

# Monsters A–Z

## Aboleth

### Aboleth

Large Aberration, Lawful Evil

AC 17                    Initiative +7 (17)

HP 150 (20d10 + 40)

Speed 10 ft., Swim 40 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR 21	+5	+5	DEX 9	-1	+3	CON 15	+2	+6
INT 18	+4	+8	WIS 15	+2	+6	CHA 18	+4	+4

**Skills** History +12, Perception +10

**Senses** Darkvision 120 ft.; Passive Perception 20

**Languages** Deep Speech; telepathy 120 ft.

**CR** 10 (XP 5,900, or 7,200 in lair; PB +4)

#### Traits

**Amphibious.** The aboleth can breathe air and water.

**Eldritch Restoration.** If destroyed, the aboleth gains a new body in 5d10 days, reviving with all its Hit Points in the Far Realm or another location chosen by the GM.

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

**Mucus Cloud.** While underwater, the aboleth is surrounded by mucus. *Constitution Saving Throw:* DC 14, each creature in a 5-foot Emanation originating from the aboleth at the end of the aboleth's turn. *Failure:* The target is cursed. Until the curse ends, the target's skin becomes slimy, the target can breathe air and water, and it can't regain Hit Points unless it is underwater.

While the cursed creature is outside a body of water, the creature takes 6 (1d12) Acid damage at the end of every 10 minutes unless moisture is applied to its skin before those minutes have passed.

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

#### Actions

**Multiattack.** The aboleth makes two Tentacle attacks and uses either Consume Memories or Dominate Mind if available.

**Tentacle.** *Melee Attack Roll:* +9, reach 15 ft. *Hit:* 12 (2d6 + 5) Bludgeoning damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14) from one of four tentacles.

**Consume Memories.** *Intelligence Saving Throw:* DC 16, one creature within 30 feet that is Charmed or Grappled by the aboleth. *Failure:* 10 (3d6) Psychic damage.

*Success:* Half damage. *Failure or Success:* The aboleth gains the target's memories if the target is a Humanoid and is reduced to 0 Hit Points by this action.

**Dominate Mind (2/Day).** *Wisdom Saving Throw:* DC 16, one creature the aboleth can see within 30 feet.

*Failure:* The target has the Charmed condition until the aboleth dies or is on a different plane of existence from the target. While Charmed, the target acts as an ally to the aboleth and is under its control while within 60 feet of it. In addition, the aboleth and the target can communicate telepathically with each other over any distance.

The target repeats the save whenever it takes damage as well as after every 24 hours it spends at least 1 mile away from the aboleth, ending the effect on itself on a success.

#### Legendary Actions

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

**Lash.** The aboleth makes one Tentacle attack.

**Psychic Drain.** If the aboleth has at least one creature Charmed or Grappled, it uses Consume Memories and regains 5 (1d10) Hit Points.

## Air Elemental

### Air Elemental

Large Elemental, Neutral

AC 15                    Initiative +5 (15)

HP 90 (12d10 + 24)

Speed 10 ft., Fly 90 ft. (hover)

MOD SAVE			MOD SAVE			MOD SAVE		
STR 14	+2	+2	DEX 20	+5	+5	CON 14	+2	+2
INT 6	-2	-2	WIS 10	+0	+0	CHA 6	-2	-2

**Resistances** Bludgeoning, Lightning, Piercing, Slashing

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

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

**Languages** Primordial (Auran)

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

#### Traits

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

#### Actions

**Multiattack.** The elemental makes two Thunderous Slam attacks.

**Thunderous Slam.** *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 14 (2d8 + 5) Thunder damage.



# Assassin

## Assassin

Medium or Small Humanoid, Neutral

**AC** 16                   **Initiative** +10 (20)

**HP** 97 (15d8 + 30)

**Speed** 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
<b>STR</b> 11	+0	+0	<b>DEX</b> 18	+4	+7	<b>CON</b> 14	+2	+2
<b>INT</b> 16	+3	+6	<b>WIS</b> 11	+0	+0	<b>CHA</b> 10	+0	+0

**Skills** Acrobatics +7, Perception +6, Stealth +10

**Resistances** Poison

**Gear** Light Crossbow, Shortsword, Studded Leather Armor

**Senses** Passive Perception 16

**Languages** Common, Thieves' Cant

**CR** 8 (XP 3,900; PB +3)

### Traits

**Evasion.** If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it has the Incapacitated condition.

### Actions

**Multattack.** The assassin makes three attacks, using Shortsword or Light Crossbow in any combination.

**Shortsword.** *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Piercing damage plus 17 (5d6) Poison damage, and the target has the Poisoned condition until the start of the assassin's next turn.

**Light Crossbow.** *Ranged Attack Roll:* +7, range 80/320 ft. *Hit:* 8 (1d8 + 4) Piercing damage plus 21 (6d6) Poison damage.

### Bonus Actions

**Cunning Action.** The assassin takes the Dash, Disengage, or Hide action.

## Awakened Plants

### Awakened Shrub

Small Plant, Neutral

**AC** 9

**Initiative** -1 (9)

**HP** 10 (3d6)

**Speed** 20 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
<b>STR</b> 3	-4	-4	<b>DEX</b> 8	-1	-1	<b>CON</b> 11	+0	+0
<b>INT</b> 10	+0	+0	<b>WIS</b> 10	+0	+0	<b>CHA</b> 6	-2	-2

**Vulnerabilities** Fire

**Resistances** Piercing

**Senses** Passive Perception 10

**Languages** Common plus one other language

**CR** 0 (XP 10; PB +2)

### Actions

**Rake.** *Melee Attack Roll:* +1, reach 5 ft. *Hit:* 1 Slashing damage.

## Awakened Tree

Huge Plant, Neutral

**AC** 13

**Initiative** -2 (8)

**HP** 59 (7d12 + 14)

**Speed** 20 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
<b>STR</b> 19	+4	+4	<b>DEX</b> 6	-2	-2	<b>CON</b> 15	+2	+2
<b>INT</b> 10	+0	+0	<b>WIS</b> 10	+0	+0	<b>CHA</b> 7	-2	-2

**Vulnerabilities** Fire

**Resistances** Bludgeoning, Piercing

**Senses** Passive Perception 10

**Languages** Common plus one other language

**CR** 2 (XP 450; PB +2)

### Actions

**Slam.** *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 14 (3d6 + 4) Bludgeoning damage.

## Axe Beak

### Axe Beak

Large Monstrosity, Unaligned

**AC** 11

**Initiative** +1 (11)

**HP** 19 (3d10 + 3)

**Speed** 50 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
<b>STR</b> 14	+2	+2	<b>DEX</b> 12	+1	+1	<b>CON</b> 12	+1	+1
<b>INT</b> 2	-4	-4	<b>WIS</b> 10	+0	+0	<b>CHA</b> 5	-3	-3

**Senses** Passive Perception 10

**Languages** None

**CR** 1/4 (XP 50; PB +2)

### Actions

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

# Azer

## Azer Sentinel

Medium Elemental, Lawful Neutral

AC 17

**Initiative** +1 (11)

HP 39 (6d8 + 12)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	17	+3	+3	DEX	12	+1	+1	CON	15	+2	+4
INT	12	+1	+1	WIS	13	+1	+1	CHA	10	+0	+0

**Immunities** Fire, Poison; Poisoned

**Senses** Passive Perception 11

**Languages** Primordial (Iggnan)

CR 2 (XP 450; PB +2)

### Traits

**Fire Aura.** At the end of each of the azer's turns, each creature of the azer's choice in a 5-foot Emanation originating from the azer takes 5 (1d10) Fire damage unless the azer has the Incapacitated condition.

**Illumination.** The azer sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

### Actions

**Burning Hammer.** Melee Attack Roll: +5, reach 5 ft. Hit: 8 (1d10 + 3) Bludgeoning damage plus 3 (1d6) Fire damage.

## Balor

### Balor

Huge Fiend (Demon), Chaotic Evil

AC 19

**Initiative** +14 (24)

HP 287 (23d12 + 138)

Speed 40 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	26	+8	+8	DEX	15	+2	+2	CON	22	+6	+12
INT	20	+5	+5	WIS	16	+3	+9	CHA	22	+6	+6

**Skills** Perception +9

**Resistances** Cold, Lightning

**Immunities** Fire, Poison; Charmed, Frightened, Poisoned

**Senses** Truesight 120 ft.; Passive Perception 19

**Languages** Abyssal; telepathy 120 ft.

CR 19 (XP 22,000; PB +6)

### Traits

**Death Throes.** The balor explodes when it dies. Dexterity Saving Throw: DC 20, each creature in a 30-foot Emanation originating from the balor. Failure: 31 (9d6) Fire damage plus 31 (9d6) Force damage. Success: Half damage. Failure or Success: If the balor dies outside the Abyss, it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

**Fire Aura.** At the end of each of the balor's turns, each creature in a 5-foot Emanation originating from the balor takes 13 (3d8) Fire damage.

**Legendary Resistance (3/Day).** If the balor fails a saving throw, it can choose to succeed instead.

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

### Actions

**Multiattack.** The balor makes one Flame Whip attack and one Lightning Blade attack.

**Flame Whip.** Melee Attack Roll: +14, reach 30 ft. Hit: 18 (3d6 + 8) Force damage plus 17 (5d6) Fire damage. If the target is a Huge or smaller creature, the balor pulls the target up to 25 feet straight toward itself, and the target has the Prone condition.

**Lightning Blade.** Melee Attack Roll: +14, reach 10 ft. Hit: 21 (3d8 + 8) Force damage plus 22 (4d10) Lightning damage, and the target can't take Reactions until the start of the balor's next turn.

### Bonus Actions

**Teleport.** The balor teleports itself or a willing demon within 10 feet of itself up to 60 feet to an unoccupied space the balor can see.

## Bandits

### Bandit

Medium or Small Humanoid, Neutral

AC 12

**Initiative** +1 (11)

HP 11 (2d8 + 2)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	11	+0	+0	DEX	12	+1	+1	CON	12	+1	+1
INT	10	+0	+0	WIS	10	+0	+0	CHA	10	+0	+0

**Gear** Leather Armor, Light Crossbow, Scimitar

**Senses** Passive Perception 10

**Languages** Common, Thieves' Cant

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

### Actions

**Scimitar.** Melee Attack Roll: +3, reach 5 ft. Hit: 4 (1d6 + 1) Slashing damage.

**Light Crossbow.** Ranged Attack Roll: +3, range 80/320 ft. Hit: 5 (1d8 + 1) Piercing damage.

### Bandit Captain

Medium or Small Humanoid, Neutral

AC 15

**Initiative** +3 (13)

HP 52 (8d8 + 16)

Speed 30 ft.



## Traits

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

## Actions

**Multiattack.** The devil makes one Beard attack and one Infernal Glaive attack.

**Beard.** Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Piercing damage, and the target has the Poisoned condition until the start of the devil's next turn. Until this poison ends, the target can't regain Hit Points.

**Infernal Glaive.** Melee Attack Roll: +5, reach 10 ft. Hit: 8 (1d10 + 3) Slashing damage. If the target is a creature and doesn't already have an infernal wound, it is subjected to the following effect. Constitution Saving Throw: DC 12. Failure: The target receives an infernal wound. While wounded, the target loses 5 (1d10) Hit Points at the start of each of its turns. The wound closes after 1 minute, after a spell restores Hit Points to the target, or after the target or a creature within 5 feet of it takes an action to stanch the wound, doing so by succeeding on a DC 12 Wisdom (Medicine) check.

## Behir

### Behir

Huge Monstrosity, Neutral Evil

AC 17

Initiative +3 (13)

HP 168 (16d12 + 64)

Speed 50 ft., Climb 50 ft.

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

Skills Perception +6, Stealth +7

Immunities Lightning

Senses Darkvision 90 ft.; Passive Perception 16

Languages Draconic

CR 2 (XP 450; PB +2)

## Actions

**Multiattack.** The behir makes one Bite attack and uses Constrict.

**Bite.** Melee Attack Roll: +10, reach 10 ft. Hit: 19 (2d12 + 6) Piercing damage plus 11 (2d10) Lightning damage.

**Constrict.** Strength Saving Throw: DC 18, one Large or smaller creature the behir can see within 5 feet. Failure: 28 (5d8 + 6) Bludgeoning damage. The target has the Grappled condition (escape DC 16), and it has the Restrained condition until the grapple ends.

**Lightning Breath (Recharge 5–6).** Dexterity Saving Throw: DC 16, each creature in a 90-foot-long, 5-foot-wide Line. Failure: 66 (12d10) Lightning damage. Success: Half damage.

## Bonus Actions

**Swallow.** Dexterity Saving Throw: DC 18, one Large or smaller creature Grappled by the behir (the behir can have only one creature swallowed at a time). Failure: The behir swallows the target, which is no longer Grappled. While swallowed, a creature has the Blinded and Restrained conditions, has Total Cover against attacks and other effects outside the behir, and takes 21 (6d6) Acid damage at the start of each of the behir's turns.

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

## Berserker

### Berserker

Medium or Small Humanoid, Neutral

AC 13

Initiative +1 (11)

HP 67 (9d8 + 27)

Speed 30 ft.

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

Gear Greataxe, Hide Armor

Senses Passive Perception 10

Languages Common

CR 2 (XP 450; PB +2)

## Traits

**Bloodied Frenzy.** While Bloodied, the berserker has Advantage on attack rolls and saving throws.

## Actions

**Greataxe.** Melee Attack Roll: +5, reach 5 ft. Hit: 9 (1d12 + 3) Slashing damage.

## Black Dragons

### Black Dragon Wyrmling

Medium Dragon (Chromatic), Chaotic Evil

AC 17

Initiative +4 (14)

HP 33 (6d8 + 6)

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

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	15	+2	+2	DEX	14	+2	+4	CON	13	+1	+1
INT	10	+0	+0	WIS	11	+0	+2	CHA	13	+1	+1

**Skills** Perception +4, Stealth +4

**Immunities** Acid

**Senses** Blindsight 10 ft., Darkvision 60 ft.;

Passive Perception 14

**Languages** Draconic

**CR** 2 (XP 450; PB +2)

## Traits

**Amphibious.** The dragon can breathe air and water.

## Actions

**Multiattack.** The dragon makes two Rend attacks.

**Rend.** Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Slashing damage plus 2 (1d4) Acid damage.

**Acid Breath (Recharge 5–6).** Dexterity Saving Throw: DC 11, each creature in a 15-foot-long, 5-foot-wide Line. Failure: 22 (5d8) Acid damage. Success: Half damage.

## Young Black Dragon

Large Dragon (Chromatic), Chaotic Evil

**AC** 18                   **Initiative** +5 (15)

**HP** 127 (15d10 + 45)

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

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	19	+4	+4	DEX	14	+2	+5	CON	17	+3	+3
INT	12	+1	+1	WIS	11	+0	+3	CHA	15	+2	+2

**Skills** Perception +6, Stealth +5

**Immunities** Acid

**Senses** Blindsight 30 ft., Darkvision 120 ft.;

Passive Perception 16

**Languages** Common, Draconic

**CR** 7 (XP 2,900; PB +3)

## Traits

**Amphibious.** The dragon can breathe air and water.

## Actions

**Multiattack.** The dragon makes three Rend attacks.

**Rend.** Melee Attack Roll: +7, reach 10 ft. Hit: 9 (2d4 + 4) Slashing damage plus 3 (1d6) Acid damage.

**Acid Breath (Recharge 5–6).** Dexterity Saving Throw: DC 14, each creature in a 30-foot-long, 5-foot-wide Line. Failure: 49 (14d6) Acid damage. Success: Half damage.

## Adult Black Dragon

Huge Dragon (Chromatic), Chaotic Evil

**AC** 19

**Initiative** +12 (22)

**HP** 195 (17d12 + 85)

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

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	23	+6	+6	DEX	14	+2	+7	CON	21	+5	+5
INT	14	+2	+2	WIS	13	+1	+6	CHA	19	+4	+4

**Skills** Perception +11, Stealth +7

**Immunities** Acid

**Senses** Blindsight 60 ft., Darkvision 120 ft.;

Passive Perception 21

**Languages** Common, Draconic

**CR** 14 (XP 11,500, or 13,000 in lair; PB +5)

## Traits

**Amphibious.** The dragon can breathe air and water.

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

## Actions

**Multiattack.** The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast Acid Arrow (level 3 version).

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

**Acid Breath (Recharge 5–6).** Dexterity Saving Throw: DC 18, each creature in a 60-foot-long, 5-foot-wide Line. Failure: 54 (12d8) Acid damage. Success: Half damage.

**Spellcasting.** The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

**At Will:** Acid Arrow (level 3 version), Detect Magic, Fear

**1/Day Each:** Speak with Dead, Vitriolic Sphere

## Legendary Actions

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

**Cloud of Insects.** Dexterity Saving Throw: DC 17, one creature the dragon can see within 120 feet. Failure: 22 (4d10) Poison damage, and the target has Disadvantage on saving throws to maintain Concentration until the end of its next turn. Failure or Success: The dragon can't take this action again until the start of its next turn.

**Frightful Presence.** The dragon uses Spellcasting to cast Fear. The dragon can't take this action again until the start of its next turn.

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

## Ancient Black Dragon

Gargantuan Dragon (Chromatic), Chaotic Evil

AC 22

Initiative +16 (26)

HP 367 (21d20 + 147)

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

MOD SAVE			MOD SAVE			MOD SAVE		
STR	27	+8	DEX	14	+2	CON	25	+7
INT	16	+3	WIS	15	+2	CHA	22	+6

Skills Perception +16, Stealth +9

Immunities Acid

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

Languages Common, Draconic

CR 21 (XP 33,000, or 41,000 in lair; PB +7)

### Traits

**Amphibious.** The dragon can breathe air and water.

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

### Actions

**Multiattack.** The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast Acid Arrow (level 4 version).

**Rend.** Melee Attack Roll: +15, reach 15 ft. Hit: 17 (2d8 + 8) Slashing damage plus 9 (2d8) Acid damage.

**Acid Breath (Recharge 5–6).** Dexterity Saving Throw: DC 22, each creature in a 90-foot-long, 10-foot-wide Line. Failure: 67 (15d8) Acid damage. Success: Half damage.

**Spellcasting.** The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21, +13 to hit with spell attacks):

**At Will:** Acid Arrow (level 4 version), Detect Magic, Fear

**1/Day Each:** Create Undead, Speak with Dead, Vitriolic Sphere (level 5 version)

### Legendary Actions

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

**Cloud of Insects.** Dexterity Saving Throw: DC 21, one creature the dragon can see within 120 feet. Failure: 33 (6d10) Poison damage, and the target has Disadvantage on saving throws to maintain Concentration until the end of its next turn. Failure or Success: The dragon can't take this action again until the start of its next turn.

**Frightful Presence.** The dragon uses Spellcasting to cast Fear. The dragon can't take this action again until the start of its next turn.

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

## Black Pudding

Large Ooze, Unaligned

AC 7

Initiative –3 (7)

HP 68 (8d10 + 24)

Speed 20 ft., Climb 20 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	16	+3	DEX	5	-3	CON	16	+3
INT	1	-5	WIS	6	-2	CHA	1	-5

Immunities Acid, Cold, Lightning, Slashing; Charmed, Deafened, Exhaustion, Frightened, Grappled, Prone, Restrained

Senses Blindsight 60 ft.; Passive Perception 8

Languages None

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

### Traits

**Amorphous.** The pudding can move through a space as narrow as 1 inch without expending extra movement to do so.

**Corrosive Form.** A creature that hits the pudding with a melee attack roll takes 4 (1d8) Acid damage. Nonmagical ammunition is destroyed immediately after hitting the pudding and dealing any damage. Any nonmagical weapon takes a cumulative –1 penalty to attack rolls immediately after dealing damage to the pudding and coming into contact with it. The weapon is destroyed if the penalty reaches –5. The penalty can be removed by casting the *Mending* spell on the weapon.

In 1 minute, the pudding can eat through 2 feet of nonmagical wood or metal.

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

### Actions

**Dissolving Pseudopod.** Melee Attack Roll: +5, reach 10 ft. Hit: 17 (4d6 + 3) Acid damage. Nonmagical armor worn by the target takes a –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the *Mending* spell on the armor.

### Reactions

**Split.** Trigger: While the pudding is Large or Medium and has 10+ Hit Points, it becomes Bloodied or is subjected to Lightning or Slashing damage. Response: The pudding splits into two new **Black Puddings**. Each new pudding is one size smaller than the original pudding and acts on its Initiative. The original pudding's Hit

Points are divided evenly between the new puddings (round down).

## Blink Dog

### Blink Dog

Medium Fey, Lawful Good

**AC** 13

**Initiative** +3 (13)

**HP** 22 (4d8 + 4)

**Speed** 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	12	+1	+1	<b>DEX</b>	17	+3	+3	<b>CON</b>	12	+1	+1
<b>INT</b>	10	+0	+0	<b>WIS</b>	13	+1	+1	<b>CHA</b>	11	+0	+0

**Skills** Perception +5, Stealth +5

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

**Languages** Blink Dog; understands Elvish and Sylvan but can't speak them

**CR** 1/4 (XP 50; PB +2)

### Actions

**Bite.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage.

### Bonus Actions

**Teleport (Recharge 4–6).** The dog teleports up to 40 feet to an unoccupied space it can see.

## Blue Dragons

### Blue Dragon Wyrmling

Medium Dragon (Chromatic), Lawful Evil

**AC** 17

**Initiative** +2 (12)

**HP** 65 (10d8 + 20)

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

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	17	+3	+3	<b>DEX</b>	10	+0	+2	<b>CON</b>	15	+2	+2
<b>INT</b>	12	+1	+1	<b>WIS</b>	11	+0	+2	<b>CHA</b>	15	+2	+2

**Skills** Perception +4, Stealth +2

**Immunities** Lightning

**Senses** Blindsight 10 ft., Darkvision 60 ft.;

Passive Perception 14

**Languages** Draconic

**CR** 3 (XP 700; PB +2)

### Actions

**Multiattack.** The dragon makes two Rend attacks.

**Rend.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Slashing damage plus 3 (1d6) Lightning damage.

**Lightning Breath (Recharge 5–6).** *Dexterity Saving Throw:* DC 12, each creature in a 30-foot-long, 5-foot-wide Line. *Failure:* 21 (6d6) Lightning damage. *Success:* Half damage.

## Young Blue Dragon

Large Dragon (Chromatic), Lawful Evil

**AC** 18

**Initiative** +4 (14)

**HP** 152 (16d10 + 64)

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

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	21	+5	+5	<b>DEX</b>	10	+0	+4	<b>CON</b>	19	+4	+4
<b>INT</b>	14	+2	+2	<b>WIS</b>	13	+1	+5	<b>CHA</b>	17	+3	+3

**Skills** Perception +9, Stealth +4

**Immunities** Lightning

**Senses** Blindsight 30 ft., Darkvision 120 ft.;

Passive Perception 19

**Languages** Common, Draconic

**CR** 9 (XP 5,000; PB +4)

### Actions

**Multiattack.** The dragon makes three Rend attacks.

**Rend.** *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 12 (2d6 + 5) Slashing damage plus 5 (1d10) Lightning damage.

**Lightning Breath (Recharge 5–6).** *Dexterity Saving Throw:* DC 16, each creature in a 60-foot-long, 5-foot-wide Line. *Failure:* 55 (10d10) Lightning damage. *Success:* Half damage.

## Adult Blue Dragon

Huge Dragon (Chromatic), Lawful Evil

**AC** 19

**Initiative** +10 (20)

**HP** 212 (17d12 + 102)

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

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	25	+7	+7	<b>DEX</b>	10	+0	+5	<b>CON</b>	23	+6	+6
<b>INT</b>	16	+3	+3	<b>WIS</b>	15	+2	+7	<b>CHA</b>	20	+5	+5

**Skills** Perception +12, Stealth +5

**Immunities** Lightning

**Senses** Blindsight 60 ft., Darkvision 120 ft.;

Passive Perception 22

**Languages** Common, Draconic

**CR** 16 (XP 15,000, or 18,000 in lair; PB +5)

### Traits

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

### Actions

**Multiattack.** The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Shatter*.

**Rend.** *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 16 (2d8 + 7) Slashing damage plus 5 (1d10) Lightning damage.

**Lightning Breath (Recharge 5–6).** *Dexterity Saving Throw:* DC 19, each creature in a 90-foot-long, 5-foot-

wide Line. *Failure*: 60 (11d10) Lightning damage. *Success*: Half damage.

**Spellcasting.** The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 18):

**At Will:** Detect Magic, Invisibility, Mage Hand, Shatter  
**1/Day Each:** Scrying, Sending

### Legendary Actions

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

**Cloaked Flight.** The dragon uses Spellcasting to cast *Invisibility* on itself, and it can fly up to half its Fly Speed. The dragon can't take this action again until the start of its next turn.

**Sonic Boom.** The dragon uses Spellcasting to cast *Shatter*. The dragon can't take this action again until the start of its next turn.

**Tail Swipe.** The dragon makes one Rend attack.

## Ancient Blue Dragon

Gargantuan Dragon (Chromatic), Lawful Evil

**AC** 22                    **Initiative** +14 (24)

**HP** 481 (26d20 + 208)

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

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	29	+9	+9	<b>DEX</b>	10	+0	+7	<b>CON</b>	27	+8	+8
<b>INT</b>	18	+4	+4	<b>WIS</b>	17	+3	+10	<b>CHA</b>	25	+7	+7

**Skills** Perception +17, Stealth +7

**Immunities** Lightning

**Senses** Blindsight 60 ft., Darkvision 120 ft.;

Passive Perception 27

**Languages** Common, Draconic

**CR** 23 (XP 50,000, or 62,000 in lair; PB +7)

### Traits

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

### Actions

**Multiattack.** The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Shatter* (level 3 version).

**Rend.** Melee Attack Roll: +16, reach 15 ft. Hit: 18 (2d8 + 9) Slashing damage plus 11 (2d10) Lightning damage.

**Lightning Breath (Recharge 5–6).** Dexterity Saving Throw: DC 23, each creature in a 120-foot-long, 10-foot-wide Line. *Failure*: 88 (16d10) Lightning damage. *Success*: Half damage.

**Spellcasting.** The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 22):

**At Will:** Detect Magic, Invisibility, Mage Hand, Shatter (level 3 version)

**1/Day Each:** Scrying, Sending

### Legendary Actions

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

**Cloaked Flight.** The dragon uses Spellcasting to cast *Invisibility* on itself, and it can fly up to half its Fly Speed. The dragon can't take this action again until the start of its next turn.

**Sonic Boom.** The dragon uses Spellcasting to cast *Shatter* (level 3 version). The dragon can't take this action again until the start of its next turn.

**Tail Swipe.** The dragon makes one Rend attack.

## Bone Devil

### Bone Devil

Large Fiend (Devil), Lawful Evil

**AC** 16                    **Initiative** +7 (17)

**HP** 161 (17d10 + 68)

**Speed** 40 ft., Fly 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	18	+4	+8	<b>DEX</b>	16	+3	+3	<b>CON</b>	18	+4	+4
<b>INT</b>	13	+1	+5	<b>WIS</b>	14	+2	+6	<b>CHA</b>	16	+3	+7

**Skills** Deception +7, Insight +6

**Resistances** Cold

**Immunities** Fire, Poison; Poisoned

**Senses** Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 12

**Languages** Infernal; telepathy 120 ft.

**CR** 9 (XP 5,000; PB +4)

### Traits

**Diabolical Restoration.** If the devil dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

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

### Actions

**Multiattack.** The devil makes two Claw attacks and one Infernal Sting attack.

**Claw.** Melee Attack Roll: +8, reach 10 ft. Hit: 13 (2d8 + 4) Slashing damage.

**Infernal Sting.** Melee Attack Roll: +8, reach 10 ft. Hit: 15 (2d10 + 4) Piercing damage plus 18 (4d8) Poison

damage, and the target has the Poisoned condition until the start of the devil's next turn. While Poisoned, the target can't regain Hit Points.

## Brass Dragons

### Brass Dragon Wyrmling

Medium Dragon (Metallic), Chaotic Good

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

**HP** 22 (4d8 + 4)

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

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	15	+2	+2	<b>DEX</b>	10	+0	+2	<b>CON</b>	13	+1	+1
<b>INT</b>	10	+0	+0	<b>WIS</b>	11	+0	+2	<b>CHA</b>	13	+1	+1

**Skills** Perception +4, Stealth +2

**Immunities** Fire

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

**Languages** Draconic

**CR** 1 (XP 200; PB +2)

#### Actions

**Rend.** Melee Attack Roll: +4, reach 5 ft. Hit: 7 (1d10 + 2) Slashing damage.

**Fire Breath (Recharge 5–6).** Dexterity Saving Throw: DC 11, each creature in a 20-foot-long, 5-foot-wide Line. Failure: 14 (4d6) Fire damage. Success: Half damage.

**Sleep Breath.** Constitution Saving Throw: DC 11, each creature in a 15-foot Cone. Failure: The target has the Incapacitated condition until the end of its next turn, at which point it repeats the save. Second Failure: The target has the Unconscious condition for 1 minute. This effect ends for the target if it takes damage or a creature within 5 feet of it takes an action to wake it.

### Young Brass Dragon

Large Dragon (Metallic), Chaotic Good

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

**HP** 110 (13d10 + 39)

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

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	19	+4	+4	<b>DEX</b>	10	+0	+3	<b>CON</b>	17	+3	+3
<b>INT</b>	12	+1	+1	<b>WIS</b>	11	+0	+3	<b>CHA</b>	15	+2	+2

**Skills** Perception +6, Persuasion +5, Stealth +3

**Immunities** Fire

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

**Languages** Common, Draconic

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

#### Actions

**Multattack.** The dragon makes three Rend attacks. It can replace two attacks with a use of Sleep Breath.

**Rend.** Melee Attack Roll: +7, reach 10 ft. Hit: 15 (2d10 + 4) Slashing damage.

**Fire Breath (Recharge 5–6).** Dexterity Saving Throw: DC 14, each creature in a 40-foot-long, 5-foot-wide Line. Failure: 38 (11d6) Fire damage. Success: Half damage.

**Sleep Breath.** Constitution Saving Throw: DC 14, each creature in a 30-foot Cone. Failure: The target has the Incapacitated condition until the end of its next turn, at which point it repeats the save. Second Failure: The target has the Unconscious condition for 1 minute. This effect ends for the target if it takes damage or a creature within 5 feet of it takes an action to wake it.

### Adult Brass Dragon

Huge Dragon (Metallic), Chaotic Good

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

**HP** 172 (15d12 + 75)

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

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	23	+6	+6	<b>DEX</b>	10	+0	+5	<b>CON</b>	21	+5	+5
<b>INT</b>	14	+2	+2	<b>WIS</b>	13	+1	+6	<b>CHA</b>	17	+3	+3

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

**Immunities** Fire

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

**Languages** Common, Draconic

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

#### Traits

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

#### Actions

**Multattack.** The dragon makes three Rend attacks. It can replace one attack with a use of (A) Sleep Breath or (B) Spellcasting to cast *Scorching Ray*.

**Rend.** Melee Attack Roll: +11, reach 10 ft. Hit: 17 (2d10 + 6) Slashing damage plus 4 (1d8) Fire damage.

**Fire Breath (Recharge 5–6).** Dexterity Saving Throw: DC 18, each creature in a 60-foot-long, 5-foot-wide Line. Failure: 45 (10d8) Fire damage. Success: Half damage.

**Sleep Breath.** Constitution Saving Throw: DC 18, each creature in a 60-foot Cone. Failure: The target has the Incapacitated condition until the end of its next turn, at which point it repeats the save. Second Failure: The target has the Unconscious condition for 10 minutes. This effect ends for the target if it takes damage or a creature within 5 feet of it takes an action to wake it.



## Traits

**Amphibious.** The dragon can breathe air and water.

## Actions

**Multiattack.** The dragon makes two Rend attacks.

**Rend.** Melee Attack Roll: +5, reach 5 ft. Hit: 8 (1d10 + 3) Slashing damage.

**Lightning Breath (Recharge 5–6).** Dexterity Saving Throw: DC 12, each creature in a 40-foot-long, 5-foot-wide Line. Failure: 16 (3d10) Lightning damage. Success: Half damage.

**Repulsion Breath.** Strength Saving Throw: DC 12, each creature in a 30-foot Cone. Failure: The target is pushed up to 30 feet straight away from the dragon and has the Prone condition.

## Young Bronze Dragon

Large Dragon (Metallic), Lawful Good

AC 17                    Initiative +3 (13)

HP 142 (15d10 + 60)

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

MOD SAVE			MOD SAVE			MOD SAVE		
STR	DEX	CON	INT	WIS	CHA	STR	DEX	CON
21 +5 +5	10 +0 +3	19 +4 +4	14 +2 +2	13 +1 +4	17 +3 +3			

**Skills** Insight +4, Perception +7, Stealth +3

**Immunities** Lightning

**Senses** Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 17

**Languages** Common, Draconic

CR 8 (XP 3,900; PB +3)

## Traits

**Amphibious.** The dragon can breathe air and water.

## Actions

**Multiattack.** The dragon makes three Rend attacks. It can replace one attack with a use of Repulsion Breath.

**Rend.** Melee Attack Roll: +8, reach 10 ft. Hit: 16 (2d10 + 5) Slashing damage.

**Lightning Breath (Recharge 5–6).** Dexterity Saving Throw: DC 15, each creature in a 60-foot-long, 5-foot-wide Line. Failure: 49 (9d10) Lightning damage. Success: Half damage.

**Repulsion Breath.** Strength Saving Throw: DC 15, each creature in a 30-foot Cone. Failure: The target is pushed up to 40 feet straight away from the dragon and has the Prone condition.

## Adult Bronze Dragon

Huge Dragon (Metallic), Lawful Good

AC 18                    Initiative +10 (20)

HP 212 (17d12 + 102)

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

STR 25 +7 +7	DEX 10 +0 +5	CON 23 +6 +6
INT 16 +3 +3	WIS 15 +2 +7	CHA 20 +5 +5

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

**Immunities** Lightning

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

**Languages** Common, Draconic

CR 15 (XP 13,000, or 15,000 in lair; PB +5)

## Traits

**Amphibious.** The dragon can breathe air and water.

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

## Actions

**Multiattack.** The dragon makes three Rend attacks. It can replace one attack with a use of (A) Repulsion Breath or (B) Spellcasting to cast *Guiding Bolt* (level 2 version).

**Rend.** Melee Attack Roll: +12, reach 10 ft. Hit: 16 (2d8 + 7) Slashing damage plus 5 (1d10) Lightning damage.

**Lightning Breath (Recharge 5–6).** Dexterity Saving Throw: DC 19, each creature in a 90-foot-long, 5-foot-wide Line. Failure: 55 (10d10) Lightning damage. Success: Half damage.

**Repulsion Breath.** Strength Saving Throw: DC 19, each creature in a 30-foot Cone. Failure: The target is pushed up to 60 feet straight away from the dragon and has the Prone condition.

**Spellcasting.** The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17, +10 to hit with spell attacks):

**At Will:** Detect Magic, Guiding Bolt (level 2 version), Shapechange (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell), Speak with Animals, Thaumaturgy  
**1/Day Each:** Detect Thoughts, Water Breathing

## Legendary Actions

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

**Guiding Light.** The dragon uses Spellcasting to cast *Guiding Bolt* (level 2 version).

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

**Thunderclap.** Constitution Saving Throw: DC 17, each creature in a 20-foot-radius Sphere centered on a point the dragon can see within 90 feet. Failure: 10 (3d6)

Thunder damage, and the target has the Deafened condition until the end of its next turn.

## Ancient Bronze Dragon

Gargantuan Dragon (Metallic), Lawful Good

**AC** 22                   **Initiative** +14 (24)

**HP** 444 (24d20 + 192)

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

MOD			SAVE			MOD			SAVE		
STR	29	+9	DEX	10	+0	CON	27	+8	CHA	25	+7
INT	18	+4	WIS	17	+3	SPI	20	+10	PER	22	+7

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

**Immunities** Lightning

**Senses** Blindsight 60 ft., Darkvision 120 ft.;

Passive Perception 27

**Languages** Common, Draconic

**CR** 22 (XP 41,000, or 50,000 in lair; PB +7)

### Traits

**Amphibious.** The dragon can breathe air and water.

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

### Actions

**Multiattack.** The dragon makes three Rend attacks. It can replace one attack with a use of (A) Repulsion Breath or (B) Spellcasting to cast *Guiding Bolt* (level 2 version).

**Rend.** Melee Attack Roll: +16, reach 15 ft. Hit: 18 (2d8 + 9) Slashing damage plus 9 (2d8) Lightning damage.

**Lightning Breath (Recharge 5–6).** Dexterity Saving Throw: DC 23, each creature in a 120-foot-long, 10-foot-wide Line. Failure: 82 (15d10) Lightning damage. Success: Half damage.

**Repulsion Breath.** Strength Saving Throw: DC 23, each creature in a 30-foot Cone. Failure: The target is pushed up to 60 feet straight away from the dragon and has the Prone condition.

**Spellcasting.** The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 22, +14 to hit with spell attacks):

**At Will:** Detect Magic, *Guiding Bolt* (level 2 version), *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell), *Speak with Animals*, *Thaumaturgy*  
**1/Day Each:** *Detect Thoughts*, *Control Water*, *Scrying*, *Water Breathing*

### Legendary Actions

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

**Guiding Light.** The dragon uses Spellcasting to cast *Guiding Bolt* (level 2 version).

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

**Thunderclap.** Constitution Saving Throw: DC 22, each creature in a 20-foot-radius Sphere centered on a point the dragon can see within 120 feet. Failure: 13 (3d8) Thunder damage, and the target has the Deafened condition until the end of its next turn.

## Bugbears

### Bugbear Stalker

Medium Fey (Goblinoid), Chaotic Evil

**AC** 15

**Initiative** +2 (12)

**HP** 65 (10d8 + 20)

**Speed** 30 ft.

MOD			SAVE			MOD			SAVE		
STR	17	+3	DEX	14	+2	CON	14	+2	CHA	11	+0
INT	11	+0	WIS	12	+1	SPI	11	+0	PER	10	+0

**Skills** Stealth +6, Survival +3

**Gear** Chain Shirt, Javelins (6), Morningstar

**Senses** Darkvision 60 ft.; Passive Perception 11

**Languages** Common, Goblin

**CR** 3 (XP 700; PB +2)

### Traits

**Abduct.** The bugbear needn't spend extra movement to move a creature it is grappling.

### Actions

**Multiattack.** The bugbear makes two Javelin or Morningstar attacks.

**Javelin.** Melee or Ranged Attack Roll: +5, reach 10 ft. or range 30/120 ft. Hit: 13 (3d6 + 3) Piercing damage.

**Morningstar.** Melee Attack Roll: +5 (with Advantage if the target is Grappled by the bugbear), reach 10 ft. Hit: 12 (2d8 + 3) Piercing damage.

### Bonus Actions

**Quick Grapple.** Dexterity Saving Throw: DC 13, one Medium or smaller creature the bugbear can see within 10 feet. Failure: The target has the Grappled condition (escape DC 13).

## Bugbear Warrior

Medium Fey (Goblinoid), Chaotic Evil

AC 14

Initiative +2 (12)

HP 33 (6d8 + 6)

Speed 30 ft.

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

Skills Stealth +6, Survival +2

Gear Hide Armor, Light Hammers (3)

Senses Darkvision 60 ft.; Passive Perception 10

Languages Common, Goblin

CR 1 (XP 200; PB +2)

### Traits

**Abduct.** The bugbear needn't spend extra movement to move a creature it is grappling.

### Actions

**Grab.** Melee Attack Roll: +4, reach 10 ft. Hit: 9 (2d6 + 2) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12).

**Light Hammer.** Melee or Ranged Attack Roll: +4 (with Advantage if the target is Grappled by the bugbear), reach 10 ft. or range 20/60 ft. Hit: 9 (3d4 + 2) Bludgeoning damage.

## Bulette

### Bulette

Large Monstrosity, Unaligned

AC 17

Initiative +0 (10)

HP 94 (9d10 + 45)

Speed 40 ft., Burrow 40 ft.

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

Skills Perception +6

Senses Darkvision 60 ft., Tremorsense 120 ft.; Passive Perception 16

Languages None

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

### Actions

**Multiattack.** The bulette makes two Bite attacks.

**Bite.** Melee Attack Roll: +7, reach 5 ft. Hit: 17 (2d12 + 4) Piercing damage.

**Deadly Leap.** The bulette spends 5 feet of movement to jump to a space within 15 feet that contains one or more Large or smaller creatures. *Dexterity Saving Throw:* DC 15, each creature in the bulette's destination space. *Failure:* 19 (3d12) Bludgeoning damage, and

the target has the Prone condition. *Success:* Half damage, and the target is pushed 5 feet straight away from the bulette.

### Bonus Actions

**Leap.** The bulette jumps up to 30 feet by spending 10 feet of movement.

## Centaur

### Centaur Trooper

Large Fey, Neutral Good

AC 16

Initiative +2 (12)

HP 45 (6d10 + 12)

Speed 50 ft.

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

Skills Athletics +6, Perception +3

Gear Breastplate, Longbow, Pike

Senses Passive Perception 13

Languages Elvish, Sylvan

CR 2 (XP 450; PB +2)

### Actions

**Multiattack.** The centaur makes two attacks, using Pike or Longbow in any combination.

**Pike.** Melee Attack Roll: +6, reach 10 ft. Hit: 9 (1d10 + 4) Piercing damage.

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

### Bonus Actions

**Trampling Charge (Recharge 5–6).** The centaur moves up to its Speed without provoking Opportunity Attacks and can move through the spaces of Medium or smaller creatures. Each creature whose space the centaur enters is targeted once by the following effect. *Strength Saving Throw:* DC 14. *Failure:* 7 (1d6 + 4) Bludgeoning damage, and the target has the Prone condition.

## Chain Devil

### Chain Devil

Medium Fiend (Devil), Lawful Evil

AC 15

Initiative +5 (15)

HP 85 (10d8 + 40)

Speed 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	18	+4	+4	DEX	15	+2	+2	CON	18	+4	+7
INT	11	+0	+0	WIS	12	+1	+4	CHA	14	+2	+2

**Resistances** Bludgeoning, Cold, Piercing, Slashing

**Immunities** Fire, Poison; Poisoned

**Senses** Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 11

**Languages** Infernal; telepathy 120 ft.

**CR** 8 (XP 3,900; PB +3)

## Traits

**Diabolical Restoration.** If the devil dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

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

## Actions

**Multiattack.** The devil makes two Chain attacks and uses Conjure Infernal Chain.

**Chain.** Melee Attack Roll: +7, reach 10 ft. Hit: 11 (2d6 + 4) Slashing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14) from one of two chains, and it has the Restrained condition until the grapple ends.

**Conjure Infernal Chain.** The devil conjures a fiery chain to bind a creature. Dexterity Saving Throw: DC 15, one creature the devil can see within 60 feet. Failure: 9 (2d4 + 4) Fire damage, and the target has the Restrained condition until the end of the devil's next turn, at which point the chain disappears. If the target is Large or smaller, the devil moves the target up to 30 feet straight toward itself. Success: The chain disappears.

## Reactions

**Unnerving Gaze.** Trigger: A creature the devil can see starts its turn within 30 feet of the devil and can see the devil. Response—Wisdom Saving Throw: DC 15, the triggering creature. Failure: The target has the Frightened condition until the end of its turn. Success: The target is immune to this devil's Unnerving Gaze for 24 hours.

# Chimera

## Chimera

Large Monstrosity, Chaotic Evil

**AC** 14

**Initiative** +0 (10)

**HP** 114 (12d10 + 48)

**Speed** 30 ft., Fly 60 ft.

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

**Skills** Perception +8

**Senses** Darkvision 60 ft.; Passive Perception 18

**Languages** Understands Draconic but can't speak

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

## Actions

**Multiattack.** The chimera makes one Ram attack, one Bite attack, and one Claw attack. It can replace the Claw attack with a use of Fire Breath if available.

**Bite.** Melee Attack Roll: +7, reach 5 ft. Hit: 11 (2d6 + 4) Piercing damage, or 18 (4d6 + 4) Piercing damage if the chimera had Advantage on the attack roll.

**Claw.** Melee Attack Roll: +7, reach 5 ft. Hit: 7 (1d6 + 4) Slashing damage.

**Ram.** Melee Attack Roll: +7, reach 5 ft. Hit: 10 (1d12 + 4) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Prone condition.

**Fire Breath (Recharge 5–6).** Dexterity Saving Throw: DC 15, each creature in a 15-foot Cone. Failure: 31 (7d8) Fire damage. Success: Half damage.

# Chuul

## Chuul

Large Aberration, Chaotic Evil

**AC** 16

**Initiative** +0 (10)

**HP** 76 (9d10 + 27)

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

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

**Skills** Perception +4

**Immunities** Poison; Poisoned

**Senses** Darkvision 60 ft.; Passive Perception 14

**Languages** Understands Deep Speech but can't speak

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

## Traits

**Amphibious.** The chuul can breathe air and water.

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

## Actions

**Multiattack.** The chuul makes two Pincer attacks and uses Paralyzing Tentacles.

**Pincer.** Melee Attack Roll: +6, reach 10 ft. Hit: 9 (1d10 + 4) Bludgeoning damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14) from one of two pincers.



# Cloud Giant

## Cloud Giant

Huge Giant, Neutral

**AC** 14

**Initiative** +4 (14)

**HP** 200 (16d12 + 96)

**Speed** 40 ft., Fly 20 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	27	+8	+8	<b>DEX</b>	10	+0	+0	<b>CON</b>	22	+6	+10
<b>INT</b>	12	+1	+1	<b>WIS</b>	16	+3	+7	<b>CHA</b>	16	+3	+3

**Skills** Insight +7, Perception +11

**Senses** Passive Perception 21

**Languages** Common, Giant

**CR** 9 (XP 5,000; PB +4)

### Actions

**Multattack.** The giant makes two attacks, using Thunderous Mace or Thundercloud in any combination. It can replace one attack with a use of Spellcasting to cast Fog Cloud.

**Thunderous Mace.** *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 21 (3d8 + 8) Bludgeoning damage plus 7 (2d6) Thunder damage.

**Thundercloud.** *Ranged Attack Roll:* +12, range 240 ft. *Hit:* 18 (3d6 + 8) Thunder damage, and the target has the Incapacitated condition until the end of its next turn.

**Spellcasting.** The giant casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

**At Will:** Detect Magic, Fog Cloud, Light

**1/Day Each:** Control Weather, Gaseous Form, Telekinesis

### Bonus Actions

**Misty Step.** The giant casts the Misty Step spell, using the same spellcasting ability as Spellcasting.

# Cockatrice

## Cockatrice

Small Monstrosity, Unaligned

**AC** 11

**Initiative** +1 (11)

**HP** 22 (5d6 + 5)

**Speed** 20 ft., Fly 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	6	-2	-2	<b>DEX</b>	12	+1	+1	<b>CON</b>	12	+1	+1
<b>INT</b>	2	-4	-4	<b>WIS</b>	13	+1	+1	<b>CHA</b>	5	-3	-3

**Immunities** Petrified

**Senses** Darkvision 60 ft.; Passive Perception 11

**Languages** None

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

### Actions

**Petrifying Bite.** *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Piercing damage. If the target is a creature, it is subjected to the following effect. *Constitution Saving Throw:* DC 11. *First Failure:* The target has the Restrained condition. The target repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target has the Petrified condition, instead of the Restrained condition, for 24 hours.

# Commoner

## Commoner

Medium or Small Humanoid, Neutral

**AC** 10

**Initiative** +0 (10)

**HP** 4 (1d8)

**Speed** 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	10	+0	+0	<b>DEX</b>	10	+0	+0	<b>CON</b>	10	+0	+0
<b>INT</b>	10	+0	+0	<b>WIS</b>	10	+0	+0	<b>CHA</b>	10	+0	+0

**Gear** Club

**Senses** Passive Perception 10

**Languages** Common

**CR** 0 (XP 10; PB +2)

### Traits

**Training.** The commoner has proficiency in one skill of the GM's choice and has Advantage whenever it makes an ability check using that skill.

### Actions

**Club.** *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Bludgeoning damage.

# Copper Dragons

## Copper Dragon Wyrmling

Medium Dragon (Metallic), Chaotic Good

**AC** 16

**Initiative** +3 (13)

**HP** 22 (4d8 + 4)

**Speed** 30 ft., Climb 30 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	15	+2	+2	<b>DEX</b>	12	+1	+3	<b>CON</b>	13	+1	+1
<b>INT</b>	14	+2	+2	<b>WIS</b>	11	+0	+2	<b>CHA</b>	13	+1	+1

**Skills** Perception +4, Stealth +3

**Immunities** Acid

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

**Languages** Draconic

**CR** 1 (XP 200; PB +2)

## Actions

**Rend.** Melee Attack Roll: +4, reach 5 ft. Hit: 7 (1d10 + 2) Slashing damage.

**Acid Breath (Recharge 5–6).** Dexterity Saving Throw: DC 11, each creature in a 20-foot-long, 5-foot-wide Line. Failure: 18 (4d8) Acid damage. Success: Half damage.

**Slowing Breath.** Constitution Saving Throw: DC 11, each creature in a 15-foot Cone. Failure: The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

## Young Copper Dragon

Large Dragon (Metallic), Chaotic Good

AC 17

Initiative +4 (14)

HP 119 (14d10 + 42)

Speed 40 ft., Climb 40 ft., Fly 80 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	19	+4	+4	DEX	12	+1	+4	CON	17	+3	+3
INT	16	+3	+3	WIS	13	+1	+4	CHA	15	+2	+2

**Skills** Deception +5, Perception +7, Stealth +4

**Immunities** Acid

**Senses** Blindsight 30 ft., Darkvision 120 ft.;

Passive Perception 17

**Languages** Common, Draconic

CR 7 (XP 2,900; PB +3)

## Actions

**Multiattack.** The dragon makes three Rend attacks. It can replace one attack with a use of Slowing Breath.

**Rend.** Melee Attack Roll: +7, reach 10 ft. Hit: 15 (2d10 + 4) Slashing damage.

**Acid Breath (Recharge 5–6).** Dexterity Saving Throw: DC 14, each creature in a 40-foot-long, 5-foot-wide Line. Failure: 40 (9d8) Acid damage. Success: Half damage.

**Slowing Breath.** Constitution Saving Throw: DC 14, each creature in a 30-foot Cone. Failure: The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

## Adult Copper Dragon

Huge Dragon (Metallic), Chaotic Good

AC 18

Initiative +11 (21)

HP 184 (16d12 + 80)

Speed 40 ft., Climb 40 ft., Fly 80 ft.

STR	23	+6	+6	DEX	12	+1	+6	CON	21	+5	+5
INT	18	+4	+4	WIS	15	+2	+7	CHA	18	+4	+4

**Skills** Deception +9, Perception +12, Stealth +6

**Immunities** Acid

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

**Languages** Common, Draconic

CR 14 (XP 11,500, or 13,000 in lair; PB +5)

## Traits

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

## Actions

**Multiattack.** The dragon makes three Rend attacks. It can replace one attack with a use of (A) Slowing Breath or (B) Spellcasting to cast *Mind Spike* (level 4 version).

**Rend.** Melee Attack Roll: +11, reach 10 ft. Hit: 17 (2d10 + 6) Slashing damage plus 4 (1d8) Acid damage.

**Acid Breath (Recharge 5–6).** Dexterity Saving Throw: DC 18, each creature in an 60-foot-long, 5-foot-wide Line. Failure: 54 (12d8) Acid damage. Success: Half damage.

**Slowing Breath.** Constitution Saving Throw: DC 18, each creature in a 60-foot Cone. Failure: The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

**Spellcasting.** The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

**At Will:** Detect Magic, *Mind Spike* (level 4 version), Minor Illusion, Shapechange (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)

**1/Day Each:** Greater Restoration, Major Image

## Legendary Actions

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

**Giggling Magic.** Charisma Saving Throw: DC 17, one creature the dragon can see within 90 feet. Failure: 24 (7d6) Psychic damage. Until the end of its next turn, the target rolls 1d6 whenever it makes an ability check or attack roll and subtracts the number rolled from the D20 Test. Failure or Success: The dragon can't take this action again until the start of its next turn.

**Mind Jolt.** The dragon uses Spellcasting to cast *Mind Spike* (level 4 version). The dragon can't take this action again until the start of its next turn.



and no Concentration or Temporary Hit Points required to maintain the spell)

**1/Day Each:** Create Food and Water, Dream, Greater Restoration, Scrying, Sleep

### Bonus Actions

**Divine Aid (2/Day).** The couatl casts Bless, Lesser Restoration, or Sanctuary, requiring no spell components and using the same spellcasting ability as Spellcasting.

## Crawling Claw

### Swarm of Crawling Claws

Medium Swarm of Tiny Undead, Neutral Evil

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

**HP 49 (11d8)**

**Speed** 30 ft., Climb 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
<b>STR</b> 14	<b>+2</b>	<b>+2</b>	<b>DEX</b> 14	<b>+2</b>	<b>+2</b>	<b>CON</b> 11	<b>+0</b>	<b>+0</b>
<b>INT</b> 5	<b>-3</b>	<b>-3</b>	<b>WIS</b> 10	<b>+0</b>	<b>+0</b>	<b>CHA</b> 4	<b>-3</b>	<b>-3</b>

**Resistances** Bludgeoning, Piercing, Slashing

**Immunities** Necrotic, Poison; Charmed, Exhaustion, Frightened, Grappled, Incapacitated, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned

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

**Languages** Understands Common but can't speak

**CR 3 (XP 700; PB +2)**

### Traits

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain Hit Points or gain Temporary Hit Points.

### Actions

**Swarm of Grasping Hands.** Melee Attack Roll: +4, reach 5 ft. Hit: 20 (4d8 + 2) Necrotic damage, or 11 (2d8 + 2) Necrotic damage if the swarm is Bloodied. If the target is a Medium or smaller creature, it has the Prone condition.

## Cultists

### Cultist

Medium or Small Humanoid, Neutral

**AC 12** **Initiative +1 (11)**

**HP 9 (2d8)**

**Speed** 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
<b>STR</b> 11	<b>+0</b>	<b>+0</b>	<b>DEX</b> 12	<b>+1</b>	<b>+1</b>	<b>CON</b> 10	<b>+0</b>	<b>+0</b>
<b>INT</b> 10	<b>+0</b>	<b>+0</b>	<b>WIS</b> 11	<b>+0</b>	<b>+2</b>	<b>CHA</b> 10	<b>+0</b>	<b>+0</b>

**Skills** Deception +2, Religion +2

**Gear** Leather Armor, Sickle

**Senses** Passive Perception 10

**Languages** Common

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

### Actions

**Ritual Sickle.** Melee Attack Roll: +3, reach 5 ft. Hit: 3 (1d4 + 1) Slashing damage plus 1 Necrotic damage.

### Cultist Fanatic

Medium or Small Humanoid, Neutral

**AC 13** **Initiative +2 (12)**

**HP 44 (8d8 + 8)**

**Speed** 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
<b>STR</b> 11	<b>+0</b>	<b>+0</b>	<b>DEX</b> 14	<b>+2</b>	<b>+2</b>	<b>CON</b> 12	<b>+1</b>	<b>+1</b>
<b>INT</b> 10	<b>+0</b>	<b>+0</b>	<b>WIS</b> 14	<b>+2</b>	<b>+4</b>	<b>CHA</b> 13	<b>+1</b>	<b>+1</b>

**Skills** Deception +3, Persuasion +3, Religion +2

**Gear** Holy Symbol, Leather Armor

**Senses** Passive Perception 12

**Languages** Common

**CR 2 (XP 450; PB +2)**

### Actions

**Pact Blade.** Melee Attack Roll: +4, reach 5 ft.

Hit: 6 (1d8 + 2) Slashing damage plus 7 (2d6) Necrotic damage.

**Spellcasting.** The cultist casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

**At Will:** Light, Thaumaturgy

**2/Day:** Command

**1/Day:** Hold Person

### Bonus Actions

**Spiritual Weapon (2/Day).** The cultist casts the Spiritual Weapon spell, using the same spellcasting ability as Spellcasting.

## Darkmantle

### Darkmantle

Small Aberration, Unaligned

**AC 11** **Initiative +3 (13)**

**HP 22 (5d6 + 5)**

**Speed** 10 ft., Fly 30 ft.



# Djinni

## Djinni

Large Elemental (Genie), Neutral

**AC** 17

**Initiative** +2 (12)

**HP** 218 (19d10 + 114)

**Speed** 30 ft., Fly 90 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	21	+5	+5	<b>DEX</b>	15	+2	+6	<b>CON</b>	22	+6	+6
<b>INT</b>	15	+2	+2	<b>WIS</b>	16	+3	+7	<b>CHA</b>	20	+5	+5

**Immunities** Lightning, Thunder

**Senses** Darkvision 120 ft.; Passive Perception 13

**Languages** Primordial (Auran)

**CR** 11 (XP 7,200; PB +4)

### Traits

**Elemental Restoration.** If the djinni dies outside the Elemental Plane of Air, its body dissolves into mist, and it gains a new body in 1d4 days, reviving with all its Hit Points somewhere on the Plane of Air.

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

**Wishes.** The djinni has a 30 percent chance of knowing the *Wish* spell. If the djinni knows it, the djinni can cast it only on behalf of a non-genie creature who communicates a wish in a way the djinni can understand. If the djinni casts the spell for the creature, the djinni suffers none of the spell's stress. Once the djinni has cast it three times, the djinni can't do so again for 365 days.

### Actions

**Multiattack.** The djinni makes three attacks, using Storm Blade or Storm Bolt in any combination.

**Storm Blade.** *Melee Attack Roll:* +9, reach 5 feet. *Hit:* 12 (2d6 + 5) Slashing damage plus 7 (2d6) Lightning damage.

**Storm Bolt.** *Ranged Attack Roll:* +9, range 120 feet. *Hit:* 13 (3d8) Thunder damage. If the target is a Large or smaller creature, it has the Prone condition.

**Create Whirlwind.** The djinni conjures a whirlwind at a point it can see within 120 feet. The whirlwind fills a 20-foot-radius, 60-foot-high Cylinder centered on that point. The whirlwind lasts until the djinni's Concentration on it ends. The djinni can move the whirlwind up to 20 feet at the start of each of its turns.

Whenever the whirlwind enters a creature's space or a creature enters the whirlwind, that creature is subjected to the following effect. *Strength Saving Throw:* DC 17 (a creature makes this save only once per turn, and the djinni is unaffected). *Failure:* While in the whirlwind, the target has the Restrained condition and moves with the whirlwind. At the start of each of its turns, the Restrained target takes 21 (6d6) Thunder

damage. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success.

**Spellcasting.** The djinni casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

**At Will:** *Detect Evil and Good, Detect Magic*

**2/Day Each:** *Create Food and Water* (can create wine instead of water), *Tongues, Wind Walk*

**1/Day Each:** *Creation, Gaseous Form, Invisibility, Major Image, Plane Shift*

# Doppelganger

## Doppelganger

Medium Monstrosity, Neutral

**AC** 14

**Initiative** +4 (14)

**HP** 52 (8d8 + 16)

**Speed** 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	11	+0	+0	<b>DEX</b>	18	+4	+4	<b>CON</b>	14	+2	+2
<b>INT</b>	11	+0	+0	<b>WIS</b>	12	+1	+1	<b>CHA</b>	14	+2	+2

**Skills** Deception +6, Insight +3

**Immunities** Charmed

**Senses** Darkvision 60 ft.; Passive Perception 11

**Languages** Common plus three other languages

**CR** 3 (XP 700; PB +2)

### Actions

**Multiattack.** The doppelganger makes two Slam attacks and uses Unsettling Visage if available.

**Slam.** *Melee Attack Roll:* +6 (with Advantage during the first round of each combat), reach 5 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage.

**Read Thoughts.** The doppelganger casts *Detect Thoughts*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 12).

**Unsettling Visage (Recharge 6).** *Wisdom Saving Throw:* DC 12, each creature in a 15-foot Emanation originating from the doppelganger that can see the doppelganger. *Failure:* The target has the Frightened condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

### Bonus Actions

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

# Dragon Turtle

## Dragon Turtle

Gargantuan Dragon, Neutral

**AC 20**

**Initiative +6 (16)**

**HP 356 (23d20 + 115)**

**Speed** 20 ft., Swim 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	25	+7	+7	<b>DEX</b>	10	+0	+0	<b>CON</b>	20	+5	+11
<b>INT</b>	10	+0	+0	<b>WIS</b>	12	+1	+7	<b>CHA</b>	12	+1	+1

**Resistances** Fire

**Senses** Darkvision 120 ft.; Passive Perception 11

**Languages** Draconic, Primordial (Aquan)

**CR** 17 (XP 18,000; PB +6)

### Traits

**Amphibious.** The dragon can breathe air and water.

### Actions

**Multiattack.** The dragon makes three Bite attacks. It can replace one attack with a Tail attack.

**Bite.** *Melee Attack Roll:* +13, reach 15 ft. *Hit:* 23 (3d10 + 7) Piercing damage plus 7 (2d6) Fire damage. Being underwater doesn't grant Resistance to this Fire damage.

**Tail.** *Melee Attack Roll:* +13, reach 15 ft. *Hit:* 18 (2d10 + 7) Bludgeoning damage. If the target is a Huge or smaller creature, it has the Prone condition.

**Steam Breath (Recharge 5–6).** *Constitution Saving Throw:* DC 19, each creature in a 60-foot Cone. *Failure:* 56 (16d6) Fire damage. *Success:* Half damage. *Failure or Success:* Being underwater doesn't grant Resistance to this Fire damage.

# Dretch

## Dretch

Small Fiend (Demon), Chaotic Evil

**AC 11**

**Initiative +0 (10)**

**HP 18 (4d6 + 4)**

**Speed** 20 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	12	+1	+1	<b>DEX</b>	11	+0	+0	<b>CON</b>	12	+1	+1
<b>INT</b>	5	-3	-3	<b>WIS</b>	8	-1	-1	<b>CHA</b>	3	-4	-4

**Resistances** Cold, Fire, Lightning

**Immunities** Poison; Poisoned

**Senses** Darkvision 60 ft.; Passive Perception 9

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

**CR** 1/4 (XP 50; PB +2)

### Actions

**Rend.** *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Slashing damage.

**Fetid Cloud (1/Day).** *Constitution Saving Throw:* DC 11, each creature in a 10-foot Emanation originating from the dretch. *Failure:* The target has the Poisoned condition until the end of its next turn. While Poisoned, the creature can take either an action or a Bonus Action on its turn, not both, and it can't take Reactions.

# Driders

## Driders

Large Monstrosity, Chaotic Evil

**AC 19**

**Initiative +4 (14)**

**HP 123 (13d10 + 52)**

**Speed** 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	16	+3	+3	<b>DEX</b>	19	+4	+4	<b>CON</b>	18	+4	+4
<b>INT</b>	13	+1	+1	<b>WIS</b>	16	+3	+3	<b>CHA</b>	12	+1	+1

**Skills** Perception +6, Stealth +10

**Senses** Darkvision 120 ft.; Passive Perception 16

**Languages** Elvish, Undercommon

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

### Traits

**Spider Climb.** The drider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

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

**Web Walker.** The drider ignores movement restrictions caused by webs, and the drider knows the location of any other creature in contact with the same web.

### Actions

**Multiattack.** The drider makes three attacks, using Foreleg or Poison Burst in any combination.

**Foreleg.** *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 13 (2d8 + 4) Piercing damage.

**Poison Burst.** *Ranged Attack Roll:* +6, range 120 ft. *Hit:* 13 (3d6 + 3) Poison damage.

### Bonus Actions

**Magic of the Spider Queen (Recharge 5–6).** The drider casts Darkness, Faerie Fire, or Web, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 14).

# Druid

## Druid

Medium or Small Humanoid (Druid), Neutral

AC 13

**Initiative** +1 (11)

HP 44 (8d8 + 8)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	10	+0	+0	DEX	12	+1	+1	CON	13	+1	+1
INT	12	+1	+1	WIS	16	+3	+3	CHA	11	+0	+0

**Skills** Medicine +5, Nature +3, Perception +5

**Gear** Studded Leather Armor

**Senses** Passive Perception 15

**Languages** Common, Druidic, Sylvan

CR 2 (XP 450; PB +2)

## Actions

**Multiaction.** The druid makes two attacks, using Vine Staff or Verdant Wisp in any combination.

**Vine Staff.** Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Bludgeoning damage plus 2 (1d4) Poison damage.

**Verdant Wisp.** Ranged Attack Roll: +5, range 90 ft. Hit: 10 (3d6) Radiant damage.

**Spellcasting.** The druid casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

**At Will:** *Druidcraft, Speak with Animals*

**2/Day Each:** *Entangle, Thunderwave*

**1/Day Each:** *Animal Messenger, Longstrider, Moonbeam*

# Dryad

## Dryad

Medium Fey, Neutral

AC 16

**Initiative** +1 (11)

HP 22 (5d8)

Speed 30 ft.

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

**Skills** Perception +4, Stealth +5

**Senses** Darkvision 60 ft.; Passive Perception 14

**Languages** Elvish, Sylvan

CR 1 (XP 200; PB +2)

## Traits

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

**Speak with Beasts and Plants.** The dryad can communicate with Beasts and Plants as if they shared a language.

## Actions

**Multiaction.** The dryad makes one Vine Lash or Thorn Burst attack, and it can use Spellcasting to cast Charm Monster.

**Vine Lash.** Melee Attack Roll: +6, reach 10 ft. Hit: 8 (1d8 + 4) Slashing damage.

**Thorn Burst.** Ranged Attack Roll: +6, range 60 ft. Hit: 7 (1d6 + 4) Piercing damage.

**Spellcasting.** The dryad casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 14):

**At Will:** *Animal Friendship, Charm Monster* (lasts 24 hours; ends early if the dryad casts the spell again), *Druidcraft*

**1/Day Each:** *Entangle, Pass without Trace*

## Bonus Actions

**Tree Stride.** If within 5 feet of a Large or bigger tree, the dryad teleports to an unoccupied space within 5 feet of a second Large or bigger tree that is within 60 feet of the previous tree.

# Earth Elemental

## Earth Elemental

Large Elemental, Neutral

AC 17

**Initiative** -1 (9)

HP 147 (14d10 + 70)

Speed 30 ft., Burrow 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	20	+5	+5	DEX	8	-1	-1	CON	20	+5	+5
INT	5	-3	-3	WIS	10	+0	+0	CHA	5	-3	-3

**Vulnerabilities** Thunder

**Immunities** Poison; Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious

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

**Languages** Primordial (Terran)

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

## Traits

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

**Siege Monster.** The elemental deals double damage to objects and structures.

## Actions

**Multiaction.** The elemental makes two attacks, using Slam or Rock Launch in any combination.

**Slam.** Melee Attack Roll: +8, reach 10 ft. Hit: 14 (2d8 + 5) Bludgeoning damage.

**Rock Launch.** Ranged Attack Roll: +8, range 60 ft. Hit: 8 (1d6 + 5) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition.

## Efreeti

### Efreeti

Large Elemental (Genie), Neutral

AC 17                   **Initiative** +1 (11)

HP 212 (17d10 + 119)

**Speed** 40 ft., Fly 60 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	22	+6	+6	<b>DEX</b>	12	+1	+1	<b>CON</b>	24	+7	+7
<b>INT</b>	16	+3	+3	<b>WIS</b>	15	+2	+6	<b>CHA</b>	19	+4	+8

**Immunities** Fire

**Senses** Darkvision 120 ft.; Passive Perception 12

**Languages** Primordial (Ignan)

**CR** 11 (XP 7,200; PB +4)

### Traits

**Elemental Restoration.** If the efreeti dies outside the Elemental Plane of Fire, its body dissolves into ash, and it gains a new body in 1d4 days, reviving with all its Hit Points somewhere on the Plane of Fire.

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

**Wishes.** The efreeti has a 30 percent chance of knowing the *Wish* spell. If the efreeti knows it, the efreeti can cast it only on behalf of a non-genie creature who communicates a wish in a way the efreeti can understand. If the efreeti casts the spell for the creature, the efreeti suffers none of the spell's stress. Once the efreeti has cast it three times, the efreeti can't do so again for 365 days.

### Actions

**Multiattack.** The efreeti makes three attacks, using Heated Blade or Hurl Flame in any combination.

**Heated Blade.** Melee Attack Roll: +10, reach 5 ft. Hit: 13 (2d6 + 6) Slashing damage plus 13 (2d12) Fire damage.

**Hurl Flame.** Ranged Attack Roll: +8, range 120 ft. Hit: 24 (7d6) Fire damage.

**Spellcasting.** The efreeti casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 16):

**At Will:** Detect Magic, Elementalism

**1/Day Each:** Gaseous Form, Invisibility, Major Image, Plane Shift, Tongues, Wall of Fire (level 7 version)

## Erinyes

### Erinyes

Medium Fiend (Devil), Lawful Evil

AC 18

HP 178 (21d8 + 84)

**Speed** 30 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	18	+4	+4	<b>DEX</b>	16	+3	+7	<b>CON</b>	18	+4	+8
<b>INT</b>	14	+2	+2	<b>WIS</b>	14	+2	+2	<b>CHA</b>	18	+4	+8

**Skills** Perception +6, Persuasion +8

**Resistances** Cold

**Immunities** Fire, Poison; Poisoned

**Senses** Truesight 120 ft.; Passive Perception 16

**Languages** Infernal; telepathy 120 ft.

**CR** 12 (XP 8,400; PB +4)

### Traits

**Diabolical Restoration.** If the erinyes dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

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

**Magic Rope.** The erinyes has a magic rope. While bearing it, the erinyes can use the Entangling Rope action. The rope has AC 20, HP 90, and Immunity to Poison and Psychic damage. The rope turns to dust if reduced to 0 Hit Points, if it is 5+ feet away from the erinyes for 1 hour or more, or if the erinyes dies. If the rope is damaged or destroyed, the erinyes can fully restore it when finishing a Short or Long Rest.

### Actions

**Multiattack.** The erinyes makes three Withering Sword attacks and can use Entangling Rope.

**Withering Sword.** Melee Attack Roll: +8, reach 5 ft. Hit: 13 (2d8 + 4) Slashing damage plus 11 (2d10) Necrotic damage.

**Entangling Rope (Requires Magic Rope).** Strength

Saving Throw: DC 16, one creature the erinyes can see within 120 feet. Failure: 14 (4d6) Force damage, and the target has the Restrained condition until the rope is destroyed, the erinyes uses a Bonus Action to release the target, or the erinyes uses Entangling Rope again.

### Reactions

**Parry.** Trigger: The erinyes is hit by a melee attack roll while holding a weapon. Response: The erinyes adds 4 to its AC against that attack, possibly causing it to miss.

# Ettercap

## Ettercap

Medium Monstrosity, Neutral Evil

AC 13

**Initiative** +2 (12)

HP 44 (8d8 + 8)

**Speed** 30 ft., Climb 30 ft.

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

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

**Senses** Darkvision 60 ft.; Passive Perception 13

**Languages** None

CR 2 (XP 450; PB +2)

### Traits

**Spider Climb.** The ettercap can climb difficult surfaces, including along ceilings, without needing to make an ability check.

**Web Walker.** The ettercap ignores movement restrictions caused by webs, and the ettercap knows the location of any other creature in contact with the same web.

### Actions

**Multiattack.** The ettercap makes one Bite attack and one Claw attack.

**Bite.** *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 2 (1d4) Poison damage, and the target has the Poisoned condition until the start of the ettercap's next turn.

**Claw.** *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Slashing damage.

**Web Strand (Recharge 5–6).** *Dexterity Saving Throw:* DC 12, one Large or smaller creature the ettercap can see within 30 feet. *Failure:* The target has the Restrained condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Bludgeoning, Poison, and Psychic damage).

### Bonus Actions

**Reel.** The ettercap pulls one creature within 30 feet of itself that is Restrained by its Web Strand up to 25 feet straight toward itself.

## Ettin

## Ettin

Large Giant, Chaotic Evil

AC 12

**Initiative** –1 (9)

HP 85 (10d10 + 30)

**Speed** 40 ft.

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

**Skills** Perception +4

**Immunities** Blinded, Charmed, Deafened, Frightened, Stunned, Unconscious

**Gear** Battleaxe, Morningstar

**Senses** Darkvision 60 ft.; Passive Perception 14

**Languages** Giant

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

### Actions

**Multiattack.** The ettin makes one Battleaxe attack and one Morningstar attack.

**Battleaxe.** *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (2d8 + 5) Slashing damage. If the target is a Large or smaller creature, it has the Prone condition.

**Morningstar.** *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (2d8 + 5) Piercing damage, and the target has Disadvantage on the next attack roll it makes before the end of its next turn.

## Fire Elemental

## Fire Elemental

Large Elemental, Neutral

AC 13

**Initiative** +3 (13)

HP 93 (11d10 + 33)

**Speed** 50 ft.

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

**Resistances** Bludgeoning, Piercing, Slashing

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

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

**Languages** Primordial (Ignan)

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

### Traits

**Fire Aura.** At the end of each of the elemental's turns, each creature in a 10-foot Emanation originating from the elemental takes 5 (1d10) Fire damage. Creatures and flammable objects in the Emanation start burning.

**Fire Form.** The elemental can move through a space as narrow as 1 inch without expending extra movement to do so, and it can enter a creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) Fire damage.

**Illumination.** The elemental sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet.

**Water Susceptibility.** The elemental takes 3 (1d6) Cold damage for every 5 feet the elemental moves in water or for every gallon of water splashed on it.

## Actions

**Multiattack.** The elemental makes two Burn attacks.

**Burn.** *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) Fire damage. If the target is a creature or a flammable object, it starts burning.

## Fire Giant

### Fire Giant

Huge Giant, Lawful Evil

**AC 18**

**Initiative +3 (13)**

**HP 162 (13d12 + 78)**

**Speed** 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
<b>STR</b> 25	<b>+7</b>	<b>+7</b>	<b>DEX</b> 9	<b>-1</b>	<b>+3</b>	<b>CON</b> 23	<b>+6</b>	<b>+10</b>
<b>INT</b> 10	<b>+0</b>	<b>+0</b>	<b>WIS</b> 14	<b>+2</b>	<b>+2</b>	<b>CHA</b> 13	<b>+1</b>	<b>+5</b>

**Skills** Athletics +11, Perception +6

**Immunities** Fire

**Senses** Passive Perception 16

**Languages** Giant

**CR** 9 (XP 5,000; PB +4)

## Actions

**Multiattack.** The giant makes two attacks, using Flame Sword or Hammer Throw in any combination.

**Flame Sword.** *Melee Attack Roll:* +11, reach 10 ft.

*Hit:* 21 (4d6 + 7) Slashing damage plus 10 (3d6) Fire damage.

**Hammer Throw.** *Ranged Attack Roll:* +11, range 60/240 ft. *Hit:* 23 (3d10 + 7) Bludgeoning damage plus 4 (1d8) Fire damage, and the target is pushed up to 15 feet straight away from the giant and has Disadvantage on the next attack roll it makes before the end of its next turn.

## Flesh Golem

### Flesh Golem

Medium Construct, Neutral

**AC 9**

**Initiative -1 (9)**

**HP 127 (15d8 + 60)**

**Speed** 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
<b>STR</b> 19	<b>+4</b>	<b>+4</b>	<b>DEX</b> 9	<b>-1</b>	<b>-1</b>	<b>CON</b> 18	<b>+4</b>	<b>+4</b>
<b>INT</b> 6	<b>-2</b>	<b>-2</b>	<b>WIS</b> 10	<b>+0</b>	<b>+0</b>	<b>CHA</b> 5	<b>-3</b>	<b>-3</b>

**Immunities** Lightning, Poison; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

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

**Languages** Understands Common plus one other language but can't speak

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

## Traits

**Aversion to Fire.** If the golem takes Fire damage, it has Disadvantage on attack rolls and ability checks until the end of its next turn.

**Berserk.** Whenever the golem starts its turn Bloodied, roll 1d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object. Once the golem goes berserk, it remains so until it is destroyed or it is no longer Bloodied.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by taking an action to make a DC 15 Charisma (Persuasion) check; the golem must be able to hear its creator. If this check succeeds, the golem ceases being berserk until the start of its next turn, at which point it resumes rolling for the Berserk trait again if it is still Bloodied.

**Immutable Form.** The golem can't shape-shift.

**Lightning Absorption.** Whenever the golem is subjected to Lightning damage, it regains a number of Hit Points equal to the Lightning damage dealt.

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

## Actions

**Multiattack.** The golem makes two Slam attacks.

**Slam.** *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage plus 4 (1d8) Lightning damage.

## Frost Giant

### Frost Giant

Huge Giant, Neutral Evil

**AC 15**

**Initiative +2 (12)**

**HP 149 (13d12 + 65)**

**Speed** 40 ft.



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

**Immunities** Acid; Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

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

**Languages** None

**CR** 2 (XP 450; PB +2)

## Traits

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

Creatures inside the cube have Total Cover, and the cube can hold one Large creature or up to four Medium or Small creatures inside itself at a time.

As an action, a creature within 5 feet of the cube can pull a creature or an object out of the cube by succeeding on a DC 12 Strength (Athletics) check, and the puller takes 10 (3d6) Acid damage.

**Transparent.** Even when the cube is in plain sight, a creature must succeed on a DC 15 Wisdom (Perception) check to notice the cube if the creature hasn't witnessed the cube move or otherwise act.

## Actions

**Pseudopod.** Melee Attack Roll: +4, reach 5 ft. Hit: 12 (3d6 + 2) Acid damage.

**Engulf.** The cube moves up to its Speed without provoking Opportunity Attacks. The cube can move through the spaces of Large or smaller creatures if it has room inside itself to contain them (see the Ooze Cube trait). Dexterity Saving Throw: DC 12, each creature whose space the cube enters for the first time during this move. Failure: 10 (3d6) Acid damage, and the target is engulfed. An engulfed target is suffocating, can't cast spells with a Verbal component, has the Restrained condition, and takes 10 (3d6) Acid damage at the start of each of the cube's turns. When the cube moves, the engulfed target moves with it. An engulfed target can try to escape by taking an action to make a DC 12 Strength (Athletics) check. On a successful check, the target escapes and enters the nearest unoccupied space. Success: Half damage, and the target moves to an unoccupied space within 5 feet of the cube. If there is no unoccupied space, the target fails the save instead.

## Ghast

### Ghast

Medium Undead, Chaotic Evil

**AC** 13

**Initiative** +3 (13)

**HP** 36 (8d8)

**Speed** 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	16	+3	+3	DEX	17	+3	+3	CON	10	+0	+0
INT	11	+0	+0	WIS	10	+0	+2	CHA	8	-1	-1

**Resistances** Necrotic

**Immunities** Poison; Charmed, Exhaustion, Poisoned

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

**Languages** Common

**CR** 2 (XP 450; PB +2)

## Traits

**Stench.** Constitution Saving Throw: DC 10, any creature that starts its turn in a 5-foot Emanation originating from the ghast. Failure: The target has the Poisoned condition until the start of its next turn. Success: The target is immune to this ghast's Stench for 24 hours.

## Actions

**Bite.** Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Piercing damage plus 9 (2d8) Necrotic damage.

**Claw.** Melee Attack Roll: +5, reach 5 ft. Hit: 10 (2d6 + 3) Slashing damage. If the target is a non-Undead creature, it is subjected to the following effect. Constitution Saving Throw: DC 10. Failure: The target has the Paralyzed condition until the end of its next turn.

## Ghost

### Ghost

Medium Undead, Neutral

**AC** 11

**Initiative** +1 (11)

**HP** 45 (10d8)

**Speed** 5 ft., Fly 40 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	7	-2	-2	DEX	13	+1	+1	CON	10	+0	+0
INT	10	+0	+0	WIS	12	+1	+1	CHA	17	+3	+3

**Resistances** Acid, Bludgeoning, Cold, Fire, Lightning, Piercing, Slashing, Thunder

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

**Senses** Darkvision 60 ft.; Passive Perception 11

**Languages** Common plus one other language

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

## Traits

**Ethereal Sight.** The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane.

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

## Actions

**Multiaction.** The ghost makes two Withering Touch attacks.

**Withering Touch.** Melee Attack Roll: +5, reach 5 ft. Hit: 19 (3d10 + 3) Necrotic damage.

**Etherealness.** The ghost casts the *Etherealness* spell, requiring no spell components and using Charisma as the spellcasting ability. The ghost is visible on the Material Plane while on the Border Ethereal and vice versa, but it can't affect or be affected by anything on the other plane.

**Horrific Visage.** Wisdom Saving Throw: DC 13, each creature in a 60-foot Cone that can see the ghost and isn't an Undead. Failure: 10 (2d6 + 3) Psychic damage, and the target has the Frightened condition until the start of the ghost's next turn. Success: The target is immune to this ghost's Horrific Visage for 24 hours.

**Possession (Recharge 6).** Charisma Saving Throw: DC 13, one Humanoid the ghost can see within 5 feet. Failure: The target is possessed by the ghost; the ghost disappears, and the target has the Incapacitated condition and loses control of its body. The ghost now controls the body, but the target retains awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that specifically target Undead. The ghost's game statistics are the same, except it uses the possessed target's Speed, as well as the target's Strength, Dexterity, and Constitution modifiers.

The possession lasts until the body drops to 0 Hit Points or the ghost leaves as a Bonus Action. When the possession ends, the ghost appears in an unoccupied space within 5 feet of the target, and the target is immune to this ghost's Possession for 24 hours.

Success: The target is immune to this ghost's Possession for 24 hours.

## Ghoul

### Ghoul

Medium Undead, Chaotic Evil

AC 12

Initiative +2 (12)

HP 22 (5d8)

Speed 30 ft.

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

**Immunities** Poison; Charmed, Exhaustion, Poisoned

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

**Languages** Common

**CR** 1 (XP 200; PB +2)

## Actions

**Multiaction.** The ghoul makes two Bite attacks.

**Bite.** Melee Attack Roll: +2, reach 5 ft. Hit: 7 (2d6 + 2) Piercing damage plus 3 (1d6) Necrotic damage.

**Claw.** Melee Attack Roll: +4, reach 5 ft. Hit: 4 (1d4 + 2) Slashing damage. If the target is a creature that isn't an Undead or elf, it is subjected to the following effect. Constitution Saving Throw: DC 10. Failure: The target has the Paralyzed condition until the end of its next turn.

## Gibbering Mouther

### Gibbering Mouther

Medium Aberration, Chaotic Neutral

AC 9

Initiative -1 (9)

HP 52 (7d8 + 21)

Speed 20 ft., Swim 20 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	10	+0	+0	DEX	8	-1	-1	CON	16	+3	+3
INT	3	-4	-4	WIS	10	+0	+0	CHA	6	-2	-2

**Immunities** Prone

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

**Languages** None

**CR** 2 (XP 450; PB +2)

## Traits

**Aberrant Ground.** The ground in a 10-foot Emanation originating from the mouther is Difficult Terrain.

**Gibbering.** The mouther babbles incoherently while it doesn't have the Incapacitated condition. Wisdom Saving Throw: DC 10, any creature that starts its turn within 20 feet of the mouther while it is babbling. Failure: The target rolls 1d8 to determine what it does during the current turn:

**1–4.** The target does nothing.

**5–6.** The target takes no action or Bonus Action and uses all its movement to move in a random direction.

**7–8.** The target makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

## Actions

**Bite.** Melee Attack Roll: +2, reach 5 ft. Hit: 7 (2d6 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition. The target dies if it is reduced to 0 Hit Points by this attack. Its body is then absorbed into the mouther, leaving only equipment behind.

**Blinding Spittle (Recharge 5–6).** Dexterity Saving Throw: DC 10, each creature in a 10-foot-radius Sphere centered on a point within 30 feet. Failure: 7 (2d6) Radiant damage, and the target has the Blinded condition until the end of the mouther's next turn.

# Glabrezu

## Glabrezu

Large Fiend (Demon), Chaotic Evil

**AC** 17

**Initiative** +6 (16)

**HP** 189 (18d10 + 90)

**Speed** 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	20	+5	+9	<b>DEX</b>	15	+2	+2	<b>CON</b>	21	+5	+9
<b>INT</b>	19	+4	+4	<b>WIS</b>	17	+3	+7	<b>CHA</b>	16	+3	+7

**Skills** Deception +7, Perception +7

**Resistances** Cold, Fire, Lightning

**Immunities** Poison; Poisoned

**Senses** Truesight 120 ft.; Passive Perception 17

**Languages** Abyssal; telepathy 120 ft.

**CR** 9 (XP 5,000; PB +4)

### Traits

**Demonic Restoration.** If the glabrezu dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

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

### Actions

**Multiattack.** The glabrezu makes two Pincer attacks and uses Pummel or Spellcasting.

**Pincer.** Melee Attack Roll: +9, reach 10 ft. Hit: 16 (2d10 + 5) Slashing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 15) from one of two pincers.

**Pummel.** Dexterity Saving Throw: DC 17, one creature Grappled by the glabrezu. Failure: 15 (3d6 + 5) Bludgeoning damage. Success: Half damage.

**Spellcasting.** The glabrezu casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 16):

**At Will:** Darkness, Detect Magic, Dispel Magic

**1/Day Each:** Confusion, Fly, Power Word Stun

# Gladiator

## Gladiator

Medium or Small Humanoid, Neutral

**AC** 16

**Initiative** +5 (15)

**HP** 112 (15d8 + 45)

**Speed** 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	18	+4	+7	<b>DEX</b>	15	+2	+5	<b>CON</b>	16	+3	+6
<b>INT</b>	10	+0	+0	<b>WIS</b>	12	+1	+4	<b>CHA</b>	15	+2	+2

**Skills** Athletics +10, Performance +5

**Gear** Shield, Spears (3), Studded Leather Armor

**Senses** Passive Perception 11

**Languages** Common

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

### Actions

**Multiattack.** The gladiator makes three Spear attacks. It can replace one attack with a use of Shield Bash.

**Spear.** Melee or Ranged Attack Roll: +7, reach 5 ft. or range 20/60 ft. Hit: 11 (2d6 + 4) Piercing damage.

**Shield Bash.** Strength Saving Throw: DC 15, one creature within 5 feet that the gladiator can see. Failure: 9 (2d4 + 4) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Prone condition.

### Reactions

**Parry.** Trigger: The gladiator is hit by a melee attack roll while holding a weapon. Response: The gladiator adds 3 to its AC against that attack, possibly causing it to miss.

# Gnoll

## Gnoll Warrior

Medium Fiend, Chaotic Evil

**AC** 15

**Initiative** +1 (11)

**HP** 27 (6d8)

**Speed** 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	14	+2	+2	<b>DEX</b>	12	+1	+1	<b>CON</b>	11	+0	+0
<b>INT</b>	6	-2	-2	<b>WIS</b>	10	+0	+0	<b>CHA</b>	7	-2	-2

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

**Languages** Gnoll

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

### Actions

**Rend.** Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage.

**Bone Bow.** Ranged Attack Roll: +3, range 150/600 ft. Hit: 6 (1d10 + 1) Piercing damage.

### Bonus Actions

**Rampage (1/Day).** Immediately after dealing damage to a creature that is already Bloodied, the gnoll moves up to half its Speed, and it makes one Rend attack.

# Goblins

## Goblin Minion

*Small Fey (Goblinoid), Chaotic Neutral*

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

**HP 7 (2d6)**

**Speed** 30 ft.

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

**Skills** Stealth +6

**Gear** Daggers (3)

**Senses** Darkvision 60 ft.; Passive Perception 9

**Languages** Common, Goblin

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

### Actions

**Dagger.** *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

### Bonus Actions

**Nimble Escape.** The goblin takes the Disengage or Hide action.

## Goblin Warrior

*Small Fey (Goblinoid), Chaotic Neutral*

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

**HP 10 (3d6)**

**Speed** 30 ft.

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

**Skills** Stealth +6

**Gear** Leather Armor, Scimitar, Shield, Shortbow

**Senses** Darkvision 60 ft.; Passive Perception 9

**Languages** Common, Goblin

**CR** 1/4 (XP 50; PB +2)

### Actions

**Scimitar.** *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage, plus 2 (1d4) Slashing damage if the attack roll had Advantage.

**Shortbow.** *Ranged Attack Roll:* +4, range 80/320 ft. *Hit:* 5 (1d6 + 2) Piercing damage, plus 2 (1d4) Piercing damage if the attack roll had Advantage.

### Bonus Actions

**Nimble Escape.** The goblin takes the Disengage or Hide action.

## Goblin Boss

*Small Fey (Goblinoid), Chaotic Neutral*

**AC 17**

**Initiative +2 (12)**

**HP 21 (6d6)**

**Speed** 30 ft.

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

**Skills** Stealth +6

**Gear** Chain Shirt, Scimitar, Shield, Shortbow

**Senses** Darkvision 60 ft.; Passive Perception 9

**Languages** Common, Goblin

**CR** 1 (XP 200; PB +2)

### Actions

**Multiaction.** The goblin makes two attacks, using Scimitar or Shortbow in any combination.

**Scimitar.** *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage, plus 2 (1d4) Slashing damage if the attack roll had Advantage.

**Shortbow.** *Ranged Attack Roll:* +4, range 80/320 ft.

*Hit:* 5 (1d6 + 2) Piercing damage, plus 2 (1d4) Piercing damage if the attack roll had Advantage.

### Bonus Actions

**Nimble Escape.** The goblin takes the Disengage or Hide action.

### Reactions

**Redirect Attack.** *Trigger:* A creature the goblin can see makes an attack roll against it. *Response:* The goblin chooses a Small or Medium ally within 5 feet of itself. The goblin and that ally swap places, and the ally becomes the target of the attack instead.

## Gold Dragons

### Gold Dragon Wyrmling

*Medium Dragon (Metallic), Lawful Good*

**AC 17**

**Initiative +4 (14)**

**HP 60 (8d8 + 24)**

**Speed** 30 ft., Fly 60 ft., Swim 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	19	+4	DEX	14	+2	CON	17	+3
INT	14	+2	WIS	11	+0	CHA	16	+3

**Skills** Perception +4, Stealth +4

**Immunities** Fire

**Senses** Blindsight 10 ft., Darkvision 60 ft.;

Passive Perception 14

**Languages** Draconic

**CR** 3 (700 XP; PB +2)

## Traits

**Amphibious.** The dragon can breathe air and water.

## Actions

**Multiattack.** The dragon makes two Rend attacks.

**Rend.** Melee Attack Roll: +6, reach 5 ft. Hit: 9 (1d10 + 4) Slashing damage.

**Fire Breath (Recharge 5–6).** Dexterity Saving Throw: DC 13, each creature in a 15-foot Cone. Failure: 22 (4d10) Fire damage. Success: Half damage.

**Weakening Breath.** Strength Saving Throw: DC 13, each creature that isn't currently affected by this breath in a 15-foot Cone. Failure: The target has Disadvantage on Strength-based D20 Tests and subtracts 2 (1d4) from its damage rolls. It repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

## Young Gold Dragon

Large Dragon (Metallic), Lawful Good

AC 18

Initiative +6 (16)

HP 178 (17d10 + 85)

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

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	23	+6	+6	DEX	14	+2	+6	CON	21	+5	+5
INT	16	+3	+3	WIS	13	+1	+5	CHA	20	+5	+5

Skills Insight +5, Perception +9, Persuasion +9, Stealth +6

Immunities Fire

Senses Blindsight 30 ft., Darkvision 120 ft.;

Passive Perception 19

Languages Common, Draconic

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

## Traits

**Amphibious.** The dragon can breathe air and water.

## Actions

**Multiattack.** The dragon makes three Rend attacks. It can replace one attack with a use of (A) Spellcasting to cast *Guiding Bolt* (level 2 version) or (B) Weakening Breath.

**Rend.** Melee Attack Roll: +10, reach 10 ft. Hit: 17 (2d10 + 6) Slashing damage.

**Fire Breath (Recharge 5–6).** Dexterity Saving Throw: DC 17, each creature in a 30-foot Cone. Failure: 55 (10d10) Fire damage. Success: Half damage.

**Weakening Breath.** Strength Saving Throw: DC 17, each creature that isn't currently affected by this breath in a 30-foot Cone. Failure: The target has Disadvantage on Strength-based D20 Tests and subtracts 3 (1d6) from its damage rolls. It repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

## Adult Gold Dragon

Huge Dragon (Metallic), Lawful Good

AC 19

Initiative +14 (24)

HP 243 (18d12 + 126)

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

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

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

Immunities Fire

Senses Blindsight 60 ft., Darkvision 120 ft.;

Passive Perception 24

Languages Common, Draconic

CR 17 (XP 18,000, or 20,000 in lair; PB +6)

## Traits

**Amphibious.** The dragon can breathe air and water.

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

## Actions

**Multiattack.** The dragon makes three Rend attacks. It can replace one attack with a use of (A) Spellcasting to cast *Guiding Bolt* (level 2 version) or (B) Weakening Breath.

**Rend.** Melee Attack Roll: +14, reach 10 ft. Hit: 17 (2d8 + 8) Slashing damage plus 4 (1d8) Fire damage.

**Fire Breath (Recharge 5–6).** Dexterity Saving Throw: DC 21, each creature in a 60-foot Cone. Failure: 66 (12d10) Fire damage. Success: Half damage.

**Spellcasting.** The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21, +13 to hit with spell attacks):

**At Will:** Detect Magic, *Guiding Bolt* (level 2 version), *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)

**1/Day Each:** *Flame Strike*, *Zone of Truth*

**Weakening Breath.** Strength Saving Throw: DC 21, each creature that isn't currently affected by this breath in a 60-foot Cone. Failure: The target has Disadvantage on Strength-based D20 Tests and subtracts 3 (1d6) from its damage rolls. It repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

## Legendary Actions

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

**Banish.** Charisma Saving Throw: DC 21, one creature the dragon can see within 120 feet. Failure: 10 (3d6) Force damage, and the target has the Incapacitated condition and is transported to a harmless demiplane until the start of the dragon's next turn, at which point it reappears in an unoccupied space of the dragon's choice within 120 feet of the dragon. Failure or Success: The dragon can't take this action again until the start of its next turn.

**Guiding Light.** The dragon uses Spellcasting to cast *Guiding Bolt* (level 2 version).

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

## Ancient Gold Dragon

Gargantuan Dragon (Metallic), Lawful Good

AC 22                   **Initiative** +16 (26)

**HP** 546 (28d20 + 252)

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

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	30	+10	+10	<b>DEX</b>	14	+2	+9	<b>CON</b>	29	+9	+9
<b>INT</b>	18	+4	+4	<b>WIS</b>	17	+3	+10	<b>CHA</b>	28	+9	+9

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

**Immunities** Fire

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

**Languages** Common, Draconic

**CR** 24 (XP 62,000, or 75,000 in lair; PB +7)

## Traits

**Amphibious.** The dragon can breathe air and water.

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

## Actions

**Multiattack.** The dragon makes three Rend attacks. It can replace one attack with a use of (A) Spellcasting to cast *Guiding Bolt* (level 4 version) or (B) Weakening Breath.

**Rend.** Melee Attack Roll: +17 to hit, reach 15 ft. Hit: 19 (2d8 + 10) Slashing damage plus 9 (2d8) Fire damage.

**Fire Breath (Recharge 5–6).** Dexterity Saving Throw: DC 24, each creature in a 90-foot Cone. Failure: 71 (13d10) Fire damage. Success: Half damage.

**Spellcasting.** The dragon casts one of the following spells, requiring no Material components and using

Charisma as the spellcasting ability (spell save DC 24, +16 to hit with spell attacks):

**At Will:** *Detect Magic*, *Guiding Bolt* (level 4 version), *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)

**1/Day Each:** *Flame Strike* (level 6 version), *Word of Recall*, *Zone of Truth*

**Weakening Breath.** Strength Saving Throw: DC 24, each creature that isn't currently affected by this breath in a 90-foot Cone. Failure: The target has Disadvantage on Strength-based D20 Tests and subtracts 5 (1d10) from its damage rolls. It repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

## Legendary Actions

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

**Banish.** Charisma Saving Throw: DC 24, one creature the dragon can see within 120 feet. Failure: 24 (7d6) Force damage, and the target has the Incapacitated condition and is transported to a harmless demiplane until the start of the dragon's next turn, at which point it reappears in an unoccupied space of the dragon's choice within 120 feet of the dragon. Failure or Success: The dragon can't take this action again until the start of its next turn.

**Guiding Light.** The dragon uses Spellcasting to cast *Guiding Bolt* (level 4 version).

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

## Gorgon

### Gorgon

Large Construct, Unaligned

AC 19                   **Initiative** +0 (10)

**HP** 114 (12d10 + 48)

**Speed** 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	20	+5	+5	<b>DEX</b>	11	+0	+0	<b>CON</b>	18	+4	+4
<b>INT</b>	2	-4	-4	<b>WIS</b>	12	+1	+1	<b>CHA</b>	7	-2	-2

**Skills** Perception +7

**Immunities** Exhaustion, Petrified

**Senses** Darkvision 60 ft.; Passive Perception 17

**Languages** None

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

## Actions

**Gore.** Melee Attack Roll: +8, reach 5 ft. Hit: 18 (2d12 + 5) Piercing damage. If the target is a Large or smaller creature and the gorgon moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

**Petrifying Breath (Recharge 5–6).** Constitution Saving Throw: DC 15, each creature in a 30-foot Cone. *First Failure:* The target has the Restrained condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target has the Petrified condition instead of the Restrained condition.

## Bonus Actions

**Trample.** Dexterity Saving Throw: DC 16, one creature within 5 feet that has the Prone condition. *Failure:* 16 (2d10 + 5) Bludgeoning damage. *Success:* Half damage.

## Gray Ooze

### Gray Ooze

Medium Ooze, Unaligned

AC 9

Initiative –2 (13)

HP 22 (3d8 + 9)

Speed 10 ft., Climb 10 ft.

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

Skills Stealth +2

Resistances Acid, Cold, Fire

Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Prone, Restrained

Senses Blindsight 60 ft.; Passive Perception 8

Languages None

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

## Traits

**Amorphous.** The ooze can move through a space as narrow as 1 inch without expending extra movement to do so.

**Corrosive Form.** Nonmagical ammunition is destroyed immediately after hitting the ooze and dealing any damage. Any nonmagical weapon takes a cumulative –1 penalty to attack rolls immediately after dealing damage to the ooze and coming into contact with it. The weapon is destroyed if the penalty reaches –5. The penalty can be removed by casting the *Mending* spell on the weapon.

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

## Actions

**Pseudopod.** Melee Attack Roll: +3, reach 5 ft. Hit: 10 (2d8 + 1) Acid damage. Nonmagical armor worn by the target takes a –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the *Mending* spell on the armor.

## Green Dragons

### Green Dragon Wyrmling

Medium Dragon (Chromatic), Lawful Evil

AC 17

Initiative +3 (13)

HP 38 (7d8 + 7)

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

MOD SAVE			MOD SAVE			MOD SAVE					
STR	15	+2	+2	DEX	12	+1	+3	CON	13	+1	+1
INT	14	+2	+2	WIS	11	+0	+2	CHA	13	+1	+1

Skills Perception +4, Stealth +3

Immunities Poison; Poisoned

Senses Blindsight 10 ft., Darkvision 60 ft.;

Passive Perception 14

Languages Draconic

CR 2 (XP 450; PB +2)

## Traits

**Amphibious.** The dragon can breathe air and water.

## Actions

**Multiattack.** The dragon makes two Rend attacks.

**Rend.** Melee Attack Roll: +4, reach 5 ft. Hit: 7 (1d10 + 2) Slashing damage plus 3 (1d6) Poison damage.

**Poison Breath (Recharge 5–6).** Constitution Saving Throw: DC 11, each creature in a 15-foot Cone. *Failure:* 21 (6d6) Poison damage. *Success:* Half damage.

### Young Green Dragon

Large Dragon (Chromatic), Lawful Evil

AC 18

Initiative +4 (14)

HP 136 (16d10 + 48)

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

MOD SAVE			MOD SAVE			MOD SAVE					
STR	19	+4	+4	DEX	12	+1	+4	CON	17	+3	+3
INT	16	+3	+3	WIS	13	+1	+4	CHA	15	+2	+2

Skills Deception +5, Perception +7, Stealth +4

Immunities Poison; Poisoned

Senses Blindsight 30 ft., Darkvision 120 ft.;

Passive Perception 17

Languages Common, Draconic

CR 8 (XP 3,900; PB +3)

## Traits

**Amphibious.** The dragon can breathe air and water.



## Legendary Actions

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

**Mind Invasion.** The dragon uses Spellcasting to cast *Mind Spike* (level 5 version).

**Noxious Miasma.** Constitution Saving Throw: DC 21, each creature in a 30-foot-radius Sphere centered on a point the dragon can see within 90 feet. *Failure:* 17 (5d6) Poison damage, and the target takes a -2 penalty to AC until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

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

## Green Hag

### Green Hag

Medium Fey, Neutral Evil

AC 17

Initiative +1 (11)

HP 82 (11d8 + 33)

Speed 30 ft., Swim 30 ft.

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

**Skills** Arcana +5, Deception +4, Perception +4, Stealth +3

**Senses** Darkvision 60 ft.; Passive Perception 14

**Languages** Common, Elvish, Sylvan

**CR** 3 (XP 700; PB +2)

### Traits

**Amphibious.** The hag can breathe air and water.

**Coven Magic.** While within 30 feet of at least two hag allies, the hag can cast one of the following spells, requiring no Material components, using the spell's normal casting time, and using Intelligence as the spell-casting ability (spell save DC 11): *Augury*, *Find Familiar*, *Identify*, *Locate Object*, *Scrying*, or *Unseen Servant*. The hag must finish a Long Rest before using this trait to cast that spell again.

**Mimicry.** The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations only with a successful DC 14 Wisdom (Insight) check.

### Actions

**Multiattack.** The hag makes two Claw attacks.

**Claw.** Melee Attack Roll: +6, reach 5 ft. Hit: 8 (1d8 + 4) Slashing damage plus 3 (1d6) Poison damage.

**Spellcasting.** The hag casts one of the following spells, requiring no Material components and using Wisdom

as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

**At Will:** *Dancing Lights*, *Disguise Self* (24-hour duration), *Invisibility* (self only, and the hag leaves no tracks while Invisible), *Minor Illusion*, *Ray of Sickness* (level 3 version)

## Grick

### Grick

Medium Aberration, Unaligned

AC 14

Initiative +2 (12)

HP 54 (12d8)

Speed 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	14	+2	+2	DEX	14	+2	+2	CON	11	+0	+0
INT	3	-4	-4	WIS	14	+2	+2	CHA	5	-3	-3

**Skills** Stealth +4

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

**Languages** None

**CR** 2 (XP 450; PB +2)

### Actions

**Multiattack.** The grick makes one Beak attack and one Tentacles attack.

**Beak.** Melee Attack Roll: +4, reach 5 ft. Hit: 9 (2d6 + 2) Piercing damage.

**Tentacles.** Melee Attack Roll: +4, reach 5 ft. Hit: 7 (1d10 + 2) Slashing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12) from all four tentacles.

## Griffon

### Griffon

Large Monstrosity, Unaligned

AC 12

Initiative +2 (12)

HP 59 (7d10 + 21)

Speed 30 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	18	+4	+4	DEX	15	+2	+2	CON	16	+3	+3
INT	2	-4	-4	WIS	13	+1	+1	CHA	8	-1	-1

**Skills** Perception +5

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

**Languages** None

**CR** 2 (XP 450; PB +2)

### Actions

**Multiattack.** The griffon makes two Rend attacks.

**Rend.** Melee Attack Roll: +6, reach 5 ft. Hit: 8 (1d8 + 4) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 14) from both of the griffon's front claws.

# Grimlock

## Grimlock

Medium Aberration, Neutral Evil

AC 11

**Initiative** +1 (11)

HP 11 (2d8 + 2)

Speed 30 ft., Climb 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	16	+3	DEX	12	+1	CON	12	+1
INT	9	-1	WIS	8	-1	CHA	6	-2

**Skills** Athletics +5, Perception +3, Stealth +5

**Senses** Blindsight 30 ft.; Passive Perception 13

**Languages** None

**CR** 1/4 (XP 50; PB +2)

### Actions

**Bone Cudgel.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage plus 2 (1d4) Psychic damage.

## Guardian Naga

### Guardian Naga

Large Celestial, Lawful Good

AC 18

**Initiative** +4 (14)

HP 136 (16d10 + 48)

Speed 40 ft., Climb 40 ft., Swim 40 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	19	+4	DEX	18	+4	CON	16	+3
INT	16	+3	WIS	19	+4	CHA	18	+8

**Skills** Arcana +11, History +11, Religion +11

**Immunities** Poison; Charmed, Paralyzed, Poisoned, Restrained

**Senses** Darkvision 60 ft.; Passive Perception 14

**Languages** Celestial, Common

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

### Traits

**Celestial Restoration.** If the naga dies, it returns to life in 1d6 days and regains all its Hit Points unless *Dispel Evil* and *Good* is cast on its remains.

### Actions

**Multiattack.** The naga makes two Bite attacks. It can replace any attack with a use of Poisonous Spittle.

**Bite.** *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 17 (2d12 + 4) Piercing damage plus 22 (4d10) Poison damage.

**Poisonous Spittle.** *Constitution Saving Throw:* DC 16, one creature the naga can see within 60 feet. *Failure:* 31 (7d8) Poison damage, and the target has the Blinded condition until the start of the naga's next turn. *Success:* Half damage only.

**Spellcasting.** The naga casts one of the following spells, requiring no Somatic or Material components and using Wisdom as the spellcasting ability (spell save DC 16):

**At Will:** Thaumaturgy

**1/Day Each:** Clairvoyance, Cure Wounds (level 6 version), Flame Strike (level 6 version), Geas, True Seeing

## Guards

### Guard

Medium or Small Humanoid, Neutral

AC 16

**Initiative** +1 (11)

HP 11 (2d8 + 2)

Speed 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	13	+1	DEX	12	+1	CON	12	+1
INT	10	+0	WIS	11	+0	CHA	10	+0

**Skills** Perception +2

**Gear** Chain Shirt, Shield, Spear

**Senses** Passive Perception 12

**Languages** Common

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

### Actions

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

### Guard Captain

Medium or Small Humanoid, Neutral

AC 18

**Initiative** +4 (14)

HP 75 (10d8 + 30)

Speed 30 ft.

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

**Skills** Athletics +6, Perception +4

**Gear** Breastplate, Javelins (6), Longsword, Shield

**Senses** Passive Perception 14

**Languages** Common

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

### Actions

**Multiattack.** The guard makes two attacks, using Javelin or Longsword in any combination.

**Javelin.** *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30/120 ft. *Hit:* 14 (3d6 + 4) Piercing damage.

**Longsword.** *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 15 (2d10 + 4) Slashing damage.

# Half-Dragon

## Half-Dragon

Medium Dragon, Neutral

AC 18

**Initiative** +5 (15)

HP 105 (14d8 + 42)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	19	+4	+4	DEX	14	+2	+5	CON	16	+3	+3
INT	10	+0	+0	WIS	15	+2	+5	CHA	14	+2	+2

**Skills** Athletics +7, Perception +5, Stealth +5

**Resistances** Damage type chosen for the Draconic Origin trait below

**Senses** Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 15

**Languages** Common, Draconic

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

### Traits

**Draconic Origin.** The half-dragon is related to a type of dragon associated with one of the following damage types (GM's choice): Acid, Cold, Fire, Lightning, or Poison. This choice affects other aspects of the stat block.

### Actions

**Multiattack.** The half-dragon makes two Claw attacks.

**Claw.** Melee Attack Roll: +7, reach 10 ft. Hit: 6 (1d4 + 4) Slashing damage plus 7 (2d6) damage of the type chosen for the Draconic Origin trait.

**Dragon's Breath (Recharge 5–6).** Dexterity Saving Throw: DC 14, each creature in a 30-foot Cone. Failure: 28 (8d6) damage of the type chosen for the Draconic Origin trait. Success: Half damage.

### Bonus Actions

**Leap.** The half-dragon jumps up to 30 feet by spending 10 feet of movement.

# Harpy

## Harpy

Medium Monstrosity, Chaotic Evil

AC 11

**Initiative** +1 (11)

HP 38 (7d8 + 7)

Speed 20 ft., Fly 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	12	+1	+1	DEX	13	+1	+1	CON	12	+1	+1
INT	7	-2	-2	WIS	10	+0	+0	CHA	13	+1	+1

**Senses** Passive Perception 10

**Languages** Common

**CR** 1 (XP 200; PB +2)

### Actions

**Claw.** Melee Attack Roll: +3, reach 5 ft. Hit: 6 (2d4 + 1) Slashing damage.

**Luring Song.** The harpy sings a magical melody, which lasts until the harpy's Concentration ends on it. **Wisdom Saving Throw:** DC 11, each Humanoid and Giant in a 300-foot Emanation originating from the harpy when the song starts. **Failure:** The target has the Charmed condition until the song ends and repeats the save at the end of each of its turns. While Charmed, the target has the Incapacitated condition and ignores the Luring Song of other harpies. If the target is more than 5 feet from the harpy, the target moves on its turn toward the harpy by the most direct route, trying to get within 5 feet of the harpy. It doesn't avoid Opportunity Attacks; however, before moving into damaging terrain (such as lava or a pit) and whenever it takes damage from a source other than the harpy, the target repeats the save. **Success:** The target is immune to this harpy's Luring Song for 24 hours.

# Hell Hound

## Hell Hound

Medium Fiend, Lawful Evil

AC 15

**Initiative** +1 (11)

HP 58 (9d8 + 18)

Speed 50 ft.

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

**Skills** Perception +5

**Immunities** Fire

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

**Languages** Understands Infernal but can't speak

**CR** 3 (XP 700; PB +2)

### Traits

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

### Actions

**Multiattack.** The hound makes two Bite attacks.

**Bite.** Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Piercing damage plus 3 (1d6) Fire damage.

**Fire Breath (Recharge 5–6).** Dexterity Saving Throw: DC 12, each creature in a 15-foot Cone. Failure: 17 (5d6) Fire damage. Success: Half damage.

# Hezrou

## Hezrou

*Large Fiend (Demon), Chaotic Evil*

**AC 18**                   **Initiative +6 (16)**

**HP 157 (15d10 + 75)**

**Speed** 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	19	+4	+7	<b>DEX</b>	17	+3	+3	<b>CON</b>	20	+5	+8
<b>INT</b>	5	-3	-3	<b>WIS</b>	12	+1	+4	<b>CHA</b>	13	+1	+1

**Resistances** Cold, Fire, Lightning

**Immunities** Poison; Poisoned

**Senses** Darkvision 120 ft.; Passive Perception 11

**Languages** Abyssal; telepathy 120 ft.

**CR** 8 (XP 3,900; PB +3)

### Traits

**Demonic Restoration.** If the hezrou dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

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

**Stench.** Constitution Saving Throw: DC 16, any creature that starts its turn in a 10-foot Emanation originating from the hezrou. *Failure:* The target has the Poisoned condition until the start of its next turn.

### Actions

**Multiattack.** The hezrou makes three Rend attacks.

**Rend.** Melee Attack Roll: +7, reach 5 ft. Hit: 6 (1d4 + 4) Slashing damage plus 9 (2d8) Poison damage.

### Bonus Actions

**Leap.** The hezrou jumps up to 30 feet by spending 10 feet of movement.

# Hill Giant

## Hill Giant

*Huge Giant, Chaotic Evil*

**AC 13**                   **Initiative +2 (12)**

**HP 105 (10d12 + 40)**

**Speed** 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	21	+5	+5	<b>DEX</b>	8	-1	-1	<b>CON</b>	19	+4	+4
<b>INT</b>	5	-3	-3	<b>WIS</b>	9	-1	-1	<b>CHA</b>	6	-2	-2

**Skills** Perception +2

**Senses** Passive Perception 12

**Languages** Giant

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

### Actions

**Multiattack.** The giant makes two attacks, using Tree Club or Trash Lob in any combination.

**Tree Club.** Melee Attack Roll: +8, reach 10 ft. Hit: 18 (3d8 + 5) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition.

**Trash Lob.** Ranged Attack Roll: +8, range 60/240 ft. Hit: 16 (2d10 + 5) Bludgeoning damage, and the target has the Poisoned condition until the end of its next turn.

# Hippogriff

## Hippogriff

*Large Monstrosity, Unaligned*

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

**HP 26 (4d10 + 4)**

**Speed** 40 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	17	+3	+3	<b>DEX</b>	13	+1	+1	<b>CON</b>	13	+1	+1
<b>INT</b>	2	-4	-4	<b>WIS</b>	12	+1	+1	<b>CHA</b>	8	-1	-1

**Skills** Perception +5

**Senses** Passive Perception 15

**Languages** None

**CR** 1 (XP 200; PB +2)

### Traits

**Flyby.** The hippogriff doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

### Actions

**Multiattack.** The hippogriff makes two Rend attacks.

**Rend.** Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Slashing damage.

# Hobgoblins

## Hobgoblin Warrior

*Medium Fey (Goblinoid), Lawful Evil*

**AC 18**

**Initiative +3 (13)**

**HP 11 (2d8 + 2)**

**Speed** 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	13	+1	+1	<b>DEX</b>	12	+1	+1	<b>CON</b>	12	+1	+1
<b>INT</b>	10	+0	+0	<b>WIS</b>	10	+0	+0	<b>CHA</b>	9	-1	-1

**Gear** Half Plate Armor, Longbow, Longsword, Shield

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

**Languages** Common, Goblin

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





MOD SAVE			MOD SAVE			MOD SAVE					
STR	6	-2	-2	DEX	17	+3	+3	CON	13	+1	+1
INT	11	+0	+0	WIS	12	+1	+1	CHA	14	+2	+2

**Skills** Deception +4, Insight +3, Stealth +5

**Resistances** Cold

**Immunities** Fire, Poison; Poisoned

**Senses** Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 11

**Languages** Common, Infernal

**CR** 1 (XP 200; PB +2)

## Traits

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

## Actions

**Sting.** Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Piercing damage plus 7 (2d6) Poison damage.

**Invisibility.** The imp casts *Invisibility* on itself, requiring no spell components and using Charisma as the spell-casting ability.

**Shape-Shift.** The imp shape-shifts to resemble a rat (Speed 20 ft.), a raven (20 ft., Fly 60 ft.), or a spider (20 ft., Climb 20 ft.), or it returns to its true form. Its game statistics are the same in each form, except for its Speed. Any equipment it is wearing or carrying isn't transformed.

## Incubus

### Incubus

Medium Fiend, Neutral Evil

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

**HP** 66 (12d8 + 12)

**Speed** 30 ft., Fly 60 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	8	-1	-1	DEX	17	+3	+3	CON	13	+1	+1
INT	15	+2	+2	WIS	12	+1	+1	CHA	20	+5	+5

**Skills** Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

**Resistances** Cold, Fire, Poison, Psychic

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

**Languages** Abyssal, Common, Infernal; telepathy 60 ft.

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

## Traits

**Succubus Form.** When the incubus finishes a Long Rest, it can shape-shift into a **Succubus**, using that stat block instead of this one. Any equipment it is wearing or carrying isn't transformed.

## Actions

**Multiattack.** The incubus makes two Restless Touch attacks.

**Restless Touch.** Melee Attack Roll: +7, reach 5 ft.

Hit: 15 (3d6 + 5) Psychic damage, and the target is cursed for 24 hours or until the incubus dies. Until the curse ends, the target gains no benefit from finishing Short Rests.

**Spellcasting.** The incubus casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

**At Will:** *Disguise Self, Etherealness*

**1/Day Each:** *Dream, Hypnotic Pattern*

## Bonus Actions

**Nightmare (Recharge 6).** Wisdom Saving Throw: DC 15, one creature the incubus can see within 60 feet.

**Failure:** If the target has 20 Hit Points or fewer, it has the Unconscious condition for 1 hour, until it takes damage, or until a creature within 5 feet of it takes an action to wake it. Otherwise, the target takes 18 (4d8) Psychic damage.

## Invisible Stalker

### Invisible Stalker

Large Elemental, Neutral

**AC** 14

**Initiative** +7 (22)

**HP** 97 (13d10 + 26)

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

MOD SAVE			MOD SAVE			MOD SAVE					
STR	16	+3	+3	DEX	19	+4	+4	CON	14	+2	+2
INT	10	+0	+0	WIS	15	+2	+2	CHA	11	+0	+0

**Skills** Perception +8, Stealth +10

**Resistances** Bludgeoning, Piercing, Slashing

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

**Senses** Darkvision 60 ft.; Passive Perception 18

**Languages** Common, Primordial (Auran)

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

## Traits

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

**Invisibility.** The stalker has the Invisible condition.

## Actions

**Multiattack.** The stalker makes three Wind Swipe attacks. It can replace one attack with a use of Vortex.

**Wind Swipe.** Melee Attack Roll: +7, reach 5 ft. Hit: 11 (2d6 + 4) Force damage.

**Vortex.** Constitution Saving Throw: DC 14, one Large or smaller creature in the stalker's space. Failure: 7 (1d8 + 3) Thunder damage, and the target has the Grappled condition (escape DC 13). Until the grapple ends, the target can't cast spells with a Verbal component and

takes 7 (2d6) Thunder damage at the start of each of the stalker's turns.

## Iron Golem

### Iron Golem

*Large Construct, Unaligned*

**AC** 20

**Initiative** +9 (19)

**HP** 252 (24d10 + 120)

**Speed** 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
<b>STR</b> 16	+3	+3	<b>DEX</b> 11	+0	+0	<b>CON</b> 14	+2	+4
<b>INT</b> 11	+0	+0	<b>WIS</b> 11	+0	+2	<b>CHA</b> 15	+2	+2

**Immunities** Fire, Poison, Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

**Senses** Darkvision 120 ft.; Passive Perception 10

**Languages** Understands Common plus two other languages but can't speak

**CR** 16 (XP 15,000; PB +5)

### Traits

**Fire Absorption.** Whenever the golem is subjected to Fire damage, it regains a number of Hit Points equal to the Fire damage dealt.

**Immutable Form.** The golem can't shape-shift.

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

### Actions

**Multiattack.** The golem makes two attacks, using Bladed Arm or Fiery Bolt in any combination.

**Bladed Arm.** *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 20 (3d8 + 7) Slashing damage plus 10 (3d6) Fire damage.

**Fiery Bolt.** *Ranged Attack Roll:* +10, range 120 ft. *Hit:* 36 (8d8) Fire damage.

**Poison Breath (Recharge 6).** *Constitution Saving Throw:* DC 18, each creature in a 60-foot Cone. *Failure:* 55 (10d10) Poison damage. *Success:* Half damage.

## Knight

### Knight

*Medium or Small Humanoid, Neutral*

**AC** 18

**Initiative** +0 (10)

**HP** 52 (8d8 + 16)

**Speed** 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
<b>STR</b> 16	+3	+3	<b>DEX</b> 11	+0	+0	<b>CON</b> 14	+2	+4
<b>INT</b> 11	+0	+0	<b>WIS</b> 11	+0	+2	<b>CHA</b> 15	+2	+2

**Immunities** Frightened

**Gear** Greatsword, Heavy Crossbow, Plate Armor

**Senses** Passive Perception 10

**Languages** Common plus one other language

**CR** 3 (XP 700; PB +2)

### Actions

**Multiattack.** The knight makes two attacks, using Greatsword or Heavy Crossbow in any combination.

**Greatsword.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage plus 4 (1d8) Radiant damage.

**Heavy Crossbow.** *Ranged Attack Roll:* +2, range 100/400 ft. *Hit:* 11 (2d10) Piercing damage plus 4 (1d8) Radiant damage.

### Reactions

**Parry.** *Trigger:* The knight is hit by a melee attack roll while holding a weapon. *Response:* The knight adds 2 to its AC against that attack, possibly causing it to miss.

## Kobold

### Kobold Warrior

*Small Dragon, Neutral*

**AC** 14

**Initiative** +2 (12)

**HP** 7 (3d6 – 3)

**Speed** 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
<b>STR</b> 7	-2	-2	<b>DEX</b> 15	+2	+2	<b>CON</b> 9	-1	-1
<b>INT</b> 8	-1	-1	<b>WIS</b> 7	-2	-2	<b>CHA</b> 8	-1	-1

**Gear** Daggers (3)

**Senses** Darkvision 60 ft.; Passive Perception 8

**Languages** Common, Draconic

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

### 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 doesn't have the Incapacitated condition.

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

### Actions

**Dagger.** *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

# Kraken

## Kraken

Gargantuan Monstrosity (Titan), Chaotic Evil

**AC 18**                   **Initiative +14 (24)**

**HP 481** (26d20 + 208)

**Speed** 30 ft., Swim 120 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	30	+10	+17	<b>DEX</b>	11	+0	+7	<b>CON</b>	26	+8	+15
<b>INT</b>	22	+6	+6	<b>WIS</b>	18	+4	+11	<b>CHA</b>	20	+5	+5

**Skills** History +13, Perception +11

**Immunities** Cold, Lightning; Frightened, Grappled, Paralyzed, Restrained

**Senses** Truesight 120 ft.; Passive Perception 21

**Languages** Understands Abyssal, Celestial, Infernal, and Primordial but can't speak; telepathy 120 ft.

**CR** 23 (XP 50,000, or 62,000 in lair; PB +7)

### Traits

**Amphibious.** The kraken can breathe air and water.

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

**Siege Monster.** The kraken deals double damage to objects and structures.

### Actions

**Multiattack.** The kraken makes two Tentacle attacks and uses Fling, Lightning Strike, or Swallow.

**Tentacle.** *Melee Attack Roll:* +17, reach 30 ft. *Hit:* 24 (4d6 + 10) Bludgeoning damage. The target has the Grappled condition (escape DC 20) from one of ten tentacles, and it has the Restrained condition until the grapple ends.

**Fling.** The kraken throws a Large or smaller creature Grappled by it to a space it can see within 60 feet of itself that isn't in the air. *Dexterity Saving Throw:* DC 25, the creature thrown and each creature in the destination space. *Failure:* 18 (4d8) Bludgeoning damage, and the target has the Prone condition. *Success:* Half damage only.

**Lightning Strike.** *Dexterity Saving Throw:* DC 23, one creature the kraken can see within 120 feet. *Failure:* 33 (6d10) Lightning damage. *Success:* Half damage.

**Swallow.** *Dexterity Saving Throw:* DC 25, one creature Grappled by the kraken (it can have up to four creatures swallowed at a time). *Failure:* 23 (3d8 + 10) Piercing damage. If the target is Large or smaller, it is swallowed and no longer Grappled. A swallowed creature has the Restrained condition, has Total Cover against attacks and other effects outside the kraken, and takes 24 (7d6) Acid damage at the start of each of its turns.

If the kraken takes 50 damage or more on a single

turn from a creature inside it, the kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 10 feet of the kraken with the Prone condition. If the kraken dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse using 15 feet of movement, exiting Prone.

### Legendary Actions

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

**Storm Bolt.** The kraken uses Lightning Strike.

**Toxic Ink.** *Constitution Saving Throw:* DC 23, each creature in a 15-foot Emanation originating from the kraken while it is underwater. *Failure:* The target has the Blinded and Poisoned conditions until the end of the kraken's next turn. The kraken then moves up to its Speed. *Failure or Success:* The kraken can't take this action again until the start of its next turn.

# Lamia

## Lamia

Large Fiend, Chaotic Evil

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

**HP 97** (13d10 + 26)

**Speed** 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	16	+3	+3	<b>DEX</b>	13	+1	+1	<b>CON</b>	15	+2	+2
<b>INT</b>	14	+2	+2	<b>WIS</b>	15	+2	+2	<b>CHA</b>	16	+3	+3

**Skills** Deception +7, Insight +4, Stealth +5

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

**Languages** Abyssal, Common

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

### Actions

**Multiattack.** The lamia makes two Claw attacks. It can replace one attack with a use of Corrupting Touch.

**Claw.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage plus 7 (2d6) Psychic damage.

**Corrupting Touch.** *Wisdom Saving Throw:* DC 13, one creature the lamia can see within 5 feet. *Failure:* 13 (3d8) Psychic damage, and the target is cursed for 1 hour. Until the curse ends, the target has the Charmed and Poisoned conditions.

**Spellcasting.** The lamia casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 13):

**At Will:** *Disguise Self* (can appear as a Large or Medium biped), *Minor Illusion*

**1/Day Each:** *Geas*, *Major Image*, *Scrying*

## Bonus Actions

**Leap.** The lamia jumps up to 30 feet by spending 10 feet of movement.

## Lemure

### Lemure

Medium Fiend (Devil), Lawful Evil

AC 9                   **Initiative** –3 (7)

HP 9 (2d8)

Speed 20 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	10	+0	+0	DEX	5	-3	-3	CON	II	+0	+0
INT	I	-5	-5	WIS	II	+0	+0	CHA	3	-4	-4

**Resistances** Cold

**Immunities** Fire, Poison; Charmed, Frightened, Poisoned

**Senses** Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 10

**Languages** Understands Infernal but can't speak

CR 0 (XP 10; PB +2)

### Traits

**Hellish Restoration.** If the lemure dies in the Nine Hells, it revives with all its Hit Points in 1d10 days unless it is killed by a creature under the effects of a *Bless* spell or its remains are sprinkled with Holy Water.

### Actions

**Vile Slime.** Melee Attack Roll: +2, reach 5 ft. Hit: 2 (1d4) Poison damage.

## Lich

### Lich

Medium Undead (Wizard), Neutral Evil

AC 20                   **Initiative** +17 (27)

HP 315 (42d8 + 126)

Speed 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	11	+0	+0	DEX	16	+3	+10	CON	16	+3	+10
INT	2I	+5	+12	WIS	14	+2	+9	CHA	16	+3	+3

**Skills** Arcana +19, History +12, Insight +9, Perception +9

**Resistances** Cold, Lightning

**Immunities** Necrotic, Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

**Gear** Component Pouch

**Senses** Truesight 120 ft.; Passive Perception 19

**Languages** All

CR 21 (XP 33,000, or 41,000 in lair; PB +7)

### Traits

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

**Spirit Jar.** If destroyed, the lich reforms in 1d10 days if it has a spirit jar, reviving with all its Hit Points. The new body appears in an unoccupied space within the lich's lair.

### Actions

**Multiattack.** The lich makes three attacks, using Eldritch Burst or Paralyzing Touch in any combination.

**Eldritch Burst.** Melee or Ranged Attack Roll: +12, reach 5 ft. or range 120 ft. Hit: 31 (4d12 + 5) Force damage.

**Paralyzing Touch.** Melee Attack Roll: +12, reach 5 ft. Hit: 15 (3d6 + 5) Cold damage, and the target has the Paralyzed condition until the start of the lich's next turn.

**Spellcasting.** The lich casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 20):

**At Will:** Detect Magic, Detect Thoughts, Dispel Magic, Fireball (level 5 version), Invisibility, Lightning Bolt (level 5 version), Mage Hand, Prestidigitation

**2/Day Each:** Animate Dead, Dimension Door, Plane Shift

**1/Day Each:** Chain Lightning, Finger of Death, Power Word Kill, Scrying

### Reactions

**Protective Magic.** The lich casts Counterspell or Shield in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

### Legendary Actions

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

**Deathly Teleport.** The lich teleports up to 60 feet to an unoccupied space it can see, and each creature within 10 feet of the space it left takes 11 (2d10) Necrotic damage.

**Disrupt Life.** Constitution Saving Throw: DC 20, each creature that isn't an Undead in a 20-foot Emanation originating from the lich. Failure: 31 (9d6) Necrotic damage. Success: Half damage. Failure or Success: The lich can't take this action again until the start of its next turn.

**Frightening Gaze.** The lich casts Fear, using the same spellcasting ability as Spellcasting. The lich can't take this action again until the start of its next turn.

# Mages

## Mage

Medium or Small Humanoid (Wizard), Neutral

AC 15

**Initiative** +2 (12)

HP 81 (18d8)

Speed 30 ft.

STR	9	-1	-1	MOD	SAVE	DEX	14	+2	+2	MOD	SAVE	CON	11	+0	+0
INT	17	+3	+6	WIS	12	+1	+4	CHA	11	+0	+0				

Skills Arcana +6, History +6, Perception +4

Gear Wand

Senses Passive Perception 14

Languages Common plus three other languages

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

### Actions

**Multiaction.** The mage makes three Arcane Burst attacks.

**Arcane Burst.** Melee or Ranged Attack Roll: +6, reach 5 ft. or range 120 ft. Hit: 16 (3d8 + 3) Force damage.

**Spellcasting.** The mage casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14):

**At Will:** Detect Magic, Light, Mage Armor (included in AC), Mage Hand, Prestidigitation

**2/Day Each:** Fireball (level 4 version), Invisibility

**1/Day Each:** Cone of Cold, Fly

### Bonus Actions

**Misty Step (3/Day).** The mage casts Misty Step, using the same spellcasting ability as Spellcasting.

### Reactions

**Protective Magic (3/Day).** The mage casts Counterspell or Shield in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

## Archmage

Medium or Small Humanoid (Wizard), Neutral

AC 17

**Initiative** +7 (17)

HP 170 (31d8 + 31)

Speed 30 ft.

STR	10	+0	+0	MOD	SAVE	DEX	14	+2	+2	MOD	SAVE	CON	12	+1	+1
INT	20	+5	+9	WIS	15	+2	+6	CHA	16	+3	+3				

Skills Arcana +13, History +9, Perception +6

Immunities Psychic; Charmed (with Mind Blank)

Gear Wand

Senses Passive Perception 16

Languages Common plus five other languages

CR 12 (XP 8,000; PB +4)

## Traits

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

### Actions

**Multiaction.** The archmage makes four Arcane Burst attacks.

**Arcane Burst.** Melee or Ranged Attack Roll: +9, reach 5 ft. or range 150 ft. Hit: 27 (4d10 + 5) Force damage.

**Spellcasting.** The archmage casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 17):

**At Will:** Detect Magic, Detect Thoughts, Disguise Self, Invisibility, Light, Mage Armor (included in AC), Mage Hand, Prestidigitation

**2/Day Each:** Fly, Lightning Bolt (level 7 version)

**1/Day Each:** Cone of Cold (level 9 version), Mind Blank (cast before combat), Scrying, Teleport

### Bonus Actions

**Misty Step (3/Day).** The mage casts Misty Step, using the same spellcasting ability as Spellcasting.

### Reactions

**Protective Magic (3/Day).** The archmage casts Counterspell or Shield in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

## Magmin

## Magmin

Small Elemental, Chaotic Neutral

AC 14

**Initiative** +2 (12)

HP 13 (3d6 + 3)

Speed 30 ft.

STR	7	-2	-2	MOD	SAVE	DEX	15	+2	+2	MOD	SAVE	CON	12	+1	+1
INT	8	-1	-1	WIS	11	+0	+0	CHA	10	+0	+0				

**Immunities** Fire

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

**Languages** Primordial (Ignan)

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

### Traits

**Death Burst.** The magmin explodes when it dies. Dexterity Saving Throw: DC 11, each creature in a 10-foot Emanation originating from the magmin. Failure: 7 (2d6) Fire damage. Success: Half damage.

### Actions

**Touch.** Melee Attack Roll: +4, reach 5 ft. Hit: 7 (2d4 + 2) Fire damage. If the target is a creature or a flammable object that isn't being worn or carried, it starts burning.



## Bonus Actions

**Petrifying Gaze (Recharge 5–6).** Constitution Saving Throw: DC 13, each creature in a 30-foot Cone. If the medusa sees its reflection in the Cone, the medusa must make this save. *First Failure:* The target has the Restrained condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target has the Petrified condition instead of the Restrained condition.

## Mephits

### Dust Mephit

*Small Elemental, Neutral Evil*

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

**HP** 17 (5d6)

**Speed** 30 ft., Fly 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	-3	-3	DEX	+2	+2	CON	+0	+0
INT	-1	-1	WIS	+0	+0	CHA	+0	+0

**Skills** Perception +2, Stealth +4

**Vulnerabilities** Fire

**Immunities** Poison; Exhaustion, Poisoned

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

**Languages** Primordial (Aquan, Auran)

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

### Traits

**Death Burst.** The mephit explodes when it dies. Dexterity Saving Throw: DC 10, each creature in a 5-foot Emanation originating from the mephit. *Failure:* 5 (2d4) Bludgeoning damage. *Success:* Half damage.

### Actions

**Claw.** Melee Attack Roll: +4, reach 5 ft. Hit: 4 (1d4 + 2) Slashing damage.

**Blinding Breath (Recharge 6).** Dexterity Saving Throw: DC 10, each creature in a 15-foot Cone. *Failure:* The target has the Blinded condition until the end of the mephit's next turn.

**Sleep (1/Day).** The mephit casts the *Sleep* spell, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 10).

### Ice Mephit

*Small Elemental, Neutral Evil*

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

**HP** 21 (6d6)

**Speed** 30 ft., Fly 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	-2	-2	DEX	+1	+1	CON	+0	+0
INT	-1	-1	WIS	+0	+0	CHA	+1	+1

**Skills** Perception +2, Stealth +3

**Vulnerabilities** Fire

**Immunities** Cold, Poison; Exhaustion, Poisoned

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

**Languages** Primordial (Aquan, Auran)

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

### Traits

**Death Burst.** The mephit explodes when it dies. Constitution Saving Throw: DC 10, each creature in a 5-foot Emanation originating from the mephit. *Failure:* 5 (2d4) Cold damage. *Success:* Half damage.

### Actions

**Claw.** Melee Attack Roll: +3, reach 5 ft. Hit: 3 (1d4 + 1) Slashing damage plus 2 (1d4) Cold damage.

**Fog Cloud (1/Day).** The mephit casts *Fog Cloud*, requiring no spell components and using Charisma as the spellcasting ability.

**Frost Breath (Recharge 6).** Constitution Saving Throw: DC 10, each creature in a 15-foot Cone. *Failure:* 7 (3d4) Cold damage. *Success:* Half damage.

### Magma Mephit

*Small Elemental, Neutral Evil*

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

**HP** 18 (4d6 + 4)

**Speed** 30 ft., Fly 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	-1	-1	DEX	+1	+1	CON	+1	+1
INT	-2	-2	WIS	+0	+0	CHA	+0	+0

**Skills** Stealth +3

**Vulnerabilities** Cold

**Immunities** Fire, Poison; Exhaustion, Poisoned

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

**Languages** Primordial (Ignan, Terran)

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

### Traits

**Death Burst.** The mephit explodes when it dies. Dexterity Saving Throw: DC 11, each creature in a 5-foot Emanation originating from the mephit. *Failure:* 7 (2d6) Fire damage. *Success:* Half damage.

### Actions

**Claw.** Melee Attack Roll: +3, reach 5 ft. Hit: 3 (1d4 + 1) Slashing damage plus 3 (1d6) Fire damage.

**Fire Breath (Recharge 6).** Dexterity Saving Throw: DC 11, each creature in a 15-foot Cone. *Failure:* 7 (2d6) Fire damage. *Success:* Half damage.

## Steam Mephit

Small Elemental, Neutral Evil

AC 10

Initiative +0 (10)

HP 17 (5d6)

Speed 30 ft., Fly 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	5	-3	-3	DEX	11	+0	+0	CON	10	+0	+0
INT	11	+0	+0	WIS	10	+0	+0	CHA	12	+1	+1

Skills Stealth +2

Immunities Fire, Poison; Exhaustion, Poisoned

Senses Darkvision 60 ft.; Passive Perception 10

Languages Primordial (Aquan, Ignan)

CR 1/4 (XP 50; PB +2)

### Traits

**Blurred Form.** Attack rolls against the mephit are made with Disadvantage unless the mephit has the Incapacitated condition.

**Death Burst.** The mephit explodes when it dies. Dexterity Saving Throw: DC 10, each creature in a 5-foot Emanation originating from the mephit. Failure: 5 (2d4) Fire damage. Success: Half damage.

### Actions

**Claw.** Melee Attack Roll: +2, reach 5 ft. Hit: 2 (1d4) Slashing damage plus 2 (1d4) Fire damage.

**Steam Breath (Recharge 6).** Constitution Saving Throw: DC 10, each creature in a 15-foot Cone. Failure: 5 (2d4) Fire damage, and the target's Speed decreases by 10 feet until the end of the mephit's next turn. Success: Half damage only. Failure or Success: Being underwater doesn't grant Resistance to this Fire damage.

## Merfolk

### Merfolk Skirmisher

Medium Elemental, Neutral

AC 11

Initiative +1 (11)

HP 11 (2d8 + 2)

Speed 10 ft., Swim 40 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	10	+0	+0	DEX	13	+1	+1	CON	12	+1	+1
INT	11	+0	+0	WIS	14	+2	+2	CHA	12	+1	+1

Senses Passive Perception 12

Languages Common, Primordial (Aquan)

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

### Traits

**Amphibious.** The merfolk can breathe air and water.

## Actions

**Ocean Spear.** Melee or Ranged Attack Roll: +2, reach 5 ft. or range 20/60 ft. Hit: 3 (1d6) Piercing damage plus 2 (1d4) Cold damage. If the target is a creature, its Speed decreases by 10 feet until the end of its next turn. Hit or Miss: The spear magically returns to the merfolk's hand immediately after a ranged attack.

## Merrow

### Merrow

Large Monstrosity, Chaotic Evil

AC 13

Initiative +2 (12)

HP 45 (6d10 + 12)

Speed 10 ft., Swim 40 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	18	+4	+4	DEX	15	+2	+2	CON	15	+2	+2
INT	8	-1	-1	WIS	10	+0	+0	CHA	9	-1	-1

Senses Darkvision 60 ft.; Passive Perception 10

Languages Abyssal, Primordial (Aquan)

CR 2 (XP 450; PB +2)

### Traits

**Amphibious.** The merrow can breathe air and water.

### Actions

**Multiattack.** The merrow makes two attacks, using Bite, Claw, or Harpoon in any combination.

**Bite.** Melee Attack Roll: +6, reach 5 ft. Hit: 6 (1d4 + 4) Piercing damage, and the target has the Poisoned condition until the end of the merrow's next turn.

**Claw.** Melee Attack Roll: +6, reach 5 ft. Hit: 9 (2d4 + 4) Slashing damage.

**Harpoon.** Melee or Ranged Attack Roll: +6, reach 5 ft. or range 20/60 ft. Hit: 11 (2d6 + 4) Piercing damage. If the target is a Large or smaller creature, the merrow pulls the target up to 15 feet straight toward itself.

## Mimic

### Mimic

Medium Monstrosity, Neutral

AC 12

Initiative +3 (13)

HP 58 (9d8 + 18)

Speed 20 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	17	+3	+3	DEX	12	+1	+1	CON	15	+2	+2
INT	5	-3	-3	WIS	13	+1	+1	CHA	8	-1	-1

Skills Stealth +5

Immunities Acid; Prone

Senses Darkvision 60 ft.; Passive Perception 11

Languages None

CR 2 (XP 450; PB +2)

## Traits

**Adhesive (Object Form Only).** The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic has the Grappled condition (escape DC 13). Ability checks made to escape this grapple have Disadvantage.

## Actions

**Bite.** Melee Attack Roll: +5 (with Advantage if the target is Grappled by the mimic), reach 5 ft. Hit: 7 (1d8 + 3) Piercing damage—or 12 (2d8 + 3) Piercing damage if the target is Grappled by the mimic—plus 4 (1d8) Acid damage.

**Pseudopod.** Melee Attack Roll: +5, reach 5 ft. Hit: 7 (1d8 + 3) Bludgeoning damage plus 4 (1d8) Acid damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 13). Ability checks made to escape this grapple have Disadvantage.

## Bonus Actions

**Shape-Shift.** The mimic shape-shifts to resemble a Medium or Small object while retaining its game statistics, or it returns to its true blob form. Any equipment it is wearing or carrying isn't transformed.

# Minotaur of Baphomet

## Minotaur of Baphomet

Large Monstrosity, Chaotic Evil

AC 14

Initiative +0 (10)

HP 85 (10d10 + 30)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	18	+4	+4	DEX	11	+0	+0	CON	16	+3	+3
INT	6	-2	-2	WIS	16	+3	+3	CHA	9	-1	-1

**Skills** Perception +7, Survival +7

**Senses** Darkvision 60 ft.; Passive Perception 17

**Languages** Abyssal

**CR** 3 (XP 700; PB +2)

## Actions

**Abyssal Glaive.** Melee Attack Roll: +6, reach 10 ft. Hit: 10 (1d12 + 4) Slashing damage plus 10 (3d6) Necrotic damage.

**Gore (Recharge 5–6).** Melee Attack Roll: +6, reach 5 ft. Hit: 18 (4d6 + 4) Piercing damage. If the target is a Large or smaller creature and the minotaur moved 10+ feet straight toward it immediately before the hit, the target takes an extra 10 (3d6) Piercing damage and has the Prone condition.

# Mummies

## Mummy

Medium or Small Undead, Lawful Evil

AC 11

Initiative –1 (9)

HP 58 (9d8 + 18)

Speed 20 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	16	+3	+3	DEX	8	-1	-1	CON	15	+2	+2
INT	6	-2	-2	WIS	12	+1	+3	CHA	12	+1	+1

**Vulnerabilities** Fire

**Immunities** Necrotic, Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

**Senses** Darkvision 60 ft.; Passive Perception 11

**Languages** Common plus two other languages

**CR** 3 (XP 700; PB +2)

## Actions

**Multiattack.** The mummy makes two Rotting Fist attacks and uses Dreadful Glare.

**Rotting Fist.** Melee Attack Roll: +5, reach 5 ft. Hit: 8 (1d10 + 3) Bludgeoning damage plus 10 (3d6) Necrotic damage. If the target is a creature, it is cursed. While cursed, the target can't regain Hit Points, its Hit Point maximum doesn't return to normal when finishing a Long Rest, and its Hit Point maximum decreases by 10 (3d6) every 24 hours that elapse. A creature dies and turns to dust if reduced to 0 Hit Points by this attack.

**Dreadful Glare.** Wisdom Saving Throw: DC 11, one creature the mummy can see within 60 feet. **Failure:** The target has the Frightened condition until the end of the mummy's next turn. **Success:** The target is immune to this mummy's Dreadful Glare for 24 hours.

## Mummy Lord

Medium or Small Undead (Cleric), Lawful Evil

AC 17

Initiative +10 (20)

HP 187 (25d8 + 75)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	18	+4	+4	DEX	10	+0	+0	CON	17	+3	+3
INT	11	+0	+5	WIS	19	+4	+9	CHA	16	+3	+3

**Skills** History +5, Perception +9, Religion +5

**Vulnerabilities** Fire

**Immunities** Necrotic, Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

**Senses** Truesight 60 ft.; Passive Perception 19

**Languages** Common plus three other languages

**CR** 15 (XP 13,000, or 15,000 in lair; PB +5)



The target is immune to this nalfeshnee's Horror Nimbus for 24 hours.

## Reactions

**Pursuit.** Trigger: Another creature the nalfeshnee can see ends its move within 120 feet of the nalfeshnee. Response: The nalfeshnee uses Teleport, but its destination space must be within 10 feet of the triggering creature.

# Night Hag

## Night Hag

Medium Fiend, Neutral Evil

AC 17

Initiative +5 (15)

HP 112 (15d8 + 45)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	18	+4	+4	DEX	15	+2	+2	CON	16	+3	+3
INT	16	+3	+3	WIS	14	+2	+2	CHA	16	+3	+3

Skills Deception +6, Insight +5, Perception +5, Stealth +5

Resistances Cold, Fire

Immunities Charmed

Senses Darkvision 120 ft.; Passive Perception 15

Languages Abyssal, Common, Infernal, Primordial

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

## Traits

**Coven Magic.** While within 30 feet of at least two hag allies, the hag can cast one of the following spells, requiring no Material components, using the spell's normal casting time, and using Intelligence as the spell-casting ability (spell save DC 14): *Augury*, *Find Familiar*, *Identify*, *Locate Object*, *Scrying*, or *Unseen Servant*. The hag must finish a Long Rest before using this trait to cast that spell again.

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

**Soul Bag.** The hag has a soul bag. While holding or carrying the bag, the hag can use its Nightmare Haunting action.

The bag has AC 15, HP 20, and Resistance to all damage. The bag turns to dust if reduced to 0 Hit Points. If the bag is destroyed, any souls the bag is holding are released. The hag can create a new bag after 7 days.

## Actions

**Multiattack.** The hag makes two Claw attacks.

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

**Nightmare Haunting (1/Day; Requires Soul Bag).**

While on the Ethereal Plane, the hag casts *Dream*, using the same spellcasting ability as Spellcasting. Only the hag can serve as the spell's messenger, and the tar-

get must be a creature the hag can see on the Material Plane. The spell fails and is wasted if the target is under the effect of the *Protection from Evil and Good* spell or within a *Magic Circle* spell.

If the target takes damage from the *Dream* spell, the target's Hit Point maximum decreases by an amount equal to that damage. If the spell kills the target, its soul is trapped in the hag's soul bag, and the target can't be raised from the dead until its soul is released.

**Spellcasting.** The hag casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 14):

**At Will:** *Detect Magic*, *Etherealness*, *Magic Missile* (level 4 version)

**2/Day Each:** *Phantasmal Killer*, *Plane Shift* (self only)

## Bonus Actions

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

# Nightmare

## Nightmare

Large Fiend, Neutral Evil

AC 13

Initiative +2 (12)

HP 68 (8d10 + 24)

Speed 60 ft., Fly 90 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	18	+4	+4	DEX	15	+2	+2	CON	16	+3	+3
INT	10	+0	+0	WIS	13	+1	+1	CHA	15	+2	+2

Immunities Fire

Senses Passive Perception 11

Languages Understands Abyssal, Common, and Infernal but can't speak

CR 3 (XP 700; PB +2)

## Traits

**Confer Fire Resistance.** The nightmare can grant Resistance to Fire damage to a rider while it is on the nightmare.

**Illumination.** The nightmare sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

## Actions

**Hooves.** Melee Attack Roll: +6, reach 5 ft. Hit: 13 (2d8 + 4) Bludgeoning damage plus 10 (3d6) Fire damage.

**Ethereal Stride.** The nightmare and up to three willing creatures within 5 feet of it teleport to the Ethereal Plane from the Material Plane or vice versa.

# Noble

## Noble

Medium or Small Humanoid, Neutral

AC 15

**Initiative** +1 (11)

HP 9 (2d8)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	11	+0	+0	DEX	12	+1	+1	CON	11	+0	+0
INT	12	+1	+1	WIS	14	+2	+2	CHA	16	+3	+3

**Skills** Deception +5, Insight +4, Persuasion +5

**Gear** Breastplate, Rapier

**Senses** Passive Perception 12

**Languages** Common plus two other languages

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

### Actions

**Rapier.** Melee Attack Roll: +3, reach 5 ft. Hit: 5 (1d8 + 1) Piercing damage.

### Reactions

**Parry.** Trigger: The noble is hit by a melee attack roll while holding a weapon. Response: The noble adds 2 to its AC against that attack, possibly causing it to miss.

# Ochre Jelly

## Ochre Jelly

Large Ooze, Unaligned

AC 8

**Initiative** –2 (8)

HP 52 (7d10 + 14)

Speed 20 ft., Climb 20 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	15	+2	+2	DEX	6	-2	-2	CON	14	+2	+2
INT	2	-4	-4	WIS	6	-2	-2	CHA	1	-5	-5

**Resistances** Acid

**Immunities** Lightning, Slashing; Charmed, Deafened, Exhaustion, Frightened, Grappled, Prone, Restrained

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

**Languages** None

CR 2 (XP 450; PB +2)

### Traits

**Amorphous.** The jelly can move through a space as narrow as 1 inch without expending extra movement to do so.

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

### Actions

**Pseudopod.** Melee Attack Roll: +4, reach 5 ft. Hit: 12 (3d6 + 2) Acid damage.

### Reactions

**Split.** Trigger: While the jelly is Large or Medium and has 10+ Hit Points, it becomes Bloodied or is subjected to Lightning or Slashing damage. Response: The jelly splits into two new **Ochre Jellies**. Each new jelly is one size smaller than the original jelly and acts on its Initiative. The original jelly's Hit Points are divided evenly between the new jellies (round down).

# Ogre

## Ogre

Large Giant, Chaotic Evil

AC 11

**Initiative** –1 (9)

HP 68 (8d10 + 24)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	19	+4	+4	DEX	8	-1	-1	CON	16	+3	+3
INT	5	-3	-3	WIS	7	-2	-2	CHA	7	-2	-2

**Gear** Greatclub, Javelins (3)

**Senses** Darkvision 60 ft.; Passive Perception 8

**Languages** Common, Giant

CR 2 (XP 450; PB +2)

### Actions

**Greatclub.** Melee Attack Roll: +6, reach 5 ft. Hit: 13 (2d8 + 4) Bludgeoning damage.

**Javelin.** Melee or Ranged Attack Roll: +6, reach 5 ft. or range 30/120 ft. Hit: 11 (2d6 + 4) Piercing damage.

# Oni

## Oni

Large Fiend, Lawful Evil

AC 17

**Initiative** +0 (10)

HP 119 (14d10 + 42)

Speed 30 ft., Fly 30 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	19	+4	+4	DEX	11	+0	+3	CON	16	+3	+6
INT	14	+2	+2	WIS	12	+1	+4	CHA	15	+2	+5

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

**Resistances** Cold

**Senses** Darkvision 60 ft.; Passive Perception 14

**Languages** Common, Giant

CR 7 (XP 2,900; PB +3)

### Traits

**Regeneration.** The oni regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

### Actions

**Multattack.** The oni makes two Claw or Nightmare Ray attacks. It can replace one attack with a use of Spellcasting.





	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	26	+8	+8	DEX	14	+2	+8	CON	24	+7	+7
INT	22	+6	+6	WIS	18	+4	+10	CHA	24	+7	+7

**Skills** Perception +10, Persuasion +19

**Resistances** Cold

**Immunities** Fire, Poison; Poisoned

**Senses** Truesight 120 ft.; Passive Perception 20

**Languages** Infernal; telepathy 120 ft.

**CR** 20 (XP 25,000; PB +6)

## Traits

**Diabolical Restoration.** If the pit fiend dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

**Fear Aura.** The pit fiend emanates an aura in a 20-foot Emanation while it doesn't have the Incapacitated condition. *Wisdom Saving Throw:* DC 21, any enemy that starts its turn in the aura. *Failure:* The target has the Frightened condition until the start of its next turn. *Success:* The target is immune to this pit fiend's aura for 24 hours.

**Legendary Resistance (4/Day).** If the pit fiend fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** The pit fiend has Advantage on saving throws against spells and other magical effects.

## Actions

**Multiattack.** The pit fiend makes one Bite attack, two Devilish Claw attacks, and one Fiery Mace attack.

**Bite.** *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 18 (3d6 + 8) Piercing damage. If the target is a creature, it must make the following saving throw. *Constitution Saving Throw:* DC 21. *Failure:* The target has the Poisoned condition. While Poisoned, the target can't regain Hit Points and takes 21 (6d6) Poison damage at the start of each of its turns, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

**Devilish Claw.** *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 26 (4d8 + 8) Necrotic damage.

**Fiery Mace.** *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 22 (4d6 + 8) Force damage plus 21 (6d6) Fire damage.

**Hellfire Spellcasting (Recharge 4–6).** The pit fiend casts *Fireball* (level 5 version) twice, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21). It can replace one *Fireball* with *Hold Monster* (level 7 version) or *Wall of Fire*.

# Planetary

## Planetary

*Large Celestial (Angel), Lawful Good*

**AC** 19

**HP** 262 (21d10 + 147)

**Speed** 40 ft., Fly 120 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	24	+7	+12	DEX	20	+5	+5	CON	24	+7	+12
INT	19	+4	+4	WIS	22	+6	+11	CHA	25	+7	+12

**Skills** Perception +11

**Resistances** Radiant

**Immunities** Charmed, Exhaustion, Frightened

**Senses** Truesight 120 ft.; Passive Perception 21

**Languages** All; telepathy 120 ft.

**CR** 16 (XP 15,000; PB +5)

## Traits

**Divine Awareness.** The planetary knows if it hears a lie.

**Exalted Restoration.** If the planetary dies outside Mount Celestia, its body disappears, and it gains a new body instantly, reviving with all its Hit Points somewhere in Mount Celestia.

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

## Actions

**Multiattack.** The planetary makes three Radiant Sword attacks or uses Holy Burst twice.

**Radiant Sword.** *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 14 (2d6 + 7) Slashing damage plus 18 (4d8) Radiant damage.

**Holy Burst.** *Dexterity Saving Throw:* DC 20, each enemy in a 20-foot-radius Sphere centered on a point the planetary can see within 120 feet. *Failure:* 24 (7d6) Radiant damage. *Success:* Half damage.

**Spellcasting.** The planetary casts one of the following spells, requiring no Material components and using Charisma as spellcasting ability (spell save DC 20):

**At Will:** Detect Evil and Good

**1/Day Each:** Commune, Control Weather, Dispel Evil and Good, Raise Dead

## Bonus Actions

**Divine Aid (2/Day).** The planetary casts Cure Wounds, Invisibility, Lesser Restoration, or Remove Curse, using the same spellcasting ability as Spellcasting.

# Priests

## Priest Acolyte

Medium or Small Humanoid (Cleric), Neutral

AC 13

**Initiative** +0 (10)

HP 11 (2d8 + 2)

Speed 30 ft.

STR	MOD	SAVE	DEX	MOD	SAVE	CON	MOD	SAVE
14	+2	+2	10	+0	+0	12	+1	+1
INT	+0	+0	Wis	+2	+2	CHA	+0	+0

**Skills** Medicine +4, Religion +2

**Gear** Chain Shirt, Holy Symbol, Mace

**Senses** Passive Perception 12

**Languages** Common

CR 1/4 (XP 50; PB +2)

### Actions

**Mace.** Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Bludgeoning damage plus 2 (1d4) Radiant damage.

**Radiant Flame.** Ranged Attack Roll: +4, range 60 ft. Hit: 7 (2d6) Radiant damage.

**Spellcasting.** The priest casts one of the following spells, using Wisdom as the spellcasting ability:

**At Will:** Light, Thaumaturgy

### Bonus Actions

**Divine Aid (1/Day).** The priest casts Bless, Healing Word, or Sanctuary, using the same spellcasting ability as Spellcasting.

## Priest

Medium or Small Humanoid (Cleric), Neutral

AC 13

**Initiative** +0 (10)

HP 38 (7d8 + 7)

Speed 30 ft.

STR	MOD	SAVE	DEX	MOD	SAVE	CON	MOD	SAVE
16	+3	+3	10	+0	+0	12	+1	+1
INT	+1	+1	Wis	+3	+3	CHA	+1	+1

**Skills** Medicine +7, Perception +5, Religion +5

**Gear** Chain Shirt, Holy Symbol, Mace

**Senses** Passive Perception 15

**Languages** Common plus one other language

CR 2 (XP 450; PB +2)

### Actions

**Multiattack.** The priest makes two attacks, using Mace or Radiant Flame in any combination.

**Mace.** Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Bludgeoning damage plus 5 (2d4) Radiant damage.

**Radiant Flame.** Ranged Attack Roll: +5, range 60 ft. Hit: 11 (2d10) Radiant damage.

**Spellcasting.** The priest casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

**At Will:** Light, Thaumaturgy

**1/Day:** Spirit Guardians

### Bonus Actions

**Divine Aid (3/Day).** The priest casts Bless, Dispel Magic, Healing Word, or Lesser Restoration, using the same spellcasting ability as Spellcasting.

## Pseudodragon

## Pseudodragon

Tiny Dragon, Neutral Good

AC 14

**Initiative** +2 (12)

HP 10 (3d4 + 3)

Speed 15 ft., Fly 60 ft.

STR	MOD	SAVE	DEX	MOD	SAVE	CON	MOD	SAVE
6	-2	-2	15	+2	+2	13	+1	+1
INT	+0	+0	Wis	+1	+1	CHA	+0	+0

**Skills** Perception +5, Stealth +4

**Senses** Blindsight 10 ft., Darkvision 60 ft.;

Passive Perception 15

**Languages** Understands Common and Draconic but can't speak

CR 1/4 (XP 50; PB +2)

### Traits

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

### Actions

**Multiattack.** The pseudodragon makes two Bite attacks.

**Bite.** Melee Attack Roll: +4, reach 5 ft. Hit: 4 (1d4 + 2) Piercing damage.

**Sting.** Constitution Saving Throw: DC 12, one creature the pseudodragon can see within 5 feet. Failure: 5 (2d4) Poison damage, and the target has the Poisoned condition for 1 hour. Failure by 5 or More: While Poisoned, the target also has the Unconscious condition, which ends early if the target takes damage or a creature within 5 feet of it takes an action to wake it.

## Purple Worm

## Purple Worm

Gargantuan Monstrosity, Unaligned

AC 18

**Initiative** +3 (13)

HP 247 (15d20 + 90)

Speed 50 ft., Burrow 50 ft.

MOD SAVE			MOD SAVE			MOD SAVE			
STR	28	+9	DEX	7	-2	CON	22	+6	+11
INT	1	-5	WIS	8	-1	CHA	4	-3	-3

**Senses** Blindsight 30 ft., Tremorsense 60 ft.;

Passive Perception 9

**Languages** None

**CR** 15 (XP 13,000; PB +5)

## Traits

**Tunneler.** The worm can burrow through solid rock at half its Burrow Speed and leaves a 10-foot-diameter tunnel in its wake.

## Actions

**Multattack.** The worm makes one Bite attack and one Tail Stinger attack.

**Bite.** *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 22 (3d8 + 9) Piercing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 19), and it has the Restrained condition until the grapple ends.

**Tail Stinger.** *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 16 (2d6 + 9) Piercing damage plus 35 (10d6) Poison damage.

## Bonus Actions

**Swallow.** *Strength Saving Throw:* DC 19, one Large or smaller creature Grappled by the worm (it can have up to three creatures swallowed at a time). *Failure:* The target is swallowed by the worm, and the Grappled condition ends. A swallowed creature has the Blinded and Restrained conditions, has Total Cover against attacks and other effects outside the worm, and takes 17 (5d6) Acid damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the worm and has the Prone condition. If the worm dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse using 20 feet of movement, exiting Prone.

## Quasit

### Quasit

*Tiny Fiend (Demon), Chaotic Evil*

**AC** 13

**Initiative** +3 (13)

**HP** 25 (10d4)

**Speed** 40 ft.

MOD SAVE			MOD SAVE			MOD SAVE			
STR	5	-3	DEX	17	+3	CON	10	+0	+0
INT	7	-2	WIS	10	+0	CHA	10	+0	+0

**Skills** Stealth +5

**Resistances** Cold, Fire, Lightning

**Immunities** Poison; Poisoned

**Senses** Darkvision 120 ft.; Passive Perception 10

**Languages** Abyssal, Common

**CR** 1 (XP 200; PB +2)

## Traits

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

## Actions

**Rend.** *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage, and the target has the Poisoned condition until the start of the quasit's next turn.

**Invisibility.** The quasit casts *Invisibility* on itself, requiring no spell components and using Charisma as the spellcasting ability.

**Scare (1/Day).** *Wisdom Saving Throw:* DC 10, one creature within 20 feet. *Failure:* The target has the Frightened condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

**Shape-Shift.** The quasit shape-shifts to resemble a bat (Speed 10 ft., Fly 40 ft.), a centipede (40 ft., Climb 40 ft.), or a toad (40 ft., Swim 40 ft.), or it returns to its true form. Its game statistics are the same in each form, except for its Speed. Any equipment it is wearing or carrying isn't transformed.

## Rakshasa

### Rakshasa

*Medium Fiend, Lawful Evil*

**AC** 17

**Initiative** +8 (18)

**HP** 221 (26d8 + 104)

**Speed** 40 ft.

MOD SAVE			MOD SAVE			MOD SAVE			
STR	14	+2	DEX	17	+3	CON	18	+4	+4
INT	13	+1	WIS	16	+3	CHA	20	+5	+5

**Skills** Deception +10, Insight +8, Perception +8

**Vulnerabilities** Piercing damage from weapons wielded by creatures under the effect of a *Bless* spell

**Immunities** Charmed, Frightened

**Senses** Truesight 60 ft.; Passive Perception 18

**Languages** Common, Infernal

**CR** 13 (XP 10,000; PB +5)



**Fire Breath (Recharge 5–6).** Dexterity Saving Throw: DC 21, each creature in a 60-foot Cone. Failure: 59 (17d6) Fire damage. Success: Half damage.

**Spellcasting.** The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 20, +12 to hit with spell attacks):

**At Will:** Command (level 2 version), Detect Magic, Scorching Ray

**1/Day:** Fireball

## Legendary Actions

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

**Commanding Presence.** The dragon uses Spellcasting to cast Command (level 2 version). The dragon can't take this action again until the start of its next turn.

**Fiery Rays.** The dragon uses Spellcasting to cast Scorching Ray (level 3 version). The dragon can't take this action again until the start of its next turn.

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

## Ancient Red Dragon

Gargantuan Dragon (Chromatic), Chaotic Evil

AC 22                   **Initiative** +14 (24)

HP 507 (26d20 + 234)

**Speed** 40 ft., Climb 40 ft., Fly 80 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR 30	+10	+10	DEX 10	+0	+7	CON 29	+9	+9
INT 18	+4	+4	WIS 15	+2	+9	CHA 27	+8	+8

**Skills** Perception +16, Stealth +7

**Immunities** Fire

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

**Languages** Common, Draconic

**CR** 24 (XP 62,000, or 75,000 in lair; PB +7)

## Traits

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

## Actions

**Multattack.** The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast Scorching Ray (level 3 version).

**Rend.** Melee Attack Roll: +17, reach 15 ft. Hit: 19 (2d8 + 10) Slashing damage plus 10 (3d6) Fire damage.

**Fire Breath (Recharge 5–6).** Dexterity Saving Throw: DC 24, each creature in a 90-foot Cone. Failure: 91 (26d6) Fire damage. Success: Half damage.

**Spellcasting.** The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 23, +15 to hit with spell attacks):

**At Will:** Command (level 2 version), Detect Magic, Scorching Ray (level 3 version)

**1/Day Each:** Fireball (level 6 version), Scrying

## Legendary Actions

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

**Commanding Presence.** The dragon uses Spellcasting to cast Command (level 2 version). The dragon can't take this action again until the start of its next turn.

**Fiery Rays.** The dragon uses Spellcasting to cast Scorching Ray (level 3 version). The dragon can't take this action again until the start of its next turn.

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

## Remorhaz

### Remorhaz

Huge Monstrosity, Unaligned

AC 17

**Initiative** +5 (15)

HP 195 (17d12 + 85)

**Speed** 40 ft., Burrow 30 ft.

MOD	SAVE	MOD	SAVE	MOD	SAVE
STR 24	+7	+7	DEX 13	+1	+1
INT 4	-3	-3	WIS 10	+0	+0

  

MOD	SAVE	MOD	SAVE	MOD	SAVE
CON 21	+5	+5	CHA 5	-3	-3

**Immunities** Cold, Fire

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

**Languages** None

**CR** 11 (XP 7,200; PB +4)

## Traits

**Heat Aura.** At the end of each of the remorhaz's turns, each creature in a 5-foot Emanation originating from the remorhaz takes 16 (3d10) Fire damage.

## Actions

**Bite.** Melee Attack Roll: +11, reach 10 ft. Hit: 18 (2d10 + 7) Piercing damage plus 14 (4d6) Fire damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 17), and it has the Restrained condition until the grapple ends.

## Bonus Actions

**Swallow.** Strength Saving Throw: DC 19, one Large or smaller creature Grappled by the remorhaz (it can have up to two creatures swallowed at a time). Failure: The target is swallowed by the remorhaz, and the Grappled condition ends. A swallowed creature has the Blinded

and Restrained conditions, it has Total Cover against attacks and other effects outside the remorhaz, and it takes 10 (3d6) Acid damage plus 10 (3d6) Fire damage at the start of each of the remorhaz's turns.

If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the remorhaz and has the Prone condition. If the remorhaz dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse by using 15 feet of movement, exiting Prone.

## Roc

### Roc

Gargantuan Monstrosity, Unaligned

**AC** 15                   **Initiative** +8 (18)

**HP** 248 (16d20 + 80)

**Speed** 20 ft., Fly 120 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	18	+4	DEX	8	-1	CON	17	+3
INT	7	-2	WIS	16	+3	CHA	6	-2

**Skills** Perception +8

**Senses** Passive Perception 18

**Languages** None

**CR** 11 (XP 7,200; PB +4)

### Actions

**Multiaction.** The roc makes two Beak attacks. It can replace one attack with a Talons attack.

**Beak.** Melee Attack Roll: +13, reach 10 ft. Hit: 28 (3d12 + 9) Piercing damage.

**Talons.** Melee Attack Roll: +13, reach 5 ft. Hit: 23 (4d6 + 9) Slashing damage. If the target is a Huge or smaller creature, it has the Grappled condition (escape DC 19) from both talons, and it has the Restrained condition until the grapple ends.

### Bonus Actions

**Swoop (Recharge 5–6).** If the roc has a creature Grappled, the roc flies up to half its Fly Speed without provoking Opportunity Attacks and drops that creature.

## Roper

### Roper

Large Aberration, Neutral Evil

**AC** 20                   **Initiative** +5 (15)

**HP** 93 (11d10 + 33)

**Speed** 10 ft., Climb 20 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	18	+4	DEX	8	-1	CON	17	+3
INT	7	-2	WIS	16	+3	CHA	6	-2

**Skills** Perception +6, Stealth +5

**Senses** Darkvision 60 ft.; Passive Perception 16

**Languages** None

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

### Traits

**Spider Climb.** The roper can climb difficult surfaces, including along ceilings, without needing to make an ability check.

### Actions

**Multiaction.** The roper makes two Tentacle attacks, uses Reel, and makes two Bite attacks.

**Bite.** Melee Attack Roll: +7, reach 5 ft. Hit: 17 (3d8 + 4) Piercing damage.

**Tentacle.** Melee Attack Roll: +7, reach 60 ft. Hit: The target has the Grappled condition (escape DC 14) from one of six tentacles, and the target has the Poisoned condition until the grapple ends.

The tentacle can be damaged, freeing a creature it has Grappled when destroyed (AC 20, HP 10, Immunity to Poison and Psychic damage). Damaging the tentacle deals no damage to the roper, and a destroyed tentacle regrows at the start of the roper's next turn.

**Reel.** The roper pulls each creature Grappled by it up to 30 feet straight toward it.

## Rust Monster

### Rust Monster

Medium Monstrosity, Unaligned

**AC** 14                   **Initiative** +1 (11)

**HP** 33 (6d8 + 6)

**Speed** 40 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	13	+1	DEX	12	+1	CON	13	+1
INT	2	-4	WIS	13	+1	CHA	6	-2

**Senses** Darkvision 60 ft.; Passive Perception 11

**Languages** None

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

### Traits

**Iron Scent.** The rust monster can pinpoint the location of ferrous metal within 30 feet of itself.

### Actions

**Multiaction.** The rust monster makes one Bite attack and uses Antennae twice.

**Bite.** Melee Attack Roll: +3, reach 5 ft. Hit: 5 (1d8 + 1) Piercing damage.





## Actions

**Draining Swipe.** Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Necrotic damage, and the target's Strength score decreases by 1d4. The target dies if this reduces that score to 0. If a Humanoid is slain by this attack, a **Shadow** rises from the corpse 1d4 hours later.

## Bonus Actions

**Shadow Stealth.** While in Dim Light or Darkness, the shadow takes the Hide action.

# Shambling Mound

## Shambling Mound

Large Plant, Unaligned

AC 15

Initiative –1 (9)

HP 110 (13d10 + 39)

Speed 30 ft., Swim 20 ft.

STR	18	+4	+4	MOD	SAVE	DEX	8	-1	-1	MOD	SAVE	CON	16	+3	+3	MOD	SAVE
INT	5	-3	-3	WIS	10	+0	+0	CHA	5	-3	-3						

**Skills** Stealth +3

**Resistances** Cold, Fire

**Immunities** Lightning; Deafened, Exhaustion

**Senses** Blindsight 60 ft.; Passive Perception 10

**Languages** None

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

## Traits

**Lightning Absorption.** Whenever the shambling mound is subjected to Lightning damage, it regains a number of Hit Points equal to the Lightning damage dealt.

## Actions

**Multiattack.** The shambling mound makes three Charged Tendril attacks. It can replace one attack with a use of Engulf.

**Charged Tendril.** Melee Attack Roll: +7, reach 10 ft. Hit: 7 (1d6 + 4) Bludgeoning damage plus 5 (2d4) Lightning damage. If the target is a Medium or smaller creature, the shambling mound pulls the target 5 feet straight toward itself.

**Engulf.** Strength Saving Throw: DC 15, one Medium or smaller creature within 5 feet. Failure: The target is pulled into the shambling mound's space and has the Grappled condition (escape DC 14). Until the grapple ends, the target has the Blinded and Restrained conditions, and it takes 10 (3d6) Lightning damage at the start of each of its turns. When the shambling mound moves, the Grappled target moves with it, costing it no extra movement. The shambling mound can have only one creature Grappled by this action at a time.

# Shield Guardian

## Shield Guardian

Large Construct, Unaligned

AC 17

Initiative –1 (9)

HP 142 (15d10 + 60)

Speed 30 ft.

STR	18	+4	+4	MOD	SAVE	DEX	8	-1	-1	MOD	SAVE	CON	18	+4	+4	MOD	SAVE
INT	7	-2	-2	WIS	10	+0	+0	CHA	3	-4	-4						

**Immunities** Poison; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

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

**Languages** Understands commands given in any language but can't speak

CR 7 (XP 2,900; PB +3)

## Traits

**Bound.** The guardian is magically bound to an amulet. While the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (round up) is transferred to the guardian.

**Regeneration.** The guardian regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

**Spell Storing.** A spellcaster who wears the guardian's amulet can cause the guardian to store one spell of level 4 or lower. To do so, the wearer must cast the spell on the guardian while within 5 feet of it. The spell has no effect but is stored within the guardian. Any previously stored spell is lost when a new spell is stored. The guardian can cast the spell stored with any parameters set by the original caster, requiring no spell components and using the caster's spellcasting ability. The stored spell is then lost.

## Actions

**Multiattack.** The guardian makes two Fist attacks.

**Fist.** Melee Attack Roll: +7, reach 10 ft. Hit: 11 (2d6 + 4) Bludgeoning damage plus 7 (2d6) Force damage.

## Reactions

**Protection.** Trigger: An attack roll hits the wearer of the guardian's amulet while the wearer is within 5 feet of the guardian. Response: The wearer gains a +5 bonus to AC, including against the triggering attack and possibly causing it to miss, until the start of the guardian's next turn.

# Silver Dragons

## Silver Dragon Wyrmling

Medium Dragon (Metallic), Lawful Good

AC 17

Initiative +2 (12)

HP 45 (6d8 + 18)

Speed 30 ft., Fly 60 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	19	+4	DEX	10	+0	CON	17	+3
INT	12	+1	WIS	11	+0	CHA	15	+2

Skills Perception +4, Stealth +2

Immunities Cold

Senses Blindsight 10 ft., Darkvision 60 ft.;

Passive Perception 14

Languages Draconic

CR 2 (450 XP; PB +2)

### Actions

**Multiattack.** The dragon makes two Rend attacks.

**Rend.** Melee Attack Roll: +6, reach 5 ft. Hit: 9 (1d10 + 4) Piercing damage.

**Cold Breath (Recharge 5–6).** Constitution Saving Throw: DC 13, each creature in a 15-foot Cone. Failure: 18 (4d8) Cold damage. Success: Half damage.

**Paralyzing Breath.** Constitution Saving Throw: DC 13, each creature in a 15-foot Cone. First Failure: The target has the Incapacitated condition until the end of its next turn, when it repeats the save. Second Failure: The target has the Paralyzed condition, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

## Young Silver Dragon

Large Dragon (Metallic), Lawful Good

AC 18

Initiative +4 (14)

HP 168 (16d10 + 80)

Speed 40 ft., Fly 80 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	23	+6	DEX	10	+0	CON	21	+5
INT	14	+2	WIS	11	+0	CHA	19	+4

Skills History +6, Perception +8, Stealth +4

Immunities Cold

Senses Blindsight 30 ft., Darkvision 120 ft.;

Passive Perception 18

Languages Common, Draconic

CR 9 (XP 5,000; PB +4)

### Actions

**Multiattack.** The dragon makes three Rend attacks. It can replace one attack with a use of Paralyzing Breath.

**Rend.** Melee Attack Roll: +10, reach 10 ft. Hit: 15 (2d8 + 6) Slashing damage.

**Cold Breath (Recharge 5–6).** Constitution Saving Throw: DC 17, each creature in a 30-foot Cone. Failure: 49 (11d8) Cold damage. Success: Half damage.

**Paralyzing Breath.** Constitution Saving Throw: DC 17, each creature in a 30-foot Cone. First Failure: The target has the Incapacitated condition until the end of its next turn, when it repeats the save. Second Failure: The target has the Paralyzed condition, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

## Adult Silver Dragon

Huge Dragon (Metallic), Lawful Good

AC 19

Initiative +10 (20)

HP 216 (16d12 + 112)

Speed 40 ft., Fly 80 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	27	+8	DEX	10	+0	CON	25	+7
INT	16	+3	WIS	13	+1	CHA	22	+6

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

Immunities Cold

Senses Blindsight 60 ft., Darkvision 120 ft.;

Passive Perception 21

Languages Common, Draconic

CR 16 (XP 15,000, or 18,000 in lair; PB +5)

### Traits

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

### Actions

**Multiattack.** The dragon makes three Rend attacks.

It can replace one attack with a use of (A) Paralyzing Breath or (B) Spellcasting to cast *Ice Knife*.

**Rend.** Melee Attack Roll: +13, reach 10 ft. Hit: 17 (2d8 + 8) Slashing damage plus 4 (1d8) Cold damage.

**Cold Breath (Recharge 5–6).** Constitution Saving Throw: DC 20, each creature in a 60-foot Cone. Failure: 54 (12d8) Cold damage. Success: Half damage.

**Paralyzing Breath.** Constitution Saving Throw: DC 20, each creature in a 60-foot Cone. First Failure: The target has the Incapacitated condition until the end of its next turn, when it repeats the save. Second Failure: The target has the Paralyzed condition, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

**Spellcasting.** The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

**At Will:** Detect Magic, Hold Monster, Ice Knife, Shapechange (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)

**1/Day Each:** Ice Storm (level 5 version), Zone of Truth

### Legendary Actions

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

**Chill.** The dragon uses Spellcasting to cast Hold Monster. The dragon can't take this action again until the start of its next turn.

**Cold Gale.** Dexterity Saving Throw: DC 19, each creature in a 60-foot-long, 10-foot-wide Line. Failure: 14 (4d6) Cold damage, and the target is pushed up to 30 feet straight away from the dragon. Success: Half damage only. Failure or Success: The dragon can't take this action again until the start of its next turn.

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

## Ancient Silver Dragon

Gargantuan Dragon (Metallic), Lawful Good

**AC 22**      **Initiative +14 (24)**

**HP 468** (24d20 + 216)

**Speed** 40 ft., Fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	30	+10	+10	<b>DEX</b>	10	+0	+7	<b>CON</b>	29	+9	+9
<b>INT</b>	18	+4	+4	<b>WIS</b>	15	+2	+9	<b>CHA</b>	26	+8	+8

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

**Immunities** Cold

**Senses** Blindsight 60 ft., Darkvision 120 ft.;

Passive Perception 26

**Languages** Common, Draconic

**CR** 23 (XP 50,000, or 62,000 in lair; PB +7)

### Traits

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

### Actions

**Multattack.** The dragon makes three Rend attacks. It can replace one attack with a use of (A) Paralyzing Breath or (B) Spellcasting to cast Ice Knife (level 2 version).

**Rend.** Melee Attack Roll: +17, reach 15 ft. Hit: 19 (2d8 + 10) Slashing damage plus 9 (2d8) Cold damage.

**Cold Breath (Recharge 5–6).** Constitution Saving Throw: DC 24, each creature in a 90-foot Cone. Failure: 67 (15d8) Cold damage. Success: Half damage.

**Paralyzing Breath.** Constitution Saving Throw: DC 24, each creature in a 90-foot Cone. First Failure: The target has the Incapacitated condition until the end of its next turn, when it repeats the save. Second Failure: The target has the Paralyzed condition, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

**Spellcasting.** The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 23, +15 to hit with spell attacks):

**At Will:** Detect Magic, Hold Monster, Ice Knife (level 2 version), Shapechange (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)

**1/Day Each:** Control Weather, Ice Storm (level 7 version), Teleport, Zone of Truth

### Legendary Actions

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

**Chill.** The dragon uses Spellcasting to cast Hold Monster. The dragon can't take this action again until the start of its next turn.

**Cold Gale.** Dexterity Saving Throw: DC 23, each creature in a 60-foot-long, 10-foot-wide Line. Failure: 14 (4d6) Cold damage, and the target is pushed up to 30 feet straight away from the dragon. Success: Half damage only. Failure or Success: The dragon can't take this action again until the start of its next turn.

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

## Skeletons

### Skeleton

Medium Undead, Lawful Evil

**AC 14**

**Initiative +3 (13)**

**HP 13** (2d8 + 4)

**Speed** 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	10	+0	+0	<b>DEX</b>	16	+3	+3	<b>CON</b>	15	+2	+2
<b>INT</b>	6	-2	-2	<b>WIS</b>	8	-1	-1	<b>CHA</b>	5	-3	-3

**Vulnerabilities** Bludgeoning

**Immunities** Poison; Exhaustion, Poisoned

**Gear** Shortbow, Shortsword

**Senses** Darkvision 60 ft.; Passive Perception 9

**Languages** Understands Common plus one other language but can't speak

**CR 1/4** (XP 50; PB +2)

## Actions

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

**Shortbow.** Ranged Attack Roll: +5, range 80/320 ft. Hit: 6 (1d6 + 3) Piercing damage.

## Warhorse Skeleton

Large Undead, Lawful Evil

AC 13

Initiative +1 (11)

HP 22 (3d10 + 6)

Speed 60 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR 18	+4	+4	DEX 12	+1	+1	CON 15	+2	+2
INT 2	-4	-4	WIS 8	-1	-1	CHA 5	-3	-3

**Vulnerabilities** Bludgeoning

**Immunities** Poison; Exhaustion, Poisoned

**Senses** Darkvision 60 ft.; Passive Perception 9

**Languages** None

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

## Actions

**Hooves.** Melee Attack Roll: +6, reach 5 ft. Hit: 7 (1d6 + 4) Bludgeoning damage. If the target is a Large or smaller creature and the skeleton moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

## Minotaur Skeleton

Large Undead, Lawful Evil

AC 12

Initiative +0 (10)

HP 45 (6d10 + 12)

Speed 40 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR 18	+4	+4	DEX 11	+0	+0	CON 15	+2	+2
INT 6	-2	-2	WIS 8	-1	-1	CHA 5	-3	-3

**Vulnerabilities** Bludgeoning

**Immunities** Poison; Exhaustion, Poisoned

**Senses** Darkvision 60 ft.; Passive Perception 9

**Languages** Understands Abyssal but can't speak

CR 2 (XP 450; PB +2)

## Actions

**Gore.** Melee Attack Roll: +6, reach 5 ft. Hit: 11 (2d6 + 4) Piercing damage. If the target is a Large or smaller creature and the skeleton moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) Piercing damage and has the Prone condition.

**Slam.** Melee Attack Roll: +6, reach 5 ft. Hit: 15 (2d10 + 4) Bludgeoning damage.

## Solar

### Solar

Large Celestial (Angel), Lawful Good

AC 21

Initiative +20 (30)

HP 297 (22d10 + 176)

Speed 50 ft., Fly 150 ft. (hover)

STR	26	+8	+8	DEX	22	+6	+6	CON	26	+8	+8
INT	25	+7	+7	WIS	25	+7	+7	CHA	30	+10	+10

**Skills** Perception +14

**Immunities** Poison, Radiant; Charmed, Exhaustion, Frightened, Poisoned

**Senses** Truesight 120 ft.; Passive Perception 24

**Languages** All; telepathy 120 ft.

CR 21 (XP 33,000; PB +7)

## Traits

**Divine Awareness.** The solar knows if it hears a lie.

**Exalted Restoration.** If the solar dies outside Mount Celestia, its body disappears, and it gains a new body instantly, reviving with all its Hit Points somewhere in Mount Celestia.

**Legendary Resistance (4/Day).** If the solar fails a saving throw, it can choose to succeed instead.

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

## Actions

**Multiattack.** The solar makes two Flying Sword attacks. It can replace one attack with a use of Slaying Bow.

**Flying Sword.** Melee or Ranged Attack Roll: +15, reach 10 ft. or range 120 ft. Hit: 22 (4d6 + 8) Slashing damage plus 36 (8d8) Radiant damage. Hit or Miss: The sword magically returns to the solar's hand or hovers within 5 feet of the solar immediately after a ranged attack.

**Slaying Bow.** Dexterity Saving Throw: DC 21, one creature the solar can see within 600 feet. Failure: If the creature has 100 Hit Points or fewer, it dies. It otherwise takes 24 (4d8 + 6) Piercing damage plus 36 (8d8) Radiant damage.

**Spellcasting.** The solar casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 25):

**At Will:** Detect Evil and Good

**1/Day Each:** Commune, Control Weather, Dispel Evil and Good, Resurrection

## Bonus Actions

**Divine Aid (3/Day).** The solar casts Cure Wounds (level 2 version), Lesser Restoration, or Remove Curse, using the same spellcasting ability as Spellcasting.



## Actions

**Multiattack.** The sphinx makes three Claw attacks.

**Claw.** Melee Attack Roll: +8, reach 5 ft. Hit: 14 (3d6 + 4) Slashing damage.

**Mind-Rending Roar (Recharge 5–6).** Wisdom Saving Throw: DC 16, each enemy in a 300-foot Emanation originating from the sphinx. Failure: 35 (10d6) Psychic damage, and the target has the Incapacitated condition until the start of the sphinx's next turn.

**Spellcasting.** The sphinx casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 16):

**At Will:** Detect Magic, Identify, Mage Hand, Minor Illusion, Prestidigitation

**1/Day Each:** Dispel Magic, Legend Lore, Locate Object, Plane Shift, Remove Curse, Tongues

## Legendary Actions

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

**Arcane Prowl.** The sphinx can teleport up to 30 feet to an unoccupied space it can see, and it makes one Claw attack.

**Weight of Years.** Constitution Saving Throw: DC 16, one creature the sphinx can see within 120 feet. Failure: The target gains 1 Exhaustion level. While the target has any Exhaustion levels, it appears 3d10 years older. Failure or Success: The sphinx can't take this action again until the start of its next turn.

## Sphinx of Valor

Large Celestial, Lawful Neutral

AC 17

**Initiative** +12 (22)

HP 199 (19d10 + 95)

Speed 40 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE		
STR	22	+6	+6	DEX	10	+0	+6	CON 20	+5	+11
INT	16	+3	+9	WIS	23	+6	+12	CHA 18	+4	+4

**Skills** Arcana +9, Perception +12, Religion +15

**Resistances** Necrotic, Radiant

**Immunities** Psychic; Charmed, Frightened

**Senses** Truesight 120 ft.; Passive Perception 22

**Languages** Celestial, Common

**CR** 17 (XP 18,000, or 20,000 in lair; PB +6)

## Traits

**Inscrutable.** No magic can observe the sphinx remotely or detect its thoughts without its permission. Wisdom (Insight) checks made to ascertain its intentions or sincerity are made with Disadvantage.

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

## Actions

**Multiattack.** The sphinx makes two Claw attacks and uses Roar.

**Claw.** Melee Attack Roll: +12, reach 5 ft. Hit: 20 (4d6 + 6) Slashing damage.

**Roar (3/Day).** The sphinx emits a magical roar. Whenever it roars, the roar has a different effect, as detailed below (the sequence resets when it takes a Long Rest):

**First Roar.** Wisdom Saving Throw: DC 20, each enemy in a 500-foot Emanation originating from the sphinx. Failure: The target has the Frightened condition for 1 minute.

**Second Roar.** Wisdom Saving Throw: DC 20, each enemy in a 500-foot Emanation originating from the sphinx. Failure: The target has the Paralyzed condition, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

**Third Roar.** Constitution Saving Throw: DC 20, each enemy in a 500-foot Emanation originating from the sphinx. Failure: 44 (8d10) Thunder damage, and the target has the Prone condition. Success: Half damage only.

**Spellcasting.** The sphinx casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 20):

**At Will:** Detect Evil and Good, Thaumaturgy

**1/Day Each:** Detect Magic, Dispel Magic, Greater Restoration, Heroes' Feast, Zone of Truth

## Legendary Actions

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

**Arcane Prowl.** The sphinx can teleport up to 30 feet to an unoccupied space it can see, and it makes one Claw attack.

**Weight of Years.** Constitution Saving Throw: DC 16, one creature the sphinx can see within 120 feet. Failure: The target gains 1 Exhaustion level. While the target has any Exhaustion levels, it appears 3d10 years older. Failure or Success: The sphinx can't take this action again until the start of its next turn.

# Spirit Naga

## Spirit Naga

Large Fiend, Chaotic Evil

**AC** 17

**Initiative** +3 (13)

**HP** 135 (18d10 + 36)

**Speed** 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	18	+4	+4	<b>DEX</b>	17	+3	+6	<b>CON</b>	14	+2	+5
<b>INT</b>	16	+3	+3	<b>WIS</b>	15	+2	+5	<b>CHA</b>	16	+3	+6

**Immunities** Poison; Charmed, Poisoned

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

**Languages** Abyssal, Common

**CR** 8 (XP 3,900; PB +3)

### Traits

**Fiendish Restoration.** If it dies, the naga returns to life in 1d6 days and regains all its Hit Points. Only a *Wish* spell can prevent this trait from functioning.

### Actions

**Multiattack.** The naga makes three attacks, using Bite or Necrotic Ray in any combination.

**Bite.** Melee Attack Roll: +7, reach 10 ft. Hit: 7 (1d6 + 4) Piercing damage plus 14 (4d6) Poison damage.

**Necrotic Ray.** Ranged Attack Roll: +6, range 60 ft. Hit: 21 (6d6) Necrotic damage.

**Spellcasting.** The naga casts one of the following spells, requiring no Somatic or Material components and using Intelligence as the spellcasting ability (spell save DC 14):

**At Will:** Detect Magic, Mage Hand, Minor Illusion, Water Breathing

**2/Day Each:** Detect Thoughts, Dimension Door, Hold Person (level 3 version), Lightning Bolt (level 4 version)

# Sprite

## Sprite

Tiny Fey, Neutral Good

**AC** 15

**Initiative** +4 (14)

**HP** 10 (4d4)

**Speed** 10 ft., Fly 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	3	-4	-4	<b>DEX</b>	18	+4	+4	<b>CON</b>	10	+0	+0
<b>INT</b>	14	+2	+2	<b>WIS</b>	13	+1	+1	<b>CHA</b>	11	+0	+0

**Skills** Perception +3, Stealth +8

**Senses** Passive Perception 13

**Languages** Common, Elvish, Sylvan

**CR** 1/4 (XP 50; PB +2)

### Actions

**Needle Sword.** Melee Attack Roll: +6, reach 5 ft. Hit: 6 (1d4 + 4) Piercing damage.

**Enchanting Bow.** Ranged Attack Roll: +6, range 40/160 ft. Hit: 1 Piercing damage, and the target has the Charmed condition until the start of the sprite's next turn.

**Heart Sight.** Charisma Saving Throw: DC 10, one creature within 5 feet the sprite can see (Celestials, Fiends, and Undead automatically fail the save). Failure: The sprite knows the target's emotions and alignment.

**Invisibility.** The sprite casts *Invisibility* on itself, requiring no spell components and using Charisma as the spellcasting ability.

# Spy

## Spy

Medium or Small Humanoid, Neutral

**AC** 12

**Initiative** +4 (14)

**HP** 27 (6d8)

**Speed** 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	10	+0	+0	<b>DEX</b>	15	+2	+2	<b>CON</b>	10	+0	+0
<b>INT</b>	12	+1	+1	<b>WIS</b>	14	+2	+2	<b>CHA</b>	16	+3	+3

**Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Sleight of Hand +4, Stealth +6

**Gear** Hand Crossbow, Shortsword, Thieves' Tools

**Senses** Passive Perception 16

**Languages** Common plus one other language

**CR** 1 (XP 200; PB +2)

### Actions

**Shortsword.** Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage plus 7 (2d6) Poison damage.

**Hand Crossbow.** Ranged Attack Roll: +4, range 30/120 ft. Hit: 5 (1d6 + 2) Piercing damage plus 7 (2d6) Poison damage.

### Bonus Actions

**Cunning Action.** The spy takes the Dash, Disengage, or Hide action.

# Stirge

## Stirge

Tiny Monstrosity, Unaligned

**AC** 13

**Initiative** +3 (13)

**HP** 5 (2d4)

**Speed** 10 ft., Fly 40 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	4	-3	-3	DEX	16	+3	+3	CON	11	+0	+0
INT	2	-4	-4	WIS	8	-1	-1	CHA	6	-2	-2

**Senses** Darkvision 60 ft.; Passive Perception 9

**Languages** None

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

### Actions

**Proboscis.** Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Piercing damage, and the stirge attaches to the target. While attached, the stirge can't make Proboscis attacks, and the target takes 5 (2d4) Necrotic damage at the start of each of the stirge's turns.

The stirge can detach itself by spending 5 feet of its movement. The target or a creature within 5 feet of it can detach the stirge as an action.

## Stone Giant

### Stone Giant

Huge Giant, Neutral

**AC** 17

**Initiative** +5 (15)

**HP** 126 (11d12 + 55)

**Speed** 40 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	23	+6	+6	DEX	15	+2	+5	CON	20	+5	+8
INT	10	+0	+0	WIS	12	+1	+4	CHA	9	-1	-1

**Skills** Athletics +12, Perception +4, Stealth +5

**Senses** Darkvision 60 ft.; Passive Perception 14

**Languages** Giant

**CR** 7 (XP 2,900; PB +3)

### Actions

**Multiattack.** The giant makes two attacks, using Stone Club or Boulder in any combination.

**Stone Club.** Melee Attack Roll: +9, reach 15 ft. Hit: 22 (3d10 + 6) Bludgeoning damage.

**Boulder.** Ranged Attack Roll: +9, range 60/240 ft. Hit: 15 (2d8 + 6) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition.

### Reactions

**Deflect Missile (Recharge 5–6).** Trigger: The giant is hit by a ranged attack roll and takes Bludgeoning, Piercing, or Slashing damage from it. Response: The giant reduces the damage it takes from the attack by 11 (1d10 + 6), and if that damage is reduced to 0, the giant can redirect some of the attack's force. Dexterity Saving Throw: DC 17, one creature the giant can see within 60 feet. Failure: 11 (1d10 + 6) Force damage.

## Stone Golem

### Stone Golem

Large Construct, Unaligned

**AC** 18

**Initiative** +3 (13)

**HP** 220 (21d10 + 105)

**Speed** 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	22	+6	+6	DEX	9	-1	-1	CON	20	+5	+5
INT	3	-4	-4	WIS	11	+0	+0	CHA	1	-5	-5

**Immunities** Poison, Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

**Senses** Darkvision 120 ft.; Passive Perception 10

**Languages** Understands Common plus two other languages but can't speak

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

### Traits

**Immutable Form.** The golem can't shape-shift.

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

### Actions

**Multiattack.** The golem makes two attacks, using Slam or Force Bolt in any combination.

**Slam.** Melee Attack Roll: +10, reach 5 ft. Hit: 15 (2d8 + 6) Bludgeoning damage plus 9 (2d8) Force damage.

**Force Bolt.** Ranged Attack Roll: +9, range 120 ft. Hit: 22 (4d10) Force damage.

### Bonus Actions

**Slow (Recharge 5–6).** The golem casts the *Slow* spell, requiring no spell components and using Constitution as the spellcasting ability (spell save DC 17).

## Storm Giant

### Storm Giant

Huge Giant, Chaotic Good

**AC** 16

**Initiative** +7 (17)

**HP** 230 (20d12 + 100)

**Speed** 50 ft., Fly 25 ft. (hover), Swim 50 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	29	+9	+14	DEX	14	+2	+2	CON	20	+5	+10
INT	16	+3	+3	WIS	20	+5	+10	CHA	18	+4	+9

**Skills** Arcana +8, Athletics +14, History +8, Perception +10

**Resistances** Cold

**Immunities** Lightning, Thunder

**Senses** Darkvision 120 ft., Truesight 30 ft.;

Passive Perception 20

**Languages** Common, Giant

**CR** 13 (XP 10,000; PB +5)

## Traits

**Amphibious.** The giant can breathe air and water.

## Actions

**Multiattack.** The giant makes two attacks, using Storm Sword or Thunderbolt in any combination.

**Storm Sword.** Melee Attack Roll: +14, reach 10 ft. Hit: 23 (4d6 + 9) Slashing damage plus 13 (3d8) Lightning damage.

**Thunderbolt.** Ranged Attack Roll: +14, range 500 ft. Hit: 22 (2d12 + 9) Lightning damage, and the target has the Blinded and Deafened conditions until the start of the giant's next turn.

**Lightning Storm (Recharge 5–6).** Dexterity Saving Throw: DC 18, each creature in a 10-foot-radius, 40-foot-high Cylinder originating from a point the giant can see within 500 feet. Failure: 55 (10d10) Lightning damage. Success: Half damage.

**Spellcasting.** The giant casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 18):

**At Will:** Detect Magic, Light  
**1/Day:** Control Weather

## Succubus

### Succubus

Medium Fiend, Neutral Evil

AC 15

Initiative +3 (13)

HP 71 (13d8 + 13)

Speed 30 ft., Fly 60 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	8	-1	-1	DEX	17	+3	+3	CON	13	+1	+1
INT	15	+2	+2	WIS	12	+1	+1	CHA	20	+5	+5

**Skills** Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

**Resistances** Cold, Fire, Poison, Psychic

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

**Languages** Abyssal, Common, Infernal; telepathy 60 ft.

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

## Traits

**Incubus Form.** When the succubus finishes a Long Rest, it can shape-shift into an **Incubus**, using that stat block instead of this one.

## Actions

**Multiattack.** The succubus makes one Fiendish Touch attack and uses Charm or Draining Kiss.

**Fiendish Touch.** Melee Attack Roll: +7, reach 5 ft. Hit: 16 (2d10 + 5) Psychic damage.

**Charm.** The succubus casts *Dominate Person* (level 8 version), requiring no spell components and using Charisma as the spellcasting ability (spell save DC 15).

**Draining Kiss.** Constitution Saving Throw: DC 15, one creature Charmed by the succubus within 5 feet. Failure: 13 (3d8) Psychic damage. Success: Half damage. Failure or Success: The target's Hit Point maximum decreases by an amount equal to the damage taken.

## Bonus Actions

**Shape-Shift.** The succubus shape-shifts into a Medium or Small Humanoid, or it returns to its true form. Its game statistics are the same in each form, except its Fly Speed is available only in its true form. Any equipment it is wearing or carrying isn't transformed.

## Tarrasque

### Tarrasque

Gargantuan Monstrosity (Titan), Unaligned

AC 25

Initiative +18 (28)

HP 697 (34d20 + 340)

Speed 60 ft., Burrow 40 ft., Climb 60 ft.

MOD SAVE	STR	30	+10	+10	DEX	11	+0	+9	CON	30	+10	+10
INT	3	-4	+5		WIS	11	+0	+9	CHA	11	+0	+9

**Skills** Perception +9

**Resistances** Bludgeoning, Piercing, Slashing

**Immunities** Fire, Poison; Charmed, Deafened, Frightened, Paralyzed, Poisoned

**Senses** Blindsight 120 ft.; Passive Perception 19

**Languages** None

**CR** 30 (XP 155,000; PB +9)

## Traits

**Legendary Resistance (6/Day).** If the tarrasque fails a saving throw, it can choose to succeed instead.

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

**Reflective Carapace.** If the tarrasque is targeted by a *Magic Missile* spell or a spell that requires a ranged attack roll, roll 1d6. On a 1–5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected and reflects the spell, turning the caster into the target.

**Siege Monster.** The tarrasque deals double damage to objects and structures.

## Actions

**Multiattack.** The tarrasque makes one Bite attack and three other attacks, using Claw or Tail in any combination.

**Bite.** Melee Attack Roll: +19, reach 15 ft. Hit: 36 (4d12 + 10) Piercing damage, and the target has the Grappled

condition (escape DC 20). Until the grapple ends, the target has the Restrained condition and can't teleport.

**Claw.** Melee Attack Roll: +19, reach 15 ft. Hit: 28 (4d8 + 10) Slashing damage.

**Tail.** Melee Attack Roll: +19, reach 30 ft. Hit: 23 (3d8 + 10) Bludgeoning damage. If the target is a Huge or smaller creature, it has the Prone condition.

**Thunderous Bellow (Recharge 5–6).** Constitution Saving Throw: DC 27, each creature and each object that isn't being worn or carried in a 150-foot Cone. Failure: 78 (12d12) Thunder damage, and the target has the Deafened and Frightened conditions until the end of its next turn. Success: Half damage only.

## Bonus Actions

**Swallow.** Strength Saving Throw: DC 27, one Large or smaller creature Grappled by the tarrasque (it can have up to six creatures swallowed at a time). Failure: The target is swallowed, and the Grappled condition ends. A swallowed creature has the Blinded and Restrained conditions and can't teleport, it has Total Cover against attacks and other effects outside the tarrasque, and it takes 56 (16d6) Acid damage at the start of each of the tarrasque's turns.

If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 10 feet of the tarrasque and has the Prone condition. If the tarrasque dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse using 20 feet of movement, exiting Prone.

## Legendary Actions

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

**Onslaught.** The tarrasque moves up to half its Speed, and it makes one Claw or Tail attack.

**World-Shaking Movement.** The tarrasque moves up to its Speed. At the end of this movement, the tarrasque creates an instantaneous shock wave in a 60-foot Emotion originating from itself. Creatures in that area lose Concentration and, if Medium or smaller, have the Prone condition. The tarrasque can't take this action again until the start of its next turn.

# Toughs

## Tough

Medium or Small Humanoid, Neutral

AC 12

Initiative +1 (11)

HP 32 (5d8 + 10)

Speed 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	15	+2	+2	DEX	12	+1	+1	CON	14	+2	+2
INT	10	+0	+0	WIS	10	+0	+0	CHA	11	+0	+0

**Gear** Heavy Crossbow, Leather Armor, Mace

**Senses** Passive Perception 10

**Languages** Common

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

## Traits

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

## Actions

**Mace.** Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Bludgeoning damage.

**Heavy Crossbow.** Ranged Attack Roll: +3, range 100/400 ft. Hit: 6 (1d10 + 1) Piercing damage.

## Tough Boss

Medium or Small Humanoid, Neutral

AC 16

Initiative +2 (12)

HP 82 (11d8 + 33)

Speed 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	17	+3	+5	DEX	14	+2	+2	CON	16	+3	+5
INT	11	+0	+0	WIS	10	+0	+0	CHA	11	+0	+2

**Gear** Chain Mail, Heavy Crossbow, Warhammer

**Senses** Passive Perception 10

**Languages** Common plus one other language

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

## Traits

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

## Actions

**Multiattack.** The tough makes two attacks, using Warhammer or Heavy Crossbow in any combination.

**Warhammer.** Melee Attack Roll: +5, reach 5 ft. Hit: 12 (2d8 + 3) Bludgeoning damage. If the target is a Large or smaller creature, the tough pushes the target up to 10 feet straight away from itself.

**Heavy Crossbow.** Ranged Attack Roll: +4, range 100/400 ft. Hit: 13 (2d10 + 2) Piercing damage.

# Treant

## Treant

Huge Plant, Chaotic Good

**AC 16**

**Initiative +3 (13)**

**HP 138 (12d12 + 60)**

**Speed** 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	23	+6	+6	<b>DEX</b>	8	-1	-1	<b>CON</b>	21	+5	+5
<b>INT</b>	12	+1	+1	<b>WIS</b>	16	+3	+3	<b>CHA</b>	12	+1	+1

**Vulnerabilities** Fire

**Resistances** Bludgeoning, Piercing

**Senses** Passive Perception 13

**Languages** Common, Druidic, Elvish, Sylvan

**CR** 9 (XP 5,000; PB +4)

## Traits

**Siege Monster.** The treant deals double damage to objects and structures.

## Actions

**Multiattack.** The treant makes two Slam attacks.

**Slam.** Melee Attack Roll: +10, reach 5 ft. Hit: 16 (3d6 + 6) Bludgeoning damage.

**Hail of Bark.** Ranged Attack Roll: +10, range 180 ft. Hit: 28 (4d10 + 6) Piercing damage.

**Animate Trees (1/Day).** The treant magically animates up to two trees it can see within 60 feet of itself. Each tree uses the **Treant** stat block, except it has Intelligence and Charisma scores of 1, it can't speak, and it lacks this action. The tree takes its turn immediately after the treant on the same Initiative count, and it obeys the treant. A tree remains animate for 1 day or until it dies, the treant dies, or it is more than 120 feet from the treant. The tree then takes root if possible.

# Troll

## Troll

Large Giant, Chaotic Evil

**AC 15**

**Initiative +1 (11)**

**HP 94 (9d10 + 45)**

**Speed** 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	18	+4	+4	<b>DEX</b>	13	+1	+1	<b>CON</b>	20	+5	+5
<b>INT</b>	7	-2	-2	<b>WIS</b>	9	-1	-1	<b>CHA</b>	7	-2	-2

**Skills** Perception +5

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

**Languages** Giant

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

## Traits

**Loathsome Limbs (4/Day).** If the troll ends any turn Bloodied and took 15+ Slashing damage during that turn, one of the troll's limbs is severed, falls into the troll's space, and becomes a **Troll Limb**. The limb acts immediately after the troll's turn. The troll has 1 Exhaustion level for each missing limb, and it grows replacement limbs the next time it regains Hit Points.

**Regeneration.** The troll regains 15 Hit Points at the start of each of its turns. If the troll takes Acid or Fire damage, this trait doesn't function on 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 Rend attacks.

**Rend.** Melee Attack Roll: +7, reach 10 ft. Hit: 11 (2d6 + 4) Slashing damage.

## Bonus Actions

**Charge.** The troll moves up to half its Speed straight toward an enemy it can see.

## Troll Limb

Small Giant, Chaotic Evil

**AC 13**

**Initiative +1 (11)**

**HP 14 (4d6)**

**Speed** 20 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	18	+4	+4	<b>DEX</b>	12	+1	+1	<b>CON</b>	10	+0	+0
<b>INT</b>	1	-5	-5	<b>WIS</b>	9	-1	-1	<b>CHA</b>	1	-5	-5

**Senses** Darkvision 60 ft.; Passive Perception 9

**Languages** None

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

## Traits

**Regeneration.** The limb regains 5 Hit Points at the start of each of its turns. If the limb takes Acid or Fire damage, this trait doesn't function on the limb's next turn. The limb dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

**Troll Spawn.** The limb uncannily has the same senses as a whole troll. If the limb isn't destroyed within 24 hours, roll 1d12. On a 12, the limb turns into a **Troll**. Otherwise, the limb withers away.

## Actions

**Rend.** Melee Attack Roll: +6, reach 5 ft. Hit: 9 (2d4 + 4) Slashing damage.

# Unicorn

## Unicorn

Large Celestial, Lawful Good

**AC** 12

**Initiative** +8 (18)

**HP** 97 (13d10 + 26)

**Speed** 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	18	+4	+4	<b>DEX</b>	14	+2	+2	<b>CON</b>	15	+2	+2
<b>INT</b>	11	+0	+0	<b>WIS</b>	17	+3	+3	<b>CHA</b>	16	+3	+3

**Immunities** Poison; Charmed, Paralyzed, Poisoned

**Senses** Darkvision 60 ft.; Passive Perception 13

**Languages** Celestial, Elvish, Sylvan; telepathy 120 ft.

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

### Traits

**Legendary Resistance (3/Day).** If the unicorn fails a saving throw, it can choose to succeed instead.

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

### Actions

**Multiattack.** The unicorn makes one Hooves attack and one Radiant Horn attack.

**Hooves.** *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage.

**Radiant Horn.** *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 9 (1d10 + 4) Radiant damage.

**Spellcasting.** The unicorn casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 14):

**At Will:** Detect Evil and Good, Druidcraft

**1/Day Each:** Calm Emotions, Dispel Evil and Good, Entangle, Pass without Trace, Word of Recall

### Bonus Actions

**Unicorn's Blessing (3/Day).** The unicorn touches another creature with its horn and casts Cure Wounds or Lesser Restoration on that creature, using the same spellcasting ability as Spellcasting.

### Legendary Actions

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

**Charging Horn.** The unicorn moves up to half its Speed without provoking Opportunity Attacks, and it makes one Radiant Horn attack.

**Shimmering Shield.** The unicorn targets itself or one creature it can see within 60 feet of itself. The target gains 10 (3d6) Temporary Hit Points, and its AC increases by 2 until the end of the unicorn's next turn.

The unicorn can't take this action again until the start of its next turn.

# Vampires

## Vampire Familiar

Medium or Small Humanoid, Neutral Evil

**AC** 15

**Initiative** +5 (15)

**HP** 65 (10d8 + 20)

**Speed** 30 ft., Climb 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
<b>STR</b>	17	+3	+3	<b>DEX</b>	16	+3	+5	<b>CON</b>	15	+2	+2
<b>INT</b>	10	+0	+0	<b>WIS</b>	10	+0	+2	<b>CHA</b>	14	+2	+2

**Skills** Perception +4, Persuasion +4, Stealth +7

**Resistances** Necrotic

**Immunities** Charmed (except from its vampire master)

**Gear** Daggers (10)

**Senses** Darkvision 60 ft.; Passive Perception 14

**Languages** Common plus one other language

**CR** 3 (XP 700; PB +2)

### Traits

**Vampiric Connection.** While the familiar and its vampire master are on the same plane of existence, the vampire can communicate with the familiar telepathically, and the vampire can perceive through the familiar's senses.

### Actions

**Multiattack.** The familiar makes two Umbral Dagger attacks.

**Umbral Dagger.** *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 7 (3d4) Necrotic damage. If the target is reduced to 0 Hit Points by this attack, the target becomes Stable but has the Poisoned condition for 1 hour. While it has the Poisoned condition, the target has the Paralyzed condition.

### Bonus Actions

**Deathless Agility.** The familiar takes the Dash or Disengage action.

## Vampire Spawn

Medium or Small Undead, Neutral Evil

**AC** 16

**Initiative** +3 (13)

**HP** 90 (12d8 + 36)

**Speed** 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	16	+3	+3	DEX	16	+3	+6	CON	16	+3	+3
INT	11	+0	+0	WIS	10	+0	+3	CHA	12	+1	+1

**Skills** Perception +3, Stealth +6

**Resistances** Necrotic

**Senses** Darkvision 60 ft.; Passive Perception 13

**Languages** Common plus one other language

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

## Traits

**Spider Climb.** The vampire can climb difficult surfaces, including along ceilings, without needing to make an ability check.

**Vampire Weakness.** The vampire has these weaknesses:

**Forbiddance.** The vampire can't enter a residence without an invitation from an occupant.

**Running Water.** The vampire takes 20 Acid damage if it ends its turn in running water.

**Stake to the Heart.** The vampire is destroyed if a weapon that deals Piercing damage is driven into the vampire's heart while the vampire has the Incapacitated condition.

**Sunlight.** The vampire takes 20 Radiant damage if it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks.

## Actions

**Multiattack.** The vampire makes two Claw attacks and uses Bite.

**Claw.** *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (2d4 + 3) Slashing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 13) from one of two claws.

**Bite.** *Constitution Saving Throw:* DC 14, one creature within 5 feet that is willing or that has the Grappled, Incapacitated, or Restrained condition. *Failure:* 5 (1d4 + 3) Piercing damage plus 10 (3d6) Necrotic damage. The target's Hit Point maximum decreases by an amount equal to the Necrotic damage taken, and the vampire regains Hit Points equal to that amount.

## Bonus Actions

**Deathless Agility.** The vampire takes the Dash or Disengage action.

## Vampire

Medium or Small Undead, Lawful Evil

**AC** 16

**Initiative** +14 (24)

**HP** 195 (23d8 + 92)

**Speed** 40 ft., Climb 40 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	18	+4	+4	DEX	18	+4	+9	CON	18	+4	+9
INT	17	+3	+3	WIS	15	+2	+7	CHA	18	+4	+9

**Skills** Perception +7, Stealth +9

**Resistances** Necrotic

**Senses** Darkvision 120 ft.; Passive Perception 17

**Languages** Common plus two other languages

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

## Traits

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

**Misty Escape.** If the vampire drops to 0 Hit Points outside its resting place, the vampire uses Shape-Shift to become mist (no action required). If it can't use Shape-Shift, it is destroyed.

While it has 0 Hit Points in mist form, it can't return to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it returns to its vampire form and has the Paralyzed condition until it regains any Hit Points, and it regains 1 Hit Point after spending 1 hour there.

**Spider Climb.** The vampire can climb difficult surfaces, including along ceilings, without needing to make an ability check.

**Vampire Weakness.** The vampire has these weaknesses:

**Forbiddance.** The vampire can't enter a residence without an invitation from an occupant.

**Running Water.** The vampire takes 20 Acid damage if it ends its turn in running water.

**Stake to the Heart.** If a weapon that deals Piercing damage is driven into the vampire's heart while the vampire has the Incapacitated condition in its resting place, the vampire has the Paralyzed condition until the weapon is removed.

**Sunlight.** The vampire takes 20 Radiant damage if it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks.

## Actions

**Multiattack (Vampire Form Only).** The vampire makes two Grave Strike attacks and uses Bite.

**Grave Strike (Vampire Form Only).** *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 8 (1d8 + 4) Bludgeoning damage plus 7 (2d6) Necrotic damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14) from one of two hands.

**Bite (Bat or Vampire Form Only).** *Constitution Saving Throw:* DC 17, one creature within 5 feet that is willing or that has the Grappled, Incapacitated, or Restrained condition. *Failure:* 6 (1d4 + 4) Piercing damage plus 13 (3d8) Necrotic damage. The target's Hit Point maximum

decreases by an amount equal to the Necrotic damage taken, and the vampire regains Hit Points equal to that amount. A Humanoid reduced to 0 Hit Points by this damage and then buried rises the following sunset as a **Vampire Spawn** under the vampire's control.

### Bonus Actions

**Charm (Recharge 5–6).** The vampire casts *Charm Person*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17), and the duration is 24 hours. The Charmed target is a willing recipient of the vampire's Bite, the damage of which doesn't end the spell. When the spell ends, the target is unaware it was Charmed by the vampire.

**Shape-Shift.** If the vampire isn't in sunlight or running water, it shape-shifts into a Tiny bat (Speed 5 ft., Fly Speed 30 ft.) or a Medium cloud of mist (Speed 5 ft., Fly Speed 20 ft. [hover]), or it returns to its vampire form. Anything it is wearing transforms with it.

While in bat form, the vampire can't speak. Its game statistics, other than its size and Speed, are unchanged.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless and can enter an enemy's space and stop there. If air can pass through a space, the mist can do so, but it can't pass through liquid. It has Resistance to all damage, except the damage it takes from sunlight.

### Legendary Actions

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

**Beguile.** The vampire casts *Command*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17). The vampire can't take this action again until the start of its next turn.

**Deathless Strike.** The vampire moves up to half its Speed, and it makes one Grave Strike attack.

## Vrock

### Vrock

*Large Fiend (Demon), Chaotic Evil*

**AC 15**

**HP 152 (16d10 + 64)**

**Speed** 40 ft., Fly 60 ft.

**Initiative** +2 (12)

	MOD			SAVE				MOD			SAVE				MOD			SAVE		
	STR	17	+3	+3	DEX	15	+2	+5	CON	18	+4	+4	CHA	8	-1	+2				
<b>INT</b>	8	-1	-1	-1	<b>WIS</b>	13	+1	+4												

**Resistances** Cold, Fire, Lightning

**Immunities** Poison; Poisoned

**Senses** Darkvision 120 ft.; Passive Perception 11

**Languages** Abyssal; telepathy 120 ft.

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

### Traits

**Demonic Restoration.** If the vrock dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

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

### Actions

**Multiattack.** The vrock makes two Shred attacks.

**Shred.** *Melee Attack Roll:* +6, *reach* 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage plus 10 (3d6) Poison damage.

**Spores (Recharge 6).** *Constitution Saving Throw:* DC 15, each creature in a 20-foot Emanation originating from the vrock. *Failure:* The target has the Poisoned condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. While Poisoned, the target takes 5 (1d10) Poison damage at the start of each of its turns. Emptying a flask of Holy Water on the target ends the effect early.

**Stunning Screech (1/Day).** *Constitution Saving Throw:* DC 15, each creature in a 20-foot Emanation originating from the vrock (demons succeed automatically). *Failure:* 10 (3d6) Thunder damage, and the target has the Stunned condition until the end of the vrock's next turn.

## Warriors

### Warrior Infantry

*Medium or Small Humanoid, Neutral*

**AC 13**

**Initiative** +0 (10)

**HP 9 (2d8)**

**Speed** 30 ft.

	MOD			SAVE				MOD			SAVE				MOD			SAVE		
	STR	13	+1	+1	DEX	11	+0	+0	CON	11	+0	+0	CHA	8	-1	-1				
<b>INT</b>	8	-1	-1	-1	<b>WIS</b>	11	+0	+0												

**Gear** Chain Shirt, Spear

**Senses** Passive Perception 10

**Languages** Common

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



control and has 10 Hit Points. *Success:* The target is immune to this werebear's curse for 24 hours.

**Handaxe (Humanoid or Hybrid Form Only).** Melee or Ranged Attack Roll: +7, reach 5 ft or range 20/60 ft. Hit: 14 (3d6 + 4) Slashing damage.

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

### Bonus Actions

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

## Wereboar

### Wereboar

Medium or Small Monstrosity (Lycanthrope), Neutral Evil

AC 15 Initiative +2 (12)

HP 97 (15d8 + 30)

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

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

Skills Perception +2

Gear Javelins (6)

Senses Passive Perception 12

Languages Common (can't speak in boar form)

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

### Actions

**Multiattack.** The wereboar makes two attacks, using Javelin or Tusk in any combination. It can replace one attack with a Gore attack.

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

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

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

### Bonus Actions

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

## Wererat

### Wererat

Medium or Small Monstrosity (Lycanthrope), Lawful Evil

AC 13

HP 60 (11d8 + 11)

Speed 30 ft., Climb 30 ft.

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

Skills Perception +4, Stealth +5

Gear Hand Crossbow

Senses Darkvision 60 ft.; Passive Perception 14

Languages Common (can't speak in rat form)

CR 2 (XP 450; PB +2)

### Actions

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

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

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

**Hand Crossbow (Humanoid or Hybrid Form Only).**

Ranged Attack Roll: +5, range 30/120 ft. Hit: 6 (1d6 + 3) Piercing damage.

### Bonus Actions

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

# Weretiger

## Weretiger

Medium or Small Monstrosity (Lycanthrope), Neutral

AC 12

**Initiative** +2 (12)

HP 120 (16d8 + 48)

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

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

**Skills** Perception +5, Stealth +4

**Gear** Longbow

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

**Languages** Common (can't speak in tiger form)

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

### Actions

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

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

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

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

### Bonus Actions

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

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

# Werewolf

## Werewolf

Medium or Small Monstrosity (Lycanthrope), Chaotic Evil

AC 15

**Initiative** +4 (14)

HP 71 (11d8 + 22)

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

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

**Skills** Perception +4, Stealth +4

**Gear** Longbow

**Senses** Darkvision 60 ft.; Passive Perception 14

**Languages** Common (can't speak in wolf form)

CR 3 (XP 700; PB +2)

### Traits

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

### Actions

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

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

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

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

### Bonus Actions

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

# White Dragons

## White Dragon Wyrmling

Medium Dragon (Chromatic), Chaotic Evil

AC 16

**Initiative** +2 (12)

HP 32 (5d8 + 10)

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

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

**Skills** Perception +4, Stealth +2  
**Immunities** Cold  
**Senses** Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14  
**Languages** Draconic  
**CR** 2 (450 XP; PB +2)

### Traits

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

### Actions

**Multiattack.** The dragon makes two Rend attacks.  
**Rend.** Melee Attack Roll: +4, reach 5 ft. Hit: 6 (1d8 + 2) Slashing damage plus 2 (1d4) Cold damage.  
**Cold Breath (Recharge 5–6).** Constitution Saving Throw: DC 12, each creature in a 15-foot Cone. Failure: 22 (5d8) Cold damage. Success: Half damage.

## Young White Dragon

Large Dragon (Chromatic), Chaotic Evil

AC 17	Initiative +3 (13)
HP 123 (13d10 + 52)	
<b>Speed</b> 40 ft., Burrow 20 ft., Fly 80 ft., Swim 40 ft.	
MOD SAVE	MOD SAVE
STR 18 +4 +4	DEX 10 +0 +3
INT 6 -2 2	WIS 11 +0 +3
CON 18 +4 +4	CHA 12 +1 +1

**Skills** Perception +6, Stealth +3  
**Immunities** Cold  
**Senses** Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 16  
**Languages** Common, Draconic  
**CR** 6 (2,300 XP; PB +3)

### Traits

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

### Actions

**Multiattack.** The dragon makes three Rend attacks.  
**Rend.** Melee Attack Roll: +7, reach 10 ft. Hit: 9 (2d4 + 4) Slashing damage plus 2 (1d4) Cold damage.  
**Cold Breath (Recharge 5–6).** Constitution Saving Throw: DC 15, each creature in a 30-foot Cone. Failure: 40 (9d8) Cold damage. Success: Half damage.

## Adult White Dragon

Huge Dragon (Chromatic), Chaotic Evil

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

**HP** 200 (16d12 + 96)

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

MOD SAVE	MOD SAVE	MOD SAVE
STR 22 +6 +6	DEX 10 +0 +5	CON 22 +6 +6
INT 8 -1 -1	WIS 12 +1 +6	CHA 12 +1 +1

**Skills** Perception +11, Stealth +5

**Immunities** Cold

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

**Languages** Common, Draconic

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

### Traits

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

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

### Actions

**Multiattack.** The dragon makes three Rend attacks.

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

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

### Legendary Actions

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

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

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

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

## Ancient White Dragon

Gargantuan Dragon (Chromatic), Chaotic Evil

AC 20

Initiative +12 (22)

HP 333 (18d20 + 144)

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

MOD SAVE			MOD SAVE			MOD SAVE		
STR 26	+8	+8	DEX 10	+0	+6	CON 26	+8	+8
INT 10	+0	+0	WIS 13	+1	+7	CHA 18	+4	+4

Skills Perception +13, Stealth +6

Immunities Cold

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

Languages Common, Draconic

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

### Traits

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

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

### Actions

**Multiattack.** The dragon makes three Rend attacks.

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

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

### Legendary Actions

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

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

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

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

## Wight

### Wight

Medium Undead, Neutral Evil

AC 14

Initiative +4 (14)

HP 82 (11d8 + 33)

Speed 30 ft.

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

Skills Perception +3, Stealth +4

Resistances Necrotic

Immunities Poison; Exhaustion, Poisoned

Gear Studded Leather Armor

Senses Darkvision 60 ft.; Passive Perception 13

Languages Common plus one other language

CR 3 (XP 700; PB +2)

### Traits

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

### Actions

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

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

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

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

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

## Will-o'-Wisp

### Will-o'-Wisp

Tiny Undead, Chaotic Evil

AC 19

Initiative +9 (19)

HP 27 (11d4)

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

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

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

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

**Senses** Darkvision 120 ft.; Passive Perception 12

**Languages** Common plus one other language

**CR** 2 (XP 450; PB +2)

## Traits

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

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

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

## Actions

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

## Bonus Actions

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

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

## Winter Wolf

### Winter Wolf

Large Monstrosity, Neutral Evil

**AC** 13

**Initiative** +1 (11)

**HP** 75 (10d10 + 20)

**Speed** 50 ft.

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

**Skills** Perception +5, Stealth +5

**Immunities** Cold

**Senses** Passive Perception 15

**Languages** Common, Giant

**CR** 3 (XP 700; PB +2)

## Traits

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

## Actions

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

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

## Worg

### Worg

Large Fey, Neutral Evil

**AC** 13

**Initiative** +1 (11)

**HP** 26 (4d10 + 4)

**Speed** 50 ft.

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

**Skills** Perception +4

**Senses** Darkvision 60 ft.; Passive Perception 14

**Languages** Goblin, Worg

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

## Actions

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

## Wraith

### Wraith

Medium or Small Undead, Neutral Evil

**AC** 13

**Initiative** +3 (13)

**HP** 67 (9d8 + 27)

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

MOD SAVE			MOD SAVE			MOD SAVE					
STR	6	-2	-2	DEX	16	+3	+3	CON	16	+3	+3
INT	12	+1	+1	WIS	14	+2	+2	CHA	15	+2	+2

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

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

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

**Languages** Common plus two other languages

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

