is a critical hit.

Sneak Attack (1/Turn). Jaseen Drakehorn deals an extra 10 (3d6)

damage when she hits a target with a weapon attack and has

advantage on the attack roll, or when the target is within 5 feet of

an ally that isn’t incapacitated and Jaseen does not have

disadvantage on the attack roll.

Actions

Multiattack. Jaseen makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one

target. Hit: 7 (1d6 + 4) piercing damage, plus 7 (2d6) poison

damage.

Hand Crossbow. Ranged Weapon Attack: +7 to hit, range 30/120

ft., one target. Hit:

Banite Priest

Medium humanoid (human), lawful evil

Armor Class 16 (scale armor and shield)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR DEX CON INT WIS CHA

14 (+2) 10 (+0) 12 (+1) 10 (+0) 16 (+3) 13 (+1)

Skills Medicine +7, Persuasion +3, Religion +3

Senses passive Perception 13

Languages Common, Infernal

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) necrotic 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): bane, bless, sanctuary

2nd level (3 slots): blindness/deafness, spiritual weapon

3rd level (2 slots): dispel magic, spirit guardians

Actions

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

target. Hit: 6 (1d8 + 2) bludgeoning damage

Wylan Burral

Medium humanoid (human), lawful evil

Armor Class 16

Hit Points 78 (12d8 + 24)

Speed 40 ft.

STR DEX CON INT WIS CHA

13 (+1) 16 (+3) 14 (+2) 10 (+0) 16 (+3) 14 (+2)

Skills Acrobatics +7, Athletics +4, Deception +5, Insight +5,

Perception +5

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 15

Languages Common, Terran

Challenge 5 (1,800 XP)

Evasion. If Wylan is subjected to an effect that allows him to

make a Dexterity saving throw to take only half damage, he

instead takes no damage if he succeeds on his saving throw and

half damage if he fails.

Unarmored Defense. When Wylan is wearing no armor and

wielding no shield his AC includes his Wisdom modifier

(included in his AC, above).

Unarmored Movement. When Wylan is wearing no armor and

wielding no shield his speed increases by 10 feet (included in his

speed above).

Spellcasting. Wylan is a 5th-level spellcaster. His spellcasting

ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

He knows the following cleric spells (an asterisked spell is from

appendix B of the Elemental Evil Player's Companion):

Cantrips (at will): guidance, sacred flame, spare the dying

1st level (4 slots): bless, cure wounds, sanctuary

2nd level (3 slots): blindness/deafness, spiritual weapon

3rd level (2 slots): dispel magic, mass healing word

Actions

Multiattack. Wylan makes three melee attacks.

Unarmed Strike. Melee Weapon Attack: +7 to hit, reach 5 ft., one

target. Hit: 7 (1d8 + 3) bludgeoning damage.

Reactions

Parry and Counter. Wylan adds 2 to his AC against one melee or

ranged attack that would hit him. If the attack misses, Wylan can

make one melee attack against the attacker if it is within his

reach.

Cassyt

Medium humanoid (human), lawful good

Armor Class 15 (leather armor, shield)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 14 (+2) 12 (+1) 10 (+0) 14 (+2) 14 (+2)

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

Senses passive Perception 12

Languages Common, Terran

Challenge 2 (450 XP)

Devotion of the Grave. Cassyt has advantage on saving throws

against being charmed or frightened.

Spellcasting. Cassyt is a 4th-level spellcaster. Her spellcasting

ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).

Cassyt has the following cleric spells prepared:

Cantrips (at will): light, sacred flame, thaumaturgy

1st level (4 slots): bless, cure wounds, shield of faith

2nd level (3 slots): hold person, spiritual weapon

Actions

Multiattack. Cassyt makes two melee attacks.

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

target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning

damage if used with two hands to make a melee attack.

Aleyd Burral

Medium humanoid (human), neutral evil

Armor Class 18 (plate)

Hit Points 90 (12d8 + 36)

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 tremorsense 30 ft., passive Perception 12

Languages Common, Terran

Challenge 5 (1,800 XP)

Death Burst. When Aleyd dies, she turns in to stone and

explodes in a burst of rock shards becoming a smoking pile of

rubble. Each creature within 10 feet of Aleyd when she explodes

must succeed on a DC 14 Dexterity saving throw or 11 (2d10)

bludgeoning damage, half on a successful save.

Earth Walk. Aleyd can move across difficult terrain made of earth

or stone without expending extra movement.

Merge with Stone. Aleyd can cast pass without trace, requiring no

material components, once per day. She regains this ability after

a short rest. Constitution is the spellcasting ability for this spell.

Special Equipment (Greatsword of Wounding). Once per turn,

when Aleyd hits a creature with an attack using this weapon, she

can wound the target. At the start of each of the wounded

creature's turns, it takes 1d4 necrotic damage for each time she's

wounded it, and it can them make a DC 15 Constitution saving

throw, ending the effect of all such wounds on itself on a

success. Alternatively, the wounded creature, or a creature within

5 feet of it, can use an action to make a DC 15 Wisdom

(Medicine) check, ending the effect of such wounds on it on a

success.

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Spellcasting. Aleyd is a 7th-level spellcaster. Her spellcasting

ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

She knows the following sorcerer spells (an asterisked spell is

from 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): stoneskin

Actions

Greatsword of Wounding. Melee Weapon Attack: +5 to hit, reach 5

ft., one target. Hit: 9 (2d6 + 2) slashing damage. Aleyd can also

expend a spell slot to deal extra damage, dealing 2d8 slashing

damage for a 1st level slot, plus an extra additional 1d8 for every

level of the slot above first.

Young Xorn

Medium elemental, neutral

Armor Class 18 (natural armor)

Hit Points 50 (5d8 + 25)

Speed 20 ft., burrow 20 ft.

STR DEX CON INT WIS CHA

15 (+2) 10 (+0) 20 (+5) 11 (+0) 10 (+0) 11 (+0)

Skills Perception +6, Stealth +3

Damage Resistances piercing and slashing from nonmagical

weapons that aren’t adamantine

Senses darkvision 60 ft., tremorsense 60 ft.,

passive Perception 16

Languages Terran

Challenge 3 (700 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.

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Treasure Sense. The xorn can pinpoint, by scent, the location of

precious metals and stones, such as coins and gems, within 60

feet of it.

Actions

Multiattack. The young xorn makes three claw attacks and one

bite attack.

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

4 (1d4 + 2) slashing damage.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9

(2d6 + 2) piercing damage.

Rothe Zombie

Red Plume Patrol

Medium humanoid (human), lawful neutral

Armor Class 16 (chain mail)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 10 (+0) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

Saving Throws Str +3, Con +3

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

Actions

Multiattack. The Red Plume patrol makes two melee attacks.

Longsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one

target. Hit: 5 (1d8 + 1) slashing damage.

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400

ft., one target. Hit: 5 (1d10) piercing damage.

Net. Ranged weapon attack: +3 to hit, range 5/15 ft., one creature.

Hit: A large or smaller creature hit by a net is restrained until it is

freed. A creature can use its action to make a DC 10 Strength

check, freeing itself or another creature within its reach on a

success. Dealing 5 slashing damage to the net also frees the

creature.

Reactions

Parry. The Red Plume patrol adds 2 to its AC against one melee

attack that would hit it. To do so, the Red Plume patrol must see

the attacker and be wielding a melee weapon.

Breex Vandermast

Medium humanoid (half-orc), neutral evil

Armor Class 16 (breastplate)

Hit Points 71 (11d8 + 21)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 11 (+0) 10 (+0) 15 (+2)

Skills Animal Handling +2, Athletics +5, Deception +4,

Persuasion +4

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Common, Orc

Challenge 3 (700 XP)

Relentless Endurance (1/Long Rest). When Breex is reduced to 0

hit points, but not killed outright, he can drop to 1 hit point

instead.

Savage Attack. When Breex scores a critical hit with a melee

weapon attack, he can roll one of the weapon's damage dice one

additional time and add it to the extra damage of the critical hit.

Spellcasting. Breex is a 5th-level spellcaster. His spellcasting

ability is Charisma (spell save DC 13, +5 to hit with spell attacks).

Breex knows the following sorcerer spells:

Cantrips (at will): chill touch, firebolt, message, minor image,

shocking grasp

1st level (4 slots): expeditious retreat, feather fall, sleep

2nd level (3 slots): blur, misty step

3rd level (2 slots): haste

Actions

Multiattack. Breex makes two melee attacks.

Greatsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one

target. Hit: 10 (2d6 + 3) slashing damage.

Reactions

Parry. Thurl adds 2 to his AC against one melee attack that would

hit him. To do so, Thurl must see the attacker and be wielding a

melee weapon.

Evil Sorcerer

Medium humanoid (half-orc), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR DEX CON INT WIS CHA

9 (−1) 14 (+2) 11 (+0) 11 (+0) 12 (+1) 17 (+3)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 1 (200 XP)

Relentless Endurance (1/Long Rest). When the evil sorcerer is

reduced to 0 hit points, but not killed outright, it can drop to 1 hit

point instead.

Savage Attack. When the evil sorcerer scores a critical hit with a

melee weapon attack, it can roll one of the weapon's damage

dice one additional time and add it to the extra damage of the

critical hit.

Spellcasting. The evil sorcerer is a 4th-level spellcaster. Its

spellcasting ability is Charisma (spell save DC 13, +5 to hit with

spell attacks). The evil sorcerer has the following sorcerer spells

prepared:

Cantrips (at will): fire bolt, message, shocking grasp

1st level (4 slots): expeditious retreat, mage armor, shield

2nd level (3 slots): blur, misty step

Actions

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or

range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Captain Erlich

Medium humanoid (human), lawful evil

Armor Class 20 (plate, shield)

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)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Special Equipment. Captain Erlich has two potions of healing.

Brave. Captain Erlich has advantage on saving throws against

being frightened.

Actions

Multiattack. Captain Erlich makes two melee attacks.

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

target. Hit: 7 (1d8 + 3) slashing damage.

Poisoned Heavy Crossbow. Ranged Weapon Attack: +2 to hit,

range 100/400 ft., one target. Hit: 5 (1d10) piercing damage and

the target must succeed on a DC 15 saving throw or become

poisoned for 1d4 hours.

Battle Cry (1/Day). Each creature of Captain Erlich’s choice that

is within 30 feet of it, can hear it, and not already affected by

Battle Cry gain advantage on attack rolls until the start of Captain

Erlich’s next turn. Captain Erlich can then make one attack as a

bonus action.

Arena Guard

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

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 1/8 (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.

Net. Ranged weapon attack: +3 to hit, range 5/15 ft., one creature.

Hit: A large or smaller creature hit by a net is restrained until it is

freed. A creature can use its action to make a DC 10 Strength

check, freeing itself or another creature within its reach on a

success. Dealing 5 slashing damage to the net also frees the

creature.

Fire Giant Whelp

Huge giant, neutral

Armor Class 17 (splint)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR DEX CON INT WIS CHA

23 (+6) 9 (-1) 20 (+5) 10 (+0) 12 (+1) 9 (−1)

Saving Throws Con +8, Wis +4

Skills Athletics +12, Perception +4

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Undercommon

Challenge 7 (2,900 XP)

Actions

Multiattack. The giant makes two longsword attacks.

Longsword. Melee Weapon Attack: +9 to hit, reach 15 ft., one

target. Hit: 19 (3d8 + 6) slashing damage, or 22 (3d10 + 6)

slashing damage if used with two hands.

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

Grabber Forth

Medium humanoid (gnome), neutral evil

Armor Class 12 (15 with mage armor)

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)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical

bludgeoning, piercing, and slashing (from stoneskin)

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Common, Draconic, Elvish, Gnomish,

Infernal, Undercommon

Challenge 12 (8,400 XP)

Gnome Cunning. Forth has advantage on all Intelligence,

Wisdom, and Charisma saving throws against magic.

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, mage armor,\* magic missile, shield

2nd level (3 slots): Maximillian’s earthen grasp\*, mirror image, see

invisibility

3rd level (3 slots): counterspell, fireball, slow

4th level (3 slots): greater invisibility, polymorph, stoneskin\*

5th level (3 slots): cone of cold, fire shield, immolation\*\*

6th level (1 slot): globe of invulnerability

7th level (1 slot): forcecage

8th level (1 slot): incendiary cloud

9th level (1 slot): time stop

\*Grabber Forth casts these spells before combat.

Stone Camouflage. Forth has advantage on Dexterity (Stealth)

checks to hide in rocky terrain.

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.

\*\* Found in the Elemental Evil Adventurer’s Companion.

Red Plume Cavalry Officer

Medium humanoid (human), any alignment

Armor Class 17 (splint)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR DEX CON INT WIS CHA

15 (+2) 11 (+0) 14 (+2) 11 (+0) 11 (+0) 10 (+0)

Skills Athletics +4, Animal Handling +2

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Multiattack. The Red Plume cavalry officer makes two melee

attacks.

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

target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing

damage if used with two hands.

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400

ft., one target. Hit: 5 (1d10) piercing damage.

Reactions

Parry. The Red Plume cavalry officer adds 2 to its AC against one

melee attack that would hit it. To do so, the Red Plume cavalry

officer t must see the attacker and be wielding a melee weapon.

Guild Mage

Medium humanoid (any race), lawful neutral

Armor Class 11 (14 with mage armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR DEX CON INT WIS CHA

9 (−1) 14 (+2) 11 (+0) 17 (+3) 12 (+1) 11 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 1 (200 XP)

Spellcasting. The guild mage is a 4th-level spellcaster. His

spellcasting ability is Intelligence (spell save DC 14, +6 to hit with

spell attacks). The guild mage has the following wizard spells

prepared:

Cantrips (at will): fire bolt, mage hand, shocking grasp

1st level (4 slots): mage armor, shield

2nd level (3 slots): misty step, scorching ray

Actions

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or

range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Meira Faerenduil

Medium undead, lawful neutral

Armor Class 16

Hit Points 91 (14d8 + 28)

Speed 0 ft., fly 40 ft.

STR DEX CON INT WIS CHA

7 (−2) 16 (+3) 16 (+3) 13 (+1) 11 (+0) 17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning,

piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened,

grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Netherese

Challenge 8 (3,900 XP)

Cunning Action. On each of her turns, Meira can use a bonus

action to take the Dash, Disengage, or Hide action.

Evasion. If Meira is subjected to an effect that allows her to

make a Dexterity saving throw to take only half damage, she

instead takes no damage if she succeeds on the saving throw,

and only half damage if she fails.

Incorporeal Movement. Meira can move through other

creatures and objects as if they were difficult terrain. She takes

5 (1d10) force damage if she ends her turn inside an object.

Sneak Attack (1/Turn). Meira deals an extra 13 (4d6) damage

when she hits a target with a weapon attack and has advantage

on the attack roll, or when the target is within 5 feet of an ally of

Meira that isn’t incapacitated and she doesn’t have

disadvantage on the attack roll.

Actions

Multiattack. Meira makes two shortsword attacks.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one

target. Hit: 6 (1d6 + 3) piercing damage.

Oathbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft.,

one target. Hit: 6 (1d6 + 3) piercing damage.

Lord Agrak

Medium fiend, lawful evil

Armor Class 17 (studded leather, shield)

Hit Points 60 (11d6 + 18)

Speed 30 ft., fly 60 ft.

STR DEX CON INT WIS CHA

14 (+4\2) 16 (+3) 14 (+2) 12 (+1) 12 (+1) 16 (+3)

Saving Throws Str +6, Con +5, Int +4, Cha +6

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

Damage Resistances cold, fire, lightning, poison; bludgeoning,

piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, Goblin, Infernal

Challenge 4 (1,100 XP)

Nimble Escape. Lord Agrak can take the Disengage or Hide

action as a bonus action on each of its turns.

Fiendish Blessing. The AC of Lord Agrak includes its Charisma

bonus.

Innate Spellcasting. Lord Agrak’s spellcasting ability is Charisma

(spell save DC 14). He can innately cast the following spells,

requiring no material components:

3/day each: alter self, command, detect magic

Actions

Multiattack. Lord Agrak makes two melee attacks.

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

Hit: 6 (1d6 + 3) slashing damage plus 3 (1d6) fire damage.

Fire Ray. Ranged Spell Attack: +5 to hit, range 120 ft., one target.

Hit: 10 (3d6) fire damage.

Fiendish Charm. One humanoid Lord Agrak can see within 30

feet of it must succeed on a DC 14 Wisdom saving throw or be

magically charmed for 1 day. The charmed target obeys Lord

Agrak's spoken commands. If the target suffers any harm from

Lord Agrak or another creature or receives a suicidal command

from Lord Agrak, the target can repeat the saving throw, ending

the effect on itself on a success. If a target's saving throw is

successful, or if the effect ends for it, the creature is immune to

Lord Agrak's Fiendish Charm for the next 24 hours.

Reactions

Redirect Attack. When a creature Lord Agrak can see targets him

with an attack, he chooses another ally within 5 feet of him. Lord

Agrak and the ally swap places, and the chosen ally becomes the

target instead.

Ogre Spore Servant

Large plant, unaligned

Armor Class 8

Hit Points 85 (9d10 + 36)

Speed 30 ft.

STR DEX CON INT WIS CHA

19 (+4) 6 (−2) 18 (+4) 2 (−4) 6 (−2) 1 (−5)

Damage Resistances poison

Condition Immunities blinded, charmed, frightened, paralyzed

Senses blindsight 30 ft. (blind beyond this radius), passive

Perception 8

Languages –

Challenge 2 (450 XP)

Actions

Morningstar. Melee Weapon Attack: +6 to hit, reach 5 ft., one

target. Hit: 13 (2d8 + 4) bludgeoning damage.

Stone Giant Spore Servant

Huge plant, unaligned

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR DEX CON INT WIS CHA

23 (+6) 15 (+2) 20 (+5) 2 (−4) 6 (−2) 1 (−5)

Damage Resistances poison

Condition Immunities blinded, charmed, frightened, paralyzed

Senses blindsight 30 ft. (blind beyond this radius), passive

Perception 8

Challenge 5 (1,800 XP)

Actions

Multiattack. The stone giant spore servant makes two greatclub

attacks.

Greatclub. Melee Weapon Attack: +9 to hit, reach 15 ft., one

target. Hit: 19 (3d8 + 6) bludgeoning damage.

Rogue Thought

Medium aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR DEX CON INT WIS CHA

11 (+0) 12 (+1) 12 (+1) 17 (+3) 17 (+3) 19 (+4)

Damage Resistances slashing from nonmagical weapons

Saving Throws Int +6, Wis +6, Cha +7

Skills Arcana +5, Deception +7, Insight +6, Perception +6,

Persuasion +7, Stealth +4

Senses darkvision 120 ft. (can see normally in magical

darkness), passive Perception 16

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 9 (5,000 XP)

Magic Resistance. Rogue Thought has advantage on

saving throws against spells and other magical effects.

Dark One's Blessing. Graz'zt has granted Rogue Thought

additional protections. When Rogue Thought reduces a

hostile creature to 0 hit points, it gains 14 temporary hit

points.

Innate Spellcasting (Psionics). Rogue Thought's innate

spellcasting ability is Charisma (spell save DC 16). It can

innately cast the following spells, requiring no components:

At will: detect thoughts, levitate

1/day each: dominate monster, plane shift (self only)

Spellcasting. Rogue Thought is a 10th-level spellcaster. Its

spellcasting ability is Charisma (spell save DC 16, +8 to hit

with spell attacks). Rogue Thought has two 5th-level spell

slots, which it regains after a long or short rest and has the

following warlock spells prepared:

Cantrips (at will): chill touch, eldritch blast, prestidigitation,

true strike

1st level: hex

2nd level: crown of madness, mirror image, misty step, ray

of enfeeblement

3rd level: dispel magic, vampiric touch

4th level: banishment

5th level: dream, hold monster

Actions

Multiattack. Rogue Thought makes two tentacle attacks.

Tentacles. Melee Weapon Attack: +7 to hit, reach 5 ft., one

target. Hit: 15 (2d10 + 4) psychic damage. If the target is

Medium or smaller, it is grappled (escape DC 15) and must

succeed on a DC 15 Intelligence saving throw or be

stunned until this grapple ends.

Extract Brain. Melee Weapon Attack: +7 to hit, reach 5 ft.,

one incapacitated humanoid grappled by Rogue Thought.

Hit: 55 (10d10) piercing damage. If this damage reduces

the target to 0 hit points, the mind flayer kills the target by

extracting and devouring its brain.

Mind Blast (recharge 5-6). Rogue Thought magically

emits psychic energy in a 60-foot cone. Each creature in

that area must succeed on a DC 15 Intelligence saving

throw or take 22 (4d8 + 4) psychic damage and be stunned

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.

One With Shadows. While it is in an area of dim light or

darkness, Rogue Thought becomes invisible. It remains so

until it moves or performs an action or a reaction.

Theara Gravelthumb

Medium humanoid (duergar), lawful evil

Armor Class 17 (scale mail, shield)

Hit Points 97 (15d8 + 15)

Speed 25 ft.

STR DEX CON INT WIS CHA

16 (+3) 13 (+1) 14 (+2) 12 (+1) 11 (+0) 10 (+0)

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 6 (2,300 XP)

Duergar Resistance. 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.

Body Thief. Theara is currently the host body for an

intellect devourer. The intellect devourer can use the body

thief ability (as per the intellect devourer stat block), but

only to leave Theara's form. She does not have to reach 0

hit points in order to use this ability.

Action Surge (Recharges after a Short or Long Rest).

Theara can take one additional action.

Improved Critical. Theara scores weapon critical hits on a

roll of 19 or 20.

Actions

Multiattack. Theara makes two attacks.

Warpick. Melee Weapon Attack: +6 to hit, reach 5 ft., one

target. Hit: 7 (1d8 + 5) piercing damage, or 12 (2d8 + 5)

piercing damage while enlarged.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach

5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing

damage, or 10 (2d6 + 3) piercing damage while enlarged.

Enlarge (Recharges after a Short or Long Rest). 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.

Invisibility (Recharges after a Short or Long rest). 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.

Bonus Action

Second Wind (Recharges after a Short or Long Rest.

Theara regains 11 (1d10 + 6) hit points.

Dengor Bloodheart

Dengor Bloodheart

Huge giant, lawful evil

Armor Class 18 (plate)

Hit Points 224 (18d12 + 108)

Speed 30 ft.

STR DEX CON INT WIS CHA

25 (+7) 9 (−1) 23 (+6) 10 (+0) 16 (+3) 13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +7

Damage Immunities fire

Senses passive Perception 17

Languages Giant

Challenge 11 (7,200 XP)

Spellcasting. Dengor is a 5th-level spellcaster. His spellcasting

ability is Wisdom (spell save DC 13, +5 to hit with spell attacks).

Dengor has the following cleric spells prepared:

Cantrips (at will): blade ward, sacred flame, thaumaturgy

1st level (4 slots): cure wounds, guiding bolt, sanctuary

2nd level (3 slots): lesser restoration, spiritual weapon

3rd level (2 slots): protection from energy, spirit guardians

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +12 to hit, reach 10 ft., one

target. Hit: 28 (6d6 + 7) slashing damage.

Rock. Ranged Weapon Attack: +12 to hit, range 60/240 ft., one

target. Hit: 29 (4d10 + 7) bludgeoning damage.

Fiendborne Fire Giant

Huge giant, lawful evil

Armor Class 18 (plate)

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)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +6

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 16

Languages Abyssal, Giant

Challenge 9 (5,000 XP)

Innate Spellcasting. The fiendborne fire giant can innately cast the

following spell, requiring no material components.

1/day: darkness

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.

Fiendborne Fire Giant Whelp

Huge giant, lawful evil

Amor Class 17 (half-plate)

Hit Points 126 (11d12 + 55)

Speed 30 ft.

STR DEX CON INT WIS CHA

23 (+6) 15 (+2) 20 (+5) 10 (+0) 12 (+1) 9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., passive Perception 14

Languages Abyssal, Giant

Challenge 7 (2,900 XP)

Innate Spellcasting. The fiendborne fire giant can innately cast the

following spell, requiring no material components.

1/day: darkness

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +9 to hit, reach 15 ft., one

target. Hit: 28 (4d8 + 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.

Mutated Derro Savant

Large humanoid (derro), chaotic evil

Armor Class 16 (chain mail)

Hit Points 110 (13d10 + 39)

Speed 30 ft., fly 30 ft.

STR DEX CON INT WIS CHA

19 (+4) 11 (+0) 16 (+3) 14 (+2) 12 (+1) 16 (+3)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

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

Senses darkvision 60 ft., passive Perception 14

Languages Dwarvish, Undercommon

Challenge 7 (2,900 XP)

Insanity. The derro has advantage on saving throws against

being charmed or frightened.

Magic Resistance. The mutated derro savant has advantage on

saving throws against spells and other magical effects.

Magic Weapons. The mutated derro savant's weapon attacks are

magical.

Regeneration. The mutated derro savant regains 10 hit points at

the start of its turn if it has at least 1 hit point.

Sunlight Sensitivity. While in sunlight, the derro has

disadvantage on attack rolls, as well as on Wisdom (Perception)

checks that rely on sight.

Spellcasting. The derro is a 9th-level spellcaster. Its spellcasting

ability is Charisma (save DC 16, +8 to hit with spell attacks). The

derro knows the following sorcerer spells:

Cantrips (at will): acid splash, light, mage hand, message, ray of

frost

1st level (4 slots): burning hands, chromatic orb, sleep

2nd level (3 slots): invisibility, fear

3rd level (3 slots): crown of madness, gaseous form, lightning

bolt

4th level (3 slots): banishment, wall of fire

5th level (1 slot): cone of cold

Actions

Multiattack. The mutated derro savant makes two attacks, either

with its claws or its glaive.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit:

8 (1d8 + 4) slashing damage.

Glaive. Melee Weapon Attack: +7 to hit, range 10 ft., one target.

Hit: 15 (2d10 + 4) slashing damage.

Dorina T'sarran (Drow Vampire Priestess of Kiaransalee)

Dorina T'sarran (Drow

Vampire Priestess of

Kiaransalee)

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30ft.

STR DEX CON INT WIS CHA

18 (+4) 18 (+4) 18 (+4) 17 (+3) 17 (+3) 18 (+4)

Saving Throws Dex +9, Wis +8, Cha +9

Skills Perception +8, Stealth +9

Damage Resistance necrotic; bludgeoning, piercing, and slashing from

nonmagical weapons

Senses darkvision 120 ft., passive Perception 16

Languages Elvish, Undercommon

Challenge 15 (13,000 XP)

Fey Ancestry. The drow has advantage on saving throws against

being charmed, and magic can't put the drow to sleep.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage

on attack rolls, as well as on Wisdom (Perception) checks that

rely on sight.

Legendary Resistance (3/Day). If the vampire fails a saving

throw, it can choose to succeed instead.

Shapechanger. If the vampire isn't in sun light or running water,

it can use its action to polymorph in to 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.

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 sun light 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 sun light or

running water. lf 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 sun light, it has

disadvantage on attack rolls and ability checks.

Innate Spellcasting. The drow's spellcasting ability is Charisma

(spell DC 13). It can innately cast the following spells, requiring

no material components.

At will: dancing lights

1/day each: darkness, faerie fire

Spellcasting. The drow is a 10th-level spellcaster. Her spellcasting ability

is Wisdom (save DC 14, +6 to hit with spell attacks). The drow has the

following cleric spells prepared:

Cantrips (at will): guidance, poison spray, resistance, spare the

dying, thaumaturgy

1st level (4 slots): bless, cure wounds, guiding bolt, ray of sickness

2nd level (3 slots): lesser restoration, spiritual weapon, web

3rd level (3 slots): conjure animals (2 giant spiders), dispel magic

4th level (3 slots): banishment, freedom of movement

5th level (2 slots): flame strike, insect plague

Assault on Maerimydra

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Actions

Multiattack (Vampire Form Only). The vampire makes two

attacks, only one of which can be a bite attack.

Slam (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

feet 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 (1/Day). 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

The vampire can take 3 legendary actions, choosing from the

options below. Only one legendary action option can be used at a

time and only at the end of another creature's turn. The vampire

regains spent legendary actions at the start of its turn.

Move. The vampire moves up to its speed without provoking

opportunity attacks.

Slam. The vampire makes one unarmed strike.

Bite (Costs 2 Actions). The vampire makes one bite attack.

Graz'zt

Large fiend (demon, shapechanger), chaotic evil

Armor Class 20 (natural armor)

Hit Points 378 (36d10 + 180)

Speed 40 ft.

STR DEX CON INT WIS CHA

22 (+6) 15 (+2) 21 (+5) 23 (+6) 21 (+5) 26 (+8)

Saving Throws Dex +9, Con +12, Wis +12

Skills Bluff +15, Insight +12, Perception +12, Persuasion +15

Damage Resistances cold, fire, lightning

Damage Immunities poison; bludgeoning, piercing, and slash-

ing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, poi-

soned

Senses truesight 120 ft., passive Perception 22

Languages all, telepathy 120 ft.

Challenge 24 (62,000 XP)

Shapechanger. Graz’zt can use his action to polymorph into a

form that resembles a Medium humanoid, or back into his true

form. Aside from his size, his statistics are the same in each

form. Any equipment he is wearing or carrying isn’t transformed.

Legendary Resistance (3/Day). If Graz’zt fails a saving throw,

he can choose to succeed instead.

Magic Resistance. Graz’zt has advantage on saving throws

against spells and other magical effects.

Magic Weapons. Graz’zt’s weapon attacks are magical.

Innate Spellcasting. Graz’zt’s spellcasting ability is Charisma

(casting ability +15, spell save DC 23). He can innately cast the

following spells, requiring no material components:

At will: charm person, crown of madness, detect magic, dispel

magic, dissonant whispers

3/day each: counterspell, darkness, dominate person, sanctuary,

telekinesis, teleport

1/day each: dominate monster, greater invisibility

Actions

Multiattack. Graz’zt attacks twice with the Wave of Sorrow.

Wave of Sorrow (Greatsword). Melee Weapon Attack: +13 to

hit, reach 10 ft., one target. Hit: 20 (4d6 + 6) slashing damage

plus 14 (4d6) acid damage.

Teleport. Graz’zt magically teleports, along with any equipment

he is wearing or carrying, up to 120 feet to an unoccupied space

he can see.

Legendary Actions

Graz’zt can take 3 legendary actions, choosing from the options

below. Only one legendary action option can be used at a time

and only at the end of another creature’s turn. Graz’zt regains

spent legendary actions at the start of his turn.

Attack. Graz’zt attacks once with the Wave of Sorrow.

Dance, My Puppet! One creature charmed by Graz’zt that Graz’zt

can see must use its reaction to move up to its speed as Graz’zt

directs.

Sow Discord. Graz’zt casts crown of madness or dissonant whispers.

Teleport. Graz’zt uses his Teleport action.

Lair Actions

On initiative count 20 (losing initiative ties), Graz’zt can take a

lair action to cause one of the following effects; he can’t use the

same effect two rounds in a row:

• Graz’zt casts the command spell on every creature of his

choice in the lair. He needn’t see each one, but he must be

aware that an individual is in the lair to target that creature.

He issues the same command to all the targets.

• Smooth surfaces within the lair become as reflective as a

polished mirror. Until a different lair action is used,

creatures within the lair have disadvantage on Dexterity

(Stealth) checks made to hide.

Hledh Hellspawn

Huge giant (demon), lawful evil

Armor Class 18 (plate)

Hit Points 175 (14d12 + 84)

Speed 30 ft., fly 40 ft.

STR DEX CON INT WIS CHA

25 (+7) 9 (-1) 23 (+6) 10 (+0) 14 (+2) 13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +6

Damage Immunities fire, poison

Condition Immunities poison

Senses blindsight 60 ft., passive Perception 16

Languages Abyssal, Giant

Challenge 10 (5,900 XP)

Legendary Resistance (1/Day). If Hledh fails a saving throw,

she can choose to succeed instead.

Innate Spellcasting Hledh can innately cast the following spells,

requiring no material components.

1/day: darkness

Spellcasting. Hledh is a 2nd-level spellcaster. Her spellcasting ability is

Wisdom (save DC 14, +6 to hit with spell attacks). Hledh has the

following cleric spells prepared:

Cantrips (at will): guidance, spare the dying, thaumaturgy

1st level (3 slots): bane, guiding bolt, healing word, shield of faith

Actions

Multiattack. Hledh makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +12 to hit, reach 10 ft., one

target. Hit: 28 (6d6 + 7) slashing damage.

Rock Ranged Weapon Attack: +12 to hit, range 60/240 ft., one

target. Hit: 29 (4d10 + 7) bludgeoning damage.

Mother

Huge fiend (demon), chaotic evil

Armor Class 18 (natural armor)

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)

Saving Throws Str +9, Con +10, Wis +8, Cha +10

Damage Resistance cold, fire, lightning; bludgeoning, piercing, and

slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 16 (15,000 XP)

Legendary Resistance (3/Day). If Mother fails a saving throw,

it can choose to succeed instead.

Magic Resistance. Mother has advantage on saving throws

against spells and other magic effects

Magic Weapons: Mother's weapon attacks are magical.

Reactive: Mother can take one reaction on every turn in a

combat.

Actions

Multiattack. Mother makes seven attacks: six with its tentacles

and one with its tongue.

Tentacle. Melee Weapon Attack: +9 to hit, reach 10 ft., one target.

Hit: 13 (2d8 + 4) bludgeoning damage.

Tongue. Melee Weapon Attack: +9 to hit, reach 15 ft., one

creature. Hit: 15 (2d10 + 4) bludgeoning damage. If the target is

Large or smaller, it is grappled (escape DC 19). Until this grapple

ends, the target is restrained, Mother can automatically hit the

target with its tongue, and Mother can't make tongue attacks

against other targets.

Teleport. Mother magically teleports, along with any equipment it

is carrying, up to 120 feet to an unoccupied space it can see.

Reactions

Parry. Mother adds 5 to its AC against one melee attack that

would hit it. To do so, Mother must see the attacker.

Legendary Actions

Mother can take 3 legendary actions, choosing from the options

below. Only one legendary action option can be used at a time

and only at the end of another creature's turn. Mother regains

spent legendary actions at the start of its turn. Mother consumes

a derro worshipers and a spawned demon buds off Mother into

an unoccupied space within' 60 feet of Mother where it acts

normally remaining on this plane until it or Mother is slain. All of

the demons bare her mark and are twisted versions of the

normal demon oozing slime, gifted with tentacles, dozens of

eyes, or some other despicable visual trait.

Spawn Succubus. Mother spawns a succubus.

Spawn Barlgura (Costs 2 Actions). Mother spawns a barlgura.

Spawn Vrock (Costs 3 Actions). Mother spawns a Vrock

Mist Zombie (Lesser Strahd Zombie)

Flesh Golem, Lesser (Lucian)

Medium construct, neutral

Armor Class 9

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR DEX CON INT WIS CHA

17 (+3) 9 (-1) 17 (+3) 6 (-2) 10 (+0) 5 (-3)

Damage Resistances bludgeoning, piercing, and

slashing from non-magical weapons that aren't

adamantine

Damage Immunities lightning, poison

Condition Immunities charmed, exhaustion, paralyzed,

petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but

can't speak

Challenge 3 (700 XP)

Berserk. Whenever the golem starts its turn with 30 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 30 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.

Actions

Multiattack. Lucian makes two slam attacks or one

slam attack and one pincer attack

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

creature. Hit: 8 (1d8 + 3) bludgeoning damage.

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

Hit: 8 (1d8 +3) bludgeoning damage and the creature is

grappled (escape DC 13).

Glovia Falinescu, Necromancer

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 30 (5d8 + 5)

Speed 30 ft.

STR DEX CON INT WIS CHA

9 (-1) 10 (+0) 12 (+1) 17 (+3) 14 (+2) 13 (+1)

Saving Throws Con +3, Cha +5

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

Spellcasting. Glovia is a 4th-level spellcaster. Her

spellcasting ability is Intelligence (spell save DC 14, +5

to hit with spell attacks). She knows the following

spells:

Cantrips (at will): spare the dying, chill touch\*, shocking

grasp

1st level (4 slots): healing word, mage armor, inflict

wounds, shield

2nd level (3 slots): misty step, suggestion, hold person

\* Glovia's chill touch can target two creatures within 5

feet of each other.

Actions

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft.,

one target. Hit: 4 (1d4 + 2) piercing damage.

Legendary Actions

Glovia can take 3 legendary actions, choosing from the

options below. Only one legendary action option can

be used at a time, and only at the end of another

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creature's turn. Glovia regains spent legendary actions

at the start of her turn. Glovia can’t use the same

legendary action twice in consecutive rounds.

 Smoke Bomb. Glovia may hurl a vial from a nearby

table at one creature, mimicking the effects of a fog

cloud spell, though with only a 10-foot radius.

 Poisoned Dagger. Glovia makes a dagger attack. If

successful, the target must succeed on a DC 11

Constitution saving throw or take 7 (2d6) poison

damage.

 Optimal Positioning. Glovia moves her speed. This

movement doesn’t provoke opportunity attacks.

 Exploding Beaker (Costs 2 actions). Glovia hurls a

large beaker which lands at a location of her

choosing and explodes in a ball of flame. Each

creature within 15 feet of that point must succeed

on a DC 11 Dexterity saving throw or take 10 (2d6)

fire damage and be knocked prone from the blast.

Lair Actions

On initiative count 20 (losing initiative ties), Glovia

takes a lair action to cause one of the following effects;

Glovia can't use the same effect two rounds in a row:

 The floor in the room buckles and writhes. Each

creature in the room must succeed on a DC 11

Dexterity saving throw or be knocked prone. Glovia

is immune to this effect.

 The contents of a nearby cauldron boil over.

Creatures within 5 feet of the cauldron must succeed

on a DC 13 Dexterity saving throw or take 5 (1d10)

acid damage. Additionally, the ground in the area

becomes slick with wet goo and is treated as difficult

terrain for 1 round.

 A mirror in the room twists and corrupts the

reflection of a single creature of Glovia’s choice for 1

round. That creature must succeed at a DC 11 Horror

saving throw. As a reaction, the creature can avoid

looking at the reflection by closing its eyes or

averting its gaze. However, doing so causes all of

that creature’s attacks to be made with disadvantage

for 1 round.

Swarm of Puppets

Medium swarm of Tiny constructs, unaligned

Armor Class 10

Hit Points 24 (7d8 - 7)

Speed 30 ft.

STR DEX CON INT WIS CHA

9 (-1) 11 (+0) 9 (-1) 12 (+1) 10 (+0) 3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Damage Resistances poison

Condition Immunities charmed, frightened, paralyzed,

petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages understands the language of its creator but

can't speak

Challenge 1/2 (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 puppet. Other

than a successful Encore, the swarm can't regain hit

points or gain temporary hit points.

Encore. Two swarms of less than 8 hit points can join

together and form a new swarm by entering the same

space. The new swarm has 16 hit points. An encore

may occur in the same space as an enemy creature.

Actions

Strangle. Melee Weapon Attack: +4 to hit, reach 5 ft.,

one target. Hit: 4 (1d8 - 1) bludgeoning damage., and

the target is grappled (escape DC 14). Until the grapple

ends, the creature is restrained, and the swarm can't

strangle another target.

Toy Soldier

Small construct, unaligned

Armor Class 14 (natural armor)

Hit Points 5 (1d8 + 1)

Speed 30 ft.

STR DEX CON INT WIS CHA

9 (-1) 13 (+1) 12 (-1) 4 (-3) 10 (+0) 10 (+0)

Damage Resistances bludgeoning, piercing, and

slashing damage from nonmagical attacks

Damage Vulnerability fire

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed,

petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the language of its creator but

can't speak

Challenge 1/8 (25 XP)

Pack Tactics. The toy soldier has advantage on attack

rolls against a creature if at least one other soldier is

within 5 feet of the creature and the other soldier isn't

incapacitated.

Magic Weapons. The swarm’s attacks are considered

magical.

Actions

Tiny Sword (Dagger). Melee Weapon Attack: +3 to hit,

reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

The Visitor

Medium humanoid (human), neutral evil

Armor Class 13 (16 with mage armor)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR DEX CON INT WIS CHA

9 (-1) 16 (+3) 14 (+2) 16 (+3) 13 (+1) 14 (+2)

Saving Throws Int +5, Wis +3

Skills Arcana +5, Deception +2,

Condition Immunities charmed, frightened

Senses passive Perception 11

Languages Common, Giant

Challenge 4 (1,100 XP)

Spellcasting. The Visitor is a 6th·level spellcaster (spell

save DC 13, +5 to hit with spell attacks). The Visitor has

the following wizard spells prepared:

Cantrips (at will): acid splash, fire bolt, friends, shocking

grasp

1st level (4 slots): fog cloud, mage armor, shield

2nd level (3 slots): blindness/deafness, crown of

madness, hold person, suggestion

3rd level (2 slots): fear, hypnotic pattern

Split Enchantment. When the Visitor casts an

enchantment spell of 1st level or higher that targets

only one creature, he can have it target a second

creature.

Actions

Dagger. Melee Weapon Attack: +5 to hit, reach 10ft.,

one creature. Hit: 5 (1d64+ 3) piercing damage.

Cape of the Mountebank (Special Equipment, 1/day).

As an action, the Visitor can cast dimension door.

When he disappears, he leaves behind a cloud of stale

dust. The dust lightly obscures the space he left and

the space he appears in, and it dissipates at the end of

his next turn. A light or stronger wind disperses the

dust.

Reactions

Instinctive Charm. When a creature that the Visitor can

see makes an attack roll against him, he can divert the

attack, provided that another creature is within the

attack’s range. The attacker must make a DC 13

Wisdom saving throw. On a failed save, the attacker

must target the creature that is closest to it, not

including you or itself.

On a successful saving throw, the Visitor can’t use

this feature on the same attacker again until he finishes

a long rest.

Eugen Adi

Medium humanoid (human), neutral evil

Armor Class 17 (half plate armor)

Hit Points 150 (20d8 + 60)

Speed 45 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 17 (+3) 13 (+1) 12 (+1) 16 (+3)

Saving Throws Str +7, Wis +5

Skills Athletics +7, Deception +7, Intimidation +7,

Stealth +6

Damage Resistance cold, necrotic; bludgeoning,

piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Common

Challenge 7 (2,900 XP)

Ravenous Curse. Luca's power comes from the curse

he bears. If the curse is removed (such as by remove

curse) Eugen’s speed is reduced to 30 ft., and he loses

his damage resistances and his consuming bite and

retched spittle abilities.

Ravenous Tenacity. Eugen has advantage on all

Dexterity and Wisdom saving throws.

Actions

Multiattack. Eugen makes two attacks with his

longsword.

Longsword. Melee Weapon Attack: +7 to hit, range 5

ft., one creature. Hit: 7 (1d8 + 3) slashing damage, or 8

(1d10 + 3) slashing damage if used with two hands to

make an attack.

Consuming Bite (Recharges 5-6). Melee Weapon

Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3)

piercing damage and 21 (6d6) necrotic damage. Eugen

regains hit points equal to the necrotic damage dealt

by this attack.

Eugen’s mouth grows into a giant grotesque maw

when this ability is used. Characters within 30 ft. of

Eugen when he makes this attack for the first time and

can see him must make a DC 10 Horror saving throw.

Legendary Actions

Eugen can take 3 legendary actions, choosing from the

options below. Only one legendary action can be used

at a time and only at the end of another creature's

turn. Eugen regains a spent legendary action at the

start of his turn.

 Riposte. If Eugen is targeted by a melee attack that

misses and the attacker is within 5 feet of Eugen, he

makes a single melee attack with his longsword

against the creature that attacked him.

 Pounce. Eugen leaps to a single target within 30 feet

of him and makes a single attack. This movement

does not provoke opportunity attacks. Eugen can use

this legendary action once per round.

 Retched Spittle. Eugen launches a glob of rancid

spittle at a point within 60 feet. Each creature within

a 10-foot radius of that point must succeed on a DC

13 Constitution saving throw or take 14 (4d6) poison

damage and be poisoned for 1 minute. On a success,

a target takes only half damage and is not poisoned.

At the end of each of its turns, a target may attempt

another saving throw, ending the poisoned condition

early on a success.

Mob of Villagers

Gargantuan swarm of humanoids, neutral

Armor Class 10

Hit Points 184 (16d20+16)

Speed 20 ft.

STR DEX CON INT WIS CHA

18 (+4) 11 (+0) 12 (+1) 9 (-1) 9 (-1) 10 (+0)

Condition Immunities charmed, frightened, grappled,

paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 9

Languages Common

Challenge 3 (700 XP)

Torches. The torches of the mob of villagers provide

dim light in all area 30 ft. from the mob.

Swarm. The mob can occupy another creatures' space

and vice versa, and the mob can move through any

opening large enough for a medium creature to pass

through. The mob can't regain hit points or gain

temporary hit points.

Actions

Multiattack. The mob makes four attacks per turn.

Torch. Melee Weapon Attack: +5 to hit, range 5 ft., one

creature. Hit: 10 (4d4) bludgeoning damage plus 3

(1d6) fire damage or 5 (2d4) bludgeoning damage plus

2 (1d4) fire damage if the mob has half its hit points or

fewer.

Sticks. Melee Weapon Attack: +5 to hit, range 5 ft.,

one creature. Hit: 14 (4d6) bludgeoning damage or 7

(2d6) bludgeoning damage if the mob has half its hit

points or fewer.

Stones. Ranged Weapon Attack: +2 to hit, range 20/60

ft., one creature. Hit: 10 (1d4) bludgeoning damage or

5 (2d4) bludgeoning damage if the mob has half its hit

points or fewer.

Swarm of Creeping Coins

Medium swarm of Tiny constructs, unaligned

Armor Class 15 (natural armor)

Hit Points 28 (5d6)

Speed 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 16 (+3) 9 (-1) 1 (-5) 7 (-2) 2 (-4)

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Damage Immunities poison, psychic

Condition Immunities Condition Immunities blinded,

charmed, deafened, exhaustion, frightened,

paralyzed, petrified, poisoned

Senses blindsight 30 ft. (blind beyond this radius),

passive Perception 7

Languages –

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The coins are incapacitated

while in the area of an antimagic field. If targeted by

dispel magic, the coins must succeed on a Constitution

saving throw against the caster’s spell save DC or fall

unconscious for 1 minute.

False Appearance. While it remains motionless, this

creature is indistinguishable from a pile of normal

coins.

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 coin. The swarm

can’t regain hit points or gain temporary hit points.

Actions

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

target. Hit: 14 (4d6) bludgeoning damage, or 7 (2d6)

bludgeoning damage if the swarm has half of its hit

points or fewer.

Mirror Golem

Large construct, unaligned

Armor Class 14

Hit Points 104 (11d10 + 44)

Speed 40 ft.

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STR DEX CON INT WIS CHA

17 (+3) 19 (+4) 18 (+4) 6 (-2) 10 (+0) 5 (-3)

Damage Vulnerability force

Damage Immunities lightning, poison; bludgeoning,

piercing, and slashing from nonmagical attacks that

aren’t adamantine

Condition Immunities blinded, charmed, exhaustion,

frightened, grappled, paralyzed, petrified, poisoned,

prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but

can’t speak

Challenge 6 (2,300 XP)

Aversion of Thunder. If the golem takes thunder

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 fist attacks.

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

target. Hit: 13 (2d8 + 4) slashing damage.

Reflection Guardian

Medium construct, unaligned

Armor Class 5 (natural armor)

Hit Points 22 (5d8)

Speed 0 ft.

STR DEX CON INT WIS CHA

1 (-5) 1 (-5) 10 (+0) 14 (+2) 10 (+0) 10 (+0)

Damage Immunities poison

Condition Immunities charmed, exhaustion,

frightened, grappled, paralyzed, petrified, poisoned,

prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Antimagic Susceptibility. The reflection guardian is

incapacitated while in the area of an antimagic field. If

targeted by dispel magic, the guardian must succeed

on a Constitution saving throw against the caster’s

spell save DC or fall unconscious for 1 minute.

Innate Spellcasting. The guardian’s innate spellcasting

ability is Intelligence (spell save DC 12). The guardian

can innately cast the following spells, requiring no

material components:

3/day each: counterspell, crown of madness, hypnotic

pattern, telekinesis

False Appearance. While the figure in the mirror

remains motionless, the guardian is indistinguishable

from a normal mirror.

Skeletal Bull

Skeletal Bull

Large undead, lawful evil

Armor Class 12 (natural armor)

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

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one

target. Hit: 13 (2d8 + 4) piercing damage.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one

target. Hit: 17 (2d12 + 4) bludgeoning damage.

Burgomaster Ivan Randovich

Swarm of Crawling Claws

Dominated Commoner

Dominated Militia

Dominated Lumberjack

Omou

Esmae Amarantha

Medium humanoid (human), chaotic evil

Armor Class 16 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 10 (+0) 16 (+3) 20 (+5) 17 (+3) 18 (+4)

Saving Throws Wis +7, Cha +8

Damage Resistances bludgeoning, piercing, and

slashing from nonmagical weapons

Damage Immunities cold, fire, necrotic, poison

Condition Immunities charmed, exhaustion,

frightened, grappled, paralyzed, petrified, poisoned,

prone, restrained, unconscious

Skills Arcana +13, Religion +13

Senses darkvision 60 ft., passive Perception 13; Esmae

sees through all forms of darkness

Languages Abyssal, Common, Draconic, Infernal,

Sylvan; telepathy 100 ft.

Challenge 11 (7,200 XP)

Darkness Breeds Darkness. Esmae has advantage on

ability checks and attack rolls against characters with

the Touched by the Mists story award. Similarly, such

characters have disadvantage on any saving throw

made against Esmae.

Blessing of Mother Night. Esmae is shielded against

divination magic, as though she was protected by a

nondetection spell.

Legendary Resistance (3/day). If Esmae fails a saving

throw, she succeeds instead.

Vestige of the Evening Glory. If Esmae fails a saving

throw against the magic locket and has no more uses

of legendary resistance, the Evening Glory is pulled

from within her she loses: all damage immunities, all

condition immunities except charmed, blessing of the

Mother Night, and two legendary actions per turn. In

addition, her kiss no longer heals her.

Spellcasting. Esmae is a 13th-level spellcaster. Her

spellcasting ability is Intelligence (spell save DC 16, +8

to hit with spell attacks). Esmae has the following

wizard spells prepared:

Cantrips: acid splash, fire bolt, light, mage hand,

prestidigitation

1st level (4 slots): charm person, magic missile, shield,

witch bolt

2nd level (3 slots): crown of madness, hypnotic pattern,

misty step

3rd level (3 slots): counterspell, dispel magic, fireball,

lightning bolt

4th level (3 slots): blight, Evard’s black tentacles,

polymorph

5th level (2 slots): cloudkill

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6th level (1 slot): disintegrate

7th level (1 slot): finger of death

Actions

Multiattack. Esmae makes three attacks with her Kiss.

Kiss. Melee Spell Attack: +8 to hit, reach 5 ft., one

target. Hit: 14 (3d6 + 4) psychic damage and the target

must succeed in a DC 16 Wisdom saving throw or be

charmed. The charmed target regards Esmae as his or

her true love to be heeded and protected, through

violence against others if need be. Although the target

isn't under Esmae's control, it takes Esmae's requests

or actions in the most favorable way it can. Each time

Esmae or Esmae'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 Esmae is destroyed, is on a different

plane of existence than the target, or takes a bonus

action to end the effect. Esmae heals half of the

psychic damage done.

Legendary Actions

Esmae can take 3 legendary actions, choosing from the

options below. Only one legendary action option can

be used at a time, and only at the end of another

creature's turn. Esmae regains spent legendary actions

at the start of her turn. Esmae can’t use the same

legendary action twice in the same round.

 Anything for Love. Each victim of Esmae’s kiss

attacks a creature within reach.

 Blow a Kiss. Esmae moves her speed without

provoking opportunity attacks and then uses kiss

against a target within 30 feet.

 Loving Concentration. Esmae transfers the ability to

maintain concentration of a spell she has cast to an

ally.

 Love's Flickering Flame. Esmae lights a candle which

casts a cantrip at a target of her choice.

 Ritual Casting. Esmae maintains the transformation

ritual.

 Love Conquers All (costs 2 actions). Esmae ends a

condition that she began her action with.

Lair Actions

On initiative count 20 (losing initiative ties), Esmae

takes a lair action to cause one of the following effects;

Esmae can't use the same effect two rounds in a row:

 Candle Caster. One of the candles in the room burns

out, triggering a spell as if it had been cast by Esmae.

This spell uses one of her slots but emanates from

any point in the room she wishes.

 Candle Flare. All candles in the room flare brightly.

Esmae's enemies who can see must make a DC 16

Constitution saving throw or be blinded until the end

of their action.

 Love Never Dies. One of Esmae's allies returns to life

with half hit points.

 Vision of Beauty. Moonlight fills the room. All

creatures that were charmed by Esmae but no

longer are, stare longingly at her until the end of

their next turn; granting enemies advantage on

attacks rolls. These victims may still act normally.

Goblyn

Medium humanoid, neutral evil

Armor Class 15 (natural armor)

Hit Points 56 (8d8 + 16)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 16 (+3) 14 (+2) 8 (-1) 10 (+0) 13 (+1)

Skills Athletics +5, Perception +2, Stealth +5

Condition Immunities Charmed, sleep effects.

Senses darkvision 60 ft., Passive Perception 12

Languages Common

Challenge 3 (700 XP)

Controlled. The goblyn is in constant telepathic

communication with its creator who can see and hear

through the goblyn's senses as a bonus action.

Actions

Multiattack. The goblyn makes three attacks: two with

its claws and one with its bite or feast.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one

target. Hit: 7 (1d6 + 3) slashing damage and the target

is grappled (escape DC 15).

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one

target. Hit: 15 (2d8 + 6) slashing damage.

Feast. Melee Weapon Attack: +6 to hit, reach 5 ft., one

grappled target. Hit: 15 (2d8 + 6) pierce damage and

the goblyn covers the target's mouth and nose with its

own mouth as it begins to chew off the victim's face.

The target can’t breathe and must succeed on a DC 13

Constitution saving throw or suffer one level of

exhaustion and disadvantage on all Charisma ability

checks until they complete a long rest. While feasting,

the goblyn may not bite.

Nikolaos Salahori

Medium humanoid (human), neutral evil

Armor Class 14 (studded leather armor)

Hit Points 112 (15d8 + 45)

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Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 15 (+2) 16 (+3) 10 (+0) 9 (-1) 15 (+2)

Skills Intimidation +8, Perception +2

Senses darkvision 30 ft., Passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Brute. A melee weapon does one extra die of damage

when Nikolaos hits with it (included in the attack).

Actions

Multiattack. Nikolaos makes two attacks with his

battleaxe.

Battleaxe. Melee Weapon Attack: +7 to hit, reach 5 ft.,

one target. Hit: 13 (2d8 + 4) slashing damage, or 15

(2d10 + 4) if used with two hands.

Hurl Flame. Ranged Spell Attack: +5 to hit, range 60 ft.,

one target. Hit: 10 (3d6) fire damage. If the target is a

flammable abject that isn't being worn or carried, it

catches fire.

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Greed Mote

Ice Spire Ogre

Blood Rider

Blood Rider Captain

Halfling Wizard

Oblivillish, Royal Pixie

Drow Elite Recruit

The Rune-Forged Guardian

Tove Brandimen

Beeza, Ice Spire Ogre Shaman

Young White Dragon Zombie

Bad Fruul

Mammoth, Young

Beast of Talos (Modified Remorhaz)

Dworkin, Cloud Giant Archmage

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Subservient Quaggoth

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Sik'garuk (Kobold Scale Sorcerer)

Clockwork Wyvern

Death Giant (Storm)

Storm Giant Zombie

=======================================================================================

Yuan-ti Broodling

Venom Queen Shasskatar

Jaru Tasca

Big One, The

Swarm of Flying Monkey Mummies

Awakened Giant Ape

Awakened Girallon

Ullal, Aarakocra Shaman

Zuccass, Empowered Mummy

This is a list of every NPC/Monster statblock unique to Adventurers' League modules that I could find, organized by what module they can be found in. I checked every module available in the rem.uz archive as of 2/7/2018.

Please note that I intentionally excluded statblocks that are just NPC templates applied to monsters or renamed existant monsters.

It's possible I missed some or included stuff that isn't unique, so feel free to double-check my work.

SEASON 0 (Season Agnostic):

DDAL00-01 - Window to the Past

Aspect of Kyuss

DDAL00-02 - Lost Tales of Myth Drannor

Quaryl Tellasarim

DDAL00-04 - Winters Flame

Slab

animated lump of coal

DDIA-XGE - Underworld Speculation

Algaepygmy

Giant Clam

Sylgar

SEASON 1:

DDEP1 Corruption in Kryptgarden

Garbul, Hobgoblin Champion

DDEX1-02 - Secrets of Sokol Keep

Grim, Guard Sergeant

DDEX1-03 - Shadows Over the Moonsea

Three Crones

Warsh

DDEX1-09 - Outlaws of the Iron Route

Grimshackle Brothers, Halfling Bandits

Grimshackle Jailer

Jeralla, Sorcerer

DDEX1-10 - Tyranny of Phlan

Farvnik the Venomous

DEX1-11 - Dark Pyramid of Sorcerer's Isle

Young Purple Worm

DDEX1-13 - Pool of Radiance Resurgent

Kranun, Stone Giant Shaman (Possessed by Tyranthraxus)

SEASON 2:

DDEP2 - Mulmaster Undone

Crushing Wave Deciever

Qabara

DDEX2-04 - Mayhem in the Earthspur Mines

Boar Pit Fighter

The Stone Dwarf

DDEX2-05 - Flames of Kythorn

Doril Cire, Fire Cultist

DDEX2-07 - Bounty in the Bog

Bandit Mage

DDEX2-08 - Foulness Beneath Mulmaster

Lacedon

Xaxan Thavish

DDEX2-09 - Eye of the Tempest

Giant Snow Spider

Remorhaz Hatchling

Balloon Grenadier

Elemental Anchor

DDEX2-10 - Cloaks and Shadows

Sergeant Kalugin

Cloak of Mulmaster

Bodyguard

Zor Drejkov

Little Wing

DDEX2-11 - Oubliette of Fort Iron

Shard of Ogremoch

DDEX2-12 - Dark Rites at Fort Dalton

Karsev the Drowner

DDEX2-13 - The Howling Void

Stormgale, Cult Leader

DDEX2-14 - The Sword of Selfaril

Selfaril Uoumdolphin

Jaseen Drakehorn, High Blade of Mulmaster

Banite Priest

DDEX2-15 - Black Heart of Vengeance

Wylan Burral

Cassyt

Aleyd Burral

DDEX2-16 - Boltsmelter's Book

Young Xorn

SEASON 3:

DDEP3 Blood Above Blood Below

Beholder Eye of Flame

DDEX3-01 Harried in Hillsfar

Rothe Zombie

DDEX3-02 Shackles of Blood

Red Plume Patrol

Breex Vandermast

Evil Sorcerer

Captain Erlich

Arena Guard

DDEX3-04 It's All in the Blood

Fire Giant Whelp

Grabber Forth

DDEX3-05 Bane of the Tradeways

Red Plume Cavalry Officer

Guild Mage

DDEX3-07 Herald of the Moon

Meira Faerenduil

DDEX3-10 Quelling the Horde

Lord Agrak

DDEX3-11 The Quest for Sporedome

Ogre Spore Servant

Stone Giant Spore Servant

DDEX3-13 Writhing in the Dark

Rogue Thought

Theara Gravelthumb

DDEX3-15 Szith Morcane Unbound

Dengor Bloodheart

DDEX3-16 Assault on Maerimydra

Fiendborne Fire Giant

Fiendborne Fire Giant Whelp

Dorina T'sarran (Drow Vampire Priestess of Kiaransalee)

Hledh Hellspawn

Mother

SEASON 4:

DDAL4-01 - Suits of the Mists

Mist Zombie (Lesser Strahd Zombie)

DDAL4-04 The Marionette

Flesh Golem, Lesser (Lucian)

Glovia Falinescu, Necromancer

Swarm of Puppets

Toy Soldier

DDAL4-07 The Innocent

The Visitor

DDAL4-08 The Broken One

Eugen Adi

Mob of Villagers

DDAL4-09 The Tempter

Swarm of Creeping Coins

Mirror Golem

Reflection Guardian

Skeletal Bull

DDAL4-10 The Artifact

Burgomaster Ivan Randovich

DDAL4-11 The Donjon

Swarm of Crawling Claws

DDAL4-13 The Horseman

Dominated Commoner

Dominated Militia

Dominated Lumberjack

Omou

DDAL4-14 The Darklord

Esmae Amarantha

Goblyn

Nikolaos Salahori

DDEP4 Reclamation of Phlan

Narle Shieldbiter

Zombie Treant

Zombie Wyvern

SEASON 5:

DDAL5-01 - Treasure of the Broken Hoard

Greed Mote

DDAL5-04 - In Dire Need

Ice Spire Ogre

DDAL5-05 - A Dish Best Served Cold

Blood Rider

Blood Rider Captain

DDAL5-10 - Giant Diplomacy

Halfling Wizard

Oblivillish, Royal Pixie

DDAL5-11 - Forgotten Traditions

Drow Elite Recruit

The Rune-Forged Guardian

DDAL5-12 - Bad Business in Parnast

Tove Brandimen

DDAL5-13 - Jarl Rising

Beeza, Ice Spire Ogre Shaman

Young White Dragon Zombie

DDAL5-16 - Parnast Under Siege

Bad Fruul

Mammoth, Young

DDAL5-17 - Hartkiller's Horn

Beast of Talos (Modified Remorhaz)

DDAL5-19 - Eye of Xxiphu

Dworkin, Cloud Giant Archmage

DDEP05-01 - The Iron Baron

Foreman Hellbrun

Hobgoblin Battle Priest

Hobgoblin Fist

Nivek (Minotaur)

Hadutha the Smith

Infernal Dreadnaught

Ironmonger

Vigorel

In Volo's Wake

Subservient Quaggoth

SEASON 6:

DDAL6-01 - A Thousand Tiny Deaths

Sik'garuk (Kobold Scale Sorcerer)

DDAL6-02 - The Redemption of Kelvan

Clockwork Wyvern

DDAL6-03 - Crypt of the Death Giants

Death Giant (Storm)

Storm Giant Zombie

DDEP06-02 - Return to White Plume Mountain

Kelvan's Simulacrum

DDEP06-03 - Hecatomb

Death Giant (Fire)

SEASON 7:

DDAL07-01 - A City on the Edge

Yuan-ti Broodling

DDAL07-05 - Whispers in the Dark

Venom Queen Shasskatar

DDAL07-06 - Fester and Burn

Jaru Tasca

DDAL07-07 - Rotting Roots

Big One, The

Swarm of Flying Monkey Mummies

DDAL07-08 - Putting the Dead to Rest

Awakened Giant Ape

Awakened Girallon

Ullal, Aarakocra Shaman

Zuccass, Empowered Mummy

CONVENTION CREATED CONTENT:

CCC-BLD-1-2 Bleeding Gate - Amalgamation

Raan, Waste Management Supervisor

Arnfred Miruforge

Zombie Kirshi

CCC-BMG-00 HILL 1-S Onslaught

Malkyn Grenefeld

Blob of Death

CCC-BMG-01 CORE 1-1 A Scream in the Night

Swarm of Animated Caltrops

Chaos Blight

Chaos Bolter

Chaos Slasher

Gondsman, Lesser

CCC-BMG-02 CORE 1-2 A Cog in the Wheel

Man in Black

CCC-BMG-05 CORE 2-2 Songs of Law & Chaos

Emissary of Kezef

CCC-BMG-09 HULB 1-3 Hulburg Rising

Aesperus

CCC-BMG-13 PHLAN 1-1 Sepulture

Former Doomguide Yorvir Glandon (Vampire Cleric)

CCC-BMG-15 PHLAN 1-3 Subterfuge

Pavrat (Frost Giant Priest)

CCC-BMG-18 ELMW1-3 The Battle of Elmwood

Corrupted Owlbear

Corrupted Treant

Darkbringer Cultist

Darkbringer Druid

Darkbringer Berserker

Darkbringer Grabber

Darkbringer Otyugh

Darkbringer Horror

Umbero Marivaldi

CCC-BMG-19 HULB 2-1 Winters Frosty Kiss

Sharaak, wendigo

CCC-BMG-20 HULB 2-2 Winters Frigid Wrath

Frigid Stalker

Frozen Sentinel

CCC-CIC-02 The Clockwork Laboratory

Apprentice (Azbara Jos)

CCC-CIC-03 - The Desolate Undercroft

Tempest Mage Revenant

CCC-GARY-02 - To Find a Way Out

Giant Snake of the Mirror Maze

CCC-GHC-05 - Trail of Treachery

Cassylva, House Nanther Assassin

CCC-LINKS-02 - The Secrets We Keep

Half-Dragon Hydra (Black)

Insane Dryad

Quickling Rogue

Troll Shaman

Troll Warrior

CCC-ODFC01-03 - Elders' Eyes Upon You

Brinora Heartshadow (Renegade Archmage)

Brinora Heartshadow (Minor Simulacrum)

Elemental Cultist

Elemental Mage: Aethermancer

Elemental Mage: Geomancer

Elemental Mage: Hydromancer

Elemental Mage: Pyromancer

Richard Heartshadow (Undead Guardian)

CCC-SFBAY 1-1 Plots in Motion

Huge Chuul

CCC-TRI-01 - Into the Darkness

Sister Ana

Archdruid Sister Ana

CCC-YLRA01-01 - Her Dying Wish

Miraj Vizann

Shoalar Quanderil

CCC-YLRA01-02 - Uneasy Lies the Head

Wobbles

Corrupted Priest of Chauntea

Priest of Chauntea

CCCROZK01-2 - Zhentarim's Lament

Dread Pirate

Skeleton Pirate

Star Golem

CCCROZK01-3 - Necromancer's Ascent

Doran Parzifel

Marzellus Marshward

Lightning Serpent

Shade

DDAL00-01 - Window to the Past

Aspect of Kyuss

DDAL00-02 - Lost Tales of Myth Drannor

Quaryl Tellasarim

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