

*Medium humanoid, Any*

<b>Armor class</b> 10					
<b>Hit points</b> 9 (2d8)					
<b>Speed</b> 30 ft.					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)
<b>Skills</b> Medicine +4, Religion +2					
<b>Senses</b> Passive Perception 12					
<b>Languages</b> Any one language (usually Common)					
<b>Challenge</b> 1/4 (50 XP)					
TRAITS					

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

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

## ACTIONS

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

*Medium humanoid, Any*

<b>Armor class</b> 16 (Studded Leather Armor)					
<b>Hit points</b> 75 (10d8 + 30)					
<b>Speed</b> 30 ft.					
STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)
<b>Skills</b> Acrobatics +6, Perception +5					
<b>Senses</b> Passive Perception 16					
<b>Languages</b> Any one language (usually Common)					
<b>Challenge</b> 3 (700 XP)					
TRAITS					

**Archer's Eye.** As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

## ACTIONS

**Multiaction.** The archer makes two attacks with its longbow.

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

**Longbow.** *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

*Medium humanoid, Any*

<b>Armor class</b> 12 (15 With Mage Armor)					
<b>Hit points</b> 99 (18d8 + 18)					
<b>Speed</b> 30 ft.					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)
<b>Saving Throws</b> INT +9, WIS +6					
<b>Skills</b> Arcana +13, History +13					
<b>Senses</b> Passive Perception 12					
<b>Languages</b> Any six languages					
<b>Challenge</b> 12 (8,400 XP)					
TRAITS					

**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:

- Cantrip (at will): fire bolt, light, mage hand, prestidigitation, shocking grasp
- 1st level (4 slots): detect magic, identify, mage armor\*, magic missile
- 2nd level (3 slots): detect thoughts, mirror image, misty step
- 3rd level (3 slots): counterspell, lightning bolt
- 4th level (3 slots): banishment, fire shield, stoneskin\*
- 5th level (3 slots): cone of cold, scrying, wall of force
- 6th level (1 slot): globe of invulnerability
- 7th level (1 slot): teleport
- 8th level (1 slot): mind blank\*
- 9th level (1 slot): time stop

\*The archmage casts mind blank, stoneskin and mage armor spells on itself before combat.

## ACTIONS

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



Medium humanoid, Any

**Armor class** 15 (Studded Leather)  
**Hit points** 78 (12d8 + 24)  
**Speed** 30 ft.

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

**Saving Throws** DEX +6, INT +4

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

**Damage Resistances** Poison

**Senses** Passive Perception 13

**Languages** Thieves' cant plus any two languages

**Challenge** 8 (3,900 XP)

Traits

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

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

**Sneak Attack.** Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

**Multitattack.** The assassin makes two shortsword attacks.

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

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



Medium humanoid, Any

**Armor class** 12 (Leather Armor)  
**Hit points** 11 (2d8 + 2)  
**Speed** 30 ft.

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

**Senses** Passive Perception 10

**Languages** Any one language (usually Common)

**Challenge** 1/8 (25 XP)

Actions

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

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



Medium humanoid, Any

**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)	14 (+2)

**Saving Throws** STR +4, DEX +5, WIS +2

**Skills** Athletics +4, Deception +4

**Senses** Passive Perception 10

**Languages** Any two languages

**Challenge** 2 (450 XP)

Actions

**Multitattack.** The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

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



Medium humanoid, Any

Armor class 13 (Hide Armor)					
Hit points 67 (9d8 + 27)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)
Senses Passive Perception 10					
Languages Any one language (usually Common)					
Challenge 2 (450 XP)					
TRAITS					

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

ACTIONS

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



Medium beast, Undigned

Armor class 11 (Natural Armor)					
Hit points 19 (3d8 + 6)					
Speed 40 ft., climb 30 ft.					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)
Skills Perception +3					
Senses Passive Perception 13					
Languages --					
Challenge 1/2 (100 XP)					
TRAITS					

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

ACTIONS

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

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

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



Large ooze, Undigned

Armor class 7					
Hit points 85 (10d10 + 30)					
Speed 20 ft., climb 20 ft.					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)
Damage Immunities Acid, Cold, Lightning, Slashing					
Senses Blindsight 60 ft., Passive Perception 8					
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone					
Languages --					
Challenge 4 (1,100 XP)					
TRAITS					

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

**Corrosive Form.** A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed.

Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

ACTIONS

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

REACTIONS

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

BROWN BEAR



Large beast, Undigned

Armor class 11 (Natural Armor)					
Hit points 34 (4d10 + 12)					
Speed 40 ft., climb 30 ft.					
STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)
Skills Perception +3					
Senses Passive Perception 13					
Languages --					
Challenge 1 (200 XP)					
TRAITS					

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

ACTIONS

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

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

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

CHAMPION



Medium humanoid, Any

Armor class 18 (Plate)					
Hit points 143 (22d8 + 44)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)
Saving Throws STR +9, CON +6					
Skills Athletics +9, Intimidation +5, Perception +6					
Senses Passive Perception 16					
Languages Any one language (usually Common)					
Challenge 9 (5,000 XP)					
TRAITS					

**Indomitable (2/Day).** The champion rerolls a failed saving throw.

**Second Wind (Recharges after a Short or Long Rest).** As a bonus action, the champion can regain 20 hit points.

ACTIONS

**Multiattack.** The champion makes three attacks with its greatsword or its light crossbow.

**Greatsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

**Light Crossbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

CULT FANATIC



Medium humanoid, Any

Armor class 13 (Leather Armor)					
Hit points 33 (6d8 + 6)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)
Skills Deception +4, Persuasion +4, Religion +2					
Senses Passive Perception 11					
Languages Any one language (usually Common)					
Challenge 2 (450 XP)					
TRAITS					

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

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

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

ACTIONS

**Multiattack.** The fanatic makes two melee attacks.

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



Medium humanoid, Any

Armor class 12 (Leather Armor)					
Hit points 9 (2d8)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	10 (+0)
Skills Deception +2, Religion +2					
Senses Passive Perception 10					
Languages Any one language (usually Common)					
Challenge 1/8 (25 XP)					
TRAITS					

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

ACTIONS

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



Medium monstrosity, Neutral Evil

Armor class 12					
Hit points 39 (6d8 + 12)					
Speed 40 ft.					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)
Skills Perception +5, Stealth +4					
Senses Darkvision 120 ft., Passive Perception 15					
Languages --					
Challenge 1 (200 XP)					
TRAITS					

**Two-Headed.** The dog has advantage on Wisdom (Perception) checks and on saving throws against being Blinded, Charmed, Deafened, Frightened, Stunned, or knocked Unconscious.

ACTIONS

**Multiaction.** The dog makes two bite attacks.

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



Medium undead, Chaotic Evil

Armor class 20 (Plate, Shield)					
Hit points 180 (19d8 + 95)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	12 (+1)	16 (+3)	18 (+4)
Saving Throws DEX +6, WIS +9, CHA +10					
Damage Immunities Necrotic, Poison					
Condition Immunities Exhaustion, Frightened, Poisoned					
Senses Darkvision 120 ft., Passive Perception 13					
Languages Abyssal, Common					
Challenge 17 (18,000 XP)					
TRAITS					

**Undead Nature.** A death knight doesn't require air, food, drink, or sleep.

**Magic Resistance.** The death knight has advantage on saving throws against spells and other magical effects.

**Marshal Undead.** Unless the death knight is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

**Spellcasting.** The death knight is a 19th-level spell caster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following paladin spells prepared:

- 1st level (4 slots): command, compelled duel, searing smite
- 2nd level (3 slots): hold person, magic weapon
- 3rd level (3 slots): dispel magic, elemental weapon
- 4th level (3 slots): banishment, staggering smite
- 5th level (2 slots): destructive wave (necrotic)

ACTIONS

**Multiaction.** The death knight makes three longsword attacks.

**Longsword.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 18 (4d8) necrotic damage.

**Hellfire Orb (1/Dog).** The death knight hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

**Perry.** The death knight adds 6 to its AC against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a melee weapon.

DISPLACER BEAST



Large monstrosity, Lawful Evil

Armor class 13 (natural armor)					
Hit points 85 (10d10 + 30)					
Speed 40 ft.					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)
Senses Darkvision 60 ft., Passive Perception 11					
Languages --					
Challenge 3 (700 XP)					
TRAITS					

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

**Displacement.** The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

ACTIONS

**Multitattack.** The displacer beast makes two attacks with its tentacles.

**Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.

DIRE WOLF



Large beast, Unaligned

Armor class 14 (Natural Armor)					
Hit points 37 (5d10 + 10)					
Speed 50 ft.					
STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)
Skills Perception +3, Stealth +4					
Senses Passive Perception 13					
Languages --					
Challenge 1 (200 XP)					
TRAITS					

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

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

ACTIONS

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

DRAFT HORSE



Large beast, Unaligned

Armor class 10					
Hit points 19 (3d10 + 3)					
Speed 40 ft.					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)
Senses Passive Perception 10					
Languages --					
Challenge 1/4 (50 XP)					
ACTIONS					

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

DROW



Medium humanoid, Neutral Evil

Armor class 15 (Chain Shirt)					
Hit points 13 (3d8)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	11 (+0)	11 (+0)	12 (+1)
Skills Perception +2, Stealth +4					
Senses Darkvision 120 ft., Passive Perception 12					
Languages Elvish, Undercommon					
Challenge 1/4 (50 XP)					
TRAITS					

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

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

- At Will: dancing lights
- 1/Day (each): darkness, faerie fire

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

ACTIONS

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

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

FLAMESKULL



Tiny undead, Neutral Evil

Armor class 13					
Hit points 40 (9d4 + 18)					
Speed 0 ft., fly 40 ft. (hover)					
STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

**Skills** Arcana +5, Perception +2

**Damage Immunities** Cold, Fire, Poison

**Damage Resistances** Lightning, Necrotic, Piercing

**Senses** Darkvision 60 ft., Passive Perception 12

**Condition Immunities** Charmed, Frightened, Paralyzed, Poisoned, Prone

**Languages** Common

**Challenge** 4 (1,100 XP)

TRAITS

**Illumination.** The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

**Rejuvenation.** If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

**Spellcasting.** The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

- Cantrip (at will): mage hand
- 1st level (3 slots): magic missile, shield
- 2nd level (2 slots): blur, flaming sphere
- 3rd level (1 slot): fireball

ACTIONS

**Multitask.** The flameskull uses Fire Ray twice.

**Fire Ray.** *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

FLIND



Medium humanoid, Chaotic Evil

Armor class 16 (Chain Mail)					
Hit points 127 (15d8 + 60)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	11 (+0)	13 (+1)	12 (+1)

**Saving Throws** CON +8, WIS +5

**Skills** Intimidate +5, Perception +5

**Senses** Darkvision 60 ft., Passive Perception 15

**Languages** Gnoll, Abyssal

**Challenge** 9 (5,000 XP)

TRAITS

**Aura of Blood Thirst.** If the flind isn't incapacitated, any creature with the Rampage trait can make a bite attack as a bonus action while within 10 feet of the flind.

ACTIONS

**Multitask.** The flind makes three attacks: one with each of its different flail attacks or three with its longbow.

**Flail of Madness.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage, and the target must make a DC 16 Wisdom saving throw. On a failed save, the target must make a melee attack against a random target within its reach on its next turn. If it has no targets within its reach even after moving, it loses its action on that turn.

**Flail of Pain.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage plus 22 (4d10) psychic damage.

**Flail of Paralysis.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be paralyzed until the end of its next turn.

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

*Large ooze, Unaligned*

**Armor class** 6  
**Hit points** 84 (8d10 + 40)  
**Speed** 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

**Senses** Blindsight 60 ft., Passive Perception 8

**Condition Immunities** Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

**Languages** --

**Challenge** 2 (450 XP)

## TRAITS

**Ooze Cube.** The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one large creature or up to four Medium or smaller creatures inside it at a time.

**Transparent.** Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

## ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

**Engulf.** The cube moves up to its speed. While doing so, it can enter large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

*Medium undead, Chaotic Evil*

**Armor class** 13  
**Hit points** 36 (8d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

**Damage Immunities** Poison

**Damage Resistances** Necrotic

**Senses** Darkvision 60 ft., Passive Perception 10

**Condition Immunities** Charmed, Exhaustion, Poisoned

**Languages** Common

**Challenge** 2 (450 XP)

## TRAITS

**Stench.** Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

**Turning Defiance.** The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*Medium undead, Chaotic Evil*

**Armor class** 12  
**Hit points** 22 (5d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

**Damage Immunities** Poison

**Senses** Darkvision 60 ft., Passive Perception 10

**Condition Immunities** Charmed, Exhaustion, Poisoned

**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 HYENA

*Large beast, Undigned*

<b>Armor class</b> 12					
<b>Hit points</b> 45 (6d10 + 12)					
<b>Speed</b> 50 ft.					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	7 (-2)
<b>Skills</b> Perception +3					
<b>Senses</b> Passive Perception 13					
<b>Challenge</b> 1 (200 XP)					
TRAITS					

**Rampage.** When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

## ACTIONS

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

## GNOLL

*Medium humanoid, Chaotic Evil*

<b>Armor class</b> 15 (Hide Armor, Shield)					
<b>Hit points</b> 22 (5d8)					
<b>Speed</b> 30 ft.					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)
<b>Senses</b> Darkvision 60 ft., Passive Perception 10					
<b>Languages</b> Gnoll					
<b>Challenge</b> 1/2 (100 XP)					
TRAITS					

**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

## ACTIONS

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

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

**Longbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

## GNOLL FANG

*Medium fiend, Chaotic Evil*

<b>Armor class</b> 14 (Hide Armor)					
<b>Hit points</b> 65 (10d8 + 20)					
<b>Speed</b> 30 ft.					
STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	10 (+0)	11 (+0)	13 (+1)
<b>Saving Throws</b> CON +4, WIS +2, CHA +3					
<b>Senses</b> Darkvision 60 ft., Passive Perception 10					
<b>Languages</b> Abyssal, Gnoll					
<b>Challenge</b> 4 (1,100 XP)					
TRAITS					

**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

## ACTIONS

**Multitattack.** The gnoll makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

*Medium humanoid, Chaotic Evil***Armor class** 14 (Studded Leather Armor)**Hit points** 22 (4d8 + 4)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

**Saving Throws** DEX +4**Senses** Darkvision 60 ft., Passive Perception 10**Languages** Gnoll**Challenge** 1 (200 XP)

## TRAITS

**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

## ACTIONS

**Multitattack.** The gnoll makes three attacks: one with its bite and two with its shortsword.

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

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

**Sudden Rush.** Until the end of the turn, the gnoll's speed increases by 60 feet and it doesn't provoke opportunity attacks.

*Medium humanoid, Chaotic Evil***Armor class** 13 (Leather Armor)**Hit points** 22 (4d8 + 4)**Speed** 30 ft.

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

**Senses** Darkvision 60 ft., Passive Perception 13**Languages** Gnoll**Challenge** 1/2 (100 XP)

## TRAITS

**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

## ACTIONS

**Multitattack.** The gnoll makes two melee attacks with its spear or two ranged attacks with its longbow.

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

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target's speed is reduced by 10 feet until the end of its next turn.

*Medium humanoid, Chaotic Evil***Armor class** 15 (Chain Shirt)**Hit points** 49 (9d8 + 9)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

**Senses** Darkvision 60 ft., Passive Perception 10**Languages** Gnoll**Challenge** 2 (450 XP)

## TRAITS

**Rampage.** When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

## ACTIONS

**Multitattack.** The gnoll makes two attacks, either with its glaiive or its longbow, and uses its Incite Rampage if it can.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Glaiive.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

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

**Incite Rampage (Recharges 5-6).** One creature the gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the gnoll and has the Rampage trait.



Medium humanoid, Chaotic Evil

**Armor class** 12 (Natural Armor)  
**Hit points** 11 (2d8 + 2)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	12 (+1)	5 (-3)	5 (-3)	5 (-3)

**Damage Immunities** Poison  
**Condition Immunities** Exhaustion, Poisoned  
**Senses** Darkvision 60 ft., Passive Perception 7  
**Languages** understands Gnoll, but cannot speak  
**Challenge** 1/4 (50 XP)

TRAITS

**Rampage.** When the witherling reduces a creature to 0 hit points with a melee attack on its turn, the witherling can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

**Multitack.** The witherling makes two attacks: one with its bite and one with its club, or two with its club.

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

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

REACTIONS

**Vengeful Strike.** In response to a gnoll being reduced to 0 hit points within 30 feet of teh witherling, the witherling makes a melee attack.



Medium ooze, Unaligned

**Armor class** 8  
**Hit points** 22 (3d8 + 9)  
**Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

**Skills** Stealth +2  
**Damage Resistances** Acid, Cold, Fire  
**Senses** Blindsight 60 ft., Passive Perception 8  
**Condition Immunities** Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone  
**Languages** --  
**Challenge** 1/2 (100 XP)

TRAITS

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

**Corrode Metal.** Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

**False Appearance.** While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.



Medium humanoid, Any

**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

**Speqr.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

## HELL HOUND



### Medium fiend, Lawful Evil

**Armor class** 15 (Natural Armor)  
**Hit points** 45 (7d8 + 14)  
**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

**Skills** Perception +5  
**Damage Immunities** Fire  
**Senses** Darkvision 60 ft., Passive Perception 15  
**Languages** Understands Infernal but can't speak it  
**Challenge** 3 (700 XP)

#### TRAITS

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

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

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

**Fire Breath (Recharge 5-6).** The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

## HYDRA



### Huge monstrosity, Unaligned

**Armor class** 15 (Natural Armor)  
**Hit points** 172 (15d12 + 75)  
**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

**Skills** Perception +6  
**Senses** Darkvision 60 ft., Passive Perception 16  
**Languages** --  
**Challenge** 8 (3,900 XP)

#### TRAITS

**Hold Breath.** The hydra can hold its breath for 1 hour.

**Multiple Heads.** The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

**Reactive Heads.** For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

**Wakeful.** While the hydra sleeps, at least one of its heads is awake.

#### ACTIONS

**Multitattack.** The hydra makes as many bite attacks as it has heads.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

## HYENA



### Medium beast, Unaligned

**Armor class** 11  
**Hit points** 5 (1d8 + 1)  
**Speed** 50 ft.

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

**Skills** Perception +3  
**Senses** Passive Perception 13  
**Challenge** 0 (10 XP)

#### TRAITS

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

#### ACTIONS

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



Small beast, Unaligned

Armor class 12					
Hit points 3 (1d6)					
Speed 40 ft.					
STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	6 (-2)
Skills Perception +3					
Senses Passive Perception 13					
Languages --					
Challenge 0 (10 XP)					
TRAITS					

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

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

ACTIONS

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



Medium humanoid, Any

Armor class 18 (Plate)					
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 Any one language (usually Common)					
Challenge 3 (700 XP)					
TRAITS					

**Braze.** The knight has advantage on saving throws against being frightened.

ACTIONS

**Multiaction.** The knight makes two melee attacks.

**Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

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



Small humanoid, Lawful Evil

Armor class 12					
Hit points 5 (2d6 - 2)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)
Senses Darkvision 60 ft., Passive Perception 8					
Languages Common, Draconic					
Challenge 1/8 (25 XP)					
TRAITS					

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

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

ACTIONS

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

**Sling.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.



### Small humanoid, Lawful Evil

Armor class 15 (Leather Armor)					
Hit points 44 (8d6 + 16)					
Speed 20 ft.					
STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	9 (-1)	10 (+0)
Skills Perception +1					
Senses Darkvision 60ft., Passive Perception 11					
Languages Common, Draconic					
Challenge 1 (200 XP)					
TRAITS					

**Dragon's Resistance.** The kobold has resistance to a type of damage based on the color of dragon that invested it with power (choose or roll a d10): 1-2, acid (black); 3-4, cold (white); 5-6, fire (red); 7-8, lightning (blue); 9-10, poison (green).

**Heart of the Dragon.** If the kobold is frightened or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all kobolds within 30 feet of it. Any kobold that benefits from this trait (including the dragonshield) has advantage on its next attack roll.

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

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

#### ACTIONS

**Multiattack.** The kobold makes two melee attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

### Small humanoid, Lawful Evil

Armor class 15 (Natural Armor)					
Hit points 27 (5d6 + 10)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (+0)	9 (-1)	14 (+2)
Skills Arcana +2, Medicine +1					
Senses Darkvision 60ft., Passive Perception 9					
Languages Common, Draconic					
Challenge 1 (200 XP)					
TRAITS					

**Spellcasting.** The kobold is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

- Cantrip (at will): fire bolt, mage hand, mending, poison spray
- 1st level (4 slots): charm person, chromatic orb, expeditious retreat
- 2nd level (2 slots): scorching ray

**Sorcery Points.** Sorcery Points. The kobold has 3 sorcery points. It can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

- **Heightened Spell:** When it casts a spell that forces a creature to a saving throw to resist the spell's effects, the kobold can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.
- **Subtle Spell:** When the kobold casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

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

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

#### 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.

### Medium humanoid, Neutral

Armor class 15 (Natural Armor, Shield)					
Hit points 22 (4d8 + 4)					
Speed 30 ft., swim 30 ft.					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)
Skills Perception +3, Stealth +2, Survival +5					
Senses Passive Perception 13					
Languages Draconic					
Challenge 1/2 (100 XP)					
TRAITS					

**Hold Breath.** The lizardfolk can hold its breath for 15 minutes.

#### ACTIONS

**Multiattack.** The lizardfolk makes two melee attacks, each one with a different weapon.

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

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

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

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



Medium humanoid, Any

Armor class 12 (15 With Mage Armor)					
Hit points 40 (9d8)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)
Saving Throws INT +6, WIS +4					
Skills Arcana +6, History +6					
Senses Passive Perception 11					
Languages Any four languages					
Challenge 6 (2,300 XP)					
TRAITS					

**Spellcasting.** The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

- Cantrip (at will): fire bolt, light, mage hand, prestidigitation
- 1st level (4 slots): detect magic, mage armor, magic missile, shield
- 2nd level (3 slots): misty step, suggestion
- 3rd level (3 slots): counterspell, fireball, fly
- 4th level (3 slots): greater invisibility, ice storm
- 5th level (1 slot): cone of cold

ACTIONS

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



Medium monstrosity, Neutral

Armor class 12 (Natural Armor)					
Hit points 58 (9d8 + 18)					
Speed 15 ft.					
STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)
Skills Stealth +5					
Damage Immunities Acid					
Senses Darkvision 60 ft., Passive Perception 11					
Condition Immunities Prone					
Languages --					
Challenge 2 (450 XP)					
TRAITS					

**Shapechanger.** The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Adhesive (Object Form Only).** The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

**False Appearance (Object Form Only).** While the mimic remains motionless, it's indistinguishable from an ordinary object.

**Grappler.** The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.



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					
Senses Darkvision 60 ft., Passive Perception 9					
Condition Immunities Exhaustion, Poisoned					
Languages Understands Abyssal but can't speak it					
Challenge 2 (450 XP)					
TRAITS					

**Charge.** If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

**Gore.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

MULE



OCHRE JELLY



OGRE



Medium beast, Unaligned

Armor class 10					
Hit points 11 (2d8 + 2)					
Speed 40 ft.					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)
Senses Passive Perception 10					
Languages --					
Challenge 1/8 (25 XP)					
TRAITS					

**Beast of Burden.** The mule is considered to be a Large animal for the purpose of determining its carrying capacity.

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

ACTIONS

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

Large ooze, Unaligned

Armor class 8					
Hit points 45 (6d10 + 12)					
Speed 10 ft., climb 10 ft.					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

**Damage Immunities** Lightning, Slashing

**Damage Resistances** Acid

**Senses** Blindsight 60 ft., Passive Perception 8

**Condition Immunities** Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Languages --

Challenge 2 (450 XP)

TRAITS

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

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

ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

REACTIONS

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

Large giant, Chaotic Evil

Armor class 11 (Hide Armor)					
Hit points 59 (7d10 + 21)					
Speed 40 ft.					
STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)
Senses Darkvision 60 ft., Passive Perception 8					
Languages Common, Giant					
Challenge 2 (450 XP)					
ACTIONS					

**Greatclub.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.



## ORC



### Medium humanoid, Chaotic Evil

**Armor class** 13 (Hide Armor)  
**Hit points** 15 (2d8 + 6)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

**Skills** Intimidation +2  
**Senses** Darkvision 60 ft., Passive Perception 10  
**Languages** Common, Orc  
**Challenge** 1/2 (100 XP)

#### TRAITS

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

#### ACTIONS

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

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## ORC BLADE



### Medium humanoid, Chaotic Evil

**Armor class** 18 (Chain Mail, Shield)  
**Hit points** 60 (8d8 + 24)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	10 (+0)	12 (+1)	14 (+2)

**Saving Throws** WIS +3  
**Skills** Insight +3, Intimidation +4, Perception +3  
**Senses** Darkvision 60 ft., Passive Perception 13  
**Languages** Common, Orc  
**Challenge** 4 (1,100 XP)

#### TRAITS

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Foe Smiter of Ilneval.** The orc deals an extra die of damage when it hits with a longsword attack (included in the attack).

#### ACTIONS

**Multiaction.** The orc makes two melee attacks with its longsword or two ranged attacks with its javelins. If Ilneval's Command is available to use, the orc can use it after these attacks.

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage when used with two hands.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Ilneval's Command (Recharges 4-6).** Up to three allied orcs within 120 feet of this orc that can hear it can use their reactions to each make one weapon attack.

## ORC EYE



### Medium humanoid, Chaotic Evil

**Armor class** 16  
**Hit points** 16 (Ring Mail, Shield)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	13 (+1)	12 (+1)

**Skills** Intimidation +3, Religion +1  
**Senses** Darkvision 60 ft., Passive Perception 11  
**Languages** Common, Orc  
**Challenge** 2 (450 XP)

#### TRAITS

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Grunsh's Fury.** The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

**Spellcasting.** The orc is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The orc has the following cleric spells prepared:

- Cantrip (at will): guidance, resistance, thaumaturgy
- 1st level (4 slots): bless, command
- 2nd level (2 slots): augury, spiritual weapon (spear)

#### ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* + to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (1d6 + 3 plus 1d8) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

*Medium humanoid, Chaotic Evil*

<b>Armor class</b> 14 (Hide Armor)					
<b>Hit points</b> 45 (6d8 + 18)					
<b>Speed</b> 30 ft.					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	11 (+0)
<b>Skills</b> Intimidation +2, Medicine +4, Survival +4					
<b>Senses</b> Darkvision 60 ft., Passive Perception 12					
<b>Languages</b> Common, Orc					
<b>Challenge</b> 2 (450 XP)					
TRAITS					

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Spellcasting.** The orc is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The orc has the following cleric spells prepared:

- Cantrip (at will): guidance, mending, resistance, thaumaturgy
- 1st level (4 slots): bane, cure wounds, guiding bolt
- 2nd level (3 slots): augury, warding bond
- 3rd level (2 slots): bestow curse, create food and water

## ACTIONS

**Multiattack.** The orc makes two claw attacks, or four claw attacks if it has fewer than half of its hit points remaining.

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

*Medium humanoid, Chaotic Evil*

<b>Armor class</b> 16 (Chain Mail)					
<b>Hit points</b> 93 (11d8 + 44)					
<b>Speed</b> 30 ft.					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	16 (+3)
<b>Saving Throws</b> STR +6, CON +6, WIS +2					
<b>Skills</b> Intimidation +5					
<b>Senses</b> Darkvision 60 ft., Passive Perception 10					
<b>Languages</b> Common, Orc					
<b>Challenge</b> 4 (1,100 XP)					
TRAITS					

**Aggressive.** As a bonus action, the or can move up to its speed toward a hostile creature that it can see.

**Grimmsh's Fury.** The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

## ACTIONS

**Multiattack.** The orc makes two attacks with its greataxe or its spear.

**Greataxe. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. *Hit:* 15 (1d12 + 4 plus 1d8) slashing damage.

**Spear. Melee or Ranged Weapon Attack:** +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

**Battle Cry (1/Day)** Each creature of the war chief'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 the war chief's next turn. The war chief can then make one attack as a bonus action.

*Medium humanoid, Chaotic Evil*

<b>Armor class</b> 12 (Hide Armor)					
<b>Hit points</b> 30 (4d8 + 12)					
<b>Speed</b> 30 ft.					
STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	16 (+3)	11 (+0)	14 (+2)	9 (-1)
<b>Skills</b> Arcana +2, Intimidation +1, Medicine +4, Religion +2					
<b>Senses</b> Darkvision 60 ft., Passive Perception 12					
<b>Languages</b> understands Common and Orc but can't speak					
<b>Challenge</b> 2 (450 XP)					
TRAITS					

**Aggressive.** As a bonus action, the or can move up to its speed toward a hostile creature that it can see.

**Spellcasting.** The orc is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It requires no verbal components to cast its spells. The orc has the following cleric spells prepared:

- Cantrip (at will): guidance, mending, resistance, thaumaturgy
- 1st level (4 slots): bane, detect magic, inflict wounds, protection from evil and good
- 2nd level (3 slots): blindness/deafness, silence

## ACTIONS

**Tough of the White Hand. Melee Weapon Attack:** +3 to hit, reach 5ft., one target. *Hit:* 9 (2d8) necrotic damage.



Medium humanoid, Chaotic Evil

Armor class 9					
Hit points 30 (14d8 + 12)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	16 (+3)	7 (-2)	11 (+0)	7 (-2)
Senses Darkvision 60 ft., Passive Perception 10					
Languages Common, Orc					
Challenge 1/2 (100 XP)					
TRAITS					

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Corrupted Carrier.** When the orc is reduced to 0 hit points, it explodes, and any creature within 10 feet of it must make a DC 13 Constitution saving throw. On a failed save, the creature takes 14 (4d6) poison damage and becomes poisoned. On a success, the creature takes half as much damage and isn't poisoned. A creature poisoned by this effect can repeat the save at the end of each of its turn, ending the effect on itself on a success. While poisoned by this effect, a creature can't regain hit points.

**Nurtured One of Yurtus.** The orc has advantage on saving throws against poison and disease.

ACTIONS

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

**Corrupted Vengeance.** The orc reduced itself to 0 hit points, triggering its *Corrupted Carrier* trait.



Medium humanoid, Chaotic Evil

Armor class 15 (Studded Leather Armor)					
Hit points 52 (8d8 + 16)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	9 (-1)	11 (+0)	9 (-1)
Skills Intimidation +1, Perception +2, Stealth +5					
Senses Darkvision 60 ft., Passive Perception 12					
Languages Common, Orc					
Challenge 3 (700 XP)					
TRAITS					

**Cunning Action.** On each of its turns, the orc can use a bonus action to take the Dash, Disengage, or Hide action.

**Hand of Sharqaas.** The orc deals an 2 extra dice of damage when it hits a target with a weapon attack (included in its attacks).

**Sharqaas' Sight.** Magical darkness doesn't impede the orc's darkvision.

**Slayer.** In the first round of a combat, the orc has advantage on attack rolls against any creature that hasn't taken a turn yet. If the orc hits a creature that round who was surprised, the hit is automatically a critical hit.

ACTIONS

**Multitattack.** The orc makes two scimitar or dart attacks.

**Scimitar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d6 + 3) slashing damage.

**Dart.** *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage.

**Veil of Sharqaas (Recharges after a Short or Long Rest).** The orc casts darkness without any components. Wisdom is its spellcasting ability.



Medium humanoid, Chaotic Evil

Armor class 18 (Plate Armor)					
Hit points 42 (5d8 + 20)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)
Skills Intimidation +5, Survival +2					
Senses Darkvision 60 ft., Passive Perception 10					
Languages Common, Orc					
Challenge 2 (450 XP)					
TRAITS					

**Aggressive.** As a bonus action, the orog can move up to its speed toward a hostile creature that it can see.

ACTIONS

**Multitattack.** The orog makes two greataxe attacks.

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

## PANTHER



### Medium beast, Unaligned

Armor class 12					
Hit points 13 (3d8)					
Speed 50 ft., climb 40 ft.					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)
Skills Perception +4, Stealth +6					
Senses Passive Perception 14					
Languages --					
Challenge 1/4 (50 XP)					
TRAITS					

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

**Pounce.** If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

#### ACTIONS

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

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

## POLAR BEAR



### Large beast, Unaligned

Armor class 12 (Natural Armor)					
Hit points 42 (5d10 + 15)					
Speed 40 ft., swim 30 ft.					
STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)
Skills Perception +3					
Senses Passive Perception 13					
Languages --					
Challenge 2 (450 XP)					
TRAITS					

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

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

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

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

## RIDING HORSE



### Large beast, Unaligned

Armor class 10					
Hit points 13 (2d10 + 2)					
Speed 60 ft.					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)
Senses Passive Perception 10					
Languages --					
Challenge 1/4 (50 XP)					
ACTIONS					

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

Roc



Gargantuan monstrosity, Unaligned

**Armor class** 15 (Natural Armor)  
**Hit points** 248 (16d20 + 80)  
**Speed** 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	9 (-1)

**Saving Throws** DEX +4, CON +9, WIS +4, CHA +3

**Skills** Perception +4

**Senses** Passive Perception 14

**Languages** --

**Challenge** 11 (7,200 XP)

TRAITS

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

ACTIONS

**Multiattack.** The roc makes two attacks: one with its beak and one with its talons.

**Beak.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

**Talons.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

SALAMANDER



Large elemental, Neutral Evil

**Armor class** 15 (Natural Armor)  
**Hit points** 90 (12d10 + 24)  
**Speed** 30 ft.

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

**Damage Vulnerabilities** Cold

**Damage Immunities** Fire

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Senses** Darkvision 60 ft., Passive Perception 10

**Languages** Ignan

**Challenge** 5 (1,800 XP)

TRAITS

**Heated Body.** A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

**Heated Weapons.** Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

ACTIONS

**Multiattack.** The salamander makes two attacks: one with its spear and one with its tail.

**Spear.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

**Tail.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

SCOUT



Medium humanoid, Any

**Armor class** 13 (Leather Armor)  
**Hit points** 16 (3d8 + 3)  
**Speed** 30 ft.

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

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5

**Senses** Passive Perception 15

**Languages** Any one language (usually Common)

**Challenge** 1/2 (100 XP)

TRAITS

**Keen Hearing and Sight.** The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

**Multiattack.** The scout makes two melee attacks or two ranged attacks.

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

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



Large fiend, Chaotic Evil

Armor class 14 (Natural Armor)  
Hit points 110 (13d10 + 39)  
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws DEX +4, CON +6, WIS +5

Damage Immunities Poison

Damage Resistances Cold, Fire, Lightning, Bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 60 ft., Passive Perception 12

Languages Abyssal, Gnoll, telepathy 120 ft.

Challenge 8 (3,900 XP)

TRAITS

**Rampage.** When it reduces a creature to 0 hit points with a melee attack on its turn, the shoosuva can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

**Multiattack.** The shoosuva makes two attacks: one with its bite and one with its tail stinger.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) piercing damage.

**Tail Stinger.** *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Medium undead, Lawful Evil

Armor class 13 (Armor Scraps)  
Hit points 13 (2d8 + 4)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Senses Darkvision 60 ft., Passive Perception 9

Condition Immunities Exhaustion, Poisoned

Languages Understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

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

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



Medium humanoid, Any non-lawful

Armor class 17 (Leather Armor)  
Hit points 66 (12d8 + 12)  
Speed 30 ft.

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

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses Passive Perception 10

Languages Any one language (usually Common)

Challenge 3 (700 XP)

TRAITS

**Lightfooted.** The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

**Suave Defense.** While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

ACTIONS

**Multiattack.** The swashbuckler makes three attacks: one with a dagger and two with its rapier.

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

**Rapier.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

## TROLL



### Large giant, Chaotic Evil

Armor class 15 (Natural Armor)					
Hit points 84 (8d10 + 40)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)
Skills Perception +2					
Senses Darkvision 60 ft., Passive Perception 12					
Languages Giant					
Challenge 5 (1,800 XP)					
TRAITS					

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

**Regeneration.** The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

#### ACTIONS

**Multiattack.** The troll makes three attacks: one with its bite and two with its claws.

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

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

## VETERAN



### Medium humanoid, Any

Armor class 17 (Splint)					
Hit points 58 (9d8 + 18)					
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)
Skills Athletics +5, Perception +2					
Senses Passive Perception 12					
Languages Any one language (usually Common)					
Challenge 3 (700 XP)					
ACTIONS					

**Multiattack.** The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

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

**Heavy Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

## WEREWOLF



### Medium humanoid, Chaotic Evil

Armor class 11 In Humanoid Form, 12 In Wolf Or Hybrid Form					
Hit points 58 (9d8 + 18)					
Speed 30 ft., 40 ft. In wolf form					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)
Skills Perception +4, Stealth +3					
Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered					
Senses Passive Perception 14					
Languages Common (can't speak in wolf form)					
Challenge 3 (700 XP)					
TRAITS					

**Shapechanger.** The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

#### ACTIONS

**Multiattack.** *(Humanoid or Hybrid Form Only).* The werewolf makes two attacks: one with its bite and one with its claws or spear.

**Bite (Wolf or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

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

**Spear (Humanoid Form Only).** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Will-o'-Wisp



Tiny undead, Chaotic Evil

**Armor class** 19  
**Hit points** 22 (9d4)  
**Speed** 0 ft., fly 50 ft. (hover)

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

**Damage Immunities** Lightning, Poison  
**Damage Resistances** Acid, Cold, Fire, Necrotic, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks  
**Senses** Darkvision 120 ft., Passive Perception 12  
**Condition Immunities** Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained, Unconscious  
**Languages** The languages it knew in life  
**Challenge** 2 (450 XP)  
**TRAITS**

**Consume Life.** As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

**Ephemeral.** The will-o'-wisp can't wear or carry anything.

**Incorporeal Movement.** The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Variable Illumination.** The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

**Shock.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

**Invisibility.** The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

Winged Kobold



Small humanoid, Lawful Evil

**Armor class** 13  
**Hit points** 7 (3d6 - 3)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

**Senses** Darkvision 60 ft., Passive Perception 8  
**Languages** Common, Draconic  
**Challenge** 1/4 (50 XP)  
**TRAITS**

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

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

ACTIONS

**Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Dropped Rock.** *Ranged Weapon Attack:* +5 to hit, one target directly below the kobold. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Winter Wolf



Large monstrosity, Neutral Evil

**Armor class** 13 (Natural Armor)  
**Hit points** 75 (10d10 + 20)  
**Speed** 50 ft.

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

**Skills** Perception +5, Stealth +3  
**Damage Immunities** Cold  
**Senses** Passive Perception 15  
**Languages** Common, Giant, Winter Wolf  
**Challenge** 3 (700 XP)  
**TRAITS**

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

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

**Snow Camouflage.** The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Cold Breath (Recharge 5-6).** The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.



WOLF



Medium beast, *Unaligned*

Armor class 13 (Natural Armor)					
Hit points 11 (2d8 + 2)					
Speed 40 ft.					
STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)
Skills Perception +3, Stealth +4					
Senses Passive Perception 13					
Languages --					
Challenge 1/4 (50 XP)					
TRAITS					

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

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

ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

WORG



Large monstrosity, *Neutral Evil*

Armor class 13 (Natural Armor)					
Hit points 26 (4d10 + 4)					
Speed 50 ft.					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	7 (-2)	11 (+0)	8 (-1)
Skills Perception +4					
Senses Darkvision 60 ft., Passive Perception 14					
Languages Goblin, Worg					
Challenge 1/2 (100 XP)					
TRAITS					

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

ACTIONS

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

WRAITH



Medium undead, *Neutral Evil*

Armor class 13					
Hit points 67 (9d8 + 27)					
Speed 0 ft., fly 60 ft. (hover)					
STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

**Damage Immunities** Necrotic, Poison

**Damage Resistances** Acid, Cold, Fire, Lightning, Thunder, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

**Senses** Darkvision 60 ft., Passive Perception 12

**Condition Immunities** Charmed, Exhaustion, Grappled, Paralyzed,

Petrified, Poisoned, Prone, Restrained

**Languages** The languages it knew in life

**Challenge** 5 (1,800 XP)

TRAITS

**Incorporeal Movement.** The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

ACTIONS

**Life Drain.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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



Large dragon, Unaligned

Armor class 13 (Natural Armor)

Hit points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

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

Skills Perception +4

Senses Darkvision 60 ft., Passive Perception 14

Languages --

Challenge 5 (2,300 XP)

ACTIONS

**Multitattack.** The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Stinger.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.