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Wizarding Book of Monsters



MONSTERS AND FOES FROM THE WIZARDING WORLD OF HARRY POTTER

WIZARDING BOOK of MONSTERS



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CREDITS

Design, Editing, and Layout. Grimoire Games (Simone M. Santini)

Template Designers. u/5e_cleric, u/Kaiburr_Kath-Hound

ARTIST CREDITS

Front Cover. Harry Potter and the Chamber of Secrets -FanArt 18 Chapter 15: Aragog by Vladislav Pantic

Inside Cover. Niffler by Mediatonic.

Inside Art. All artists whose work is featured in this document are credited on their respective page. Contact me if your work wasn't credited correctly.

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Warlocks' Convention of 1709. No Dragons Were Harmed in the Making of this Document.



ON THE COVER

Deep in the Dark Forest, Harry, Ron, and Fang face the acromantula Aragog by Vladislav Pantic.



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INTRODUCTION

THE WIZARDING WORLD IS FULL OF FANTASTICAL creatures, each brimming with the magic and mystery that define the world of Harry Potter. This monster book brings those magical beings to life in the realm of 5th Edition, updating existing SRD statblocks to highlight their distinct traits and unique qualities found in the wizarding universe. From the fearsome Hungarian Horntail to the mischievous Cornish Pixie, these creatures are ready to challenge your players in new and exciting ways. So grab your wands, sharpen your spells, and prepare to face the wonders and dangers of the magical world!

ON ADAPTATION

Before we dive into the contents of this book, I want to acknowledge the incredible contribution of the community at **r/Wands&Wizards**. Their hard work and dedication to adapting the world of *Harry Potter* to the 5th edition ruleset of *Dungeons & Dragons* is nothing short of inspiring. This project was largely influenced by their efforts, particularly in the area of spell design, which you'll see reflected in several of the statblocks included here.

This book is designed to be fully compatible with both the **2014 5th edition ruleset**, the **2024 updated rules**, and the **Wands & Wizards adaptation**. Whether you're

looking to bring wizarding creatures into your existing campaign or run a full adventure in the world of *Harry Potter* using the *Wands & Wizards* framework, you'll find everything you need here.

While I've done my best to stay true to the source material, my primary goal has been to create fun and engaging monsters for players to face and interact with. Take, for example, the basilisk—an iconic creature with a lethal gaze. To truly capture its terrifying nature, I had to acknowledge that it's far beyond what a second-year Hogwarts student would realistically be able to handle. Balancing faithfulness to the lore with engaging gameplay has been the core of my design philosophy throughout this project.

Finally, at the end of the book, I've included a **Designer's Notes** section. There, you can find a deeper explanation of my creative process, and insights into the design choices I made for each statblock and encounter.

DESIGN PRINCIPLES

2024 Rules Update. I made an effort to incorporate the updated language and mechanics introduced in the 2024 rules update for 5th edition *Dungeons & Dragons*. However, this book remains fully compatible with the 2014 ruleset, so you can seamlessly integrate it into any version you're using.



Language. To align with current industry standards, I refer to creatures using the pronoun “they” rather than “it,” as outlined in the 5e SRD. Additionally, I’ve streamlined certain language, such as using the phrase “save ends at end of turn” to replace longer, more cumbersome text (e.g., “creatures may repeat saving throws at the end of their turn”). My approach to monster design is heavily influenced by the principles of MCDM’s school of thought, focusing on clarity, simplicity, and ease of use for the Dungeon Master (DM).

Spells. Personally, I’m not a fan of listing spells in statblocks. It can pull the DM out of the action when they need to reference spells in a separate book during an encounter. For this reason, all spells in this book are written as abilities with daily uses, so everything you need is right on the page. Additionally, spells are given the more generic, in-universe names. For example, I didn’t want to force a DM to call the Disarming Charm by its Wizarding World name (*Expelliarmus*) unless they wanted to. This ensures flexibility for DMs who may want to use these creatures outside the *Harry Potter* setting.

ASSUMPTIONS FOR BALANCING STATBLOCKS

To balance the statblocks in this book, I made some general assumptions about the Tiers of Play in the Wizarding World, similar to how challenge ratings are handled in traditional 5th edition *Dungeons & Dragons*. These tiers reflect the progression of magical power and experience in the wizarding world:

Tier 0. This tier is reserved for 1st-level characters, typically young wizards just beginning their magical journey. They might face other students or (mostly) harmless creatures such as house-elves. These characters are still learning basic spells and abilities, so their challenges are light.

Tier 1. At this stage, we’re dealing with more advanced students—likely around their 3rd to 5th years at Hogwarts. They can handle slightly stronger threats, such as a swarm of Cornish pixies or an isolated Acromantula. They have a greater mastery over spells and magical duels, but their power remains limited compared to more experienced wizards.

Tier 2. This tier corresponds to N.E.W.T.-level students or young adults. They have access to more advanced spells, are capable of driving away a Dementor, and can hold their own against multiple dark wizards. These characters are highly capable and can begin to deal with more dangerous threats, though they may still rely on teamwork.

Tier 3. Characters in this tier are school graduates and adult wizards. These wizards can punch above their weight and take on formidable foes, such as subduing a small dragon or engaging in battles with multiple enemies simultaneously. They are seasoned in their abilities and capable of more complex spellwork and combat tactics.

Tier 4. At this legendary tier, we’re looking at powerful wizards—those capable of facing ancient basilisks, defeating a dark lord, or performing feats of magic that would be unthinkable for most. They are the most experienced and accomplished wizards, facing the highest-level threats in the wizarding world.



BEASTS

TN THE WIZARDING WORLD, THE “BEASTS” categorization refers to magical creatures that do not possess sufficient intelligence to understand or participate in wizarding laws and governance. These creatures, though often powerful and fascinating, are seen as primarily instinct-driven and incapable of reason or complex communication like humans or other magical beings. The “Beast” classification includes a wide range of magical creatures, from harmless ones like Nifflers to dangerous and deadly species like dragons and Acromantulas. . .

ACROMANTULAS

Acromantulas are giant, highly intelligent spiders native of the dense rainforests of Borneo, though they have been illegally bred and introduced to various locations, including the Forbidden Forest at Hogwarts. These monstrous arachnids can grow up to 15 feet in leg span and are covered in thick black hair, with large, glossy eyes that enable them to see in the dark.

Acromantulas were first classified by the Ministry of Magic as XXXXX, marking them as highly dangerous creatures that cannot be domesticated or safely interacted with. Originally bred by Dark wizards for the purpose of guarding treasures or cursed locations, their intelligence makes them formidable, yet their aggressive and territorial nature ensures they are not suitable for such tasks.

One of the most distinctive traits of Acromantulas is their venomous bite, which holds great value for witches and wizards as a rare and highly sought-after potion ingredient. However, their aggressive temperament, coupled with their tendency to cannibalize the bodies of their fallen kin, makes it exceedingly difficult to harvest the venom safely. In specialized markets, Acromantula venom can fetch prices as high as 100 Galleons, depending on its rarity and the dangers involved in its acquisition.



AN ACROMANTULA
MEDIATONIC

ACROMANTULA

Medium Beast, unaligned

AC 12

HP 11 (2d8 + 2)

Speed 30 ft., climb 30 ft.

Initiative +2 (12)

MOD SAVE			MOD SAVE			MOD SAVE		
STR	11	+1	DEX	15	+2	CON	12	+1
INT	10	+0	WIS	11	+0	CHA	4	-3

Immunities Poison; Paralyzed, Poisoned

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

Languages Understands one language but can't speak

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

TRAITS

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

Web Hunter. While in contact with a web, the acromantula knows the exact location of any other creature in contact with the same web. Additionally, the acromantula ignores movement restrictions caused by webbing.

ACTIONS

Poisonous Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2) Piercing damage plus 3 (1d6) Poison damage.



Might get a hundred Galleons a pint...

Horace Slughorn

ACROMANTULA, ELDER

Huge Beast, unaligned

AC 13

HP 104 (11d12 + 33)

Speed 30 ft., climb 30 ft.

Initiative +2 (12)

MOD SAVE			MOD SAVE			MOD SAVE		
STR	18	+4	DEX	15	+2	CON	16	+3
INT	13	+1	WIS	15	+2	CHA	4	-3

Immunities Poison; Paralyzed, Poisoned

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 12

Languages any one language
CR 4 (XP 1,100; PB +2)

TRAITS

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

Web Hunter. While in contact with a web, the acromantula knows the exact location of any other creature in contact with the same web. Additionally, the acromantula ignores movement restrictions caused by webbing.

ACTIONS

Multiaction. The acromantula uses web, then makes one poisonous bite attack.

Poisonous Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 14 (3d6 + 4) Piercing damage plus 13 (3d8) Poison damage. On a hit, a creature must make a DC 13 Constitution saving throw. On a failed save, the target becomes sick for 1 hour (save ends at end of turn). A sick creature has its movement speed halved and cannot take Reactions or Bonus Actions.

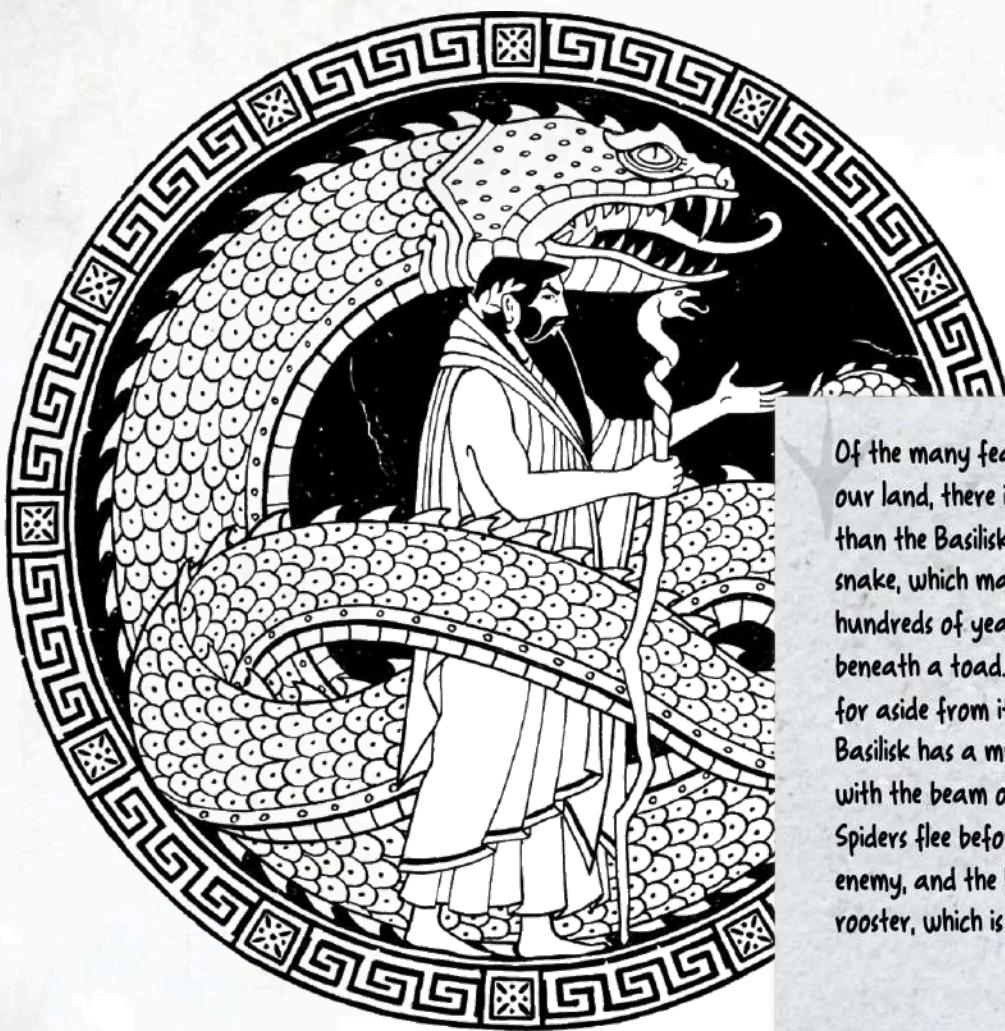
If a creature's saving throw is successful or the effect ends for them, they are immune to this effect for the next 24 hours.

Web. The acromantula spits a ball of web in a point it can see within 30ft. of it. Solid surfaces in a 10ft. square centered on that point become Difficult Terrain, and a creature who enters that area for the first time on a turn or starts their turn there must succeed on a DC 13 Dexterity saving throw or have the Restrained condition for 1 minute.

As an Action, the Restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; Vulnerability to Fire damage; Immunity to Bludgeoning, Poison, and Psychic damage).

BONUS ACTIONS

Feed, My Children! One other acromantula within 60ft. of the acromantula can take a Reaction to move up to its Speed and make a poisonous bite attack.



Of the many fearsome beasts and monsters that roam our land, there is none more curious or more deadly than the Basilisk, known also as the King of Serpents. This snake, which may reach gigantic size, and live many hundreds of years, is born from a chicken's egg, hatched beneath a toad. Its methods of killing are most wondrous, for aside from its deadly and venomous fangs, the Basilisk has a murderous stare, and all who are fixed with the beam of its eye shall suffer instant death. Spiders flee before the Basilisk, for it is their mortal enemy, and the Basilisk flees only from the crowing of the rooster, which is fatal to it.

Most Macabre Monstrosities

BASILISKS

Basilisks are among the most terrifying and deadly creatures in the wizarding world, known for their ability to kill with a single glance. Often referred to as the "King of Serpents," a basilisk can grow to an enormous length, with some documented to have reached up to fifty feet. Its smooth, dark green scales provide natural camouflage in the shadows, and its yellow eyes are infamous for their deadly gaze. Anyone who looks directly into a basilisk's eyes will be instantly killed, while indirect contact, such as seeing the reflection of its gaze, results in petrification—a state of paralysis that can only be cured with a Mandrake restorative draught. This lethal power makes the basilisk one of the most feared magical creatures, and it is classified as a XXXXX-level threat by the Ministry of Magic.

Basilisks are not naturally occurring creatures; they are created through dark and ancient magic. Breeding a basilisk requires a chicken egg to be hatched under a toad, a method that has been outlawed for centuries due to the creature's extreme danger. Basilisks are also extremely long-lived, with some recorded to live for hundreds of years if left undisturbed.

One of the most infamous basilisks was controlled by Salazar Slytherin, who hid the creature within the Chamber of Secrets at Hogwarts. Through his descendants, the basilisk was commanded by Parselmouths, wizards who possess the rare ability to speak to snakes. Its purpose was to rid the school of Muggle-born students, in line with Slytherin's beliefs in blood purity.

In addition to its deadly eyes, the basilisk's fangs contain a highly potent venom, which is one of the few known substances capable of destroying a Horcrux. The venom is so corrosive that it can cause fatal damage even after the basilisk's death. The only known antidote to basilisk venom is phoenix tears, making it nearly impossible to survive a bite from this creature under normal circumstances. Basilisks are among the rarest of magical creatures, as their creation is strictly forbidden and their destructive power makes them a significant threat to both the magical and non-magical world alike.

BASILISK, JUVENILE

Huge Monstrosity, Lawful Evil

AC 17

HP 195 (17d12 + 85)

Speed 40 ft., swim 40 ft.

Initiative +3 (13)

MOD			SAVE			MOD			SAVE		
STR	24	+7	+7	DEX	16	+3	+7	CON	20	+5	+9
INT	13	+1	+1	WIS	15	+2	+2	CHA	18	+4	+8

Skills Perception +6, Stealth +7

Resistances Bludgeoning, Piercing, and Slashing

Immunities Poison; Poisoned, Prone, Stunned

Senses Blindsight 10 ft., Tremorsense 30 ft., Darkvision 60 ft., Passive Perception 16

Languages Parselmouth

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

TRAITS

Basilisk Venom. The Poison damage a basilisk deals ignores Poison Resistance. Creatures with Immunity to Poison treat their Poison Immunity as Resistance to Poison damage instead.

Petrifying Gaze. If a creature starts its turn within 30ft. of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 16 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by a *greater restoration* spell or other magic.

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

ACTIONS

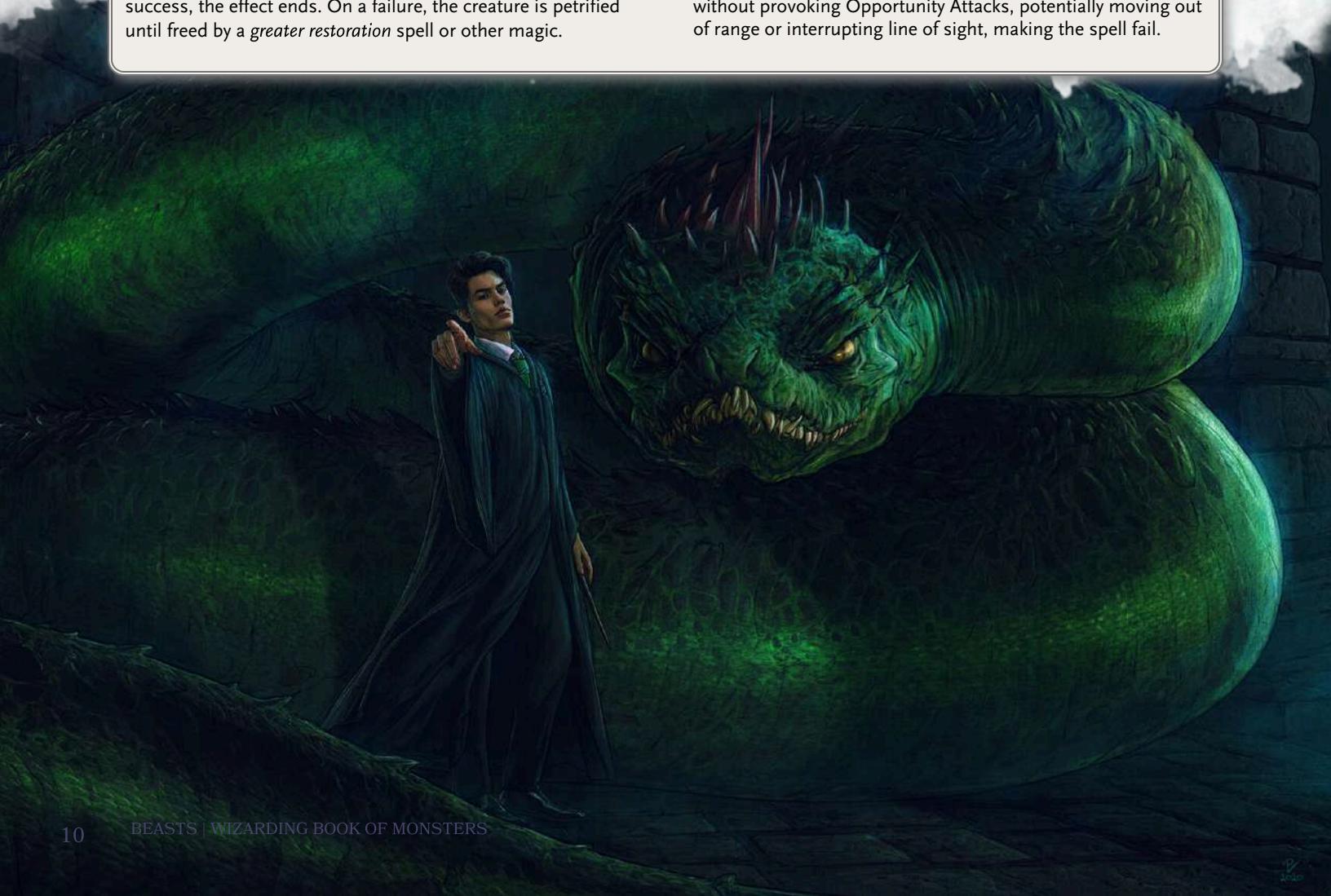
Poisonous Bite. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit* 18 (2d10 + 7) Piercing damage plus 36 (8d8) Poison damage. On a hit, a creature must make a DC 17 Constitution saving throw. On a failed save, the creature has the Unconscious condition. At the beginning of its next turn, if the creature is still Unconscious, it must repeat the saving throw. On a success, the effect ends. On a failure, the creature dies.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit* 18 (2d10 + 7) Bludgeoning damage. On a hit, the target must make a DC 21 Strength saving throw. On a failed save, the target has the Prone condition.

REACTIONS

Enemies, Beware. As a Reaction when hit by a melee weapon attack by a creature within 10ft. of the basilisk, the basilisk can make a Tail attack against that creature.

Slither. As a Reaction when a creature within 30ft. of the basilisk casts a spell, the basilisk can move up to its speed without provoking Opportunity Attacks, potentially moving out of range or interrupting line of sight, making the spell fail.



BASILISK, ANCIENT

Gargantuan Monstrosity, Lawful Evil

AC 22

HP 370 (20d20 + 140)

Speed 50 ft., swim 50 ft.

Initiative +3 (13)

MOD SAVE			MOD SAVE			MOD SAVE				
STR	27	+8	DEX	16	+3	+10	CON	25	+7	+14
INT	13	+1	WIS	17	+3	+3	CHA	22	+6	+13

Skills Perception +17, Stealth +10

Resistances Bludgeoning, Piercing, and Slashing

Immunities Poison; Poisoned, Prone, Stunned

Senses Blindsight 10 ft., Tremorsense 30 ft., Darkvision 60 ft., Passive Perception 27

Languages Parselmouth

CR 21 (XP 33,000; PB +7)

TRAITS

Herpo's Resilience (3/Day). When the basilisk fails a saving throw, it can succeed instead. When it does, it can't benefit from its Basilisk Venom Trait and can't take Reactions until the end of its next turn.

Basilisk Venom. The Poison damage a basilisk deals ignores Poison Resistance. Creatures with Immunity to Poison treat their Poison Immunity as Resistance to Poison damage instead.

Deadly Gaze. If a creature starts its turn within 30ft. of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 21 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature has the Unconscious condition. At the beginning of its next turn, if the creature is still Unconscious, it must repeat the saving throw. On a success, the effect ends. On a failure, the creature dies.

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

ACTIONS

Multiattack. The basilisk makes one poisonous bite and one tail attack.

Poisonous Bite. *Melee Weapon Attack:* +15 to hit, reach 15ft., one target. *Hit:* 23 (3d10 + 7) Piercing damage plus 54 (12d8) Poison damage. On a hit, a creature must make a DC 23 Constitution saving throw. On a failed save, the creature has the Unconscious condition. At the beginning of its next turn, if the creature is still Unconscious, it must repeat the saving throw. On a success, the effect ends. On a failure, the creature dies.

Tail. *Melee Weapon Attack:* +15 to hit, reach 10ft., one target. *Hit:* 23 (3d10 + 7) Bludgeoning damage. On a hit, the target is pushed 15ft. away from the basilisk and it must make a DC 21 Strength saving throw. On a failed save, the target has the Prone condition.

BONUS ACTIONS

Frightful Presence Each creature of the basilisk's choice that is within 60ft. of it and aware of it must succeed on a DC 21 Wisdom saving throw or become Frightened for 1 minute (save ends at end of turn). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the basilisk's Frightful Presence for the next 24 hours.

REACTIONS

Enemies, Beware. As a Reaction when hit by a melee weapon attack by a creature within 10ft. of the basilisk, the basilisk can make a Tail attack against that creature.

Slither. As a Reaction when a creature within 30ft. of the basilisk casts a spell, the basilisk can move up to its speed without provoking Opportunity Attacks, potentially moving out of range or interrupting line of sight and making the spell fail.

LEGENDARY ACTIONS

The basilisk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The basilisk regains spent legendary actions at the start of its turn.

Poisonous Bite. The basilisk makes a poisonous bite attack.

Slithering Escape. The basilisk moves up to 30ft. without provoking Opportunity Attacks.

Venomous Cloud (Costs 2 Actions). The basilisk hisses a cloud of deadly poison. Each creature in a 15ft. cube adjacent to the basilisk must make a DC 23 Constitution saving throw, taking 54 (12d8) Poison damage on a failed save, or half as much on a successful one.

LAIR ACTIONS

On Initiative Count 20 (losing Initiative ties), the basilisk takes a Lair Action to cause one of the following effects; the basilisk can't use the same effect two rounds in a row:

Rising Tide. Pools of water that the basilisk can see within 120ft. of it surge outward in a grasping tide. Any creature on the ground within 20ft. of such pool must succeed on a DC 15 Strength saving throw or be pulled up to 20ft. into the water and have the Prone condition.

Victims of the Heir. Clouds of noxious decomposition gasses rise from three points within 60ft. of the basilisk. Each creature within 10ft. of those points must make a DC 23 Constitution saving throw or have the Poisoned condition for 1 hour (save ends at end of turn). On a failed save, a creature can't speak as long as it is Posioned.

Visage of Salazar. The basilisk summons a spectral manifestation of Salazar Slytherin. Each creature that can see the basilisk in a 60ft. emanation centered on it must make a DC 21 Charisma saving throw. On a failed save, a creature takes 44 (8d10) Psychic damage, or half as much on a successful one. On a failed save, a creature has the Prone condition, and is unable to stand up for 1 minute as they weep uncontrollably (save ends at end of turn).

BLAST-ENDED SKREWTS

Blast-Ended Skrewts are bizarre and dangerous magical creatures bred from a hybrid of Manticores and Fire Crabs. They have tough, armored shells and are capable of shooting jets of fire or explosive blasts from their rear ends, making them highly unpredictable. Skrewts can vary greatly in size, but they are generally aggressive and difficult to handle. Despite their odd appearance and volatile nature, they became infamous when Hagrid introduced them at Hogwarts during a Care of Magical Creatures lesson. Their fiery explosions make them hazardous to approach, earning them a reputation as one of the most troublesome magical creatures.

I can certainly see why we're trying to keep them alive. Who wouldn't want pets that can burn, sting, and bite all at once?

Draco Malfoy

BLAST-ENDED SKREWTS

Medium Monstrosity, unaligned

AC 15

Initiative +1 (11)

HP 45(7d8 + 14)
Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	15	+2	+2	DEX	13	+1	+1	CON	15	+2	+2
INT	1	-5	-5	WIS	9	-1	-1	CHA	3	-4	-4

Senses Blindsight 15 ft. (blind beyond this radius), Tremorsense 60 ft. (blind beyond this radius), Passive Perception 9

Immunities Fire

Languages —

CR 3 (XP 700; PB +2)

ACTIONS

Multiaction. The skrewt makes one sucking bite attack and one sting attack.

Sucking Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 6 (1d8 + 2) Piercing damage, and the target is Grappled (escape DC 12). While grappled by the skrewt, at the beginning of its turn, the target takes 4 (1d8) Necrotic damage and the skrewt gains that many Temporary Hit Points.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. *Hit:* 7 (1d10 + 2) Piercing damage, and the target must make a DC 12 Dexterity saving throw, taking 11 (2d10) Fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Blast-Ended Propulsion. As a Reaction when rolling Initiative, the skrewt propels itself for up to 20ft. in a straight line. At the end of this movement, each creature in a 5ft. Emanation centered on the skrewt takes 9 (2d8) Fire damage.



I, however, am here to explain the wisdom of centaurs, which is impersonal and impartial. We watch the skies for the great tides of evil or change that are sometimes marked there. It may take ten years to be sure of what we are seeing.

Firenze

CENTAUR

Large Monstrosity, any Lawful

AC 12

Initiative +2 (12)

HP 45 (6d10 + 12)

Speed 50 ft.

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

Skills Athletics +5, Perception +5, Survival +5

Senses Passive Perception 15

Languages Any two languages

CR 2 (XP 450; PB +2)

TRAITS

Foresight Tactics. When rolling Initiative, the centaur rolls two d20s and record those rolls as its two foresight rolls. When the centaur or a creature they can see is about to make a D20 Roll, the centaur can expend one of their foresight rolls to use that number, once per turn. The centaur loses any unspent foresight rolls at the end of the encounter.

Astronomical Augury (2/Day, 2nd-Level Spell). The centaur can spend 10 minutes looking at the night sky to glimpse into the future. The centaur receives an omen about the results of a specific course of action that they or another creature plan to take within the next week. The DM chooses from the following possible omens:

- Weal, for good results;
- Woe, for bad results;
- Weal and woe, for both good and bad results;
- Nothing, for results that aren't especially good or bad.

ACTIONS

Multiattack. The centaur makes two hooves attacks or two longbow attacks.

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

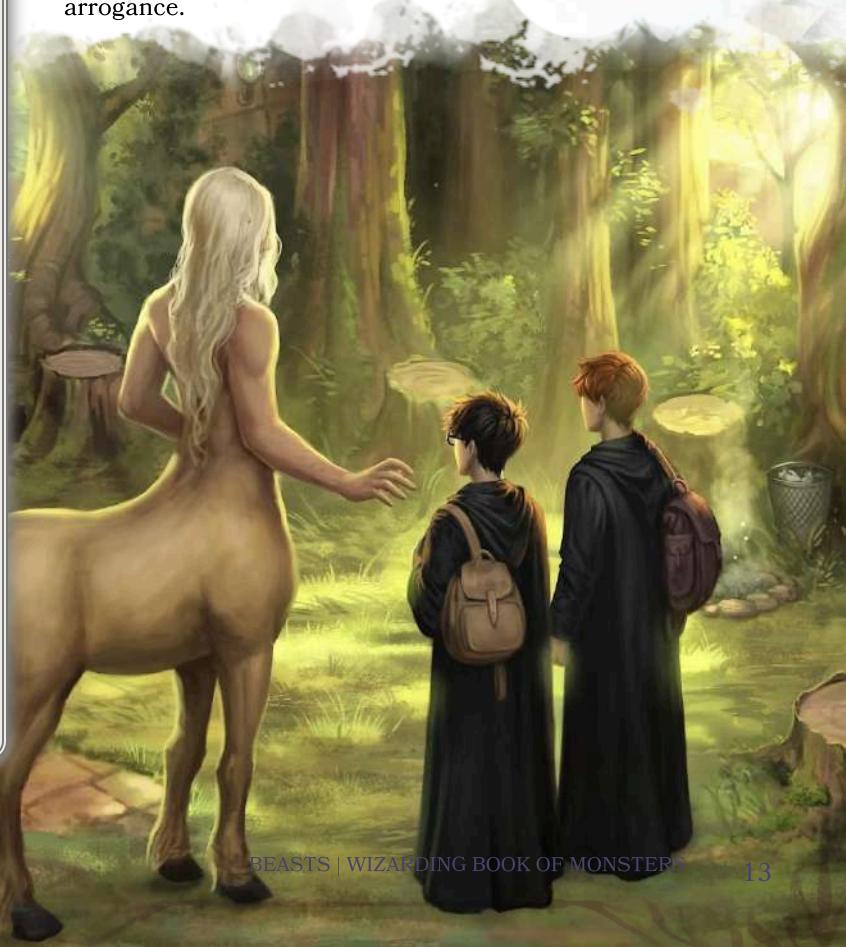
Longbow. Ranged Weapon Attack: +5 to hit, range 150/600ft., one target. Hit: 7 (1d8 + 3) Piercing damage.

CENTAURS

With the upper body of a human and the lower body of a horse, centaurs are deeply attuned to the natural world, particularly the heavens, and are known for their mastery of divination through astrology. They study the movements of the planets and stars with a reverence that far surpasses any human wizard's understanding of the subject. This profound wisdom makes them respected, but also somewhat feared, as their insights often seem cryptic and beyond the grasp of ordinary witches and wizards.

Though centaurs possess the intelligence and speech of humans, they do not consider themselves part of wizarding society and generally avoid involvement in human affairs. They are distrustful of humans, often seeing them as meddlesome and shortsighted, which has led to tense relations between centaurs and wizards throughout history. This tension is only heightened by the fact that centaurs are classified as Beasts by the Ministry of Magic, a label they resent due to their strong sense of dignity and intelligence.

While centaurs are not inherently hostile, they are fiercely protective of their herds and territories, reacting swiftly to perceived threats with deadly accuracy using their powerful bows and arrows. However, they adhere to a strong code of conduct, valuing honor and wisdom above all else. Centaurs rarely offer aid to humans, but when they do, it is often in moments of great need, and their knowledge is never given lightly. Wizards who seek out centaurs for their wisdom must approach with great care and respect, as these creatures are quick to take offense and have little patience for human arrogance.





DEMIGUISE

Tiny Beast, unaligned

AC 12

HP 5 (2d4)

Speed 30 ft., climb 30 ft.

Initiative +2 (12)

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	10	+0	+0	DEX	14	+2	+2	CON	11	+0	+0
INT	4	-3	-3	WIS	14	+2	+2	CHA	6	-2	-2

Skills Perception +4, Stealth +6

Senses Passive Perception 14

Languages —

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

TRAITS

Foresight Tactics. When rolling Initiative, the demiguise rolls two d20s and record those rolls as its two foresight rolls. When the demiguise or a creature it can see is about to make a D20 Roll, the demiguise can expend one of its foresight rolls to use that number, once per turn. The demiguise loses any unspent foresight rolls at the end of the encounter.

ACTIONS

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

BONUS ACTIONS

Invisibility. The demiguise magically turns Invisible. If the demiguise hits a creature with an attack, casts a spell, or takes damage, the effect ends.

DEMIGUISE

Demiguses are elusive, magical creatures native to the Far East, known for their remarkable ability to become invisible. They resemble gentle, ape-like beings covered in long, silky silver fur with large, doleful eyes. This fur is highly prized in the wizarding world because it can be woven into Invisibility Cloaks. Demiguses possess extraordinary patience and are naturally cautious, often relying on their invisibility to avoid threats. As a result, they are notoriously difficult to spot, even by experienced magizoologists. These creatures are herbivorous and non-aggressive, making them harmless but still incredibly elusive.

What makes Demiguses particularly fascinating is their ability to see into the immediate future. This precognitive ability helps them evade capture and danger, as they can anticipate an opponent's next move before it happens. However, the future they see is not set in stone and can change with decisions made in the moment, making them harder to outwit but not impossible. The Demiguise's combination of invisibility, foresight, and serene nature makes it one of the most mysterious and rare magical creatures in the wizarding world, highly sought after for study and the valuable properties of its fur.



DRAGONS

Dragons are among the most fearsome and awe-inspiring magical creatures in the wizarding world, known for their immense size, strength, and ability to breathe fire. These colossal beasts come in a variety of species, each with its own distinctive traits, ranging from the deadly Hungarian Horntail to the more elusive Chinese Fireball. Their scaly hides are nearly impenetrable, making them highly resistant to most spells, while their fiery breath can incinerate almost anything in its path. Dragons are highly dangerous and incredibly difficult to control, which is why only the most skilled dragon handlers, known as dragonologists, dare work with them.

In addition to their fearsome nature, dragons are highly valued for the magical properties of their body parts. Dragon heartstrings are frequently used as powerful wand cores, while their scales, blood, and even liver are utilized in various potions and magical artifacts. Despite their terrifying reputation, dragons are also admired for their raw, untamed beauty and immense magical power. However, due to their unpredictable and destructive tendencies, they are often kept in highly controlled reserves, where wizards can study and protect them from endangering human populations.

HUNGARIAN HORNTAIL

The Hungarian Horntail is widely regarded as one of the most fearsome dragon breeds in existence. Characterized by jet-black scales, blazing yellow eyes, and a spiked, clubbed tail, this dragon strikes terror into the hearts of even the most seasoned dragon handlers. It boasts a wingspan that can propel it to remarkable speeds, making it one of the swiftest dragons in the sky, and its fiery breath reaches extreme temperatures, capable of melting stone with ease. Its temper is as fierce as its appearance, and it is known to attack anything it perceives as a threat, human or otherwise, with unrelenting ferocity. The Horntail's tail, lined with lethal barbed spikes, is powerful enough to shatter rock and is often used defensively, making it nearly impossible to approach.

Handling a Horntail requires not only immense magical skill but also nerves of steel, as even minor missteps can provoke its wrath. Known for its fiercely protective nature over its eggs, the Horntail will attack any intruder that dares approach its nest. The dragon's scales, claws, and heartstrings are all highly prized in magical crafting, though acquiring these materials is extremely dangerous and usually involves teams of dragon tamers who specialize in safely restraining the creature.

HUNGARIAN HORNTAIL

Huge Dragon, unaligned

AC 18

HP 175 (14d12 + 84)

Speed 40 ft., fly 160 ft.

MOD			SAVE			MOD			SAVE		
STR	22	+6	+11	DEX	14	+2	+7	CON	22	+6	+11
INT	6	-2	-2	WIS	9	-1	-1	CHA	6	-2	-2

Skills Perception +9, Stealth +7

Resistances Bludgeoning, Piercing, and Slashing

Immunities Fire

Senses Darkvision 120 ft., Passive Perception 19

Languages —

CR 13 (XP 10,000; PB +5)

TRAITS

Hostile Resilience (3/Day). When the horntail fails a saving throw, it can succeed instead. When it does, its speed is halved, it can't benefit from its spiked body Trait and can't take Bonus Actions until the end of its next turn.

Spiked Body. A creature that touches the horntail or hits it with a melee attack while within 5ft. of it takes 10 (3d6) Piercing damage.

ACTIONS

Multiattack. The horntail makes one bite and two talon attacks.

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

Talon. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target.
Hit 13 (2d6 + 6) Slashing damage and the horntail can move

the target 5ft. in any direction.

Stonemelt Flames (Recharge 5-6). The horntail ejects flames in a 60ft. Cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 54 (12d8) Fire damage on a failed save, or half as much damage on a successful one. Until the beginning of the horntail's next turn, solid surfaces in that area become difficult terrain, and a creature who enters that area for the first time on a turn or starts their turn there takes 10 (3d6) Fire damage.

BONUS ACTIONS

Tail Slam. The horntail slams its powerful tail in a 20ft.-long Line. Each creature in that line must make a DC 19 Dexterity saving throw, taking 27 (6d8) Piercing damage on a failed save, or half as much damage on a successful one. On a failed save, a creature can't take Reactions or Bonus Actions until the beginning of its next turn.

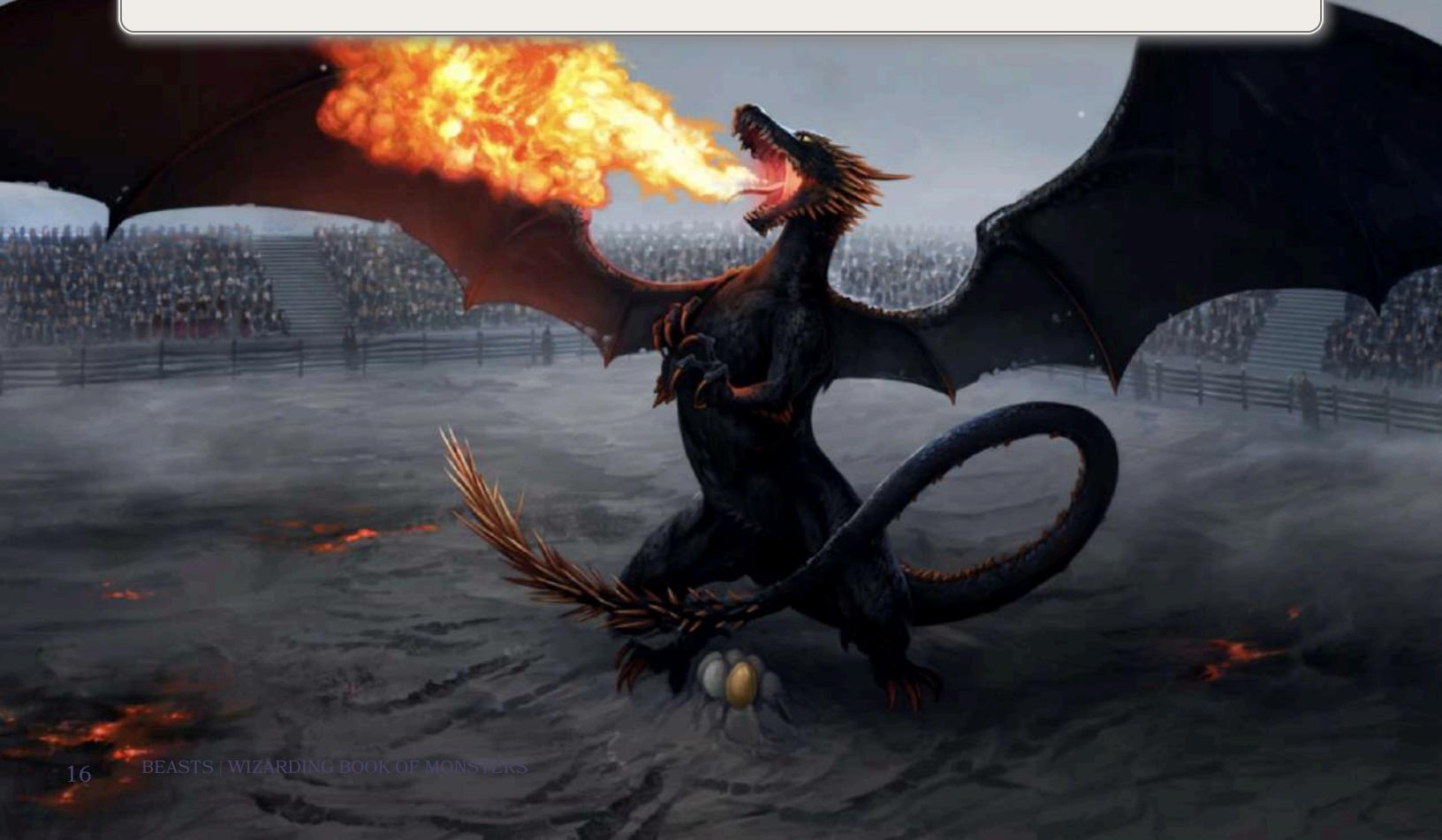
LEGENDARY ACTIONS

The horntail can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The horntail regains spent legendary actions at the start of its turn.

Bite. The horntail makes a bite attack.

Aggressive. The horntail flies up to 30ft. toward a hostile creature that it can see. This movement does not provoke Opportunity Attacks.

Tail Slam (Costs 2 Actions). The horntail uses tail slam.



NORWEGIAN RIDGEBACK

The Norwegian Ridgeback is a rare and highly sought-after dragon species, known for its spiked ridges along the back and its immense, distinctive fangs. Native to the rocky regions of Norway, the Ridgeback is one of the few dragons that thrives in mountainous, subarctic climates. Its scales are so similar to those of the Hungarian Horntail that the two get easily mistaken for each other. The Ridgeback is particularly notable for its unusual fire-breathing capabilities; it can shoot fire from a remarkably young age, a talent uncommon among dragons until much later in life. This unique ability makes Ridgebacks exceptionally dangerous since their hatching and a challenge for even the most experienced dragon tamers.

The Norwegian Ridgeback possesses a rare and dangerous trait among dragons: a venomous bite. This potent venom is injected through its unusually large fangs, making even a minor bite potentially fatal. The Ridgeback is highly aggressive and fiercely territorial, which, combined with its venomous bite, makes it one of the most formidable dragons for even experienced handlers. Adaptable in its diet, the Ridgeback preys on large mammals and is known to have a particular appetite for aquatic creatures like whales when near coastal regions, setting it apart from other dragon species.

UKRAINIAN IRONBELLY

The Ukrainian Ironbelly is the largest dragon breed in the world, known for its immense size, strength, and shimmering metallic gray scales that give it a unique, iron-like appearance. Native to the mountainous regions of Ukraine, this colossal dragon can weigh up to six tons, making it both a formidable sight and one of the most feared dragon species. Its powerful wings enable it to fly despite its size, although it tends to move slower than other dragons in flight. The Ironbelly's eyes are a piercing red, adding to its intimidating presence, and it is known to be particularly destructive when angered, with a strength capable of crushing stone structures with ease.

Unlike some other dragons, the Ukrainian Ironbelly is less aggressive unless provoked but is still highly dangerous due to its sheer power and unpredictable nature. The Ministry of Magic strictly regulates this breed to prevent potential disasters, as even a slight misjudgment from an Ironbelly could lead to catastrophic consequences. Ironbelly scales, claws, and heartstring are highly valued in magical crafting due to their durability and unique magical properties, though obtaining these materials is a highly regulated and risky endeavor, requiring specialized dragon handlers.

NORWEGIAN RIDGEBACK

Large Dragon, unaligned

AC 17

Initiative +0 (10)

HP 149 (13d10 + 78)

Speed 40 ft., fly 80 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	22	+6	+10	DEX	10	+0	+0	CON	20	+5	+9
INT	6	-2	-2	WIS	10	+0	+4	CHA	6	-2	-2

Skills Perception +8

Resistances Bludgeoning, Piercing, and Slashing

Immunities Fire, Poison

Senses Darkvision 120 ft., Passive Perception 18

Languages —

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

TRAITS

Ridgeback Resilience (3/Day). When the ridgeback fails a saving throw, it can succeed instead. When it does, its speed is halved and its attacks can't deal Poison damage until the end of its next turn.

ACTIONS

Multiattack. The ridgeback makes one bite and two talon attacks.

Poisonous Bite. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit* 15 (2d8 + 6) Piercing damage plus 4 (1d8) Poison damage. If a creature took Poison damage this way, it must make a DC 17 Constitution saving throw. On a failed save, the target suffers the effect of the ridgeback's poison, with painful cramps in the limbs. The target immediately drops any item it is holding and can't Utilize objects or cast spells with somatic components. This condition lasts for 1 minute (save ends at end of turn).

If a creature's saving throw is successful or the effect ends for them, they are immune to this effect for the next 24 hours.

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

Quick Flame (Recharge 4-6). The ridgeback ejects flames in a 30ft. Cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 35 (10d6) Fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Bite Back. When the ridgeback takes damage from a creature within 5ft. of it, it can make a poisonous bite attack against that creature.



UKRANIAN IRONBELLY

Gargantuan Dragon, unaligned

AC 20

HP 296 (16d20 + 112)

Speed 40 ft., fly 80 ft.

MOD		SAVE		MOD		SAVE		MOD		SAVE	
STR	16	+8	+13	DEX	8	-1	-1	CON	24	+7	+12
INT	6	-2	-2	WIS	15	+2	+7	CHA	6	-2	-2

Skills Perception +7

Resistances Bludgeoning, Piercing, and Slashing

Immunities Fire

Senses Darkvision 120 ft., Passive Perception 17

Languages —

CR 16 (XP 15,000; PB +5)

TRAITS

Hardened Resilience (3/Day). When the ironbelly fails a saving throw, it can succeed instead. When it does, it flinches and its speed is halved and it can't take Reactions or Bonus Actions until the end of its next turn.

Siege Monster. The ironbelly deals double damage to objects and structures.

ACTIONS

Multiaction. The ironbelly makes one bite and two stomp attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15ft., one target. *Hit* 24 (3d10 + 8) Piercing damage.

Stomp. *Melee Weapon Attack:* +13 to hit, reach 5ft., one target. *Hit* 18 (3d6 + 8) Bludgeoning damage. On a hit, a creature

must make a DC 21 Strength saving throw or have the Prone condition.

Incandescent Flames (Recharge 5-6). The ironbelly ejects flames in a 15ft.-wide and 30ft.-long Line. Each creature in that line must make a DC 20 Dexterity saving throw, taking 66 (12d10) Fire damage on a failed save, or half as much damage on a successful one. Flammable objects in the area that aren't being worn or carried start burning. Nonmagical metal objects in the area that aren't being worn or carried instantly melt and are destroyed.

BONUS ACTIONS

Tail Swipe. The ironbelly swings its powerful tail in a 20ft. Sweep. Each creature in a 20ft. Semicircle centered on the ironbelly must make a DC 21 Dexterity saving throw, taking 33 (6d10) Bludgeoning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The ironbelly can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ironbelly regains spent legendary actions at the start of its turn.

Bite. The ironbelly makes a bite attack.

Trample. The ironbelly moves up to 20ft. in a straight line. If it moves through another creature's space, that creature must make a DC 20 Dexterity saving throw, or take 18 (3d6 + 8) Bludgeoning damage.

Tail Swipe (Costs 2 Actions). The ironbelly uses tail swipe.

ERUMPENTS

Erumpents are large, powerful creatures resembling rhinoceroses, native to Africa, and are known for their thick, nearly impenetrable gray hides and a single, sharp horn on their heads. The most dangerous feature of the Erumpent is its horn, which contains an explosive fluid. When the horn pierces any object, the fluid causes it to explode with catastrophic force, making the creature highly dangerous when threatened. Despite their formidable size and potential for destruction, Erumpents are generally peaceful, preferring to graze quietly unless provoked or during mating season, when males can become extremely aggressive.

Due to their volatile nature, Erumpents are classified as a high-risk magical beast by the Ministry of Magic, and interactions with them require caution. Their explosive horn, thick hide, and tail are valuable in potion-making, but collecting these materials is incredibly dangerous. Their population remains relatively small, as they often fall victim to their own destructive mating rituals, where males sometimes explode during attempts to impress a potential mate.

OPTIONAL RULE: THE MATING DANCE

A character that knows the mating ritual of the erumpents can try to calm a rampaging exemplar during the mating season.

As an Action, you can gain the attention of an erumpent with a successful DC 11 Wisdom (Animal Handling) check. On a success, you can take an Action on the following turn to perform the mating dance with a DC 16 Charisma (Performance) check. On a success, the erumpent acts as if under the effect of a *Charm Monster* spell.

ERUMPENT

Large Beast, unaligned

AC 15

Initiative -1 (9)

HP 119 (14d10 + 42)

Speed 40 ft.

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

Senses Passive Perception 10

Languages —

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

TRAITS

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

Trampling Charge. If the erumpent moves at least 20ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or have the Prone condition. If the target is Prone, the erumpent can make one stomp attack against it as a Bonus Action.

ACTIONS

Gore. Melee Weapon Attack: +9 to hit, reach 5ft., one target. Hit: 15 (2d8 + 6) Piercing damage.

Stomp. Melee Weapon Attack: +9 to hit, reach 5ft., one prone creature. Hit: 17 (2d10 + 6) Bludgeoning damage.

REACTIONS

Exploding Fluid (Recharge 5-6). When hitting with a gore attack, the erumpent can take a Reaction to inject the target with its exploding fluid. On initiative count 0, the target and each creature within 20ft. of it must make a DC 13 Dexterity saving throw, taking 27 (6d10) Fire damage on a failed save, or half as much on a successful one. The original target makes this save with Disadvantage.



FIRE CRAB

Medium Beast, unaligned

AC 18

Initiative +0 (10)

HP 26 (4d8 + 8)

Speed 30 ft., burrow 10ft.

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

Senses Blindsight 30 ft., Passive Perception 11

Resistances Fire

Languages —

CR 1 (XP 200; PB +2)

TRAITS

Jeweled Shell. When a creature hits the crab with a melee attack while within 5ft. of it, jewel shards spark from its shell. Each creature within 5f.of it takes 1 (1d3) Piercing damage.

ACTIONS

Multiattack. The crab makes two claw attacks.

Claw. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit 5 (1d6 + 2) Piercing damage.

Fiery Eruption (Recharge 6). The crab fires a ball of fire in a point within 30ft. Each creature within 5ft. of that point must make a DC 12 Dexterity saving throw. On a failed save, a creature takes 13 (3d8) Fire damage, or half as much on a successful one.

FIRE CRABS

Fire Crabs are magical creatures native to the tropical beaches of Fiji. They resemble large tortoises with jewel-encrusted shells. While their stunning shells make them a target for poachers, Fire Crabs are far from defenseless. They can shoot powerful jets of flame from their rear when threatened, making them highly dangerous to approach without proper protection.

These flames are not only used for defense but also as a way to deter predators in their natural habitat. Due to their explosive nature and the value of their ornate shells, Fire Crabs are heavily protected by international wizarding laws, and breeding them requires a special license.

In addition to their fiery defense mechanism, Fire Crabs are known to be surprisingly strong diggers, often burrowing into the sand to lay their eggs in hidden, secure nests. Their shells, adorned with gemstones, are sought after for magical crafting, and many wizards have tried to illegally capture and exploit them for profit. However, thanks to conservation efforts, sanctuaries have been established in their native Fiji, ensuring that these unique creatures can thrive without the threat of exploitation. Fire Crabs are classified as dangerous magical creatures, and although they are not overtly aggressive, their fiery defenses make them a creature to be handled with great care.

Despite its name, the Fire Crab greatly resembles a large tortoise with a heavily jewelled shell. In its native Fiji, a stretch of coast has been turned into a reservation for its protection, not only against Muggles, who might be tempted by its valuable shell, but also against unscrupulous wizards, who use the shells as highly prized cauldrons. The Fire Crab does, however, have its own defence mechanism: it shoots flames from its rear end when attacked. Fire Crabs are exported as pets, but a special licence is necessary.

Fantastic Beasts and Where to Find Them



FIRE CRAB
SARAH FORD

GNOMES

Gnomes are small, mischievous creatures commonly found in wizarding gardens, where they burrow and cause havoc among plants. Unlike the ornamental gnomes seen in Muggle gardens, magical gnomes are squat, potato-headed creatures with knobbly features, sharp little teeth, and a tendency to wreak disorder. They are considered pests by most witches and wizards, as they dig up roots and plants, often making a nuisance of themselves. To control them, wizards engage in a process called “de-gnoming,” where the gnomes are caught and thrown over garden walls to discourage their return. Though largely harmless, gnomes are stubborn and have a surprisingly strong bite, making them more of an annoyance than a true threat. Despite their pesky nature, gnomes are a curious fixture in wizarding households, particularly those with sprawling gardens.

The gnome can be expelled from the garden by swinging it in circles until dizzy and then dropping it over the garden wall. Alternatively a Jarvey may be used, though many wizards nowadays find this method of gnome-control too brutal.

Instructions on how to de-gnome a garden

GNOME

Tiny Humanoid (gnome), any Chaotic

AC 12

Initiative +1 (11)

HP 10 (4d4)

Speed 30 ft., burrow 10ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	4	-3	-3	DEX	13	+1	+1	CON	10	+0	+0
INT	7	-2	-2	WIS	12	+1	+1	CHA	7	-2	-2

Skills Stealth +3

Senses Passive Perception 11

Languages Any one language

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

TRAITS

False Appearance. While the gnome is underground and remains motionless, it is indistinguishable from a normal potato.

ACTIONS

Tripping Bite. Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit 3 (1d4 + 1) Piercing damage. On a hit, a creature must make a DC 13 Dexterity saving throw or have the Prone condition.



GRINDYLOWS

Grindylows are small, horned water demons native to the lakes and marshes of the British Isles, particularly found in the depths of the Hogwarts lake. These pale-green creatures have long, spindly arms and sharp fingers, which they use to latch onto their prey, dragging them underwater. Despite their small size, they can be vicious and are known to attack both magical and non-magical beings who stray too close to their underwater habitats. Grindylows are generally hostile and aggressive, but their fragile, brittle fingers make it possible to break free from their grip with enough force.

While considered dangerous to those unaware of their presence, Grindylows are often kept at bay by merpeople, who share the same aquatic environments but are more capable of handling the creatures. Wizards and witches studying or working near bodies of water are taught defensive spells to protect themselves from Grindylows, though they typically avoid humans unless provoked. Due to their aggressive nature and habitat, they are classified as dark creatures, and although they are not among the most powerful, their sneak attacks can pose a real threat to unsuspecting swimmers or divers.

GRINDYLOW

Small Fiend (demon), Chaotic Evil

AC 12

Initiative +2 (12)

HP 9 (2d6 + 2)

Speed 10 ft., swim 30ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	10	+0	+0	DEX	15	+2	+2	CON	12	+1	+1
INT	7	-2	-2	WIS	13	+1	+1	CHA	4	-3	-3

Senses Darkvision 60 ft., Passive Perception 11

Languages —

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

TRAITS

Nimble Escape. As long as it's swimming, the grindylow can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

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

Strangle Grasp. Melee Weapon Attack: +4 to hit, reach 5ft., one target. **Hit** 4 (1d4 + 2) Piercing damage and the target is grappled (escape DC 10). A creature grappled by the grindylow is suffocating.

REMINDER RULE: SUFFOCATING

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.



HIPPOGRIPHS

Hippogriffs are majestic and powerful creatures, notable for their striking combination of avian and equine features. With the forelegs, head, and wings of a giant eagle and the body, hind legs, and tail of a horse, they possess a graceful yet formidable appearance. Hippogriffs are known for their proud, noble nature, demanding respect from all who approach them.

These creatures are highly intelligent and sensitive to the attitudes of those around them. Proper etiquette when encountering a Hippogriff is essential, as they are quick to take offense if treated without the courtesy they expect. The correct way to approach a Hippogriff is to bow deeply and maintain eye contact. If the Hippogriff deems the individual worthy, it will bow in return, granting permission to come closer or even offer a ride on its back.

Care and Handling. Though highly intelligent, Hippogriffs require careful handling. Their powerful beaks and talons can cause severe injury if they feel threatened, so only witches and wizards trained in Care of Magical Creatures should attempt to approach or handle one. To gain the trust of a Hippogriff, gentleness and patience are essential, as is an understanding of their complex social cues.

Hippogriffs are social creatures, often traveling in small family groups in the wild. They can be trained to recognize and respond to commands, but they require regular attention and care. A neglected or mistreated Hippogriff can become aggressive or reclusive, so regular bonding and positive reinforcement are vital in maintaining a healthy relationship.

Easily offended, hippogriffs are. Don't never insult one, 'cause it might be the last thing yeh do.

Rubeus Hagrid

HIPPOGRIPH

Large Beast, unaligned

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

HP 47 (5d10 + 20)

Speed 60 ft., fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	18	+4	+6	DEX	14	+2	+2	CON	18	+4	+6
INT	6	-2	-2	WIS	14	+2	+2	CHA	12	+1	+1

Senses Passive Perception 12

Languages — (understands simple instructions)

CR 2 (XP 450; PB +2)

TRAITS

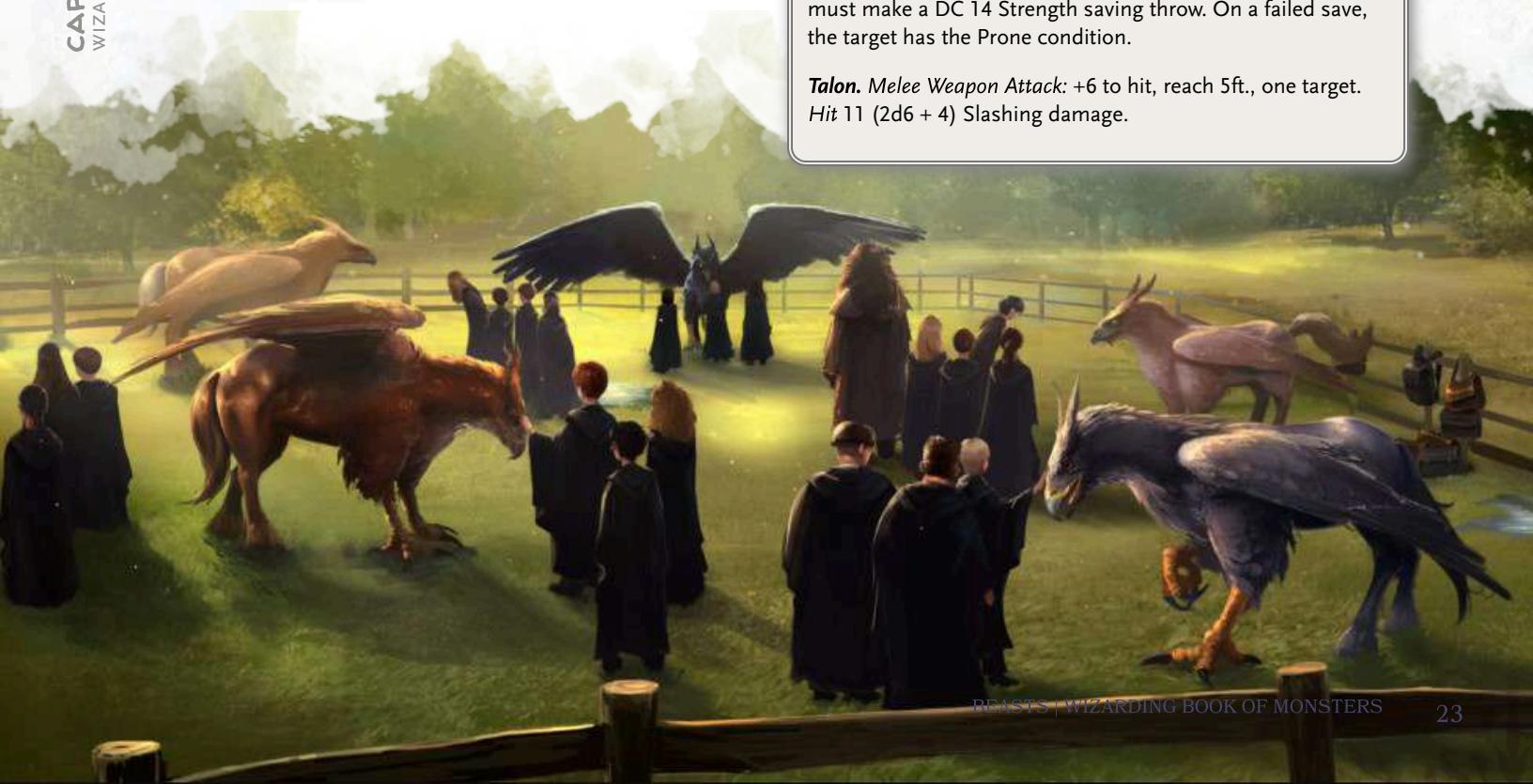
Keen Sight. The hippogriff has Advantage on Wisdom (Perception) checks that rely on sight.

Etiquette. As long as the hippogriff is not hostile, a creature within 30ft. of it can take an Action to bow to the hippogriff. That creature makes a DC 11 Charisma (Persuasion) check. On a successful check the hippogriff becomes friendly towards that creature for 1 hour.

ACTIONS

Multiaction. The hippogriff makes two talon attacks. If the hippogriff hits the same target with both attacks, that target must make a DC 14 Strength saving throw. On a failed save, the target has the Prone condition.

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





NIFFLERS

Nifflers are small, fluffy creatures known for their insatiable attraction to shiny objects. Resembling a mole with a long, pointed snout and soft fur, these creatures are both adorable and highly mischievous. They have a remarkable ability to sniff out and steal anything glittery, whether it's gold, jewelry, or coins, and are often kept by wizards to locate treasures. However, their penchant for shiny things makes them quite troublesome when let loose indoors, as they can create havoc by tearing through drawers, pockets, and even furniture in their pursuit of valuables.

Despite their mischievous nature, Nifflers are not inherently dangerous, and their gentle demeanor makes them popular among magizoologists and collectors of magical creatures. Nifflers have a pouch on their belly that magically expands to hold enormous amounts of loot, far larger than what their small size would suggest. This makes them incredibly useful for treasure hunts or searching for hidden valuables. However, wizards must exercise caution when handling Nifflers, as their single-mindedness toward shiny objects can quickly lead to chaos if left unchecked!

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Languages —

CR 0 (XP)

Goldsense. The niffler innately senses the presence of gold or treasure within 30ft. of it. It has Advantage on Intelligence (Investigation) or Wisdom (Perception) checks to locate or search for gold or treasure.

Belly Pouch. The niffler has a natural pouch on its belly that works as a *bag of holding*, except all its dimensions are halved.

ACTIONS

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



PHOENIX

Medium Beast, any Lawful

AC 16

Initiative +4 (14)

HP 82 (15d8 + 15)

Speed 10 ft., fly 40 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	16	+3	+3	DEX	18	+4	+7	CON	13	+1	+3
INT	8	-1	-1	WIS	15	+2	+5	CHA	7	-2	-2

Skills Perception +5

Immunities Fire, Poison; Charmed, Exhaustion, Frightened, Petrified, Poisoned

Senses Darkvision 60 ft., Passive Perception 15

Languages — (understands instructions)

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

TRAITS

Fiery Death and Rebirth. When the phoenix dies, it explodes. Each creature within 5ft. of it must make a DC 12 Dexterity saving throw, taking 5 (1d10) Fire damage on a failed save, or half as much damage on a successful one. The explosion destroys the phoenix's body and leaves behind a pile of ashes. After 1d6 rounds, a new phoenix hatches from the ashes.

Flyby. The phoenix doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

True Immortality. If an effect would kill the phoenix instantly without dealing damage, that effect is negated against the phoenix.

ACTIONS

Multiaction. The phoenix makes one beak attack and two talon attacks.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 11 (2d6 + 4) Piercing damage plus 3 (1d6) Fire damage.

Talon. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 8 (1d8 + 4) Slashing damage.

Healing Tears (1/Day). The phoenix cries healing tears on the wounds of a target within 5ft. of it. Positive energy washes through the target, restoring 70 Hit Points. This effects also ends the Blinded, Deafened, and Poisoned conditions on the target.

BONUS ACTIONS

Fiery Apparition (3/Day, 7th-Level Spell). The phoenix and up to three willing creatures it is touching teleport to a destination of the phoenix's choosing within 20 miles. Each creature within 5ft. of it must make a DC 12 Dexterity saving throw, taking 5 (1d10) Fire damage on a failed save, or half as much damage on a successful one.

PIXIES

Pixies are mischievous and playful magical creatures native to Cornwall, often known for causing chaos wherever they go. These small, electric blue beings have a penchant for trouble, delighting in pulling pranks, tangling hair, and creating general mayhem. Standing about eight inches tall, pixies possess sharp, high-pitched voices and are capable of flight, even without wings, zipping through the air with remarkable speed. Despite their small size, they are surprisingly strong for their stature and enjoy lifting and dropping objects or even hoisting unsuspecting wizards by their robes. Though not particularly dangerous, pixies are difficult to control, as they have little interest in listening to reason and are resistant to many basic spells. Their unpredictable nature makes them a challenge for any witch or wizard who encounters them.

CORNISH PIXIE

Tiny Fey, unaligned

AC 14 Initiative +2 (12)

HP 1 (1d4 – 1)

Speed 10 ft., fly 60 ft. It can hover.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	2	-4	-4	DEX	18	+4	+4	CON	8	-2	-2
INT	10	+0	+0	WIS	8	-2	-2	CHA	15	+2	+2

Skills Sleight of Hand +6

Senses Passive Perception 8

Languages — (understands simple instructions)

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

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 Piercing damage. On a hit, the pixie bites the target on a limb and the target must make a DC 14 Dexterity saving throw. On a failed save, the target drops at their feet one item they are holding.

SWARM OF CORNISH PIXIES

Huge Swarm of Tiny Feys, any Chaotic

AC 14

Initiative +4 (14)

HP 36 (8d8)

Speed 10 ft., fly 60 ft. It can hover.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	8	-1	-1	DEX	18	+4	+4	CON	10	+0	+0
INT	10	+0	+0	WIS	8	-2	-2	CHA	15	+2	+2

Skills Sleight of Hand +6

Resistances Bludgeoning, Piercing, and Slashing

Immunities Charmed, Frightened, Grappled, Prone, Restrained

Senses Passive Perception 8

Languages —

CR 2 (XP 450; 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 pixie. The swarm can't regain Hit Points or gain Temporary Hit Points.

ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) Piercing damage, or 3 (1d6) Piercing damage if the swarm has half of its Hit Points or fewer. The target is Grappled (escape DC 14) if it is a Medium or smaller creature and the swarm doesn't have another creature grappled.

BONUS ACTIONS

Lift. If the swarm is grappling a creature, it can fly up to 20 ft. upwards, lifting the target by its ears or limbs. The target must make a DC 14 Constitution saving throw, taking 7 (2d6) Bludgeoning damage on a failed save, or half as much on a successful one.

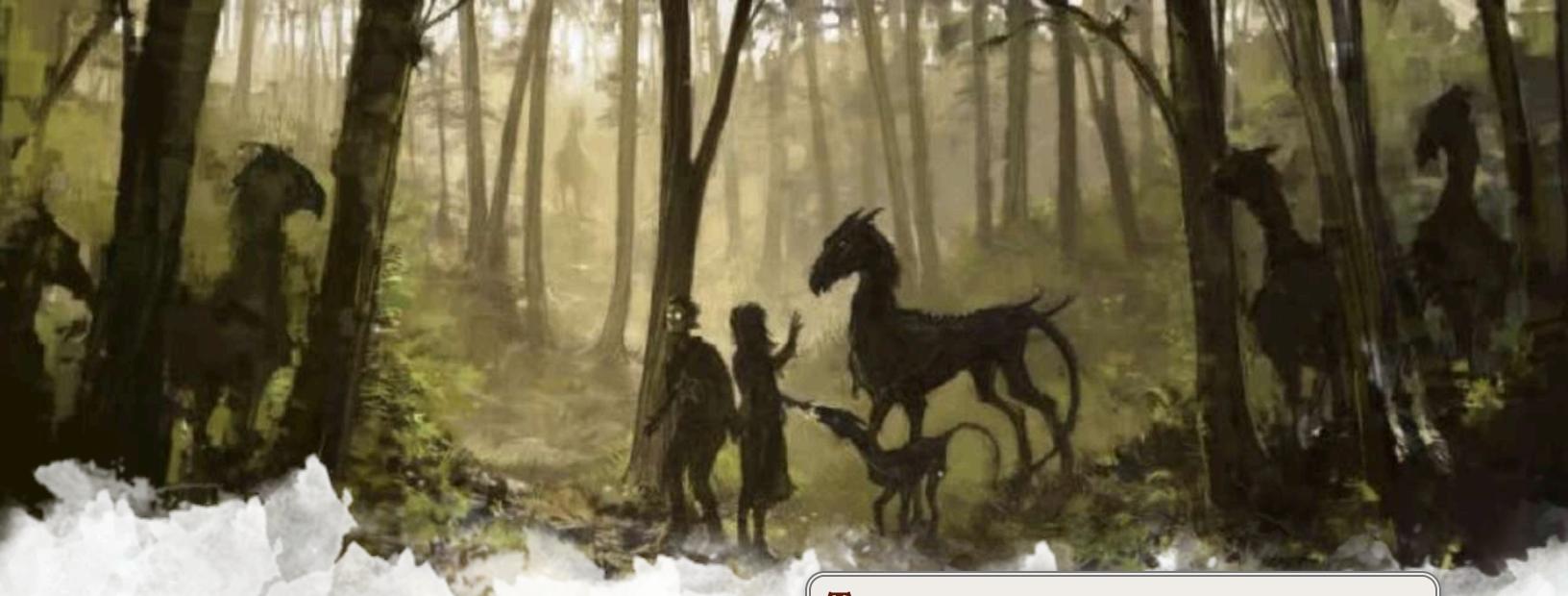


THESTRALS

Thestrals are one of the most misunderstood creatures in the magical world, known for their eerie, skeletal appearance and their association with death. These winged horses have gaunt, leathery black bodies, exposed bones, and large, bat-like wings that lend them an unsettling, ghostly presence. However, they are only visible to those who have witnessed death and truly understood it, which contributes to their mysterious and often ominous reputation. Despite their grim appearance, Thestrals are intelligent, gentle creatures that pose no harm unless provoked. Their unsettling aspect often leads to superstitions about bad luck or death, but they are, in fact, creatures deserving of respect rather than fear.

One of the most remarkable traits of Thestrals is their incredible speed and sense of direction. They possess an innate ability to navigate through vast distances, seemingly able to find their way without needing guidance, making them reliable mounts for long journeys. Thestrals are also highly sensitive to the scent of blood, which sharpens their sense of tracking and aids in their navigation. Though their skeletal appearance may suggest fragility, Thestrals are incredibly strong and capable of flying at great speeds, often outpacing other magical creatures. Those who have ridden a Thestral describe the experience as both exhilarating and surreal, as the creature seems to move through the air with a fluid, ghost-like grace.

But they're really, really unlucky! They're supposed to bring all sorts of horrible misfortune on people who see them.



THESTRAL

Large Monstrosity, unaligned

AC 14

Initiative +4 (14)

HP 37 (5d10 + 10)

Speed 60 ft., fly 120 ft.

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

Skills Perception +4

Senses Passive Perception 14

Languages — (understands simple instructions)

CR 2 (XP 450; PB +2)

TRAITS

Keen Smell. The thestral has Advantage on Wisdom (Perception) checks that rely on smell. The thestral can sense the smell of blood without making an ability check.

Invisibility. The thestral has the Invisible condition. A creature that has seen another creature of their same type die within 30ft. of them can see the thestral as if it didn't have the Invisible condition.

Supernatural Orientation. The thestral can't become lost except by magical means. Additionally, when a creature rides the thestral, it knows their destination even if it's a place the thestral has never been.

ACTIONS

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

BONUS ACTIONS

Powerful Wings (Recharge 5-6). The thestral flaps its wings. Each Medium or smaller creature in a 10ft. Emanation centered on the thestral must make a DC 13 Strength saving throw or have the Prone condition.

THREE-HEADED DOGS

Three-headed dogs, often referred to as *Cerberus*-type creatures in reference to the mythical beast of ancient Greek lore, are incredibly rare and highly dangerous magical creatures. As their name suggests, they possess three fully functional heads, each capable of independent thought, making them excellent guardians. Their natural aggression, combined with sharp senses and multiple sets of eyes, makes them nearly impossible to sneak past. These creatures are known for their massive size and strength, with thick, muscular bodies and sharp fangs, which they use to defend whatever they are tasked with protecting.

While three-headed dogs are primarily known for their role as guards, particularly of valuable or secret locations, they are difficult to handle and require expert care. Their loyalty can be earned through proper training, but their fierce nature demands respect and caution. Music, particularly soothing melodies, is one of the few known methods of calming a three-headed dog, often lulling them into a deep, temporary sleep. Despite their terrifying reputation, when properly trained and bonded to their handlers, three-headed dogs can be fiercely loyal protectors. However, their size and aggression make them unsuitable for most wizards to keep, and they are classified as a high-risk creature under the Ministry of Magic's XXXXX category.



THREE-HEADED DOG

Large Beast, unaligned

AC 14

HP 85 (10d10 + 30)

Speed 30 ft.

Initiative +2 (12)

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	17	+3	+3	DEX	13	+1	+1	CON	17	+3	+3
INT	6	-2	-2	WIS	13	+1	+1	CHA	6	-2	-2

Skills Perception +5

Senses Passive Perception 15

Languages — (understands simple instructions)

CR 3 (XP 700; PB +2)

TRAITS

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

Three Heads. The dog has Advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Additionally, the dog can take up to three Reactions per round but only one per turn.

Torpor Weakness. When the dog hears an instrument playing music within 30ft. of it, it must succeed on a DC 18 Wisdom saving throw or have the Incapacitated condition until the end of its next turn, at which point it must repeat the save. If the dog fails the second save, it has the Unconscious condition for 1 hour. The dog wakes up if it takes damage or someone within 5ft. of it takes an Action to wake it.

ACTIONS

Multiaction. The dog makes three bite attacks.

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

BONUS ACTIONS

Drooling Bark. The dog barks ferociously with all its heads, leaving a puddle of drool. A 10ft. square area adjacent to the dog becomes difficult terrain for 1 minute. Each creature standing in this area must succeed on a DC 13 Dexterity saving throw or have the Prone condition. A creature that enters the area or ends its turn there must also succeed on that save or fall Prone.

THUNDERBIRDS

The Thunderbird is a majestic and powerful creature native to North America, particularly revered in the wizarding community for its ability to sense danger and summon storms. With its shimmering, golden feathers and enormous wingspan, the Thunderbird is a sight to behold, often compared to the Phoenix in terms of grandeur. These magnificent birds are capable of creating powerful thunderstorms as they fly, their wingbeats stirring up winds and lightning.

Thunderbirds are closely connected to weather, with the ability to manipulate the skies in their wake, and are considered protectors by some Native American wizarding cultures.

Thunderbirds have an exceptional sensitivity to danger, able to detect threats long before they appear. This unique ability makes them highly sought after for magical protection and foresight. In fact, Thunderbird tail feathers are used as magical wand cores, prized for their connection to powerful, storm-based magic and their protective properties. While their magical abilities make them highly desirable, Thunderbirds are difficult to domesticate and are considered extremely rare, which adds to their allure in the magical world.



Although they are generally solitary creatures, Thunderbirds are not inherently aggressive unless provoked or threatened. They are highly intelligent and are known to form bonds with wizards and witches who demonstrate respect for their power and autonomy. However, due to their immense strength and magical abilities, handling or interacting with Thunderbirds requires great skill and caution. Their innate connection to the elements makes them some of the most awe-inspiring creatures in the magical world, embodying the raw force of nature itself.

THUNDERBIRD

Huge Beast, unaligned

AC 19

HP 207 (18d12 + 90)

Speed 15 ft., fly 80 ft.

MOD			SAVE			MOD			SAVE		
STR	17	+3	+3	DEX	23	+6	+11	CON	21	+5	+10
INT	7	-2	-2	WIS	17	+3	+8	CHA	15	+2	+2

Skills Perception +13, Stealth +11

Immunities Lightning, Radiant; Stunned

Senses Darkvision 120 ft., Passive Perception 23

Languages —

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

TRAITS

Stormy Resistance (3/Day). If the thunderbird fails a saving throw, it can choose to succeed instead. If it does, its flying speed is reduced by 20ft. until the end of the next Long Rest.

Call the Storm. If the thunderbird uses the Dash action while flying, it summons a magical storm in a 120ft. area centered on itself. The storm ends if the thunderbird's concentration is broken (as if concentrating on a spell) or after 1 hour. If the thunderbird drank a potion within 1 minute before summoning the storm, the effects of the potion are transferred to all creatures inside the storm's area.

Meteorological Reactivity. The beak and energetic discharge attacks of the thunderbird deal Lightning damage instead of Radiant damage while inside a storm (included in the attack).

ACTIONS

Multiattack. The thunderbird makes one beak attack and two talon attacks.

Beak. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit:* 17 (2d10 + 6) Piercing damage plus 7 (2d6) Radiant damage, or 7 (2d6) Lightning damage inside a storm.

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

Energetic Discharge (Recharge 5-6). The thunderbird discharges energy in a 30ft. emanation centered on it. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) Radiant damage on a failed save, or half as much damage on a successful one. If the thunderbird is inside a storm, it deals Lightning damage instead.

BONUS ACTIONS

Invoke Lightning (only inside a storm). The thunderbird chooses a point it can see inside the storm. A lightning bolt shoots from the storm to that point. Each creature within 5ft. of that point must make a DC 18 Dexterity saving throw, taking 16 (3d10) Lightning damage on a failed save or half as much damage on a successful one.

REACTIONS

Blinding Flare. When the thunderbird takes damage from a creature that it can see within 30ft. of it, that creature must make a DC 18 Constitution saving throw. On a failed save, that creature has the Blinded condition for 1 minute (save ends at end of turn).

LEGENDARY ACTIONS

The thunderbird can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The thunderbird regains spent legendary actions at the start of its turn.

Move. The thunderbird moves up to its speed without provoking Opportunity Attacks.

Beak Attack. The thunderbird makes a beak attack.

Call the Clouds (Costs 2 Actions). The thunderbird uses the Dash action. Then, it recharges *energetic discharge*.



TROLLS

Trolls are massive, brutish creatures known for their immense strength and limited intelligence, making them some of the most dangerous magical beasts in the wizarding world. Standing 10 to 12 feet tall and weighing over a ton, they are easily identified by their grayish, warty skin, long arms, and heavy, sloping features. Trolls can be found in remote mountain ranges, forests, and rivers across Europe, with the Mountain, Forest, and River Trolls being the most common varieties. Despite their imposing size, trolls are notorious for their violent, unpredictable nature and extreme lack of intelligence, making them highly dangerous to both magical and non-magical beings alike.

Trolls are generally resistant to basic spells, though they do not have any special magical defenses. While they are nearly impervious to reason or training, certain parts of a troll, such as their whiskers, have magical properties. Troll whiskers, though rare, are sometimes used as wand cores for low-quality wands, though these wands are generally considered unreliable. Trolls themselves are often employed by Dark wizards as guards due to their sheer power and intimidation factor, though their uncontrollable aggression makes this a perilous undertaking. Trolls will eat almost anything, and their combination of raw strength and unpredictability has earned them a Ministry of Magic classification of XXXXX—extremely dangerous.

Anyone can speak Troll. All you have to do is point and grunt.



MOUNTAIN TROLL

Large Giant, unaligned

AC 14

Initiative +1 (11)

HP 104 (11d10 + 44)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	20	+5	+5	DEX	13	+1	+1	CON 18 +4 +4
INT	5	-3	-3	WIS	7	-2	-2	CHA 7 -2 -2

Skills Athletics +7

Senses Darkvision 60 ft., Passive Perception 8

Languages Troll

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

TRAITS

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

Unbearable Stench. The troll sends out a disgusting smell in a 5ft. emanation centered on it. A creature who enters that area for the first time on a turn or starts their turn there must succeed on a DC 14 Constitution saving throw or have the Poisoned condition until the beginning of its next turn.

ACTIONS

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit 18 (3d8 + 5) Bludgeoning damage.* On a hit, a creature must make a DC 15 Strength saving throw or have the Prone condition.

Wild Swing (Recharge 5-6). The troll swings its greatclub in a 10ft. sweep. Each creature in a 10ft. semicircle centered on the troll must make a DC 15 Dexterity saving throw, taking 23 (5d8) Bludgeoning damage on a failed save, or half as much on a successful one. On a failed save, a creature is pushed 10ft. away from the troll.

BEINGS

IN THE MAGICAL WORLD, THE CLASSIFICATION OF “Beings” refers to creatures that possess the ability to think, reason, and communicate in ways similar to humans. This category includes creatures like house-elves, goblins, and giants, among others. The Ministry of Magic defines a “Being” as any creature with enough intelligence to participate in the governance of the magical world, though this definition has been debated throughout history. While many beings are integrated into wizarding society, some, such as centaurs and merpeople, prefer to live independently, often rejecting Ministry oversight or involvement in human affairs.

GIANTS

Giants are enormous, humanoid creatures known for their immense strength and towering size, often standing over 20 feet tall. Native to remote mountainous regions, they have a tumultuous history with wizarding society, marked by conflict and distrust. Giants generally live in tribes and prefer isolation, though some have been brought into closer contact with wizards. While they are often viewed as dangerous due to their aggressive tendencies, their behavior is largely shaped by the discrimination they’ve faced from wizards. Despite their reputation, some giants have shown the capacity for cooperation and loyalty under the right circumstances.

GIANT

Huge Giant, any Chaotic

AC 13 **Initiative** -1 (9)

HP 105 (10d12 + 40)

Speed 40 ft.

	MOD			SAVE				MOD			SAVE		
STR	21	+5	+5	DEX	8	-1	-1	CON	19	+4	+4		
INT	5	-3	-3	WIS	9	-1	-1	CHA	6	-2	-2		

Skills Athletics +8, Perception +2

Senses Passive Perception 12

Languages Giant

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

TRAITS

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

Siege Monster. The giant’s attacks deal double damage to objects and structures.

ACTIONS

Multiaction. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) Bludgeoning damage. On a hit, a creature must make a DC 16 Strength saving throw or have the Prone condition.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 16 (2d10 + 5) Bludgeoning damage. On a hit, a creature must make a DC 16 Strength saving throw or have the Prone condition.

Stomp (Recharge 5-6). The giant stomps the ground with devastating force. Each creature in a 15ft. emanation centered on the giant must make a DC 16 Strength saving throw, taking 27 (6d8) Bludgeoning damage on a failed save, or half as much on a successful one. On a failed save, a creature is pushed 10ft. away from the giant.



GOBLINS

Goblins are highly intelligent and resourceful magical beings known for their expertise in metalwork, craftsmanship, and financial acumen. Most famously, they run Gringotts Wizarding Bank, the only wizarding bank in Britain, where their deep understanding of magical treasures and complex enchantments makes them unmatched in the handling of wizarding wealth. Goblins are master metalworkers, capable of creating objects imbued with powerful magical properties, like the legendary sword of Gryffindor, which absorbs the qualities of that which it conquers. Goblin-made items are highly sought after for their durability and enchantments, but goblins often view these creations as their own, even after they have been sold, leading to tensions between goblins and wizards over ownership rights.

Goblins have a complicated relationship with the wizarding world, marked by a long history of distrust and rebellion due to their treatment by wizards, who have historically denied them full rights and participation in magical governance. Though they are highly independent and proud, goblins are often forced to work within the constraints of wizarding laws, which limit their freedoms and control over their own creations. This has fueled several goblin rebellions throughout history, where they have fought for better rights and autonomy. Goblins are sharp negotiators and not easily tricked, making them formidable when it comes to matters of trade and finance, though their cultural values differ significantly from those of wizards, particularly around concepts of property and loyalty.

GOBLIN TREASURER

Small Humanoid (goblinoid), any

Initiative +2 (12)

HP 7 (2d6)

Speed 30 ft.

MOD			SAVE			MOD			SAVE		
STR	8	-1	-1	DEX	14	+2	+2	CON	10	+0	+0
INT	13	+1	+1	WIS	15	+2	+2	CHA	11	+0	+0

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

Senses Darkvision 60 ft., Passive Perception 13

Languages Goblin, any one other language

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

TRAITS

Goldsense. The goblin innately senses the presence of gold or treasure within 30ft. of it. They have Advantage on Intelligence (Investigation) or Wisdom (Perception) checks to locate or search for gold or treasure.

ACTIONS

Exploding Charm. Melee or Ranged Spell Attack: +4 to hit, reach 5ft. or range 60ft., one target. Hit: 5 (1d10) Bludgeoning damage.

Identify (2/Day, 1st-Level Spell). The goblin touches an object throughout the spell's casting. If the object is a magic item or some other magical object, they learn its properties and how to use it, whether it requires Attunement, and how many charges it has, if any. They learn whether any ongoing spells are affecting the item and what they are. The goblin knows the name of the object's creator.

GOBLIN ARMORSMITH

Small Humanoid (goblinoid), any

AC 14

Initiative +2 (12)

HP 18 (4d6 + 4)

Speed 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE					
STR	14	+2	+2	DEX	13	+1	+1	CON	12	+1	+1
INT	11	+0	+0	WIS	15	+2	+2	CHA	10	+0	+0

Skills Athletics +4, Perception +4, Stealth +4

Senses Darkvision 60 ft., Passive Perception 13

Languages Goblin, any one other language

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

TRAITS

Enchanted Armory. The armor of the goblin is magical. At the end of a Long Rest, the goblin can choose one of the following effects, gaining its benefits until the end of the next Long Rest:

Repelling Charm. When a hostile creature ends its turn within 5 ft. of the goblin, it is pushed 5 ft. away from the goblin;

Blazing Charm. When the goblin deals damage with a Melee Weapon Attack, they deal an additional 2 (1d4) Fire damage;

Blurring Charm. Ranged Attacks that target the goblin from more than 15 ft. away are made with Disadvantage.

ACTIONS

Longsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 2) Slashing damage, or 8 (1d10 + 2) Slashing damage if used with two hands.

Blinding Jinx (2/Day, 1st-Level Spell). The goblin curses one creature within 60 ft. of it. That creature must make a DC 12 Constitution save or have the Blinded condition until the end of their next turn.

To a goblin, the rightful and true master of any object is the maker, not the purchaser. All goblin-made objects are, in goblin eyes, rightfully theirs.

Griphook



HOUSE-ELVES

House-elves are small, magical creatures known for their unwavering loyalty and powerful magic, often serving wizarding families in a state of bondage. Despite their diminutive size and subservient roles, house-elves possess formidable magic, which allows them to perform household tasks, transport objects, and even Apparate where wizards cannot. These creatures typically serve their wizarding masters for life, taking great pride in their work, though they are frequently mistreated or exploited. A house-elf is bound to its master's will and can only be freed if presented with clothes, a rare and symbolic gesture.

Traditionally, house-elves live in secrecy, tending to the needs of their families without demanding pay or recognition, as they are taught to see servitude as their purpose. Despite their servile condition, house-elves are deeply intelligent and capable of independent thought, though many are conditioned to suppress their desires in favor of serving wizards. There are exceptions, however, such as Dobby, the famous elf who defied his masters and sought freedom. This reflects the growing awareness in parts of the wizarding world of the injustices of house-elf enslavement, though this issue remains a subject of debate.



HOUSE-ELF

Small Humanoid (elf), any Lawful

AC 12 **Initiative** +2 (12)
HP 28 (8d6)
Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	6	-2	-2	DEX	14	+2	+2	CON	10	+0	+0
INT	13	+1	+1	WIS	12	+1	+1	CHA	14	+2	+2

Senses Passive Perception 11

Languages Any one language

CR 1 (XP 200; PB +2)

TRAITS

Loyal Servants. The house-elf is bound to serve one humanoid, called Master, and their family. As long as the house-elf is bound to their Master, they must obey their direct orders as if they were under the effects of the *dominate person* spell. The house-elf can take a Reaction to *Apparate* in an unoccupied space within 5ft. of their Master when they are called.

When their Master presents the house-elf with clothes, the house-elf loses this trait and becomes free.

House-Elf Magic. The house-elf has Advantage on saving throws against spells and other magical effects from non-house-elf sources. The house-elf is immune to the effects of an *antimagic field*.

ACTIONS

Blasting Charm. *Melee or Ranged Spell Attack:* +4 to hit, reach 5ft., or range 30ft., one target. *Hit* 9 (2d6 + 2) Force damage and the target is pushed 10ft. away from the house-elf.

Apparate (3/Day, 7th-Level Spell). The house-elf and up to three willing creatures they are touching teleport to a destination of the house-elf's choosing within 20 miles.

NON-BEINGS

NON-BEINGS are entities that exist without possessing life in the traditional sense. These creatures are not born, nor do they die in the way living organisms do. Instead, they are conjured by powerful magical forces or emotions, and they persist as unnatural, often malevolent, manifestations. Among the most notable examples of Non-Beings are Dementors and Poltergeists, they are a dark reflection of human fears and emotions.

DEMENTORS

Dementors are among the most fearsome and loathsome of creatures in the magical world. They are dark entities, cloaked in tattered black robes, that glide through the air as if untouched by the laws of gravity. Dementors are the embodiment of despair, feeding on human happiness, drawing all warmth and light from their surroundings, and leaving their victims in a state of crippling cold and hopelessness.

The presence of a Dementor induces feelings of deep sorrow, loneliness, and fear. Prolonged exposure can lead to a loss of memory of all that is good, leaving only the worst moments of one's life. It is said that a Dementor can reduce a wizard or witch to a state of emotional and mental devastation within moments of being in their proximity.

One of their most chilling abilities is the Dementor's Kiss, wherein they latch onto their victim and suck out their soul, leaving the body alive but empty: an irreparable fate worse than death. This is why Dementors have historically been used as guards for Azkaban, the infamous wizarding prison, though this practice has been widely criticized.

Countermeasures. The only known defense against a Dementor is the Patronus Charm, an advanced and difficult spell that summons a protective entity made of positive energy. A Patronus is the manifestation of hope and the caster's happiest memory, which acts as a shield to repel Dementors. Masters of this charm are rare, as it requires immense concentration and emotional strength to maintain.

Students of Defense Against the Dark Arts should note that encountering a Dementor, even with adequate training, can be extremely dangerous. Their presence cannot be fought off through brute force, and emotional resilience is often the key to survival. Always remember: where there is a Dementor, hope must shine even brighter.

Dementors are among the foulest creatures that walk this earth. They infest the darkest, filthiest places, they glory in decay and despair, they drain peace, hope, and happiness out of the air around them... Get too near a Dementor and every good feeling, every happy memory will be sucked out of you. If it can, the Dementor will feed on you long enough to reduce you to something like itself... soulless and evil. You will be left with nothing but the worst experiences of your life, and you will just be an empty shell that lost its soul.

Remus Lupin

REMINDER RULE: EXHAUSTION [CONDITION]

While you have the Exhaustion condition, you experience the following effects.

Exhaustion Levels. This condition is cumulative. Each time you receive it, you gain 1 Exhaustion level. You die if your Exhaustion level is 6.

D20 Tests Affected. When you make a D20 Test, the roll is reduced by 2 times your Exhaustion level.

Speed Reduced. Your Speed is reduced by a number of feet equal to 5 times your Exhaustion level.

Removing Exhaustion Levels. Finishing a Long Rest removes 1 of your Exhaustion levels. When your Exhaustion level reaches 0, the condition ends.



OPTIONAL RULE: CHOCOLATE

Once per Long Rest, a creature can eat chocolate to remove 1 Exhaustion level gained as a result of the *drain happiness* attack of a Dementor.

DEMENTOR

Large Elemental, Neutral Evil

AC 15

Initiative +3 (13)

HP 88 (16d10)

Speed 0 ft., fly 40 ft. It can hover.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	8	-1	-1	DEX	16	+3	+3	CON	10	+0	+0
INT	10	+0	+0	WIS	10	+0	+0	CHA	18	+4	+4

Immunities Bludgeoning, Piercing, Slashing, Cold, Poison, Psychic; Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Blindsight 60 ft., Passive Perception 10

Languages — (understands simple instructions)

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

TRAITS

Amortal. The dementor can't die. If the dementor is destroyed, it reforms after 24 hours with all its Hit Points in an unoccupied and Heavily Obscured space within 120ft.

Radiant Aversion. Each time the dementor takes Radiant damage, it takes an extra 10 Radiant damage.

ACTIONS

Multiattack. The dementor makes two chilling grasp attacks, then it can use drain happiness.

Chilling Grasp. Melee Weapon Attack: +6 to hit, reach 5ft., one target. Hit 12 (2d8 + 3) Slashing damage plus 9 (2d8) Cold damage.

Drain Happiness. The dementor tries to feast on the happy thoughts of one creature within 10ft. of it. The target must make a DC 15 Charisma saving throw. On a failed save, the target gains 1 Exhaustion level and the dementor gains 10 Temporary Hit Points.

Dementor's Kiss (Recharge 6) The dementor pulls back its hood in the attempt to devour the soul of one creature within 5ft. of it. The target must make a DC 15 Charisma saving throw, gaining 2 Exhaustion levels on a failed save, or half as much on a successful one. If a creature's Exhaustion level becomes 6 in this way, it does not die and has permanently the Unconscious condition instead. The creature can be restored only by means of a *wish* spell.

BONUS ACTIONS

Frightful Presence Each creature of the dementor's choice that is within 30ft of it and aware of it must succeed on a DC 15 Wisdom saving throw or become Frightened for 1 minute (save ends at end of turn). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dementor's Frightful Presence for the next 24 hours.

POLTERGEISTS

Poltergeists are mischievous and often malevolent spirits that thrive on causing chaos and disruption within the wizarding world. Unlike ghosts, poltergeists are not the lingering souls of the deceased but rather supernatural entities that feed off the energy of disorder. They are capable of physical manipulation, able to move objects, make loud noises, and create general havoc, often targeting areas where there are large groups of people, particularly students in schools like Hogwarts. Peeves, the infamous poltergeist at Hogwarts, is a prime example, spending his time playing pranks, throwing objects, and making life difficult for both students and staff.

Though poltergeists are not inherently dangerous in the same way as dark creatures, their unpredictable and often destructive nature makes them a significant nuisance. They cannot be exorcised or easily controlled, as they are not true spirits bound to a particular location by death. Instead, they are drawn to places with high emotional energy, especially areas filled with youthful exuberance and mischief. Efforts to remove or banish poltergeists often prove futile, as their presence is tied more to the atmosphere of the place than any specific magical binding, making them persistent troublemakers in places like Hogwarts.



POLTERGEIST

Medium Elemental, any Chaotic

AC 14

Initiative +3 (13)

HP 54 (12d8)

Speed 0 ft., fly 40 ft. It can hover.

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

Resistances Acid, Fire, Lightning, Thunder, Bludgeoning, Piercing, and Slashing

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

Senses Darkvision 60 ft., Passive Perception 9

Languages Any one language

CR 3 (XP 700; PB +2)

TRAITS

Amortal. The poltergeist can't die. If the poltergeist is destroyed, it reforms after 24 hours with all its Hit Points in an unoccupied space within 120ft.

Ethereal Sight. The poltergeist can see 60ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The poltergeist 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 poltergeist makes two practical prank attacks.

Practical Prank. The poltergeist magically trows a Large or smaller object within 30ft. of it that isn't being worn or carried thowards a creature that it can see within 30ft. of the object. That creature must make a DC 12 Dexterity saving throw. On a failed save, the target takes 7 (1d8 + 3) Bludgeoning damage, or 12 (2d8 + 3) Bludgeoning damage if the object was Large.

Etherealness. The poltergeist enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

BONUS ACTIONS

Curse of the Bogies. The poltergeist curses a creature within 60ft. of it, making its nose fill with mucus. The target must make a DC 13 Constitution saving throw. On a failed save, whenever the target tries to speak, it must roll a d6. On a result of a 5 or 6, the target can't speak until the beginning of its next turn. This condition lasts for 1 hour (save ends at end of turn). If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Curse of the Bogies for the next 24 hours.

WITCHES AND WIZARDS

WITCHES AND WIZARDS ARE MAGICAL beings who possess the innate ability to perform magic, setting them apart from Muggles, or non-magical people. In the wizarding world, magic is a fundamental part of life, woven into daily activities, education, and culture. From a young age, witches and wizards attend magical schools like Hogwarts to learn how to control and develop their magical abilities, mastering spells, potion-making, and magical creatures. They live within a hidden society, often separate from Muggles, with their own laws, institutions, and governing bodies like the Ministry of Magic. While some witches and wizards use their powers for good, helping maintain balance and protect others, others turn to dark magic, seeking power and control.

AURORS

Aurors are highly skilled witches and wizards trained to serve as elite dark wizard catchers, functioning as the magical world's equivalent of law enforcement or secret agents. Tasked with hunting down and apprehending Dark wizards, particularly those who practice the Dark Arts, Aurors undergo rigorous training in advanced magic, defense, and stealth. Their work is both dangerous and demanding, requiring mastery of a wide range of spells, including defensive charms, offensive jinxes, and more specialized magic such as nonverbal spells and stealth techniques like Disillusionment. Employed by the Ministry of Magic's Department of Magical Law Enforcement, Aurors are known for their courage and unwavering dedication to maintaining peace in the wizarding world, often putting their lives on the line in the fight against Dark forces.

The role of Aurors became particularly prominent during the rise of Voldemort and the Death Eaters, when they were the front line of defense against his reign of terror. Famous Aurors like Alastor "Mad-Eye" Moody, with his numerous battle scars and magical eye, are celebrated for their work during these dark times. The path to becoming an Auror is notoriously challenging, requiring not only outstanding academic achievement but also specific qualities such as resilience, integrity, and quick thinking under pressure. Those who succeed in becoming Aurors are often regarded as some of the most formidable and respected members of wizarding society, admired for their magical prowess and commitment to justice.

AUROR

Medium Humanoid (human), Lawful Neutral

AC 14

Initiative +2 (12)

HP 58 (9d8 + 18)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	10	+0	+0	DEX	15	+2	+4	CON	15	+2	+2
INT	17	+3	+5	WIS	15	+2	+4	CHA	11	+0	+0

Skills. Arcana +5, Investigation +7, Perception +4

Senses Passive Perception 14

Languages Any two languages

CR 3 (XP 700; PB +2)

TRAITS

Oclumancy. The auror has Advantage on saving throws against being Charmed, Frightened, or effects that would read the auror's thoughts.

ACTIONS

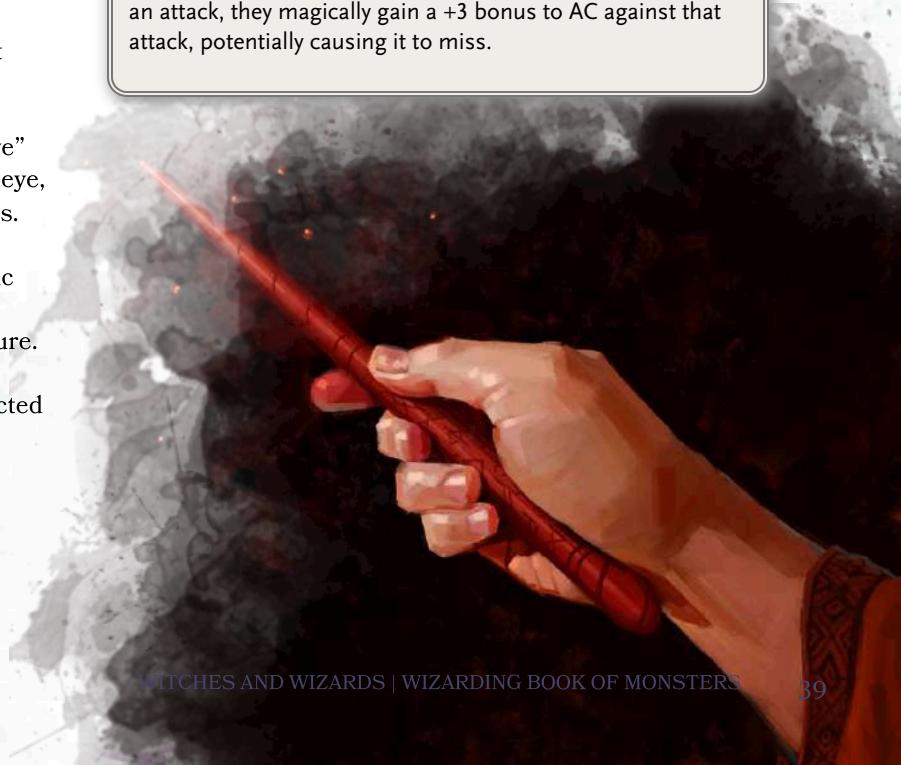
Multiattack. The auror makes two blasting charm attacks.

Concussive Charm. *Melee or Ranged Spell Attack:* +5 to hit, reach 5ft., or range 30ft., one target. *Hit* 12 (2d8 + 3) Force damage.

Disarming Charm (2/Day, 2nd-Level Spell). *Ranged Spell Attack:* +5 to hit, range 30ft., one target. *Hit* The auror disarms the target, forcing it to drop one item of the auror's choice that it's holding. The object lands 10ft. away from it in a random direction.

REACTIONS

Shield Charm (3/Day, 1st-Level Spell). When the auror is hit by an attack, they magically gain a +3 bonus to AC against that attack, potentially causing it to miss.



AUROR, VETERAN

Medium Humanoid (human), Lawful Neutral

AC 16

Initiative +3 (13)

HP 105 (14d8 + 42)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	10	+0	+0	DEX	17	+3	+6	CON	16	+3	+3
INT	18	+4	+7	WIS	17	+3	+6	CHA	11	+0	+0

Skills. Arcana +7, Investigation +10, Perception +6

Senses Passive Perception 16

Languages Any two languages

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

TRAITS

Occlumancy. The auror has Advantage on saving throws against being Charmed, Frightened, or effects that would read the auror's thoughts.

ACTIONS

Multiaction. The auror makes three blasting charm attacks, or makes one blasting charm attack plus disarming charm or binding spell.

Concussive Charm. *Melee or Ranged Spell Attack:* +7 to hit, reach 5ft., or range 30ft., one target. *Hit* 17 (3d8 + 4) Force damage.

Disarming Charm (3/Day, 2nd-Level Spell). *Ranged Spell Attack:* +7 to hit, range 30ft., one target. *Hit* The auror disarms the target, forcing it to drop one item of the auror's choice that it's holding. The object lands 10ft. away from it in a random direction.

Binding Spell (2/Day, 2nd-Level Spell). The auror summons black cords that wrap around a target within 30ft. The target must make a DC 15 Strength saving throw. On a failed save, the target is Restrained for 1 hour. A Restrained creature or another creature within 5ft. of it can take an Action to make a DC 15 Strength (Athletics) check. On a success, the Restrained creature is no longer Restrained by the cords.

Apparate (2/Day, 7th-Level Spell). The auror and up to two willing creatures they are touching teleport to a destination of the auror's choosing within 20 miles.

REACTIONS

Shield Charm (3/Day, 1st-Level Spell). When the auror is hit by an attack, they magically gain a +4 bonus to AC against that attack, potentially causing it to miss.



AUROR, MASTER

Medium Humanoid (human), Lawful Neutral

AC 17

HP 127 (14d8 + 42)

Speed 30 ft.

MOD			SAVE			MOD			SAVE		
STR	10	+0	DEX	19	+4	CON	16	+3	CHA	11	+0
INT	22	+6	WIS	17	+3	S	16	+3	CHA	11	+0

Skills. Arcana +7, Investigation +10, Perception +6

Senses Passive Perception 16

Languages Any two languages

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

TRAITS

Auror's Resilience (3/Day). When the auror fails a saving throw, they can succeed instead. When they do, they can't cast spells of 2nd or higher Level until the end of their next turn.

Superior Occlumancy. The auror can't be Charmed or Frightened and has Advantage on saving throws against effects that would read the auror's thoughts.

Anti-Disapparition Jinx. Creatures of the auror's choice within 15ft. of them can't teleport.

ACTIONS

Multiattack. The auror makes three blasting charm attacks, or makes one blasting charm attack plus disarming charm or binding spell.

Concussive Charm. *Melee or Ranged Spell Attack:* +10 to hit, reach 5ft., or range 30ft., one target. *Hit* 19 (3d8 + 6) Force damage.

Disarming Charm (3/Day, 2nd-Level Spell). *Ranged Spell Attack:* +10 to hit, range 30ft., one target. *Hit* The auror disarms the

target, forcing it to drop one item of the auror's choice that it's holding. The object lands 10ft. away from it in a random direction.

Binding Spell (2/Day, 2nd-Level Spell). The auror summons black cords that wrap around a target within 30ft. The target must make a DC 18 Strength saving throw. On a failed save, the target is Restrained for 1 hour. A Restrained creature or another creature within 5ft. of it can take an Action to make a DC 15 Strength (Athletics) check. On a success, the Restrained creature is no longer Restrained by the cords.

Apparate (3/Day, 7th-Level Spell). The auror and up to three willing creatures they are touching teleport to a destination of the auror's choosing within 20 miles.

REACTIONS

Shield Charm (3/Day, 1st-Level Spell). When the auror is hit by an attack, they magically gain a +5 bonus to AC against that attack, potentially causing it to miss.

LEGENDARY ACTIONS

The auror can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The auror regains spent legendary actions at the start of their turn.

Concussive Charm. The auror makes a concussive charm attack.

Quick Disapparition. The auror teleports to an unoccupied space they can see within 30ft. of them.

Masterful Charm (Costs 2 Actions). The auror casts a 1st or higher Level spell.



DARK WIZARDS

Dark wizards are witches or wizards who embrace and wield the Dark Arts, a branch of magic that involves curses, hexes, and spells intended to harm, control, or manipulate others. Unlike standard magical practices, the Dark Arts are driven by malicious intent, often relying on fear and domination. Dark wizards are notorious for their pursuit of power at any cost, using dangerous and forbidden spells, such as the Unforgivable Curses: Avada Kedavra (the Killing Curse), Cruciatus (the Torture Curse), and Imperius (the Mind-Control Curse). Figures like Lord Voldemort stand as the most infamous examples of dark wizards, whose thirst for immortality and supremacy drove them to commit horrific acts, plunging the wizarding world into chaos and war.

Dark wizards typically gather followers who share their ambitions or are coerced into service through fear, like the Death Eaters under Voldemort's reign. These practitioners of dark magic often operate in secrecy, plotting to overthrow wizarding governance or dominate Muggles. Their willingness to exploit dangerous magical creatures, use dark artifacts, and manipulate others distinguishes them as a persistent threat to the magical community. While not all dark wizards are as powerful as Voldemort, even lesser dark wizards pose significant dangers, as their disregard for life and moral boundaries allows them to wield their magic in ways that cause widespread harm and suffering. Their presence in the wizarding world remains a constant reminder of the potential for magic to be twisted for evil ends.

DARK WIZARD

Medium Humanoid (human), any Evil

AC 14

HP 58 (9d8 + 18)

Speed 30 ft.

Initiative +2 (12)

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	10	+0	+0	DEX	15	+2	+4	CON	15	+2	+4
INT	13	+1	+1	WIS	10	+0	+0	CHA	17	+3	+5

Skills. Intimidation +7, Perception +2, Stealth +4

Senses Passive Perception 12

Languages Any two languages

CR 3 (XP 700; PB +2)

TRAITS

Dark Defiance (1/Day). When the dark wizard suffers the effect of a spell that is targeting them, they can choose to take 13 (2d12) Necrotic damage. If they do, that effect is negated against the dark wizard.

ACTIONS

Multiaction. The dark wizard makes two blasting charm attacks.

Concussive Charm. *Melee or Ranged Spell Attack:* +5 to hit, reach 5ft., or range 30ft., one target. *Hit* 12 (2d8 + 3) Force damage.

Severing Charm (2/Day, 2nd-Level Spell). Invisible blades slash two targets within 30ft. of the dark wizard. Each creature targeted this way must make a DC 13 Dexterity saving throw, taking 10 (4d4) Slashing damage on a failed save, or half as much on a successful one.

BONUS ACTIONS

Quick Disappearance (2/Day, 1st-Level Spell). The dark wizard teleports to an unoccupied space they can see within 30ft. of them.

DARK WIZARD, VETERAN

Medium Humanoid (human), any Evil

AC 16

Initiative +3 (13)

HP 105 (14d8 + 42)

Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	10	+0	+0	DEX	17	+3	+6	CON	16	+3	+6
INT	14	+2	+2	WIS	10	+0	+0	CHA	18	+4	+7

Skills. Intimidation +10, Perception +3, Stealth +6

Senses Passive Perception 16

Languages Any two languages

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

TRAITS

Dark Defiance (2/Day). When the dark wizard suffers the effect of a spell that is targeting them, they can chose to take 13 (2d12) Necrotic damage. If they do, that effect is negated against the dark wizard.

ACTIONS

Multiattack. The dark wizard makes three blasting charm attacks, or makes one blasting charm attack and uses severing charm.

Concussive Charm. *Melee or Ranged Spell Attack:* +7 to hit, reach 5ft., or range 30ft., one target. *Hit* 17 (3d8 + 4) Force damage.

Severing Charm (3/Day, 2nd-Level Spell). Invisible blades slash two targets within 30ft. of the dark wizard. Each creature targeted this way must make a DC 15 Dexterity saving throw, taking 10 (4d4) Slashing damage on a failed save, or half as much on a successful one.

Torment Curse (2/Day, 6th-Level Spell). Waves of intense pain cripple one creature the dark wizard can see within 30ft. of them. The target must make a DC 15 Constitution saving throw. On a failed save, the target's speed is halved and has Disadvantage on D20 Checks, other than Constitution saving throws, until the end of its next turn. On each of the dark wizard's subsequent turns, the dark wizard can take an Action to make the target repeat its saving throw. On a failed save, the target also gains 1 Exhaustion Level. On a successful save, the effect ends for it. The effect ends if the target is over 30ft. away from the dark wizard or if it has Total Cover from them.

Apparate (2/Day, 7th-Level Spell). The dark wizard and up to two willing creatures they are touching teleport to a destination of the dark wizard's choosing within 20 miles.

BONUS ACTIONS

Quick Disappearance (3/Day, 1st-Level Spell). The dark wizard teleports to an unoccupied space they can see within 30ft. of them.



DARK LORDS

Dark Lords are among the most feared and dangerous dark wizards, capable of mastering the darkest and most forbidden forms of magic, including the creation of Horcruxes. A Horcrux is a powerful and sinister magical object that allows a wizard to anchor a piece of their soul outside their body, granting them a twisted form of immortality. To create a Horcrux, a Dark Lord must commit murder, using the act to tear apart their soul and hide the fragment within an object. This process not only makes them exceedingly difficult to kill but also corrupts their very essence, rendering them inhuman. Lord Voldemort is the most notorious Dark Lord known to have created multiple Horcruxes, ensuring his survival beyond death and amplifying his reign of terror. Dark Lords who pursue this path of immortality are driven by an insatiable lust for power and a willingness to sacrifice anything, even their own humanity, to achieve dominance over the magical and non-magical worlds alike.

OPTIONAL TRAIT: HORCRUX

Horcrux. If they have a horcrux, a destroyed dark lord reforms as a ghost-like Entity in 1d10 days within 5ft. of one of their horcruxes. While in this form, the dark lord has the *Amortal* Trait and can't cast spells. It can use an Action to force a creature within 5ft. of them to make a DC 21 Charisma saving throw. On a failed save, the dark lord becomes a parasitic entity inside the target's body and can influence their actions as if the target was under the effects of the *Dominate Person* spell. In order to regain a corporeal body, the dark wizard must perform a complex ritual.

The horcrux has AC 19, 50 hit points, and immunity to all damage except from Poison damage from a basilisk or Fire damage from a 7th or higher Level spell.

Amortal (only in Entity Form). The dark lord can't die. If the dark lord is destroyed, they reform after 24 hours with all their hit points in an unoccupied space within 5ft. of one of their horcruxes.

DARK LORD

Medium Humanoid (human), any Evil

AC 21

HP 267 (35d8 + 105)

Speed 30 ft., fly 50 ft. They can hover.

	MOD	SAVE		MOD	SAVE		MOD	SAVE			
STR	14	+2	+2	DEX	19	+4	+10	CON	16	+3	+9
INT	18	+4	+10	WIS	16	+3	+6	CHA	24	+7	+13

Skills. Arcana +16, Intimidation +19, Perception +9, Stealth +10

Resistances Bludgeoning, Piercing, and Slashing

Immunities Poison; Charmed, Frightened, Paralyzed, Petrified, Poisoned, Stunned

Senses Passive Perception 19

Languages Any three languages

CR 20 (XP 25,000; PB +6)

TRAITS

Dark Defiance (3/Day). When the dark lord suffers the effect of a spell that is targeting them, they can chose to take 13 (2d12) Necrotic damage. If they do, that effect is negated against the dark lord.

ACTIONS

Multiattack. The dark lord makes five blasting charm attacks, or makes three blasting charm attacks and uses torment curse.

Concussive Charm. *Melee or Ranged Spell Attack:* +10 to hit, reach 5ft., or range 30ft., one target. *Hit* 25 (4d8 + 7) Force damage.

Fiendfyre (1/Day, 7th-Level Spell). The dark wizard summons a raging fire, rampaging into shapes of beasts and incinerating anything in its path. The dark wizard choses a 10ft. Cube area within 120ft. of them. On Initiative count 10, the number of 10ft. Cube areas doubles, each new Cube must be adjacent to an existing one (dark lord's choosing). A creature that starts its turn in the area or moves in the are for the first time in its turn must make a DC 21 Dexterity saving throw, taking 38 (7d10) Fire damage on a failed save, or half as much on a successful one. The effect ends if the dark lord's concentration is broken (as if concentrating on a spell) or after 1 hour.

Torment Curse (5/Day, 6nd-Level Spell). Waves of intense pain cripple one creature the dark lord can see within 30ft. of them. The target must make a DC 21 Constitution saving throw. On a failed save, the target's speed is halved and has Disadvantage on D20 Checks, other than Constitution saving throws, until

the end of its next turn. On each of the dark lord's subsequent turns, the dark lord can take an Action to make the target repeat its saving throw. On a failed save, the target also gains 1 Exhaustion Level. On a successful save, the effect ends for it. The effect ends if the target is over 30ft. away from the dark lord or if it has Total Cover from them.

Killing Curse (2/Day, 8th-Level Spell). *Ranged Spell Attack:* +13 to hit, range 60ft., one target. *Hit* On a hit, if the target has 100 hit points or fewer, it dies or is destroyed. Otherwise, the spell has no effect.

Apparate (5/Day, 7th-Level Spell). The dark lord and up to three willing creatures they are touching teleport to a destination of the dark lord's choosing within 20 miles.

BONUS ACTIONS

Dark Summoning Charm (5/Day, 3rd-Level Spell). The dark lord conjures a ghostly dark mark in the sky, summoning a **dark wizard** in an unoccupied space they can see within 60ft. of the dark lord.

REACTIONS

Such a Pity. As a Reaction when an ally of the dark lord dies within 60ft. of them, the dark lord gains 26 (4d12) Temporary Hit Points.

Reflective Vanishing. As a Reaction when a creature within 30ft. of the dark lord casts a spell, the dark lord can teleport in an unoccupied space they can see within 30ft. of them, potentially moving out of range or interrupting line of sight and making the spell fail.

LEGENDARY ACTIONS

The dark lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dark lord regains spent legendary actions at the start of their turn.

Concussive Charm. The dark lord makes a concussive charm attack.

Quick Disappearance. The dark lord teleports to an unoccupied space they can see within 30ft. of them.

Masterful Charm (Costs 2 Actions). The dark lord casts a 1st or higher Level spell.

STUDENTS

Students in the wizarding world are young witches and wizards who attend magical schools like Hogwarts, Beauxbatons, or Durmstrang to learn and develop their magical abilities. From the moment they receive their acceptance letter at age eleven, students are introduced to a world of wonder and responsibility. Their education covers a wide range of subjects, from the practical—like Transfiguration, Charms, and Potions—to more theoretical studies such as History of Magic. While school life is full of magic, it's also not without its challenges. Students must learn discipline, precision, and control over their powers, all while navigating friendships, house rivalries, and exams. The Sorting ceremony at Hogwarts places them into one of four houses—Gryffindor, Slytherin, Ravenclaw, or Hufflepuff—which shapes their school experience and often forms lasting bonds and rivalries.

Beyond academics, students in magical schools are encouraged to participate in various extracurricular activities such as Quidditch, magical creature care, and school clubs, which help them hone specialized skills and foster teamwork. As they grow older, students face increasingly complex challenges, including preparing for important exams like the O.W.L.s (Ordinary Wizarding Levels) and N.E.W.T.s (Nastily Exhausting Wizarding Tests). These exams determine their future prospects, whether they aspire to become Aurors, Healers, or even magical shopkeepers. School is a transformative time, where students not only master their magical abilities but also learn the values of bravery, loyalty, wisdom, and ambition, shaping their path in the wizarding world.

STUDENT, FIRST YEAR

Medium Humanoid (human), any

AC 12

Initiative +2 (12)

HP 9 (2d8)

Speed 30 ft.

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

Skills Arcana +2

Senses Passive Perception 10

Languages Any one language

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

TRAITS

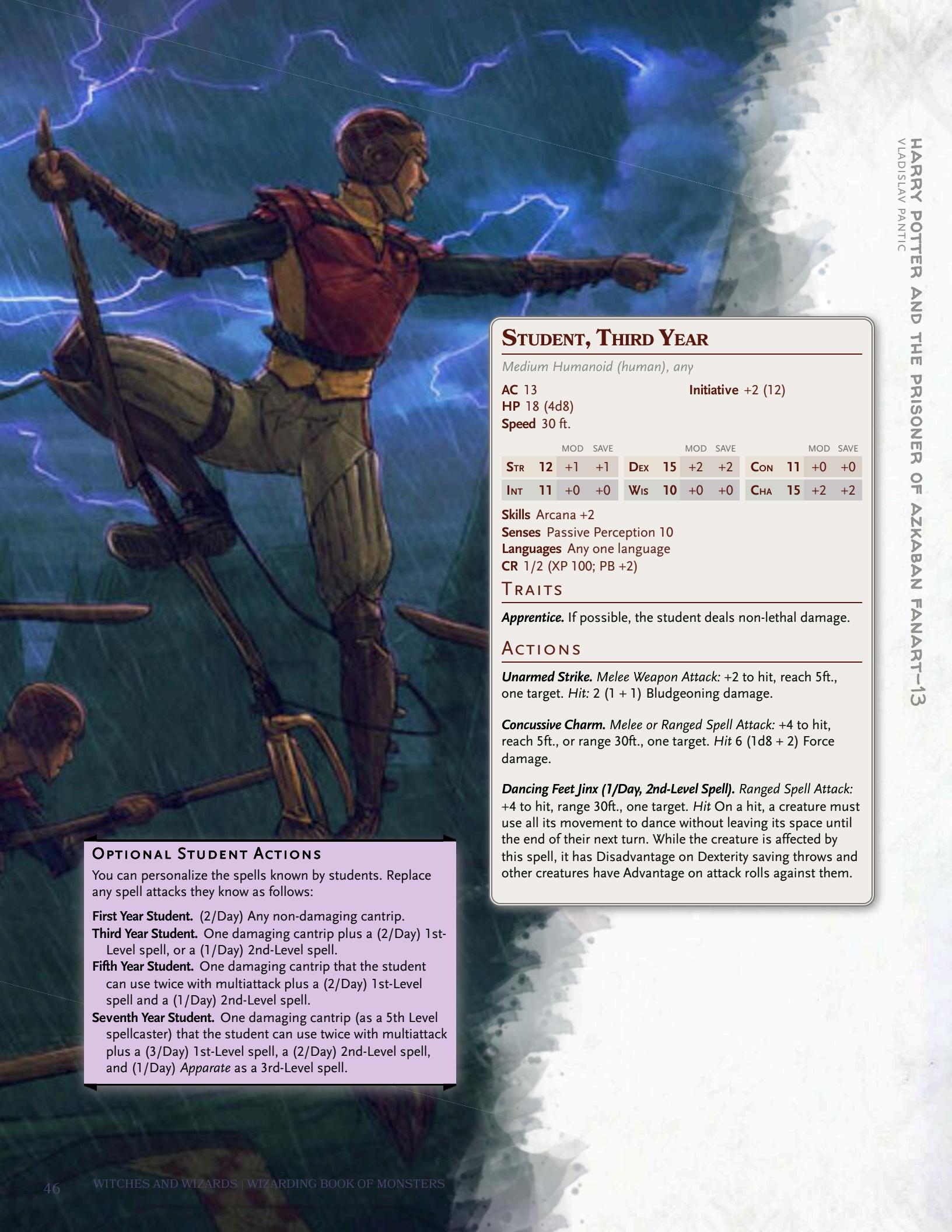
Apprentice. If possible, the student deals non-lethal damage.

ACTIONS

Unarmed Strike. Melee Weapon Attack: +2 to hit, reach 5ft., one target. Hit: 1 (1) Bludgeoning damage.

Jelly-Legs Jinx (2/Day, Cantrip). Ranged Spell Attack: +4 to hit, range 30ft., one target. Hit On a hit, the target's legs become so unsteady and weak that they aren't able to keep their balance. The target has the Prone condition.





STUDENT, THIRD YEAR

Medium Humanoid (human), any

AC 13

HP 18 (4d8)

Speed 30 ft.

Initiative +2 (12)

		MOD		SAVE				MOD		SAVE						
S	TR	12	+1	+1		D	EX	15	+2	+2		C	ON	11	+0	+0
I	NT	11	+0	+0		W	IS	10	+0	+0		C	HA	15	+2	+2

Skills Arcana +2

Senses Passive Perception 10

Languages Any one language

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

TRAITS

Apprentice. If possible, the student deals non-lethal damage.

ACTIONS

Unarmed Strike. Melee Weapon Attack: +2 to hit, reach 5ft., one target. Hit: 2 (1 + 1) Bludgeoning damage.

Concussive Charm. Melee or Ranged Spell Attack: +4 to hit, reach 5 ft., or range 30 ft., one target. Hit 6 (1d8 + 2) Force damage.

Dancing Feet Jinx (1/Day, 2nd-Level Spell). Ranged Spell Attack: +4 to hit, range 30ft., one target. Hit On a hit, a creature must use all its movement to dance without leaving its space until the end of their next turn. While the creature is affected by this spell, it has Disadvantage on Dexterity saving throws and other creatures have Advantage on attack rolls against them.

OPTIONAL STUDENT ACTIONS

You can personalize the spells known by students. Replace any spell attacks they know as follows:

First Year Student. (2/Day) Any non-damaging cantrip.

Third Year Student. One damaging cantrip plus a (2/Day) 1st-Level spell, or a (1/Day) 2nd-Level spell.

Fifth Year Student. One damaging cantrip that the student can use twice with multiattack plus a (2/Day) 1st-Level spell and a (1/Day) 2nd-Level spell.

Seventh Year Student. One damaging cantrip (as a 5th Level spellcaster) that the student can use twice with multiattack plus a (3/Day) 1st-Level spell, a (2/Day) 2nd-Level spell, and (1/Day) *Apparate* as a 3rd-Level spell.



STUDENT, FIFTH YEAR

Medium Humanoid (human), any

AC 13 Initiative +2 (12)

HP 27 (5d8)

Speed 30 ft.

MOD SAVE			MOD SAVE			MOD SAVE		
STR	12	+1	DEX	15	+2	CON	12	+1
INT	12	+1	WIS	10	+0	CHA	15	+2

Skills Arcana +3, History +3

Senses Passive Perception 10

Languages Any one language

CR 1 (XP 200; PB +2)

TRAITS

Apprentice. If possible, the student deals non-lethal damage.

ACTIONS

Multiattack. The student makes two concussive charm attacks.

Concussive Charm. *Melee or Ranged Spell Attack:* +4 to hit, reach 5ft., or range 30ft., one target. *Hit 6 (1d8 + 2) Force damage.*

Fire-Making Spell (1/Day, 2nd-Level Spell). The student summons a bonfire in a space that they can see within 30ft. The bonfire fills a 5ft. Cube and burns for 1 minute. A creature that starts its turn in the bonfire's space or enters the space for the first time in its turn must make a DC 12 Dexterity saving throw taking 16 (5d6) Fire damage on a failed save, or half as much damage on a successful one. The bonfire ignites flammable objects in its area that aren't being worn or carried.

REACTIONS

Shield Charm (2/Day, 1st-Level Spell). When the student is hit by an attack, they magically gain a +2 bonus to AC against that attack, potentially causing it to miss.

STUDENT, SEVENTH YEAR

Medium Humanoid (human), any

AC 14

HP 36 (7d8 + 7)

Speed 30 ft.

Initiative +2 (12)

STR	12	+1	+1	DEX	15	+2	+2	CON	13	+1	+1
INT	12	+1	+1	WIS	10	+0	+0	CHA	16	+3	+3

Skills Arcana +5, History +3

Senses Passive Perception 10

Languages Any two languages

CR 2 (XP 450; PB +2)

TRAITS

Apprentice. If possible, the student deals non-lethal damage.

ACTIONS

Multiattack. The student makes two concussive charm attacks.

Concussive Charm. *Melee or Ranged Spell Attack:* +5 to hit, reach 5ft., or range 30ft., one target. *Hit 11 (2d8 + 2) Force damage.*

Fire-Making Spell (2/Day, 2nd-Level Spell). The student summons a bonfire in a space that they can see within 30ft. The bonfire fills a 5ft. Cube and burns for 1 minute. A creature that starts its turn in the bonfire's space or enters the space for the first time in its turn must make a DC 12 Dexterity saving throw taking 16 (5d6) Fire damage on a failed save, or half as much damage on a successful one. The bonfire ignites flammable objects in its area that aren't being worn or carried.

Apparate (1/Day, 3rd-Level Spell). The student and up to one willing creature they are touching teleport to a destination of the student's choosing within 200ft.

REACTIONS

Shield Charm (3/Day, 1st-Level Spell). When the student is hit by an attack, they magically gain a +3 bonus to AC against that attack, potentially causing it to miss.

APPENDIX

DESIGN NOTES

Acromantulas: While similar to the giant spider from the SRD, I lowered the CR to allow Tier 1 parties to face multiple acromantulas at once. The elder acromantula makes for a great Tier 1 boss, with its *Feed, My Children!* ability evoking the iconic Aragog scene from the books.

Aurors: Designed as controllers, aurors can disarm and bind enemies. With multiple statblocks, they remain relevant from Tier 2 to Tier 3. They're included since not all parties are good-aligned, and even the golden trio fought aurors occasionally.

Basilisks: Balancing the basilisk was challenging. It's a near-insurmountable threat, but I wanted it accessible for Tier 2 parties. The juvenile basilisk only has a petrifying gaze, while the CR 21 ancient basilisk retains the iconic deadly gaze and lair actions for epic Tier 4 encounters.

Blast-Ended Skrewts: A chaotic monster dealing multiple types of damage. Its *Blast-Ended Propulsion* can surprise Tier 1 PCs.

Centaurs: I aimed for a centaur variant unique to the wizarding world, less combat-focused, with divination abilities as a fun twist.

Dark Lords: Meant to be a terrifying campaign-end boss, dark lords are resilient and powerful. The Killing Curse appears only here, and Tier 4 parties should be able to handle it.

Dark Wizards: The go-to enemies for any campaign, with multiple statblocks to ensure relevance at any level. *Dark Defiance* protects them from the many save-or-suck effects common in *Harry Potter*.

Dementors: Dementors can be devastating for Tier 2 and Tier 3 parties, as they should be. Their connection to the Patronus Charm is handled by the W&W system, but I added *Radiant Aversion* as a weakness for settings without that mechanic.

Demiguises: A non-damaging, elusive creature, great for Tier 0 and Tier 1 parties to hunt.

Erumpents: The erumpent's explosive fluid causes delayed explosions, adding fun tension. I included the mating dance as a flavorful, but optional, ability.

Fire Crabs: A low-level artillery creature that attacks from a distance and is hard to hit.

Giants: Similar to hill giants in the SRD, but with an added *Stomp* action to emphasize their power in melee.

Gnomes: A lighthearted Tier 0 enemy, perfect for 1st-level parties.

Goblins: These goblins differ from the typical fantasy trope. The Treasurer is more of an NPC, offering useful abilities like *Identify*, while the Armorsmith is built for

combat, with *Enchanted Armory* allowing for varied encounters.

Grindylows: Weak on their own, but deadly in swarms. They follow lore with an easy-to-escape grapple, but many working together create a real challenge for Tier 1 and Tier 2 parties.

Hippogriffs: Designed as fun mounts for Tier 2 characters. The *Etiquette* ability is more for flavor.

House-Elves: I portrayed house-elves as magically compelled to serve, avoiding the uncomfortable notion that they "enjoy" servitude.

Hungarian Horntails: A highly aggressive dragon, designed to move and engage in melee frequently. Its *Spiked Body* trait and breath weapon create a unique, dangerous encounter.

Nifflers: Essentially adorable bags of holding, nifflers are a delightful addition, and most parties will want one as a pet.

Norwegian Ridgebacks: A Tier 2 challenge with a debilitating poison that prevents characters from using wands or swords. Its breath weapon recharges quickly for added danger.

Phoenixes: Unlike the apocalyptic phoenix of the SRD, the *Harry Potter* phoenix is a magical beast more often used as an ally. It works best as a Tier 3 or Tier 4 companion, as seen in the books.

Pixies: Pixies are perfect for Tier 0 parties. The *Lift* ability may need rewording, but the swarm can serve as a fun boss for a 2nd-level group.

Poltergeists: Not quite ghosts, so I categorized them as Elementals. They're designed as Tier 1 challenges, since Peeves was mostly a nuisance early in the series.

Students: It was fun designing students, imagining the magical prowess of each Hogwarts year. First- and third-year students serve as good allies or enemies for Tier 0 and Tier 1, while fifth- and seventh-years are more capable, working as minions up to Tier 3.

Thestrals: Like hippogriffs, thestrals are designed as flavorful mounts for Tier 2 characters.

Three-Headed Dogs: A solid boss for a Tier 1 party, but with knowledge of its *Torpor Weakness*, even Tier 0 parties can manage the encounter.

Thunderbirds: I had fun with the thunderbird's design. *Meteorological Reactivity* may not be completely lore-accurate, but it's a fun mechanic, letting the thunderbird switch elemental damage mid-fight.

Trolls: These trolls are brutish, with *Wild Swings* echoing the memorable scene from the girls' bathroom in *The Philosopher's Stone*.

Ukrainian Ironbellies: Their size is their most defining feature, making them an imposing battlefield presence. Their breath weapon can devastate both the battlefield and the players alike.

MONSTERS BY CR

Name	CR	XP	Size	Type
Cornish Pixie	1/8	25	Tiny	Fey
Demiguise	1/8	25	Tiny	Beast
Gnome	1/8	50	Tiny	Humanoid (gnome)
Student, First Year	1/8	25	Medium	Humanoid (human)
Acromantula	1/4	50	Medium	Beast
Goblin Treasurer	1/4	50	Small	Humanoid (goblinoid)
Grindylow	1/4	50	Small	Fiend (demon)
Goblin Armorsmith	1/2	100	Small	Humanoid (goblinoid)
Student, Third Year	1/2	100	Medium	Humanoid (human)
Fire Crab	1	200	Medium	Beast
House-Elf	1	200	Small	Humanoid (elf)
Student, Fifth Year	1	200	Medium	Humanoid (human)
Centaur	2	450	Large	Monstrosity
Hippogriff	2	450	Large	Beast
Student, Seventh Year	2	450	Medium	Humanoid (human)
Swarm of Cornish Pixies	2	450	Huge	Fey
Thestral	2	450	Large	Monstrosity
Auror	3	700	Medium	Humanoid (human)
Blast-Ended Skrewt	3	700	Medium	Monstrosity
Dark Wizard	3	700	Medium	Humanoid (human)
Poltergeist	3	700	Medium	Elemental
Three-Headed Dog	3	700	Large	Beast
Acromantula, Elder	4	1,100	Huge	Beast
Mountain Troll	4	1,100	Large	Giant
Erumpent	5	1,800	Large	Beast
Giant	5	1,800	Huge	Giant
Dementor	6	2,300	Large	Elemental
Phoenix	6	2,300	Medium	Beast
Auror, Veteran	7	2,900	Medium	Humanoid (human)
Dark Wizard, Veteran	7	2,900	Medium	Humanoid (human)
Auror, Master	10	5,900	Medium	Humanoid (human)
Norwegian Ridgeback	10	5,900	Large	Dragon
Basilisk, Juvenile	12	8,400	Huge	Monstrosity
Hungarian Horntail	13	10,000	Huge	Dragon
Ukrainian Ironbelly	16	15,000	Gargantuan	Dragon
Dark Lord	20	25,000	Medium	Humanoid (human)
Basilisk, Ancient	21	33,000	Gargantuan	Monstrosity

Wizarding Book of Monsters

With over 35 statblocks of creatures, this book is your ultimate resource for running encounters set in the wizarding world of *Harry Potter*. Designed from the ground up for dynamic gameplay and flavorful abilities, it offers a wide range of magical creatures and enemies to enhance your campaign.

Whether you're a magizoologist looking to catch and study rare beasts, a Hogwarts student facing low-level challenges, or an Auror hunting down dark wizards, this book provides everything you need for exciting and immersive adventures.

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