

SCI-5 MONSTER MANUAL

VERSION 0.3.1

HUMANS

NON-PLAYER CHARACTERS

This appendix contains statistics for various humanoid non-player characters (NPCs) that adventurers might encounter during a campaign, including lowly commoners and mighty archmages. These stat blocks can be used to represent both human and nonhuman NPCs.

CUSTOMIZING NPCs

There are many easy ways to customize the NPCs in this appendix for your home campaign.

Racial Traits. You can add racial traits to an NPC. For example, a halfling morph might have a speed of 25 feet and the Lucky trait. Adding racial traits to an NPC doesn't alter its challenge rating. For more on racial traits, see the *Player's Handbook*.

Tek Swaps. One way to customize an NPC tekcaster is to replace one or more of its tek skills. You can substitute any tek skill on the NPC's tek skill list with a different tek skill of the same level from the same tek skill list. Swapping tek skills in this manner doesn't alter an NPC's challenge rating.

Armor and Weapon Swaps. You can upgrade or downgrade an NPC's armor, or add or switch weapons. Adjustments to Armor Class and damage can change an NPC's challenge rating.

Alien Artifacts. The more powerful an NPC, the more likely it has one or more alien artifacts in its possession. An archmage, for example, might have a tek staff or wand, as well as one or more potions and datacubes. Giving an NPC a potent damage-dealing alien artifact could alter its challenge rating.

ACOLYTE

Medium humanoid (any race), any alignment

Armor Class 10 **Hit Points** 9 (2d8) **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Tekcasting. The acolyte is a 1st-level tekcaster. Its Tekcasting ability is Wisdom (tek skill save DC 12, +4 to hit with tek skill attacks). The acolyte has following priest tek skills prepared:

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

Actions

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

Acolytes are junior members of a clergy, usually answerable to a priest. They perform a variety of functions in a temple and are granted minor Tekcasting power by their sects.

Archmage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills History +13, History +13

Damage Resistance damage from tek skills; nontek bludgeoning, piercing, and slashing (from *stoneskin*)

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

Tek Resistance. The archmage has advantage on saving throws against tek skills and other tek effects.

Tekcasting. The archmage is an 18th-level tekcaster. Its Tekcasting ability is Intelligence (tek skill save DC 17, +9 to hit with tek skill attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following Arcanist tek skills prepared:

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

*The archmage casts these tek skills on itself before combat.

Actions

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

Archmages are powerful tekcasters dedicated to the study of the arcane arts. Benevolent ones counsel the rich, while evil ones rule cults and criminal organizations. Those who are neither good nor evil sequester themselves in remote planets and spacestations to practice their tek without interruption.

An archmage typically has one or more apprentice, and an archmage's abode has numerous tek wards and guardians to discourage interlopers.

ASSASSIN

Medium humanoid (any race), any non-good alignment

Armor Class 15 (flak armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Charm +3, Perception +3, Stealth +9

Damage Resistances poison

Senses passive Perception 13

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

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

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

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

Actions

Multiaction. The assassin makes two ion blade attacks.

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

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

Trained in the use of poison, **assassins** are remorseless killers who work for nobles, guildmasters, sovereigns, and anyone else who can afford them.

SPACE PIRATE

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (Flak armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

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

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

Space Pirates rove in gangs and are sometimes led by thugs, veterans, or tekcasters. Not all Space Pirates are evil. Oppression, drought, disease, or famine can often drive otherwise honest folk to a life of Space Piracy.

SPACE PIRATE CAPTAIN

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (flak armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

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

Skills Physique +4, Charm +4

Senses passive Perception 10

Languages any two languages **Challenge** 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its Ion Blade and one with its ion dagger. Or the captain makes two ranged attacks with its scorcher.

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

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

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

Reactions

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

It takes a strong personality, ruthless cunning, and a silver tongue to keep a gang of Space Pirates in line. The **Space Pirate captain** has these qualities in spades.

In addition to managing a crew of selfish malcontents, the **pirate captain** is a variation of the Space Pirate captain, with a ship to protect and command. To keep the crew in line, the captain must mete out rewards and punishment on a regular basis.

More than loot, a Space Pirate captain or pirate captain craves infamy. A prisoner who appeals to the captain's vanity or ego is more likely to be treated fairly than a prisoner who does not or claims not to know anything of the captain's colorful reputation.

BERSERKER

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

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

Actions

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

Hailing from uncivilized lands, unpredictable **berserkers** come together in war parties and seek conflict wherever they can find it.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10 **Hit Points** 4 (1d8) **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

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

Commoners include peasants, serfs, slaves, servants, pilgrims, merchants, artisans, and hermits.

CULTIST

Medium humanoid (any race), any non-good alignment

Armor Class 12 (Flak armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Charm +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

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

Actions

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

Cultists swear allegiance to an alien entity. Most conceal their loyalties to avoid being ostracized, imprisoned, or executed for their beliefs. Unlike evil acolytes, cultists often show signs of insanity in their beliefs and practices.

CULT FANATIC

Medium humanoid (any race), any non-good alignment

Armor Class 13 (Flak armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Charm +4, Charm +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

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

Tekcasting. The fanatic is a 4th-level tekcaster. Its

Tekcasting ability is Wisdom (tek skill save DC 11, +3 to hit with tek skill attacks). The fanatic has the following priest tek skills prepared:

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

Actions

Multiattack. The fanatic makes two melee attacks.

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

Fanatics are often part of a cult's leadership, using their charisma and dogma to influence and prey on those of weak will. Most are interested in personal power above all else.

MORPH

Medium humanoid (any race), any alignment

Armor Class 11 (16 with *barkskin*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14 **Languages** Morphic plus any two languages **Challenge** 2 (450 XP)

Tekcasting. The morph is a 4th-level tekcaster. Its Tekcasting ability is Wisdom (tek skill save DC 12, +4 to hit with tek skill attacks). It has the following morph tek skills prepared:

Cantrips (at will): *morphcraft, produce flame, shillelagh* 1st level (4 slots); *entangle, longstrider, speak with animals, shockwave* 2nd level (3 slots); *animal messenger, barkskin*

Actions

Bowstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with *shillelagh*.

Morphs dwell in forests and other secluded wilderness locations, where they protect the natural world from monsters and the encroachment of civilization. Some are **tribal shamans** who heal the sick, pray to animal spirits, and provide spiritual guidance.

MERCENARY

Medium humanoid (any race), any alignment

Armor Class 16 (flak armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

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

Skills Physique +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The Mercenary has advantage on saving throws against being frightened.

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

Actions

Multiaction. The Mercenary makes three melee attacks or two ranged attacks.

Rail Rifle. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target, (2d8 + 4) piercing damage.

Rifle Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The Mercenary adds 3 to its AC against one melee attack that would hit it. To do so, the Mercenary must see the attacker and be wielding a melee weapon.

Mercenary take contracts of varying lengths. They usually don't have very much loyalty to their employer.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (scarab skin)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Scorcher. *anged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d8 + 1).

Guards include members of station security, local law enforcement, and the bodyguards of the wealthy.

LANCER

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The Lancer has advantage on saving throws against being frightened.

Actions

Multiaction. The Lancer makes two melee attacks.

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

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

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

Reactions

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

Lancers are warriors who pledge service to powerful families, religious orders, and noble causes. A Lancer's alignment determines the extent to which a pledge is honored. Whether undertaking a quest or patrolling a planet, a Lancer often travels with an entourage that includes squires and hirelings who are commoners.

MAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills History +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Tekcasting. The mage is a 9th-level tekcaster. Its Tekcasting ability is Intelligence (tek skill save DC 14, +6 to hit with tek skill attacks). The mage has the following Arcanist tek skills prepared:

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

Actions

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

Mages spend their lives in the study and practice of tek. Good-aligned mages offer counsel to government organizations and others in power, while evil mages dwell in isolated sites to perform unspeakable experiments without interference.

NOBLE

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Charm +5, Insight +4, Charm +5

Senses passive Perception 12

Languages any two languages

Challenge 1/8 (25 XP)

Actions

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

Reactions

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

Nobles wield great authority and influence as members of the upper class, possessing wealth and connections that can make them as powerful as corporation executives and generals. A noble often travels in the company of guards, as well as servants who are commoners.

The noble's statistics can also be used to represent high level government officials who aren't of noble birth.

Medium humanoid (any race), any alignment

Armor Class 13 (scarab skin)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Charm +3, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

Alien Eminence. As a bonus action, the priest can expend a tek skill slot to cause its melee weapon attacks to deal an extra 10 (3d6) kinetic damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a tek skill slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Tekcasting. The priest is a 5th-level tekcaster. Its Tekcasting ability is Wisdom (tek skill save DC 13, +5 to hit with tek skill attacks). The priest has the following priest tek skills prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy* 1st level (4 slots): *cure wounds, guiding bolt, sanctuary* 2nd level (3 slots): *lesser restoration, spiritual weapon* 3rd level (2 slots): *dispel tek, spirit guardians*

Actions

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

Priests bring the teachings of their gods to the common folk. They are the spiritual leaders of temples and shrines and often hold positions of influence in their communities. Evil priests might work openly under a tyrant, or they might be the leaders of religious sects hidden in the shadows of good society, overseeing depraved rites.

A priest typically has one or more acolytes to help with religious ceremonies and other sacred duties.

PRIEST

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (Flak armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

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

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

Actions

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

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

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

Scouts are skilled hunters and trackers who offer their services for a fee. Most hunt wild game, but a few work as bounty hunters, serve as guides, or provide military reconnaissance.

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Charm +5, Insight +4, Investigation +5, Perception +6, Charm +5, Trickery +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

Sneak Attack (1/turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two attacks.

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

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

Governments, corporations, evil organizations, and other wealthy individuals use **spies** to gain the upper hand in a world of cutthroat politics. A spy is trained to secretly gather information. Loyal spies would rather die than divulge information that could compromise them or their employers.

THUG

Medium humanoid (any race), any non-good alignment

Armor Class 11 (Flak armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

ion Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

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

Thugs are ruthless enforcers skilled at intimidation and violence. They work for money and have few scruples.

TRIBAL WARRIOR

Medium humanoid (any race), any alignment

Armor Class 12 (hide armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Senses passive Perception 10

Languages any one language

Challenge 1/8 (25 XP)

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

Actions

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

Tribal warriors live beyond civilization, most often subsisting on fishing and hunting. Each tribe acts in accordance with the wishes of its chief, who is the greatest or oldest warrior of the tribe or a tribe member blessed by the gods.

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Physique +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

Multiaction. The veteran makes two pulse blade attacks. If it has a ion blade drawn, it can also make a ion blade attack.

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

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

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

Veterans are professional soldiers that take up arms for pay or to protect something they believe in or value. Their ranks include soldiers retired from long service and warriors who never served anyone but themselves.

HAGS

Hags are humans who were once scions who when too far in their exploration of tek, and were corrupted and consumed by it.

GREEN HAG

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills History +3, Charm +4, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Alien, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

Innate Tekcasting. The hag's innate Tekcasting ability is Charisma (tek skill save DC 12). She can innately cast the following tek skills, requiring no material components:

At will: *dancing lights, minor illusion, vicious mockery*

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

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

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a tek illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag turns invisible until she attacks or casts a tek skill, or until her concentration ends (as if concentrating on a tek skill). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by tek. Any equipment she wears or carries is invisible with her.

NIGHT HAG

Medium fiend, neutral evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Charm +7, Insight +6, Perception +6, Stealth +6

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nontek attacks not made with silvered weapons

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common, Infernal, Primordial

Challenge 5 (1,800 XP)

Innate Tekcasting. The hag's innate Tekcasting ability is Charisma (tek skill save DC 14, +6 to hit with tek skill attacks). She can innately cast the following tek skills, requiring no material components:

At will: *detect tek, tek missile* 2/day each: *plane shift* (self only), *ray of enfeeblement, sleep*

Tek Resistance. The hag has advantage on saving throws against tek skills and other tek effects.

Actions

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

Change Shape. The hag polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag touches a sleeping humanoid on the Material Plane. A *protection from evil and good* tek skill cast on the target prevents this contact, as does a *tek circle*. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's *soul bag*. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* tek skill or similar tek.

SEA HAG

Medium fey, chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., swim 40 ft.

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

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Giant

Challenge 2 (450 XP)

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

Actions

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

Death Glare. The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 11 Wisdom saving throw against this tek or drop to 0 hit points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a tek illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Intelligence (Investigation) check to discern that the hag is disguised.

HALF-ALIEN TEMPLATE

A beast, humanoid, giant, or monstrosity can become a half-dragon. It keeps its statistics, except as follows.

Challenge. To avoid recalculating the creature's challenge rating, apply the template only to a creature that meets the optional prerequisite in the Breath Weapon table below. Otherwise, recalculate the rating after you apply the template.

Senses. The half-dragon gains blindsight with a radius of 10 feet and darkvision with a radius of 60 feet.

Resistances. The half-dragon gains resistance to a type of damage based on its color.

Color	Damage Resistance
Black or copper	Acid
Blue or bronze	Shock
Brass, gold, or red	Fire
Green	Poison
Silver or white	Cold

Languages. The half-dragon speaks Alien in addition to any other languages it knows.

New Action: Breath Weapon. The half-dragon has the breath weapon of its dragon half. The half-dragon's size determines how this action functions.

Size	Breath Weapon	Optional Prerequisite
Large or smaller	As a wyrmling	Challenge 2 or higher
Huge	As a young dragon	Challenge 7 or higher
Gargantuan	As an adult dragon	Challenge 8 or higher

HALF ALIEN VETERAN

Medium humanoid (human), any alignment

Armor Class 18 (plate)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Skills Physique +5, Perception +2

Damage Resistances fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Common, Alien

Challenge 5 (1,800 XP)

Actions

Multiattack. The veteran makes two pulse blade attacks. If it has a ion blade drawn, it can also make a ion blade attack.

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

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

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

Fire Breath (Recharge 5–6). The veteran exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

LIZARDFOLK

Lizardfolk were once humans who were genetically modified to survive the harsh environments of newly colonized worlds.

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Nature +5

Senses passive Perception 13

Languages Alien

Challenge 1/2 (100 XP)

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

Actions

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

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

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

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

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

LYCANTHROPS

Genetically modified with animal DNA and Tek, lycanthropes are right out of the old storybooks. They can infect you with their tek infused animal DNA.

WEREBOAR

Medium humanoid (human, shapechanger), neutral good

Armor Class 10 in humanoid form, 11 (natural armor) in bear and hybrid form

Hit Points 135 (18d8 + 54)

Speed 30 ft. (40 ft., climb 30 ft. in bear or hybrid form)

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

Skills Perception +7

Damage Immunities bludgeoning, piercing, and slashing from nontek attacks not made with silvered weapons

Senses passive Perception 17

Languages Common (can't speak in bear form)

Challenge 5 (1,800 XP)

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

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

Actions

Multiattack. In bear form, the werebear makes two claw attacks. In humanoid form, it makes two pulse axe attacks. In hybrid form, it can attack like a bear or a humanoid.

Bite (Bear or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be hacked with werebear lycanthropy.

Claw (Bear or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Pulse Axe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

WEREBOAR

Medium humanoid (human, shapechanger), neutral evil

Armor Class 10 in humanoid form, 11 (natural armor) in boar or hybrid form

Hit Points 78 (12d8 + 24)

Speed 30 ft. (40 ft. in boar form)

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

Skills Perception +2

Damage Immunities bludgeoning, piercing, and slashing from nontek attacks not made with silvered weapons

Senses passive Perception 12

Languages Common (can't speak in boar form)

Challenge 4 (1,100 XP)

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

Charge (Boar or Hybrid Form Only). If the wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack (Humanoid or Hybrid Form Only). The wereboar makes two attacks, only one of which can be with its tusks.

Maul (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Tusks (Boar or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be hacked with wereboar lycanthropy.

WERERAT

Medium humanoid (human, shapechanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nontek attacks not made with silvered weapons

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

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

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

Actions

Multiattack (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be hacked with wererat lycanthropy.

ion blade (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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

Pounce (Tiger or Hybrid Form Only). If the wererat moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the wererat can make one bite attack against it as a bonus action.

Actions

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the wererat makes two Ion Blade attacks or two railrifle attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

Bite (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be hacked with wererat lycanthropy.

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

Ion Blade (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Recoil Rifle (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

WERETIGER

Medium humanoid (human, shapechanger), neutral

Armor Class 12

Hit Points 120 (16d8 + 48)

Speed 30 ft. (40 ft. in tiger form)

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

Skills Perception +5, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nontek attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 15

Languages Common (can't speak in tiger form)

Challenge 4 (1,100 XP)

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

WEREWOLF

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8 + 18)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

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

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

Actions

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

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

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

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

CONSTRUCTS

ANDROID

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

Antitek Susceptibility. The android is incapacitated while in the area of an *antitek field*. If targeted by *dispel tek*, the android must succeed on a

Constitution saving throw against the caster's tek skill save DC or fall unconscious for 1 minute.

Actions

Multiattack. The android makes two melee attacks.

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

Androids are synthetic sleeves. They are illegal when controlled by an AI instead of a human stack, but sometimes it can be difficult to tell the difference between a human and a good AI. Especially inside a metallic body.

BLADE DRONE

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 1/4 (50 XP)

Antitek Susceptibility. The sword is incapacitated while in the area of an *antitek field*. If targeted by *dispel tek*, the sword must succeed on a Constitution saving throw against the caster's tek skill save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

Actions

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

Blade Drones are fast flyers remotely controlled by a human. They give vision to their controller, as well as use their spinning blades to attack foes.

MECHS

Mechs are large robotic machines controlled by a human operator, or remotely controlled via VR interface. If the operator can eject before it is destroyed, they can continue fighting out of mech.

ION MECH

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nontek attacks that aren't tek powered or pulse powered.

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its operator but can't speak

Challenge 9 (5,000 XP)

Ion Shield Absorption. Whenever the Mech is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the Mech starts its turn with 60 hit points or fewer, roll a d6. On a 6, the Mech goes berserk. On each of its turns while berserk, the Mech attacks the nearest creature it can see. If no creature is near enough to move to and attack, the Mech attacks an object, with preference for an object smaller than itself. Once the Mech goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The Mech is immune to any tek skill or effect that would alter its form.

Tek Resistance. The Mech has advantage on saving throws against tek skills and other tek effects.

Tek Weapons. The Mech's weapon attacks are tek powered.

Actions

Multiattack. The Mech makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* tek skill or other tek.

Haste (Recharge 5–6). Until the end of its next turn, the Mech gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

TESLA MECH

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities shock, poison; bludgeoning, piercing, and slashing from nontek attacks that aren't tek powered or ionic.

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its operator but can't speak

Challenge 5 (1,800 XP)

Berserk. Whenever the Mech starts its turn with 40 hit points or fewer, roll a d6. On a 6, the Mech goes berserk. On each of its turns while berserk, the Mech attacks the nearest creature it can see. If no creature is near enough to move to and attack, the Mech attacks an object, with preference for an object smaller than itself. Once the Mech goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The Mech's creator, if within 60 feet of the berserk Mech, can try to calm it by speaking firmly and persuasively. The Mech must be able to hear its creator, who must take an action to make a DC 15 Charisma (Charm) check. If the check succeeds, the Mech ceases being berserk. If it takes damage while still at 40 hit points or fewer, the Mech might go berserk again.

Aversion of Fire. If the Mech takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The Mech is immune to any tek skill or effect that would alter its form.

Shock Absorption. Whenever the Mech is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Tek Resistance. The Mech has advantage on saving throws against tek skills and other tek effects.

Shock Weapons. The Mech's weapon attacks do shock tek damage.

Actions

Multiattack. The Mech makes two slam attacks.

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

SCORCHER MECH

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nontek attacks.

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its operator but can't speak

Challenge 16 (15,000 XP)

Fire Absorption. Whenever the Mech is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form. The Mech is immune to any tek skill or effect that would alter its form.

Tek Resistance. The Mech has advantage on saving throws against tek skills and other tek effects.

Tek Weapons. The Mech's weapon attacks are tek.

Actions

Multiattack. The Mech makes two melee attacks.

Slam. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit*: 20 (3d8 + 7) bludgeoning damage.

Railgun. *Ranged Weapon Attack*: +13 to hit, (range 120/240), one target. *Hit*: 23 (3d10 + 7) slashing damage.

Poison Spray (Recharge 6). The Mech exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

CRUSHER GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nontek attacks.

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its operator but can't speak

Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any tek skill or effect that would alter its form.

Tek Resistance. The golem has advantage on saving throws against tek skills and other tek effects.

Tek Weapons. The golem's weapon attacks are tek.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The golem stomps on the ground causing the ground to shake. Each target within 10 feet must make a DC 17 Wisdom saving throw against this tek. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SCOUT DRONE

Tiny construct, neutral

Armor Class 13 (natural armor)

Hit Points 5 (2d4)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 0 (10 XP)

Remote Link. The scout drone can stream its visual and audio inputs to its controller, and receive instructions.

Actions

Poison Injection. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

SHIELD GUARDIAN

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Languages understands commands given in any language but can't speak

Challenge 7 (2,900 XP)

Linked. The shield guardian is linked to a datapad. As long as the guardian and its datapad are on the same planetary body, the datapad owner can remotely call the guardian to travel to it, and the guardian knows the distance and direction to the datapad. If the guardian is within 60 feet of the datapad's owner, half of any damage the owner takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Tek Storing. A tekcaster who is linked to the guardian can cause the guardian to store one tek skill of 4th level or lower. To do so, the owner must cast the tek skill on the guardian. The tek skill has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the tekcaster, the guardian casts the stored tek skill with any parameters set by the original caster, requiring no components. When the tek skill is cast or a new tek skill is stored, any previously stored tek skill is lost.

Actions

Multiattack. The guardian makes two fist attacks.

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

Reactions

Shield. When a creature makes an attack against the linked owner, the guardian grants a +2 bonus to the owner's AC if the guardian is within 5 feet of the owner.

ALIENS

ABOLETH

Large alien, lawful evil

Armor Class 17 (natural armor)

Hit Points 135 (18d10 + 36)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Con +6, Int +8, Wis +6

Skills History +12, Perception +10

Senses darkvision 120 ft., passive Perception 20

Languages Deep Speech, telepathy 120 ft.

Challenge 10 (5,900 XP)

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

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

Actions

Multiaction. The aboleth makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any tek that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by *heal* or another disease-curing tek skill of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft. one target. *Hit:* 15 (3d6 + 5) bludgeoning damage.

Enslave (3/Day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

Legendary Actions

The aboleth 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 aboleth regains spent legendary actions at the start of its turn.

Detect. The aboleth makes a Wisdom (Perception) check.

Tail Swipe. The aboleth makes one tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 10 (3d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

DEVA

Medium Alien, lawful good

Armor Class 17 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Wis +9, Cha +9

Skills Insight +9, Perception +9

Damage Resistances kinetic; bludgeoning, piercing, and slashing from nontek attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP)

Angelic Weapons. The deva's weapon attacks are tek.

When the deva hits with any weapon, the weapon deals an extra 4d8 kinetic damage (included in the attack).

Innate Tekcasting. The deva's Tekcasting ability is Charisma (tek skill save DC 17). The deva can innately cast the following tek skills, requiring only verbal components:

At will: *detect evil and good* 1/day each: *commune*, *raise dead*

Tek Resistance. The deva has advantage on saving throws against tek skills and other tek effects.

Actions

Multiaction. The deva makes two melee attacks.

Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) kinetic damage.

Healing Touch (3/Day). The deva touches another creature. The target regains 20 (4d8 + 2) hit points and is freed from any *harm*, disease, poison, blindness, or deafness.

Change Shape. The deva polymorphs into a alien or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice).

In a new form, the deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

PLANETAR

Large Alien, lawful good

Armor Class 19 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	22 (+6)	25 (+7)

Saving Throws Con +12, Wis +11, Cha +12

Skills Perception +11

Damage Resistances kinetic; bludgeoning, piercing, and slashing from nontek attacks

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Challenge 16 (15,000 XP)

Angelic Weapons. The planetar's weapon attacks are tek. When the planetar hits with any weapon, the weapon deals an extra 5d8 kinetic damage (included in the attack).

Alien Awareness. The planetar knows if it hears a lie.

Innate Tekcasting. The planetar's Tekcasting ability is Charisma (tek skill save DC 20). The planetar can innately cast the following tek skills, requiring no material components:

At will: *detect evil and good, invisibility* (self only) 3/day
each: *blade barrier, dispel evil and good, flame strike, raise dead* 1/day each: *commune, control weather, insect plague*

Tek Resistance. The planetar has advantage on saving throws against tek skills and other tek effects.

Actions

Multiattack. The planetar makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage plus 22 (5d8) kinetic damage.

Healing Touch (4/Day). The planetar touches another creature. The target regains 30 (6d8 + 3) hit points and is freed from any hack, disease, poison, blindness, or deafness.

SOLAR

Large Alien, lawful good

Armor Class 21 (natural armor)

Hit Points 243 (18d10 + 144)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	30 (+10)

Saving Throws Int +14, Wis +14, Cha +17

Skills Perception +14

Damage Resistances kinetic; bludgeoning, piercing, and slashing from nontek attacks

Damage Immunities radiation, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 21 (33,000 XP)

Angelic Weapons. The solar's weapon attacks are tek.

When the solar hits with any weapon, the weapon deals an extra 6d8 kinetic damage (included in the attack).

Alien Awareness. The solar knows if it hears a lie.

Innate Tekcasting. The solar's Tekcasting ability is Charisma (tek skill save DC 25). It can innately cast the following tek skills, requiring no material components:

At will: *detect evil and good, invisibility* (self only) 3/day
each: *blade barrier, dispel evil and good, resurrection* 1/day
each: *commune, control weather*

Tek Resistance. The solar has advantage on saving throws against tek skills and other tek effects.

Actions

Multiattack. The solar makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage plus 27 (6d8) kinetic damage.

Slaying Recoil Rifle. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 27 (6d8) kinetic damage. If the target is a creature that has 100 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

Flying Sword. The solar releases its greatsword to hover in an unoccupied space within 5 feet of it. If the solar can see the sword, the solar can mentally command it as a bonus action to fly up to 50 feet and either make one attack against a target or return to the solar's hands. If the hovering sword is targeted by any effect, the solar is considered to be holding it. The hovering sword falls if the solar dies.

Healing Touch (4/Day). The solar touches another creature. The target regains 40 (8d8 + 4) hit points and is freed from any hack, disease, poison, blindness, or deafness.

Legendary Actions

The solar 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 solar regains spent legendary actions at the start of its turn.

Teleport. The solar teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Searing Burst (Costs 2 Actions). The solar emits tek, Alien energy. Each creature of its choice in a 10-foot radius must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) kinetic damage on a failed save, or half as much damage on a successful one.

Blinding Gaze (Costs 3 Actions). The solar targets one creature it can see within 30 feet of it. If the target can see it, the target must succeed on a DC 15 Constitution saving throw or be blinded until tek such as the *lesser restoration* tek skill removes the blindness.

CHUUL

Large alien, chaotic evil

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., swim 30 ft.

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

Skills Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Deep Speech but can't speak

Challenge 4 (1,100 XP)

Amphibious. The chuul can breathe air and water.

Sense Tek. The chuul senses tek within 120 feet of it at will. This trait otherwise works like the *detect tek* tek skill but isn't itself tek.

Actions

Multiattack. The chuul makes two pincer attacks. If the chuul is grappling a creature, the chuul can also use its tentacles once.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Large or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CLOAKER

Large alien, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 78 (12d10 + 12)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, Alien

Challenge 8 (3,900 XP)

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the cloaker remains motionless without its underside exposed, it is indistinguishable from a dark leather cloak.

Light Sensitivity. While in bright light, the cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The cloaker makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage, and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage.

Moan. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an alien must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours.

Phantasms (Recharges after a Short or Long Rest). The cloaker creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear.

Whenever any creature targets the cloaker with an attack or a harmful tek skill while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this tek effect if it can't see or if it relies on senses other than sight.

A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

COUATL

Medium Alien, lawful good

Armor Class 19 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	18 (+4)	20 (+5)	18 (+4)

Saving Throws Con +5, Wis +7, Cha +6

Damage Resistances kinetic

Damage Immunities psychic; bludgeoning, piercing, and slashing from nontek attacks

Senses truesight 120 ft., passive Perception 15

Languages all, telepathy 120 ft.

Challenge 4 (1,100 XP)

Innate Tekcasting. The couatl's Tekcasting ability is Charisma (tek skill save DC 14). It can innately cast the following tek skills, requiring only verbal components:

At will: *detect evil and good*, *detect tek*, *detect thoughts*
3/day each: *bless*, *create food and water*, *cure wounds*, *lesser restoration*, *protection from poison*, *sanctuary*, *shield* 1/day each: *dream*, *greater restoration*, *scrying*

Tek Weapons. The couatl's weapon attacks are tek.

Shielded Mind. The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one Medium or smaller creature. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

Change Shape. The couatl polymorphs into a alien or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the couatl's choice).

In a new form, the couatl retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a bite attack, the couatl can use its bite in that form.

BALOR

Huge alien (prothean), chaotic evil

Armor Class 19 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

Saving Throws Str +14, Con +12, Wis +9, Cha +12

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nontek attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages telepathy 120 ft.

Challenge 19 (22,000 XP)

Death Throes. When the balor dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the balor's weapons.

Fire Aura. At the start of each of the balor's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Tek Resistance. The balor has advantage on saving throws against tek skills and other tek effects.

Tek Weapons. The balor's weapon attacks are tek.

Actions

Pulse Blade. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 13 (3d8) lightning damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice.

Whip. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward the balor.

Teleport. The balor teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

DRETCH

Small alien (prothean), chaotic evil

Armor Class 11 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	5 (-3)	8 (-1)	3 (-4)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages telepathy 60 ft. (works only with creatures that understand Alien)

Challenge 1/4 (50 XP)

Actions

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

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

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

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

GLABREZU

Large alien (prothean), chaotic evil

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

Saving Throws Str +9, Con +9, Wis +7, Cha +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nontek attacks

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Tekcasting. The glabrezu's Tekcasting ability is Intelligence (tek skill save DC 16). The glabrezu can innately cast the following tek skills, requiring no material components:

At will: *darkness, detect tek, dispel tek* 1/day each; *confusion, fly, power word stun*

Tek Resistance. The glabrezu has advantage on saving throws against tek skills and other tek effects.

Actions

Multiattack. The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one tek skill.

Pincer. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The glabrezu has two pincers, each of which can grapple only one target.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

HEZROU

Large alien (prothean), chaotic evil

Armor Class 16 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

Saving Throws Str +7, Con +8, Wis +4

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nontek attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages telepathy 120 ft.

Challenge 8 (3,900 XP)

Tek Resistance. The hezrou has advantage on saving throws against tek skills and other tek effects.

Stench. Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the hezrou's stench for 24 hours.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

MARILITH

Large alien (prothean), chaotic evil

Armor Class 18 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

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

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nontek attacks

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages telepathy 120 ft.

Challenge 16 (15,000 XP)

Tek Resistance. The marilith has advantage on saving throws against tek skills and other tek effects.

Tek Weapons. The marilith's weapon attacks are tek.

Reactive. The marilith can take one reaction on every turn in a combat.

Actions

Multiaction. The marilith makes seven attacks: six with its pulse blades and one with its tail.

pulse blade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets.

Teleport. The marilith teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Reactions

Parry. The marilith adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.

NALFESHNEE

Large alien (prothean), chaotic evil

Armor Class 18 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	19 (+4)	12 (+1)	15 (+2)

Saving Throws Con +11, Int +9, Wis +6, Cha +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nontek attacks

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 11

Languages telepathy 120 ft.

Challenge 13 (10,000 XP)

Tek Resistance. The nalfeshnee has advantage on saving throws against tek skills and other tek effects.

Actions

Multiattack. The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 32 (5d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Horror Nimbus (Recharge 5–6). The nalfeshnee emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nalfeshnee's Horror Nimbus for the next 24 hours.

Teleport. The nalfeshnee teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

QUASIT

Tiny alien (prothean, shapeshifter), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nontek attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Shapechanger. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Tek Resistance. The quasit has advantage on saving throws against tek skills and other tek effects.

Actions

Claws (Bite in Beast Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/Day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a tek skill). Any equipment the quasit wears or carries is invisible with it.

VROCK

Large alien (prothean) chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

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

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nontek attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages telepathy 120 ft.

Challenge 6 (2,300 XP)

Tek Resistance. The vrock has advantage on saving throws against tek skills and other tek effects.

Actions

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

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

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a prothean must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

BARBED DEVIL

Medium alien (zabruk) lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Charm +5, Insight +5, Perception +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nontek attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Alien, telepathy 120 ft.

Challenge 5 (1,800 XP)

Barbed Hide. At the start of each of its turns, the barbed zabruk deals 5 (1d10) piercing damage to any creature grappling it.

Devil's Sight. Tek darkness doesn't impede the zabruk's darkvision.

Tek Resistance. The zabruk has advantage on saving throws against tek skills and other tek effects.

Actions

Multiattack. The zabruk makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

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

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hurl Flame. *Ranged Tek Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

BEARDED DEVIL

Medium alien (zabruk), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

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

Damage Resistances cold; bludgeoning, piercing, and slashing from nontek attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Alien, telepathy 120 ft.

Challenge 3 (700 XP)

Devil's Sight. Tek darkness doesn't impede the zabruk's darkvision.

Tek Resistance. The zabruk has advantage on saving throws against tek skills and other tek effects.

Steadfast. The zabruk can't be frightened while it can see an allied creature within 30 feet of it.

Actions

Multiattack. The zabruk makes two attacks: one with its beard and one with its glaive.

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONE DEVIL

Large alien (zabruk), lawful evil

Armor Class 19 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Int +5, Wis +6, Cha +7

Skills Charm +7, Insight +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nontek attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Alien, telepathy 120 ft.

Challenge 9 (5,000 XP)

Devil's Sight. Tek darkness doesn't impede the zabruk's darkvision.

Tek Resistance. The zabruk has advantage on saving throws against tek skills and other tek effects.

Actions

Multiattack. The zabruk makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Sting. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CHAIN DEVIL

Medium alien (zabruk), lawful evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

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

Saving Throws Con +7, Wis +4, Cha +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nontek attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Alien, telepathy 120 ft.

Challenge 8 (3,900 XP)

Devil's Sight. Tek darkness doesn't impede the zabruk's darkvision.

Tek Resistance. The zabruk has advantage on saving throws against tek skills and other tek effects.

Actions

Multiattack. The zabruk makes two attacks with its chains.

Chain. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the zabruk isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest)

Up to four chains the zabruk can see within 60 feet of it sprout razor-edged barbs and animate under the zabruk's control, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and concussive damage. When the zabruk uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the zabruk is incapacitated or dies.

Reactions

Unnerving Mask. When a creature the zabruk can see starts its turn within 30 feet of the zabruk, the zabruk can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the zabruk, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

ERINYES

Medium alien (zabruk), lawful evil

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +7, Con +8, Wis +6, Cha +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nontek attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 12

Languages Alien, telepathy 120 ft.

Challenge 12 (8,400 XP)

Hellish Weapons. The erinyes's weapon attacks are tek and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

Tek Resistance. The erinyes has advantage on saving throws against tek skills and other tek effects.

Actions

Multiattack. The erinyes makes three attacks.

pulse blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 13 (3d8) poison damage.

Recoil Rifle. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts until it is removed by the *lesser restoration* tek skill or similar tek.

Reactions

Parry. The erinyes adds 4 to its AC against one melee attack that would hit it. To do so, the erinyes must see the attacker and be wielding a melee weapon.

HORNED DEVIL

Large alien (zabruk), lawful evil

Armor Class 18 (natural armor)

Hit Points 148 (17d10 + 55)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

Saving Throws Str +10, Dex +7, Wis +7, Cha +7

Damage Resistances cold; bludgeoning, piercing, and slashing from nontek attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Alien, telepathy 120 ft.

Challenge 11 (7,200 XP)

Devil's Sight. Tek darkness doesn't impede the zabruk's darkvision.

Tek Resistance. The zabruk has advantage on saving throws against tek skills and other tek effects.

Actions

Multiaction. The zabruk makes three melee attacks: two with its fork and one with its tail. It can use Hurl Flame in place of any melee attack.

Fork. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the zabruk hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives tek healing.

Hurl Flame. *Ranged Tek Attack:* +7 to hit, range 150 ft., one target. *Hit:* 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

ICE DEVIL

Large alien (zabruk), lawful evil

Armor Class 18 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Dex +7, Con +9, Wis +7, Cha +9

Damage Resistances bludgeoning, piercing, and slashing from nontek attacks that aren't silvered

Damage Immunities cold, fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive

Perception 12

Languages Alien, telepathy 120 ft.

Challenge 14 (11,500 XP)

Devil's Sight. Tek darkness doesn't impede the zabruk's darkvision.

IMP

Tiny alien (zabruk, shapeshifter), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Tek Resistance. The zabruk has advantage on saving throws against tek skills and other tek effects.

Actions

Multiaction. The zabruk makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage plus 10 (3d6) cold damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) cold damage.

Wall of Ice (Recharge 6). The zabruk forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

The wall lasts for 1 minute or until the zabruk is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, radiation, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

Skills Charm +4, Insight +3, Charm +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nontek attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Alien, Common

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Tek darkness doesn't impede the imp's darkvision.

Tek Resistance. The imp has advantage on saving throws against tek skills and other tek effects.

Actions

Sting (Bite in Beast Form). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp turns invisible until it attacks or until its concentration ends (as if concentrating on a tek skill). Any equipment the imp wears or carries is invisible with it.

LEMURE

Medium alien (zabruk), lawful evil

Armor Class 7

Hit Points 13 (3d8)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	5 (-3)	11 (+0)	1 (-5)	11 (+0)	3 (-4)

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Alien but can't speak

Challenge 0 (10 XP)

Devil's Sight. Tek darkness doesn't impede the lemure's darkvision.

Hellish Rejuvenation. A lemure that dies in the Nine Hells comes back to life with all its hit points in 1d10 days unless it is killed by a good-aligned creature with a *bless* tek skill cast on that creature or its remains are sprinkled with holy water.

Actions

Fist. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage.

PIT FIEND

Large alien (zabruk), lawful evil

Armor Class 19 (natural armor)

Hit Points 300 (24d10 + 168)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

Saving Throws Dex +8, Con +13, Wis +10

Damage Resistances cold; bludgeoning, piercing, and slashing from nontek attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages Alien, telepathy 120 ft.

Challenge 20 (25,000 XP)

Fear Aura. Any creature hostile to the pit alien that starts its turn within 20 feet of the pit alien must make a DC 21 Wisdom saving throw, unless the pit alien is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the pit alien's Fear Aura for the next 24 hours.

Tek Resistance. The pit alien has advantage on saving throws against tek skills and other tek effects.

Tek Weapons. The pit alien's weapon attacks are tek.

Innate Tekcasting. The pit alien's Tekcasting ability is Charisma (tek skill save DC 21). The pit alien can innately cast the following tek skills, requiring no material components:

At will: *detect tek*, *fireball* 3/day each: *hold monster*, *wall of fire*

Actions

Multiattack. The pit alien makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail.

Bite. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 22 (4d6 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 17 (2d8 + 8) slashing damage.

Mace. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) bludgeoning damage plus 21 (6d6) fire damage.

Tail. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 24 (3d10 + 8) bludgeoning damage.

DOPPELGANGER

Medium alien (shapechanger), neutral

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Charm +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium alien it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack. The doppelganger makes two melee attacks.

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

Read Thoughts. The doppelganger reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a tek skill). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Charm, Intimidation, and Charm) checks against the target.

DRYAD

Medium alien (pandoran), neutral

Armor Class 11 (16 with barkskin)

Hit Points 22 (5d8)

Speed 30 ft.

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

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Alien

Challenge 1 (200 XP)

Innate Tekcasting. The dryad's innate Tekcasting ability is Charisma (tek skill save DC 14). The dryad can innately cast the following tek skills, requiring no material components:

At will: *morphcraft* 3/day each: *entangle*, *goodberry* 1/day each: *barkskin*, *pass without trace*, *shillelagh*

Tek Resistance. The dryad has advantage on saving throws against tek skills and other tek effects.

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

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Actions

Ion Dagger. *Melee Weapon Attack:* +2 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Fey Charm. The dryad targets one alien or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one alien and up to three beasts charmed at a time.

DARK TRAVELER

Medium alien (dwarf), lawful evil

Armor Class 16 (kevlar, shield)

Hit Points 26 (4d8 + 8)

Speed 25 ft.

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

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Alien

Challenge 1 (200 XP)

Dark Traveler Resilience. The duergar has advantage on saving throws against poison, tek skills, and illusions, as well as to resist being charmed or paralyzed.

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

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar turns invisible until it attacks, casts a tek skill, or uses its *Enlarge*, or until its concentration is broken, up to 1 hour (as if concentrating on a tek skill). Any equipment the duergar wears or carries is invisible with it.

ELF, DROW

Medium alien (elf), neutral evil

Armor Class 15 (scarab skin)

Hit Points 13 (3d8)

Speed 30 ft.

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

Skills Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Elvish, Alien

Challenge 1/4 (50 XP)

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

Innate Tekcasting. The drow's Tekcasting ability is Charisma (tek skill save DC 11). It can innately cast the following tek skills, requiring no material components:

At will: *dancing lights* 1/day each: *darkness, faerie fire*

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

Actions

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

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

DJINNI

Large elemental, chaotic good

Armor Class 17 (natural armor)

Hit Points 161 (14d10 + 84)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Dex +6, Wis +7, Cha +9

Damage Immunities lightning, concussive

Senses darkvision 120 ft., passive Perception 13

Languages Auran

Challenge 11 (7,200 XP)

Elemental Demise. If the djinni dies, its body disintegrates into a warm breeze, leaving behind only equipment the djinni was wearing or carrying.

Innate Tekcasting. The djinni's innate Tekcasting ability is Charisma (tek skill save DC 17, +9 to hit with tek skill attacks). It can innately cast the following tek skills, requiring no material components:

At will: *detect evil and good, detect tek, shockwave* 3/day each: *create food and water* (can create wine instead of water), *tongues, wind walk* 1/day each: *conjure elemental* (air elemental only), *creation, gaseous form, invisibility, major image, plane shift*

Actions

Multiattack. The djinni makes three Ion Blade attacks.

Ion Blade. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or concussive damage (djinni's choice).

Create Whirlwind. A 5-foot-radius, 30-foot-tall cylinder of swirling air forms on a point the djinni can see within 120 feet of it. The whirlwind lasts as long as the djinni maintains concentration (as if concentrating on a tek skill). Any creature but the djinni that enters the whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

EFREETI

Large elemental, lawful evil

Armor Class 17 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

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

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 12

Languages Ignan

Challenge 11 (7,200 XP)

Elemental Demise. If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the efreeti was wearing or carrying.

Innate Tekcasting. The efreeti's innate Tekcasting ability is Charisma (tek skill save DC 15, +7 to hit with tek skill attacks). It can innately cast the following tek skills, requiring no material components:

At will: *detect tek* 3/day: *enlarge/reduce, tongues* 1/day each: *conjure elemental* (fire elemental only), *gaseous form, invisibility, major image, plane shift, wall of fire*

Actions

Multiattack. The efreeti makes two Ion Blade attacks or uses its Hurl Flame twice.

Ion Blade. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage plus 7 (2d6) fire damage.

Hurl Flame. Ranged Tek Attack: +7 to hit, range 120 ft., one target. Hit: 17 (5d6) fire damage.

GIBBERING MOUTHER

Medium alien, neutral

Armor Class 9

Hit Points 67 (9d8 + 27)

Speed 10 ft., swim 10 ft.

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

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Aberrant Ground. The ground in a 10-foot radius around the mouther is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Gibbering. The mouther babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the mouther and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Actions

Multiaction. The gibbering mouther makes one bite attack and, if it can, uses its Blinding Spittle.

Bites. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the mouther.

Blinding Spittle (Recharge 5–6). The mouther spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the mouther's next turn.

GNOLL

Medium alien (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1/2 (100 XP)

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

Actions

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

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

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

TRAVELER (SVIRFNEBLIN)

Small alien (traveler), neutral good

Armor Class 15 (scarab skin)

Hit Points 16 (3d6 + 6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

Skills Investigation +3, Perception +2, Stealth +4

Senses darkvision 120 ft., passive Perception 12

Languages Gnomish, Terran, Alien

Challenge 1/2 (100 XP)

Stone Camouflage. The traveler has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Gnome Cunning. The traveler has advantage on Intelligence, Wisdom, and Charisma saving throws against tek.

Innate Tekcasting. The traveler's innate Tekcasting ability is Intelligence (tek skill save DC 11). It can innately cast the following tek skills, requiring no material components:

At will: *nondetection* (self only) 1/day each:
 blindness/deafness, *blur*, *disguise self*

Actions

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

Poisoned Dart. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GREEN TRAVELER

Small alien (traveler), neutral evil

Armor Class 15 (Flak armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Green Traveler

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

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

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

HELL HOUND

Medium alien, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

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

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Alien but can't speak it

Challenge 3 (700 XP)

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

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

Actions

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

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

HOB

Medium alien (traveler), lawful evil

Armor Class 18 (scarab skin, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Green Traveler

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

pulse blade. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

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

KOBOLD

Small alien (traveler), lawful evil

Armor Class 12

Hit Points 5 (2d6 – 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Alien

Challenge 1/8 (25 XP)

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

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

Actions

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

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

TRITON

Medium alien (triton), neutral

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2

Senses passive Perception 12

Languages Alien, Common

Challenge 1/8 (25 XP)

Amphibious. The merfolk can breathe air and water.

Actions

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

NIGHTMARE

Large alien, neutral evil

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Immunities fire

Senses passive Perception 11

Languages understands Common, and Alien but can't speak

Challenge 3 (700 XP)

Confer Fire Resistance. The nightmare can grant resistance to fire damage to anyone riding it.

Illumination. The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Ethereal Stride. The nightmare and up to three willing creatures within 5 feet of it enter the Ethereal Plane from the Material Plane, or vice versa.

OOZES

BLACK PUDDING

Large alien (ooze), unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

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

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 4 (1,100 XP)

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

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

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

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

Actions

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

Reactions

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

GELATINOUS CUBE

Large alien (ooze), unaligned

Armor Class 6

Hit Points 84 (8d10 + 40)

Speed 15 ft.

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

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

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

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

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

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

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

Actions

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

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

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

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

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

GRAY OOZE

Medium alien (ooze), unaligned

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 10 ft., climb 10 ft.

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

Skills Stealth +2

Damage Resistances acid, cold, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Amorphous. The alien (ooze) can move through a space as nbullet as 1 inch wide without squeezing.

Corrode Metal. Any nontek weapon made of metal that hits the alien (ooze) corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nontek ammunition made of metal that hits the alien (ooze) is destroyed after dealing damage.

The alien (ooze) can eat through 2-inch-thick, nontek metal in 1 round.

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

Actions

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

OCHRE JELLY

Large alien (ooze), unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances acid

Damage Immunities lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

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

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

Actions

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

Reactions

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

HUNTER

Medium alien (hunter), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

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

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

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

Actions

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

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

OTYUGH

Large alien, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

Challenge 5 (1,800 XP)

Limited Telepathy. The otyugh can transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Actions

Multiattack. The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

RAKSHASA

Medium alien, lawful evil

Armor Class 16 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

Skills Charm +10, Insight +8

Damage Vulnerabilities piercing from tek weapons wielded by good creatures

Damage Immunities bludgeoning, piercing, and slashing from nontek attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Alien

Challenge 13 (10,000 XP)

Limited Tek Immunity. The rakshasa can't be affected or detected by tek skills of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other tek skills and tek effects.

Innate Tekcasting. The rakshasa's innate Tekcasting ability is Charisma (tek skill save DC 18, +10 to hit with tek skill attacks). The rakshasa can innately cast the following tek skills, requiring no material components:

At will: *detect thoughts, disguise self, mage hand, minor illusion* 3/day each; *charm person, detect tek, invisibility, major image, suggestion* 1/day each; *dominate person, fly, plane shift, true seeing*

Actions

Multiattack. The rakshasa makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage, and the target is hacked if it is a creature. The tek hack takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The hacked target gains no benefit from finishing a short or long rest. The hack lasts until it is lifted by a *remove hack* tek skill or similar tek.

SAHUAGIN

Medium alien (*sahuagin*), lawful evil

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 1/2 (100 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or Pulse Dagger.

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

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

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

SATYR

Medium alien (*pandoran*), chaotic neutral

Armor Class 14 (Flak armor)

Hit Points 31 (7d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

Skills Perception +2, Performance +6, Stealth +5

Senses passive Perception 12

Languages Common, Alien

Challenge 1/2 (100 XP)

Tek Resistance. The satyr has advantage on saving throws against tek skills and other tek effects.

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

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

schunterher. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Sprite

Tiny alien (pandoran), neutral good

Armor Class 15 (Flak armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Alien

Challenge 1/4 (50 XP)

Actions

pulse blade. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

schunterher. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Aliens, aliens, and undead automatically fail the saving throw.

Invisibility. The sprite turns invisible until it attacks or casts a tek skill, or until its concentration ends (as if concentrating on a tek skill). Any equipment the sprite wears or carries is invisible with it.

Succubus/Incubus

Medium alien (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Charm +9, Insight +5, Perception +5, Charm +9, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nontek attacks

Senses darkvision 60 ft., passive Perception 15

Languages Common, Alien, telepathy 60 ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The alien ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The alien can use its action to polymorph into a Small or Medium alien, or back into its true form. Without wings, the alien loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

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

Charm. One alien the alien can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be charmed for 1 day. The charmed target obeys the alien's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this alien's Charm for the next 24 hours.

The alien can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The alien kisses a creature charmed by it or a willing creature. The target must make a DC 15

Constitution saving throw against this tek, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The alien enters the Ethereal Plane from the Material Plane, or vice versa.

UNDEAD

GHOST

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

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

Damage Resistances acid, fire, lightning, concussive; bludgeoning, piercing, and slashing from nontek attacks

Damage Immunities cold, radiation, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

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

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

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) radiation damage.

Etherealness. The ghost 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.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages $1d4 \times 10$ years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* tek skill, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, tek skill, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* tek skill. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

GOHOLS

GHAST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

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

Damage Resistances radiation

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

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

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

Actions

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

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

GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LICH

Medium undead, any evil alignment

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills History +18, History +12, Insight +9, Perception +9

Damage Resistances cold, lightning, radiation

Damage Immunities poison; bludgeoning, piercing, and slashing from nontek attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common plus up to five other languages

Challenge 21 (33,000 XP)

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

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Tekcasting. The lich is an 18th-level tekcaster. Its Tekcasting ability is Intelligence (tek skill save DC 20, +12 to hit with tek skill attacks). The lich has the following Arcanist tek skills prepared:

Cantrips (at will): *mage hand, prestidigitation, ray of frost*
1st level (4 slots): *detect tek, tek missile, shield, shockwave*
2nd level (3 slots): *acid bullet, detect thoughts, invisibility, mirror image*
3rd level (3 slots): *animate dead, countertek skill, dispel tek, fireball*
4th level (3 slots): *blight, dimension door*
5th level (3 slots): *cloudkill, scrying*
6th level (1 slot): *disintegrate, globe of invulnerability*
7th level (1 slot): *finger of death, plane shift*
8th level (1 slot): *dominate monster, power word stun*
9th level (1 slot): *power word kill*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

Actions

Paralyzing Touch. *Melee Tek Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The lich 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 lich regains spent legendary actions at the start of its turn.

Cantrip. The lich casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this tek or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each living creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this tek, taking 21 (6d6) radiation damage on a failed save, or half as much damage on a successful one.

SKELETONS

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

Actions

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

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

MINOTAUR SKELETON

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

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

Actions

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

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

WARHORSE SKELETON

Large undead, lawful evil

Armor Class 13 (evangelizing scraps)

Hit Points 22 (3d10 + 6)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/2 (100 XP)

Actions

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

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

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

Damage Resistances acid, cold, fire, lightning, concussive; bludgeoning, piercing, and slashing from nontek attacks

Damage Immunities radiation, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP)

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

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

Actions

Life Drain. *Melee Tek Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) radiation damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

VAMPIRES

VAMPIRE

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances radiation; bludgeoning, piercing, and slashing from non-tek attacks

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 13 (10,000 XP)

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all non-tek damage, except the damage it takes from sunlight.

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

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes kinetic damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 kinetic damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) radiation damage. The target's hit point maximum is reduced by an amount equal to the radiation damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this attack or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). The vampire calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike.

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

VAMPIRE SPAWN

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

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

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances radiation; bludgeoning, piercing, and slashing from nontek attacks

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes kinetic damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 kinetic damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiaction. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) radiation damage. The target's hit point maximum is reduced by an amount equal to the radiation damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

WIGHT

Medium undead, neutral evil

Armor Class 14 (flak armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

Skills Perception +3, Stealth +4

Damage Resistances radiation; bludgeoning, piercing, and slashing from nontek attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

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

Actions

Multiaction. The wight makes two pulse blade attacks or two railrifle attacks. It can use its Life Drain in place of one pulse blade attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) radiation damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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

pulse blade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

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

WILL-O'-WISP

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft. (hover)

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

Damage Immunities lightning, poison

Damage Resistances acid, cold, fire, radiation, concussive; bludgeoning, piercing, and slashing from nontek attacks

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

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

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

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

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

Actions

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

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

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, concussive; bludgeoning, piercing, and slashing from nontek attacks that aren't silvered

Damage Immunities radiation, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

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

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

Actions

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

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

ZOMBIES

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is kinetic or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

OGRE ZOMBIE

Large undead, neutral evil

Armor Class 8

Hit Points 85 (9d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common and Giant but can't speak

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is kinetic or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

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

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities kinetic

Damage Resistances acid, cold, fire, lightning, concussive; bludgeoning, piercing, and slashing from nontek attacks

Damage Immunities radiation, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

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

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) radiation damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil alien dies from this attack, a new shadow rises from the corpse 1d4 hours later.

MAN MADE MONSTROSITIES

A monster's statistics, sometimes referred to as its **stat block**, provide the essential information that you need to run the monster.

Modifying Creatures

Despite the versatile collection of monsters in this book, you might be at a loss when it comes to finding the perfect creature for part of an adventure. Feel free to tweak an existing creature to make it into something more useful for you, perhaps by borrowing a trait or two from a different monster or by using a **variant** or **template**, such as the ones in this book. Keep in mind that modifying a monster, including when you apply a template to it, might change its challenge rating.

SIZE

A monster can be Tiny, Small, Medium, Large, Huge, or Gargantuan. The Size Categories table shows how much space a creature of a particular size controls in combat. See the *Player's Handbook* for more information on creature size and space.

Size Categories (table)

Size	Space	Examples
Tiny	2½ by 2½ ft.	Imp, sprite
Small	5 by 5 ft.	Giant rat, goblin
Medium	5 by 5 ft.	Orc, werewolf
Large	10 by 10 ft.	Hippogriff, ogre
Huge	15 by 15 ft.	Fire giant, treant
Gargantuan	20 by 20 ft. or larger	Kraken, purple worm

TYPE

A monster's type speaks to its fundamental nature. Certain tek skills, alien artifacts, class features, and other effects in the game interact in special ways with creatures of a particular type. For example, an *bullet of dragon slaying* deals extra damage not only to dragons but also other creatures of the dragon type, such as dragon turtles and wyverns.

The game includes the following monster types, which have no rules of their own.

Aliens are creatures that come from outside our solar system. Some have been here for centuries lying dormant. Others are new arrivals, and some are simply passing through.

Beasts are nonhumanoid creatures that are a natural part of the futuristic ecology. Some of them have tek powers, but most are unintelligent and lack any society or language. Beasts include all varieties of ordinary animals, dinosaurs, and giant versions of animals.

Constructs are made, not born. Some are programmed by their creators to follow a simple set of instructions, while others are imbued with sentience and capable of independent thought.

Dragons are large reptilian creatures of ancient origin and tremendous power. True dragons, including the good metallic dragons and the evil chromatic dragons, are highly intelligent and have innate tek. Also in this category are creatures distantly related to true dragons, but less powerful, less intelligent, and less tek, such as wyverns and pseudodragons.

Elementals are creatures native to the elemental planes. Some creatures of this type are little more than animate masses of their respective elements, including the creatures simply called elementals. Others have biological forms infused with elemental energy. The races of genies, including djinn and efreet, form the most important civilizations on the elemental planes. Other elemental creatures include azers, invisible stalkers, and water weirds.

Giants tower over humans and their kind. They are humanlike in shape, though some have multiple heads (ettins) or deformities (fomorians). The six varieties of true giant are hill giants, stone giants, frost giants, fire giants, cloud giants, and storm giants. Besides these, creatures such as ogres and trolls are giants.

Humanoids are the main peoples of a futuristic gaming world, both civilized and savage, including humans and a tremendous variety of other species. They have language and culture, few if any innate tek abilities (though most humanoids can learn Tekcasting), and a bipedal form. The most common humanoid races are the ones most suitable as player characters: humans, dwarves, elves, and halflings. Almost as numerous but far more savage and brutal, and almost uniformly evil, are the races of goblinoids (goblins, hobgoblins, and bugbears), orcs, gnolls, lizardfolk, and kobolds.

Monstrosities are monsters in the strictest sense—frightening creatures that are not ordinary, not truly natural, and almost never benign. Some are the results of tek experimentation gone awry (such as owlbears), and others are the product of terrible hacks (including minotaurs and yuan-ti). They defy categorization, and in some sense serve as a catch-all category for creatures that don't fit into any other type.

Plants in this context are genetic monstrous vegetable creatures, not ordinary flora. Most of them are ambulatory, and some are carnivorous. The quintessential plants are the shambling mound and the treant. Fungal creatures such as the gas spore and the myconid also fall into this category.

Undead are once-living creatures brought to a horrifying state of undeath through the practice of necromantic tek or some unholy hack. Undead include walking corpses, such as vampires and zombies, as well as bodiless spirits, such as ghosts and specters.

TAGS

A monster might have one or more tags appended to its type, in parentheses. The parenthetical tags provide additional categorization for certain creatures. The tags have no rules of their own, but something in the game, such as a alien artifact, might refer to them. For instance, a Pulse Dagger that is especially effective at fighting demons would work against any monster that has the demon tag.

ALIGNMENT

A monster's alignment provides a clue to its disposition and how it behaves in a roleplaying or combat situation. For example, a chaotic evil monster might be difficult to reason with and might attack characters on sight, whereas a neutral monster might be willing to negotiate. See the *Player's Handbook* for descriptions of the different alignments.

The alignment specified in a monster's stat block is the default. Feel free to depart from it and change a monster's alignment to suit the needs of your campaign. If you want a good-aligned green dragon or an evil storm giant, there's nothing stopping you.

Some creatures can have **any alignment**. In other words, you choose the monster's alignment. Some monster's alignment entry indicates a tendency or aversion toward law, chaos, good, or evil. For example, a berserker can be any chaotic alignment (chaotic good, chaotic neutral, or chaotic evil), as befits its wild nature.

Many creatures of low intelligence have no comprehension of law or chaos, good or evil. They don't make moral or ethical choices, but rather act on instinct. These creatures are **unaligned**, which means they don't have an alignment.

ARMOR CLASS

A monster that wears armor or carries a medkit has an Armor Class (AC) that takes its armor, shield, and Dexterity into account. Otherwise, a monster's AC is based on its Dexterity modifier and natural armor, if any. If a monster has natural armor, wears armor, or carries a medkit, this is noted in parentheses after its AC value.

HIT POINTS

A monster usually dies or is destroyed when it drops to 0 hit points. For more on hit points, see the *Player's Handbook*.

A monster's hit points are presented both as a die expression and as an average number. For example, a monster with 2d8 hit points has 9 hit points on average ($2 \times 4\frac{1}{2}$).

A monster's size determines the die used to calculate its hit points, as shown in the Hit Dice by Size table.

HIT DICE BY SIZE

Monster Size	Hit Die	Average HP per Die
Tiny	d4	2½
Small	d6	3½
Medium	d8	4½
Large	d10	5½
Huge	d12	6½
Gargantuan	d20	10½

A monster's Constitution modifier also affects the number of hit points it has. Its Constitution modifier is multiplied by the number of Hit Dice it possesses, and the result is added to its hit points. For example, if a monster has a Constitution of 12 (+1 modifier) and 2d8 Hit Dice, it has $2d8 + 2$ hit points (average 11).

SPEED

A monster's speed tells you how far it can move on its turn. For more information on speed, see the *Player's Handbook*.

All creatures have a walking speed, simply called the monster's speed. Creatures that have no form of ground-based locomotion have a walking speed of 0 feet.

Some creatures have one or more of the following additional movement modes.

BURROW

A monster that has a burrowing speed can use that speed to move through sand, earth, mud, or ice. A monster can't burrow through solid rock unless it has a special trait that allows it to do so.

CLIMB

A monster that has a climbing speed can use all or part of its movement to move on vertical surfaces. The monster doesn't need to spend extra movement to climb.

FLY

A monster that has a flying speed can use all or part of its movement to fly. Some monsters have the ability to **hover**, which makes them hard to knock out of the air (as explained in the rules on flying in the *Player's Handbook*). Such a monster stops hovering when it dies.

SWIM

A monster that has a swimming speed doesn't need to spend extra movement to swim.

ABILITY SCORES

Every monster has six ability scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) and corresponding modifiers. For more information on ability scores and how they're used in play, see the *Player's Handbook*.

SAVING THROWS

The Saving Throws entry is reserved for creatures that are adept at resisting certain kinds of effects. For example, a creature that isn't easily charmed or frightened might gain a bonus on its Wisdom saving throws. Most creatures don't have special saving throw bonuses, in which case this section is absent.

A saving throw bonus is the sum of a monster's relevant ability modifier and its proficiency bonus, which is determined by the monster's challenge rating (as shown in the Proficiency Bonus by Challenge Rating table).

Proficiency Bonus by Challenge Rating (table)

Challenge	Proficiency Bonus
0	+2
1/8	+2
1/4	+2
1/2	+2
1	+2
2	+2
3	+2
4	+2
5	+3
6	+3
7	+3
8	+3
9	+4
10	+4
11	+4
12	+4
13	+5
14	+5
15	+5
16	+5
17	+6
18	+6
19	+6
20	+6
21	+7
22	+7
23	+7
24	+7
25	+8
26	+8
27	+8
28	+8
29	+9
30	+9

SKILLS

The Skills entry is reserved for monsters that are proficient in one or more skills. For example, a monster that is very perceptive and stealthy might have bonuses to Wisdom (Perception) and Dexterity (Stealth) checks.

A skill bonus is the sum of a monster's relevant ability modifier and its proficiency bonus, which is determined by the monster's challenge rating (as shown in the Proficiency Bonus by Challenge Rating table). Other modifiers might apply. For instance, a monster might have a larger-than-expected bonus (usually double its proficiency bonus) to account for its heightened expertise.

VULNERABILITIES, RESISTANCES, AND IMMUNITIES

Some creatures have vulnerability, resistance, or immunity to certain types of damage. Particular creatures are even resistant or immune to damage from nontek attacks (a tek attack is an attack delivered by a tek skill, a alien artifact, or another tek source). In addition, some creatures are immune to certain conditions.

SENSES

The Senses entry notes a monster's passive Wisdom (Perception) score, as well as any special senses the monster might have. Special senses are described below.

BLINDSIGHT

A monster with blindsight can perceive its surroundings without relying on sight, within a specific radius.

Creatures without eyes, such as grimlocks and gray oozes, typically have this special sense, as do creatures with echolocation or heightened senses, such as bats and true dragons.

If a monster is naturally blind, it has a parenthetical note to this effect, indicating that the radius of its blindsight defines the maximum range of its perception.

DARKVISION

A monster with darkvision can see in the dark within a specific radius. The monster can see in dim light within the radius as if it were bright light, and in darkness as if it were dim light. The monster can't discern color in darkness, only shades of gray. Many creatures that live underground have this special sense.

TREMORSENSE

A monster with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the monster and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures. Many burrowing creatures, such as ankhegs and umber hulks, have this special sense.

TRUESIGHT

A monster with truesight can, out to a specific range, see in normal and tek darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapeshifter or a creature that is transformed by tek. Furthermore, the monster can see into the Ethereal Plane within the same range.

Armor, Weapon, and Tool Proficiencies

Assume that a creature is proficient with its armor, weapons, and tools. If you swap them out, you decide whether the creature is proficient with its new equipment.

For example, a hill giant typically wears hide armor and wields a greatclub. You could equip a hill giant with scarab skin and a pulse axe instead, and assume the giant is proficient with both, one or the other, or neither.

LANGUAGES

The languages that a monster can speak are listed in alphabetical order. Sometimes a monster can understand a language but can't speak it, and this is noted in its entry. A “—” indicates that a creature neither speaks nor understands any language.

TELEPATHY

Telepathy is a tek ability that allows a monster to communicate mentally with another creature within a specified range. The contacted creature doesn't need to share a language with the monster to communicate in this way with it, but it must be able to understand at least one language. A creature without telepathy can receive and respond to telepathic messages but can't initiate or terminate a telepathic conversation.

A telepathic monster doesn't need to see a contacted creature and can end the telepathic contact at any time. The contact is broken as soon as the two creatures are no longer within range of each other or if the telepathic monster contacts a different creature within range. A telepathic monster can initiate or terminate a telepathic conversation without using an action, but while the monster is incapacitated, it can't initiate telepathic contact, and any current contact is terminated.

A creature within the area of an *antitek field* or in any other location where tek doesn't function can't send or receive telepathic messages.

CHALLENGE

A monster's **challenge rating** tells you how great a threat the monster is. An appropriately equipped and well-rested party of four adventurers should be able to defeat a monster that has a challenge rating equal to its level without suffering any deaths. For example, a party of four 3rd-level characters should find a monster with a challenge rating of 3 to be a worthy challenge, but not a deadly one.

Monsters that are significantly weaker than 1st-level characters have a challenge rating lower than 1. Monsters with a challenge rating of 0 are insignificant except in large numbers; those with no effective attacks are worth no experience points, while those that have attacks are worth 10 XP each.

Some monsters present a greater challenge than even a typical 20th-level party can handle. These monsters have a challenge rating of 21 or higher and are specifically designed to test player skill.

EXPERIENCE POINTS

The number of experience points (XP) a monster is worth is based on its challenge rating. Typically, XP is awarded for defeating the monster, although the GM may also award XP for neutralizing the threat posed by the monster in some other manner.

Unless something tells you otherwise, a monster summoned by a tek skill or other tek ability is worth the XP noted in its stat block.

Experience Points by Challenge Rating (table)

Challenge	XP
0	0 or 10
1/8	25
1/4	50
1/2	100
1	200
2	450
3	700
4	1,100
5	1,800
6	2,300
7	2,900
8	3,900
14	11,500
15	13,000
16	15,000
17	18,000
18	20,000
19	22,000
20	25,000
21	33,000
22	41,000
23	50,000
24	62,000
25	75,000

SPECIAL TRAITS

Special traits (which appear after a monster's challenge rating but before any actions or reactions) are characteristics that are likely to be relevant in a combat encounter and that require some explanation.

INNATE TEKCASTING

A monster with the innate ability to cast tek skills has the Innate Tekcasting special trait. Unless noted otherwise, an innate tek skill of 1st level or higher is always cast at its lowest possible level and can't be cast at a higher level. If a monster has a cantrip where its level matters and no level is given, use the monster's challenge rating.

An innate tek skill can have special rules or restrictions. For example, a drow mage can innately cast the *levitate* tek skill, but the tek skill has a "self only" restriction, which means that the tek skill affects only the drow mage.

A monster's innate tek skills can't be swapped out with other tek skills. If a monster's innate tek skills don't require attack rolls, no attack bonus is given for them.

TEKCASTING

A monster with the Tekcasting special trait has a tekcaster level and tek skill slots, which it uses to cast its tek skills of 1st level and higher (as explained in the *Player's Handbook*). The tekcaster level is also used for any cantrips included in the feature.

The monster has a list of tek skills known or prepared from a specific class. The list might also include tek skills from a feature in that class, such as the Alien Domain feature of the priest or the Morph Circle feature of the morph. The monster is considered a member of that class when attuning to or using a alien artifact that requires membership in the class or access to its tek skill list.

A monster can cast a tek skill from its list at a higher level if it has the tek skill slot to do so. For example, a drow mage with the 3rd-level *lightning bolt* tek skill can cast it as a 5th-level tek skill by using one of its 5th-level greater or lesser threat than suggested by its challenge rating.

PSIONICS

A monster that casts tek skills using only the power of its mind has the psionics tag added to its Tekcasting or Innate Tekcasting special trait. This tag carries no special rules of its own, but other parts of the game might refer to it. A monster that has this tag typically doesn't require any components to cast its tek skills.

ACTIONS

When a monster takes its action, it can choose from the options in the Actions section of its stat block or use one of the actions available to all creatures, such as the Dash or Hide action, as described in the *Player's Handbook*.

MELEE AND RANGED ATTACKS

The most common actions that a monster will take in combat are melee and ranged attacks. These can be tek skill attacks or weapon attacks, where the "weapon" might be a manufactured item or a natural weapon, such as a claw or tail spike. For more information on different kinds of attacks, see the *Player's Handbook*.

Creature vs. Target. The target of a melee or ranged attack is usually either one creature or one target, the difference being that a "target" can be a creature or an object.

Hit. Any damage dealt or other effects that occur as a result of an attack hitting a target are described after the "Hit" notation. You have the option of taking average damage or rolling the damage; for this reason, both the average damage and the die expression are presented.

Miss. If an attack has an effect that occurs on a miss, that information is presented after the "Miss:" notation.

MULTIATTACK

A creature that can make multiple attacks on its turn has the Multiattack action. A creature can't use Multiattack when making an opportunity attack, which must be a single melee attack.

AMMUNITION

A monster carries enough ammunition to make its ranged attacks. You can assume that a monster has 2d4 pieces of ammunition for a thrown weapon attack, and 2d10 pieces of ammunition for a projectile weapon such as a bow or crossbow.

REACTIONS

If a monster can do something special with its reaction, that information is contained here. If a creature has no special reaction, this section is absent.

LIMITED USAGE

Some special abilities have restrictions on the number of times they can be used.

X/Day. The notation "X/Day" means a special ability can be used X number of times and that a monster must finish a long rest to regain expended uses. For example, "1/Day" means a special ability can be used once and that the monster must finish a long rest to use it again.

Recharge X-Y. The notation "Recharge X-Y" means a monster can use a special ability once and that the ability then has a random chance of recharging during each subsequent round of combat. At the start of each of the monster's turns, roll a d6. If the roll is one of the numbers in the recharge notation, the monster regains the use of the special ability. The ability also recharges when the monster finishes a short or long rest.

For example, "Recharge 5-6" means a monster can use the special ability once. Then, at the start of the monster's turn, it regains the use of that ability if it rolls a 5 or 6 on a d6.

LEGENDARY ACTIONS

A legendary creature can take a certain number of special actions—called legendary actions—outside its turn. Only one legendary action option can be used at a time and only at the end of another creature's turn. A creature regains its spent legendary actions at the start of its turn. It can forgo using them, and it can't use them while incapacitated or otherwise unable to take actions. If surprised, it can't use them until after its first turn in the combat.

A LEGENDARY CREATURE'S LAIR

A legendary creature might have a section describing its lair and the special effects it can create while there, either by act of will or simply by being present. Such a section applies only to a legendary creature that spends a great deal of time in its lair.

LAIR ACTIONS

If a legendary creature has lair actions, it can use them to harness the ambient tek in its lair. On initiative count 20 (losing all initiative ties), it can use one of its lair action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, it can't use one until after its first turn in the combat.

REGIONAL EFFECTS

The mere presence of a legendary creature can have strange and wondrous effects on its environment, as noted in this section. Regional effects end abruptly or dissipate over time when the legendary creature dies.

MONSTROSITIES

ANKHEG

Large monstrosity, unaligned

Armor Class 14 (natural armor), 11 while prone

Hit Points 39 (6d10 + 6)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	1 (-5)	13 (+1)	6 (-2)

Senses darkvision 60 ft., tremorsense 60 ft., passive

Perception 11

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

AZER

Medium elemental, lawful neutral

Armor Class 17 (natural armor, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Con +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Ignan

Challenge 2 (450 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

BASILISK

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	8 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 3 (700 XP)

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature 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 the *greater restoration* tek skill or other tek.

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.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

BEHIR

Huge monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +7

Damage Immunities lightning

Senses darkvision 90 ft., passive Perception 16

Languages Alien

Challenge 11 (7,200 XP)

Actions

Multiaction. The behir makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Shock Breath (Recharge 5–6). The behir exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The behir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time.

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

BUGBEAR

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Stealth +6, Nature +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

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

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

BULETTE

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 40 ft.

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

Skills Perception +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

CENTAUR

Large monstrosity, neutral good

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 50 ft.

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

Skills Physique +6, Perception +3, Nature +3

Senses passive Perception 13

Languages Elvish, Sylvan

Challenge 2 (450 XP)

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Actions

Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its railrifle.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

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

CHIMERA

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 60 ft.

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

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages understands Alien but can't speak

Challenge 6 (2,300 XP)

Actions

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

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

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

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

Fire Breath (Recharge 5–6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

COCKATRICE

Small monstrosity, unaligned

Armor Class 11

Hit Points 27 (6d6 + 6)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 Constitution saving throw against being petrified. On a failed save, the creature 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 for 24 hours.

DARKMANTLE

Small monstrosity, unaligned

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +3

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Echolocation. The darkmantle can't use its blindsight while deafened.

False Appearance. While the darkmantle remains motionless, it is indistinguishable from a cave formation such as a stalactite or stalagmite.

Actions

Crush. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the darkmantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the darkmantle is attached in this way.

While attached to the target, the darkmantle can attack no other creature except the target but has advantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

A creature can detach the darkmantle by making a successful DC 13 Strength check as an action. On its turn, the darkmantle can detach itself from the target by using 5 feet of movement.

Darkness Aura (1/Day). A 15-foot radius of tek darkness extends out from the darkmantle, moves with it, and spreads around corners. The darkness lasts as long as the darkmantle maintains concentration, up to 10 minutes (as if concentrating on a tek skill). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a tek skill of 2nd level or lower, the tek skill creating the light is ditek skilled.

DINOSAURS

PLESIOSAURUS

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Hold Breath. The plesiosaurus can hold its breath for 1 hour.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage.

TRICERATOPS

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Trampling Charge. If the triceratops moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone.

If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

TYRANNOSAURUS REX

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 8 (3,900 XP)

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

BLACK DRAGON

ANCIENT BLACK DRAGON

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 367 (21d20 + 147)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +9, Con +14, Wis +9, Cha +11

Skills Perception +16, Stealth +9

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Alien

Challenge 21 (33,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) acid damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT BLACK DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +7, Con +10, Wis +6, Cha +8

Skills Perception +11, Stealth +7

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Alien

Challenge 14 (11,500 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

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

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

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG BLACK DRAGON

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

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

Skills Perception +6, Stealth +5

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Alien

Challenge 7 (2,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

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

Acid Breath (Recharge 5–6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

BLACK DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +4, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +4

Damage Immunities acid

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Alien

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) acid damage.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

BLUE DRAGON

ANCIENT BLUE DRAGON

Gargantuan dragon, lawful evil

Armor Class 22 (natural armor)

Hit Points 481 (26d20 + 208)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12

Skills Perception +17, Stealth +7

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Alien

Challenge 23 (50,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 11 (2d10) lightning damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Shock Breath (Recharge 5–6). The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT BLUE DRAGON

Huge dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9

Skills Perception +12, Stealth +5

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Alien

Challenge 16 (15,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Shock Breath (Recharge 5–6). The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG BLUE DRAGON

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft., burrow 20 ft., fly 80 ft.

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

Saving Throws Dex +4, Con +8, Wis +5, Cha +7

Skills Perception +9, Stealth +4

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Alien

Challenge 9 (5,000 XP)

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Shock Breath (Recharge 5–6). The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

BLUE DRAGON WYRMING

Medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., burrow 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Alien

Challenge 3 (700 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) lightning damage.

Shock Breath (Recharge 5–6). The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

GREEN DRAGON

ADULT GREEN DRAGON

Huge dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8

Skills Charm +8, Insight +7, Perception +12, Charm +8, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Alien

Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

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

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for

it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG GREEN DRAGON

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 80 ft., swim 40 ft.

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

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

Skills Charm +5, Perception +7, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive

Perception 17

Languages Common, Alien

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

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

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

GREEN DRAGON WYRMLING

Medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

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

Perception 14

Languages Alien

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 3 (1d6) poison damage.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

RED DRAGON

ANCIENT RED DRAGON

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Perception +16, Stealth +7

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive

Perception 26

Languages Common, Alien

Challenge 24 (62,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT RED DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Perception +13, Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive

Perception 23

Languages Common, Alien

Challenge 17 (18,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG RED DRAGON

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +4

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Alien

Challenge 10 (5,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

RED DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Alien

Challenge 4 (1,100 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

WHITE DRAGON

ANCIENT WHITE DRAGON

Gargantuan dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 333 (18d20 + 144)

Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +6, Con +14, Wis +7, Cha +8

Skills Perception +13, Stealth +6

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive

Perception 23

Languages Common, Alien

Challenge 20 (25,000 XP)

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

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

Actions

Multiaction. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT WHITE DRAGON

Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +11, Wis +6, Cha +6

Skills Perception +11, Stealth +5

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Alien

Challenge 13 (10,000 XP)

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

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

Actions

Multiaction. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

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

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

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG WHITE DRAGON

Large dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +3, Cha +4

Skills Perception +6, Stealth +3

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Alien

Challenge 6 (2,300 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check.

Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

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

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

WHITE DRAGON WYRMING

Medium dragon, chaotic evil

Armor Class 16 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	5 (-3)	10 (+0)	11 (+0)

Saving Throws Dex +2, Con +4, Wis +2, Cha +2

Skills Perception +4, Stealth +2

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Alien

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

DRAGONS, METALLIC

BRASS DRAGON

ANCIENT BRASS DRAGON

Gargantuan dragon, chaotic good

Armor Class 20 (natural armor)

Hit Points 297 (17d20 + 119)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +6, Con +13, Wis +8, Cha +10

Skills History +9, Perception +14, Charm +10, Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Alien

Challenge 20 (25,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT BRASS DRAGON

Huge dragon, chaotic good

Armor Class 18 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft., burrow 30 ft., fly 80 ft.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Fire Breath. The dragon exhales fire in an 90-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Change Shape. The dragon polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +5, Con +10, Wis +6, Cha +8

Skills History +7, Perception +11, Charm +8, Stealth +5

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive

Perception 21

Languages Common, Alien

Challenge 13 (10,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit*: 17 (2d10 + 6) piercing damage.

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

Tail. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit*: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG BRASS DRAGON

Large dragon, chaotic good

Armor Class 17 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

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

Skills Perception +6, Charm +5, Stealth +3

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive

Perception 16

Languages Common, Alien

Challenge 6 (2,300 XP)

Actions

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

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 15 (2d10 + 4) piercing damage.

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

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

BRASS DRAGON WYRMING

Medium dragon, chaotic good

Armor Class 16 (natural armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft., burrow 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +2, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +2

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Alien

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

BRONZE DRAGON

ANCIENT BRONZE DRAGON

Gargantuan dragon, lawful good

Armor Class 22 (natural armor)

Hit Points 444 (24d20 + 192)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12

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

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Alien

Challenge 22 (41,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiaction. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Shock Breath. The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 23 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the dragon.

Change Shape. The dragon polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT BRONZE DRAGON

Huge dragon, lawful good

Armor Class 19 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9

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

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Alien

Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiaction. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +12 to hit, reach 10 ft., one target. *Hit*: 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit*: 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack*: +12 to hit, reach 15 ft., one target. *Hit*: 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Shock Breath. The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 19 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the dragon.

Change Shape. The dragon polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG BRONZE DRAGON

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 80 ft., swim 40 ft.

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

Saving Throws Dex +3, Con +7, Wis +4, Cha +6

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

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Alien

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

Multiaction. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit*: 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Shock Breath. The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 15 Strength saving throw. On a failed save, the creature is pushed 40 feet away from the dragon.

BRONZE DRAGON WYRMLING

Medium dragon, lawful good

Armor Class 17 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Alien

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Shock Breath. The dragon exhales lightning in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 12 Strength saving throw. On a failed save, the creature is pushed 30 feet away from the dragon.

COPPER DRAGON

ANCIENT COPPER DRAGON

Gargantuan dragon, chaotic good

Armor Class 21 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Charm +11, Perception +17, Stealth +8

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Alien

Challenge 21 (33,000 XP)

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

Actions

Multiaction. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +15 to hit, reach 15 ft., one target. *Hit*: 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack*: +15 to hit, reach 10 ft., one target. *Hit*: 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack*: +15 to hit, reach 20 ft., one target. *Hit*: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales acid in an 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Change Shape. The dragon polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT COPPER DRAGON

Huge dragon, chaotic good

Armor Class 18 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8

Skills Charm +8, Perception +12, Stealth +6

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Alien

Challenge 14 (11,500 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit*: 17 (2d10 + 6) piercing damage.

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

Tail. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit*: 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG COPPER DRAGON

Large dragon, chaotic good

Armor Class 17 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 40 ft., climb 40 ft., fly 80 ft.

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

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

Skills Charm +5, Perception +7, Stealth +4

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Alien

Challenge 7 (2,900 XP)

Actions

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

Bite. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 15 (2d10 + 4) piercing damage.

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

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales acid in an 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 40 (9d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

COPPER DRAGON WYRMLING

Medium dragon, chaotic good

Armor Class 16 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +3

Damage Immunities acid

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Alien

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales acid in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

GOLD DRAGON

ANCIENT GOLD DRAGON

Gargantuan dragon, lawful good

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	29 (+9)	18 (+4)	17 (+3)	28 (+9)

Saving Throws Dex +9, Con +16, Wis +10, Cha +16

Skills Insight +10, Perception +17, Charm +16, Stealth +9

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Alien

Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT GOLD DRAGON

Huge dragon, lawful good

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., fly 80 ft., swim 40 ft.

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

Saving Throws Dex +8, Con +13, Wis +8, Cha +13

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

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive

Perception 24

Languages Common, Alien

Challenge 17 (18,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiaction. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit*: 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack*: +14 to hit, reach 5 ft., one target. *Hit*: 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack*: +14 to hit, reach 15 ft., one target. *Hit*: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 21 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG GOLD DRAGON

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., fly 80 ft., swim 40 ft.

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

Saving Throws Dex +6, Con +9, Wis +5, Cha +9

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

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive

Perception 19

Languages Common, Alien

Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

Multiaction. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 13 (2d6 + 6) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GOLD DRAGON WYRMLING

Medium dragon, lawful good

Armor Class 17 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 60 ft., swim 30 ft.

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

Saving Throws Dex +4, Con +5, Wis +2, Cha +5

Skills Perception +4, Stealth +4

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Alien

Challenge 3 (700 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 9 (1d10 + 4) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack*: +17 to hit, reach 10 ft., one target. *Hit*: 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack*: +17 to hit, reach 20 ft., one target. *Hit*: 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Cold Breath. The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

SILVER DRAGON

ANCIENT SILVER DRAGON

Gargantuan dragon, lawful good

Armor Class 22 (natural armor)

Hit Points 487 (25d20 + 225)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills History +11, History +11, Perception +16, Stealth +7

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Perception 26

Languages Common, Alien

Challenge 23 (50,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +17 to hit, reach 15 ft., one target. *Hit*: 21 (2d10 + 10) piercing damage.

ADULT SILVER DRAGON

Huge dragon, lawful good

Armor Class 19 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +5, Con +12, Wis +6, Cha +10

Skills History +8, History +8, Perception +11, Stealth +5

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive

Perception 21

Languages Common, Alien

Challenge 16 (15,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit*: 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit*: 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 15 ft., one target. *Hit*: 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Cold Breath. The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon 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 dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG SILVER DRAGON

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills History +6, History +6, Perception +8, Stealth +4

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive

Perception 18

Languages Common, Alien

Challenge 9 (5,000 XP)

Actions

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

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit*: 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 13 (2d6 + 6) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Cold Breath. The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SILVER DRAGON WYRMLING

Medium dragon, lawful good

Armor Class 17 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Alien

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Cold Breath. The dragon exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DRAGON TURTLE

Gargantuan dragon, neutral

Armor Class 20 (natural armor)

Hit Points 341 (22d20 + 110)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +6, Con +11, Wis +7

Damage Resistances fire

Senses darkvision 120 ft., passive Perception 11

Languages Aquan, Alien

Challenge 17 (18,000 XP)

Amphibious. The dragon turtle can breathe air and water.

Actions

Multiaction. The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

Steam Breath (Recharge 5–6). The dragon turtle exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

DRIDER

Large monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	12 (+1)

Skills Perception +5, Stealth +9

Senses darkvision 120 ft., passive Perception 15

Languages Elvish, Undercommon

Challenge 6 (2,300 XP)

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

Innate Tekcasting. The drider's innate Tekcasting ability is Wisdom (tek skill save DC 13). The drider can innately cast the following tek skills, requiring no material components:

At will: *dancing lights* 1/day each: *darkness, faerie fire*

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

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

Web Walker. The drider ignores movement restrictions caused by webbing.

Actions

Multiaction. The drider makes three attacks, either with its pulse blade or its railrifle. It can replace one of those attacks with a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Pulse Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Recoil Rifle. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

ELEMENTALS

AIR ELEMENTAL

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances lightning, concussive; bludgeoning, piercing, and slashing from nontek attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

EARTH ELEMENTAL

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities concussive

Damage Resistances bludgeoning, piercing, and slashing from nontek attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran

Challenge 5 (1,800 XP)

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

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

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

FIRE ELEMENTAL

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nontek attacks

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

WATER ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

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

Damage Resistances acid; bludgeoning, piercing, and slashing from nontek attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

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

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8

- 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

ETTERCAP

Medium monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., climb 30 ft.

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

Skills Perception +3, Stealth +4, Nature +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

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

Web Sense. While in contact with a web, the ettercap knows the exact location of any other creature in contact with the same web.

Web Walker. The ettercap ignores movement restrictions caused by webbing.

Actions

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

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

Web (Recharge 5–6). Ranged Weapon Attack: +4 to hit, range 30/60 ft., one Large or smaller creature. Hit: The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect also ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage, and immunity to bludgeoning, poison, and psychic damage.

ETTIN

Large giant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

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

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant, Orc

Challenge 4 (1,100 XP)

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Actions

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Morningstar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

FUNGI

SHRIEKER

Medium plant, unaligned

Armor Class 5

Hit Points 13 (3d8)

Speed 0 ft.

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

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 0 (10 XP)

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

Reactions

Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

VIOLET FUNGUS

Medium plant, unaligned

Armor Class 5

Hit Points 18 (4d8)

Speed 5 ft.

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

Condition Immunities blinded, deafened, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

GIANTS

CLOUD GIANT

Huge giant, neutral good (50%) or neutral evil (50%)

Armor Class 14 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Con +10, Wis +7, Cha +7

Skills Insight +7, Perception +7

Senses passive Perception 17

Languages Common, Giant

Challenge 9 (5,000 XP)

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

Languages —

Challenge 1/4 (50 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

Actions

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) radiation damage.

GARGOYLE

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nontek attacks that aren't adamantine

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Actions

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

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

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

Innate Tekcasting. The giant's innate Tekcasting ability is Charisma. It can innately cast the following tek skills, requiring no material components:

At will: *detect tek, fog cloud, light* 3/day each: *feather fall, fly, misty step, telekinesis* 1/day each: *control weather, gaseous form*

Actions

Multiattack. The giant makes two morningstar attacks.

Morningstar. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

FIRE GIANT

Huge giant, lawful evil

Armor Class 18 (plate)

Hit Points 162 (13d12 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

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

Skills Physique +11, Perception +6

Damage Immunities fire

Senses passive Perception 16

Languages Giant

Challenge 9 (5,000 XP)

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

FROST GIANT

Huge giant, neutral evil

Armor Class 15 (patchwork armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Con +8, Wis +3, Cha +4

Skills Physique +9, Perception +3

Damage Immunities cold

Senses passive Perception 13

Languages Giant

Challenge 8 (3,900 XP)

Actions

Multiattack. The giant makes two pulse axe attacks.

pulse axe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

HILL GIANT

Huge giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

STONE GIANT

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

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

Skills Physique +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2,900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Reactions

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

STORM GIANT

Huge giant, chaotic good

Armor Class 16 (kevlar)

Hit Points 230 (20d12 + 100)

Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Str +14, Con +10, Wis +9, Cha +9

Skills History +8, Physique +14, History +8, Perception +9

Damage Resistances cold

Damage Immunities lightning, concussive

Senses passive Perception 19

Languages Common, Giant

Challenge 13 (10,000 XP)

Amphibious. The giant can breathe air and water.

Innate Tekcasting. The giant's innate Tekcasting ability is Charisma (tek skill save DC 17). It can innately cast the following tek skills, requiring no material components:

At will: *detect tek, feather fall, levitate, light* 3/day each: *control weather, water breathing*

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 30 (6d6 + 9) slashing damage.

Rock. Ranged Weapon Attack: +14 to hit, range 60/240 ft., one target. Hit: 35 (4d12 + 9) bludgeoning damage.

Shock Strike (Recharge 5-6). The giant hurls a tek lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

GORGON

Large monstrosity, unaligned

Armor Class 19 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +4

Condition Immunities petrified

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Trampling Charge. If the gorgon moves at least 20 feet 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 be knocked prone. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) piercing damage.

Hooves. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage.

Petrifying Breath (Recharge 5-6). The gorgon exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* tek skill or other tek.

GRICK

Medium monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 27 (6d8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	3 (-4)	14 (+2)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nontek attacks

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Stone Camouflage. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The grick makes one attack with its tentacles. If that attack hits, the grick can make one beak attack against the same target.

Tentacles. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

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

GRIFFON

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 2 (450 XP)

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

Actions

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

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

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

GRIMLOCK

Medium humanoid (grimlock), neutral evil

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	9 (-1)	8 (-1)	6 (-2)

Skills Physique +5, Perception +3, Stealth +3

Condition Immunities blinded

Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 13

Languages Undercommon

Challenge 1/4 (50 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

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

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Spiked Bone Club. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

HARPY

Medium monstrosity, chaotic evil

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

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

Luring Song. The harpy sings a tek melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.

HIPPOGRIFF

Large monstrosity, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 1 (200 XP)

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

Actions

Multiattack. The hippogriff makes two attacks: one with its beak and one with its claws.

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

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

HYDRA

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

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

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 8 (3,900 XP)

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

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

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

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

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

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

Actions

Multiattack. The hydra makes as many bite attacks as it has heads.

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

INVISIBLE STALKER

Medium elemental, neutral

Armor Class 14

Hit Points 104 (16d8 + 32)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Skills Perception +8, Stealth +10

Damage Resistances bludgeoning, piercing, and slashing from nontek attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 18

Languages Auran, understands Common but doesn't speak it

Challenge 6 (2,300 XP)

Invisibility. The stalker is invisible.

Faultless Tracker. The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

Actions

Multiattack. The stalker makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

KRAKEN

Gargantuan monstrosity (titan), chaotic evil

Armor Class 18 (natural armor)

Hit Points 472 (27d20 + 189)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	25 (+7)	22 (+6)	18 (+4)	20 (+5)

Saving Throws Str +17, Dex +7, Con +14, Int +13, Wis +11

Damage Immunities lightning; bludgeoning, piercing, and slashing from nontek attacks

Condition Immunities frightened, paralyzed

Senses truesight 120 ft., passive Perception 14

Languages understands Abyssal, Alien, Infernal, and Primordial but can't speak, telepathy 120 ft.

Challenge 23 (50,000 XP)

Amphibious. The kraken can breathe air and water.

Freedom of Movement. The kraken ignores difficult terrain, and tek effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nontek restraints or being grappled.

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

Actions

Multiattack. The kraken makes three tentacle attacks, each of which it can replace with one use of Fling.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 42 (12d6) acid damage at the start of each of the kraken's turns.

If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +17 to hit, reach 30 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Shock Storm. The kraken creates three bolts of lightning, each of which can strike a target the kraken can see within 120 feet of it. A target must make a DC 23 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The kraken 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 kraken regains spent legendary actions at the start of its turn.

Tentacle Attack or Fling. The kraken makes one tentacle attack or uses its Fling.

Shock Storm (Costs 2 Actions). The kraken uses Shock Storm.

Ink Cloud (Costs 3 Actions). While underwater, the kraken expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 23 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the kraken's next turn.

LAMIA

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 97 (13d10 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	14 (+2)	15 (+2)	16 (+3)

Skills Charm +7, Insight +4, Stealth +3

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 4 (1,100 XP)

Innate Tekcasting. The lamia's innate Tekcasting ability is Charisma (tek skill save DC 13). It can innately cast the following tek skills, requiring no material components.

At will: *disguise self* (any humanoid form), *major image* 3/day each: *charm person*, *mirror image*, *scrying*, *suggestion* 1/day: *geas*

Actions

Multiattack. The lamia makes two attacks: one with its claws and one with its ion dagger or Intoxicating Touch.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

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

Intoxicating Touch. *Melee Tek Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* The target is hacked for 1 hour. Until the hack ends, the target has disadvantage on Wisdom saving throws and all ability checks.

MAGMIN

Small elemental, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nontek attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1/2 (100 XP)

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of its turns.

MANTICORE

Large monstrosity, lawful evil

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Actions

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

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

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

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

MEDUSA

Medium monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

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

Skills Charm +5, Insight +4, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* tek skill or other tek.

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

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its hack, affected by its own gaze.

Actions

Multiaction. The medusa makes either three melee attacks—one with its snake hair and two with its ion blade—or two ranged attacks with its railrifle.

Snake Hair. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

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

Recoil Rifle. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

MEPHITS

DUST MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 17 (5d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Auran, Terran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of dust. Each creature within 5 feet of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Innate Tekcasting (1/Day). The mephit can innately cast *sleep*, requiring no material components. Its innate Tekcasting ability is Charisma.

Actions

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

Blinding Breath (Recharge 6). The mephit exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ICE MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +3

Damage Vulnerabilities bludgeoning, fire

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Auran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Tekcasting (1/Day). The mephit can innately cast *fog cloud*, requiring no material components. Its innate Tekcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

MAGMA MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Tekcasting (1/Day). The mephit can innately cast *heat metal* (tek skill save DC 10), requiring no material components. Its innate Tekcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

STEAM MEPHIT

Small elemental, neutral evil

Armor Class 10

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephitz dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephitz must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

Innate Tekcasting (1/Day). The mephitz can innately cast *blur*, requiring no material components. Its innate Tekcasting ability is Charisma.

Actions

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

Steam Breath (Recharge 6). The mephitz exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

MERROW

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	8 (-1)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Aquan

Challenge 2 (450 XP)

Amphibious. The merrow can breathe air and water.

Actions

Multiattack. The merrow makes two attacks: one with its bite and one with its claws or harpoon.

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

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

Harpoon. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 3) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

MIMIC

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

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

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

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

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

Actions

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

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

MINOTAUR

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Abyssal

Challenge 3 (700 XP)

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

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

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

Actions

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

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

NAGAS

GUARDIAN NAGA

Large monstrosity, lawful good

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	16 (+3)	16 (+3)	19 (+4)	18 (+4)

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

Saving Throws Dex +8, Con +7, Int +7, Wis +8, Cha +8

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Alien, Common

Challenge 10 (5,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* tek skill can prevent this trait from functioning.

Tekcasting. The naga is an 11th-level tekcaster. Its Tekcasting ability is Wisdom (tek skill save DC 16, +8 to hit with tek skill attacks), and it needs only verbal components to cast its tek skills. It has the following priest tek skills prepared:

Cantrips (at will): *mending*, *sacred flame*, *thaumaturgy* 1st level (4 slots): *command*, *cure wounds*, *shield of faith* 2nd level (3 slots): *calm emotions*, *hold person* 3rd level (3 slots): *bestow curse*, *clairvoyance* 4th level (3 slots): *banishment*, *freedom of movement* 5th level (2 slots): *flame strike*, *geas* 6th level (1 slot): *true seeing*

Actions

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Spit Poison. Ranged Weapon Attack: +8 to hit, range 15/30 ft., one creature. *Hit:* The target must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

SPIRIT NAGA

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 8 (3,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* tek skill can prevent this trait from functioning.

Tekcasting. The naga is a 10th-level tekcaster. Its Tekcasting ability is Intelligence (tek skill save DC 14, +6 to hit with tek skill attacks), and it needs only verbal components to cast its tek skills. It has the following Arcanist tek skills prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *ray of frost* 1st level (4 slots): *charm person*, *detect tek*, *sleep* 2nd level (3 slots): *detect thoughts*, *hold person* 3rd level (3 slots): *lightning bolt*, *water breathing* 4th level (3 slots): *blight*, *dimension door* 5th level (2 slots): *dominate person*

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

OGRE

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

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

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

ONI

Large giant, lawful evil

Armor Class 16 (scarab skin)

Hit Points 110 (13d10 + 39)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	14 (+2)	12 (+1)	15 (+2)

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

Skills History +5, Charm +8, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

Challenge 7 (2,900 XP)

Innate Tekcasting. The oni's innate Tekcasting ability is Charisma (tek skill save DC 13). The oni can innately cast the following tek skills, requiring no material components:

At will: *darkness*, *invisibility* 1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*

Tek Weapons. The oni's weapon attacks are tek.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The oni makes two attacks, either with its claws or its glaive.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in Small or Medium form.

Change Shape. The oni polymorphs into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its glaive, which shrinks so that it can be wielded in humanoid form. If the oni dies, it reverts to its true form, and its glaive reverts to its normal size.

OWLBEAR

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

PEGASUS

Large Monstrosity, chaotic good

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

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

Skills Perception +6

Senses passive Perception 16

Languages understands Alien, Common, Elvish, and Sylvan but can't speak

Challenge 2 (450 XP)

Actions

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

PSEUDODRAGON

Tiny dragon, neutral good

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands Common and Alien but can't speak

Challenge 1/4 (50 XP)

Keen Senses. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Tek Resistance. The pseudodragon has advantage on saving throws against tek skills and other tek effects.

Limited Telepathy. The pseudodragon can communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Actions

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

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

PURPLE WORM

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Con +11, Wis +4

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Languages —

Challenge 15 (13,000 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The worm makes two attacks: one with its bite and one with its stinger.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

REMORHAZ

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

Damage Immunities cold, fire

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

Languages —

Challenge 11 (7,200 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Actions

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

Swallow. The remorhaz makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns.

If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

ROC

Gargantuan monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 20 ft., fly 120 ft.

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

Saving Throws Dex +4, Con +9, Wis +4, Cha +3

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 11 (7,200 XP)

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

Actions

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

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

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

ROPER

Large monstrosity, neutral evil

Armor Class 20 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills Perception +6, Stealth +5

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

False Appearance. While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

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

Actions

Multiattack. The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) piercing damage.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Reel. The roper pulls each creature grappled by it up to 25 feet straight toward it.

RUST MONSTER

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	13 (+1)	6 (-2)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nontek weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nontek ammunition made of metal that hits the rust monster is destroyed after dealing damage.

Actions

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

Antennae. The rust monster corrodes a nontek ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 Dexterity saving throw to avoid the rust monster's touch.

If the object touched is either metal armor or a metal shield being worn or carried, its takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a medkit that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

SALAMANDER

Large elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

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

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nontek attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

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

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

Actions

Multiattack. The salamander makes two attacks: one with its Pulse Dagger and one with its tail.

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

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

SHAMBLING MOUND

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Shock Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

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

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

SPHINXES

ANDROSPHINX

Large monstrosity, lawful neutral

Armor Class 17 (natural armor)

Hit Points 199 (19d10 + 95)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	16 (+3)	18 (+4)	23 (+6)

Saving Throws Dex +6, Con +11, Int +9, Wis +10

Skills History +9, Perception +10, Religion +15

Damage Immunities psychic; bludgeoning, piercing, and slashing from nontek attacks

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 20

Languages Common, Sphinx

Challenge 17 (18,000 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination tek skill that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Tek Weapons. The sphinx's weapon attacks are tek.

Tekcasting. The sphinx is a 12th-level tekcaster. Its Tekcasting ability is Wisdom (tek skill save DC 18, +10 to hit with tek skill attacks). It requires no material components to cast its tek skills. The sphinx has the following priest tek skills prepared:

Cantrips (at will): *sacred flame*, *spar* the dying, *thaumaturgy* 1st level (4 slots): *command*, *detect evil and good*, *detect tek* 2nd level (3 slots): *lesser restoration*, *zone of truth* 3rd level (3 slots): *dispel tek*, *tongues* 4th level (3 slots): *banishment*, *freedom of movement* 5th level (2 slots): *flame strike*, *greater restoration* 6th level (1 slot): *heroes' feast*

Actions

Multiattack. The sphinx makes two claw attacks.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Roar (3/Day). The sphinx emits a tek roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

First Roar. Each creature that fails a DC 18 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Roar. Each creature that fails a DC 18 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Third Roar. Each creature makes a DC 18 Constitution saving throw. On a failed save, a creature takes 44 (8d10) concussive damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Legendary Actions

The sphinx 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 sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Tek (Costs 3 Actions). The sphinx casts a tek skill from its list of prepared tek skills, using a tek skill slot as normal.

GYNOSPHINX

Large monstrosity, lawful neutral

Armor Class 17 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	18 (+4)	18 (+4)

Skills History +12, History +12, Perception +8, Religion +8

Damage Resistances bludgeoning, piercing, and slashing from nontek attacks

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 18

Languages Common, Sphinx

Challenge 11 (7,200 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination tek skill that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Tek Weapons. The sphinx's weapon attacks are tek.

Tekcasting. The sphinx is a 9th-level tekcaster. Its Tekcasting ability is Intelligence (tek skill save DC 16, +8 to hit with tek skill attacks). It requires no material components to cast its tek skills. The sphinx has the following Arcanist tek skills prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation* 1st level (4 slots): *detect tek*, *identify*, *shield* 2nd level (3 slots): *darkness*, *locate object*, *suggestion* 3rd level (3 slots): *dispel tek*, *remove curse*, *tongues* 4th level (3 slots): *banishment*, *greater invisibility* 5th level (1 slot): *legend lore*

Actions

Multiattack. The sphinx makes two claw attacks.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Legendary Actions

The sphinx 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 sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Tek (Costs 3 Actions). The sphinx casts a tek skill from its list of prepared tek skills, using a tek skill slot as normal.

STIRGE

Tiny beast, unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Actions

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

TARRASQUE

Gargantuan monstrosity (titan), unaligned

Armor Class 25 (natural armor)

Hit Points 676 (33d20 + 330)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	3 (-4)	11 (+0)	11 (+0)

Saving Throws Int +5, Wis +9, Cha +9

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nontek attacks

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages —

Challenge 30 (155,000 XP)

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

Tek Resistance. The tarrasque has advantage on saving throws against tek skills and other tek effects.

Reflective Carapace. Any time the tarrasque is targeted by a tek missile tek skill, a line tek skill, or a tek skill that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

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

Actions

Multiattack. The tarrasque can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Horns. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the tarrasque's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tarrasque's Frightful Presence for the next 24 hours.

Swallow. The tarrasque makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns.

If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Legendary Actions

The tarrasque 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 tarrasque regains spent legendary actions at the start of its turn.

Attack. The tarrasque makes one claw attack or tail attack.

Move. The tarrasque moves up to half its speed.

Chomp (Costs 2 Actions). The tarrasque makes one bite attack or uses its Swallow.

TREANT

Huge plant, chaotic good

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances bludgeoning, piercing

Damage Vulnerabilities fire

Senses passive Perception 13

Languages Common, Morphic, Elvish, Sylvan

Challenge 9 (5,000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

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

Actions

Multiattack. The treant makes two slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

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

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

Actions

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

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

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

UNICORN

Large Monstrosity, lawful good

Armor Class 12

Hit Points 67 (9d10 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Alien, Elvish, Sylvan, telepathy 60 ft.

Challenge 5 (1,800 XP)

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Innate Tekcasting. The unicorn's innate Tekcasting ability is Charisma (tek skill save DC 14). The unicorn can innately cast the following tek skills, requiring no components:

At will: *detect evil and good, morphcraft, pass without trace*
1/day each: *calm emotions, dispel evil and good, entangle*

Tek Resistance. The unicorn has advantage on saving throws against tek skills and other tek effects.

Tek Weapons. The unicorn's weapon attacks are tek.

Actions

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

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

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

Healing Touch (3/Day). The unicorn touches another creature with its horn. The target regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). The unicorn teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

Legendary Actions

The unicorn 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 unicorn regains spent legendary actions at the start of its turn.

Hooves. The unicorn makes one attack with its hooves.

Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering, tek field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). The unicorn regains 11 (2d8 + 2) hit points.

WYVERN

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

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

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Actions

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

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

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

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

XORN

Medium elemental, neutral

Armor Class 19 (natural armor)

Hit Points 73 (7d8 + 42)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	22 (+6)	11 (+0)	10 (+0)	11 (+0)

Skills Perception +6, Stealth +3

Damage Resistances piercing and slashing from nontek attacks that aren't adamantine

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages Terran

Challenge 5 (1,800 XP)

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

Stone Camouflage. The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Loot Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

Actions

Multiattack. The xorn makes three claw attacks and one bite attack.

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.

MISCELLANEOUS CREATURES



This appendix contains statistics for various animals, vermin, and other critters. The stat blocks are organized alphabetically by creature name.

CREATURES (A-C)

APE

Medium beast, unaligned

Armor Class 12

Hit Points 19 (3d8 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Physique +5, Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Actions

Multiaction. The ape makes two fist attacks.

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

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

AWAKENED SHRUB

Small plant, unaligned

Armor Class 9

Hit Points 10 (3d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	8 (-1)	11 (+0)	10 (+0)	10 (+0)	6 (-2)

Damage Vulnerabilities fire

Damage Resistances piercing

Senses passive Perception 10

Languages one language known by its creator

Challenge 0 (10 XP)

False Appearance. While the shrub remains motionless, it is indistinguishable from a normal shrub.

Actions

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

An **awakened shrub** is an ordinary shrub given sentience and mobility by the *awaken tek* skill or similar tek.

AWAKENED TREE

Huge plant, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d12 + 14)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 10

Languages one language known by its creator

Challenge 2 (450 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

An **awakened tree** is an ordinary tree given sentience and mobility by the *awaken tek* skill or similar tek.

AXE BEAK

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Actions

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

An **axe beak** is a tall flightless bird with strong legs and a heavy, wedge-shaped beak. It has a nasty disposition and tends to attack any unfamiliar creature that wanders too close.

BABOON

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	4 (-3)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 0 (10 XP)

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

Actions

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

BADGER

Tiny beast, unaligned

Armor Class 10

Hit Points 3 (1d4 + 1)

Speed 20 ft., burrow 5 ft.

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

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 0 (10 XP)

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

Actions

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

BAT

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	2 (-4)	12 (+1)	4 (-3)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 0 (10 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

BLACK BEAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

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

Actions

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

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

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

BLINK DOG

Medium fey, lawful good

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages Blink Dog, understands Sylvan but can't speak it

Challenge 1/4 (50 XP)

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

Actions

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

Teleport (Recharge 4-6). The dog teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.

A **blink dog** takes its name from its ability to blink in and out of existence, a talent it uses to aid its attacks and to avoid harm. Blink dogs harbor a long-standing hatred for displacer beasts and attack them on sight.

BLOOD HAWK

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1/8 (25 XP)

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

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

Actions

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

Taking its name from its crimson feathers and aggressive nature, the **blood hawk** fearlessly attacks almost any animal, stabbing it with its iron daggerlike beak. Blood hawks flock together in large numbers, attacking as a pack to take down prey.

BOAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

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

BROWN BEAR

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

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

Actions

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

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

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

CAMEL

Large beast, unaligned

Armor Class 9

Hit Points 15 (2d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	2 (-4)	8 (-1)	5 (-3)

Senses passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Actions

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

CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

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

Actions

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

CONSTRICTOR SNAKE

Large beast, unaligned

Armor Class 12

Hit Points 13 (2d10 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Actions

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

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

CRAB

Tiny beast, unaligned

Armor Class 11 (natural armor)

Hit Points 2 (1d4)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	10 (+0)	1 (-5)	8 (-1)	2 (-4)

Skills Stealth +2

Senses blindsight 30 ft., passive Perception 9

Languages —

Challenge 0 (10 XP)

Amphibious. The crab can breathe air and water.

Actions

Claw. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

CROCODILE

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

CREATURES (D-F)

DEATH DOG

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 1 (200 XP)

Two-Headed. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Actions

Multiaction. The dog makes two bite attacks.

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

A **death dog** is an ugly two-headed hound that roams plains, and deserts. Hate burns in a death dog's heart, and a taste for humanoid flesh drives it to attack travelers and explorers. Death dog saliva carries a foul disease that causes a victim's flesh to slowly rot off the bone.

DEER

Medium beast, unaligned

Armor Class 13

Hit Points 4 (1d8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	2 (-4)	14 (+2)	5 (-3)

Senses passive Perception 12

Languages —

Challenge 0 (10 XP)

Actions

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

DIRE WOLF

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

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

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

Actions

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

DRAFT HORSE

Large beast, unaligned

Armor Class 10

Hit Points 19 (3d10 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Actions

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

EAGLE

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	2 (-4)	14 (+2)	7 (-2)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 0 (10 XP)

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

Actions

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

ELEPHANT

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 40 ft.

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

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

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

Actions

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

ELK

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 50 ft.

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

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

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

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

FLYING SNAKE

Tiny beast, unaligned

Armor Class 14

Hit Points 5 (2d4)

Speed 30 ft., fly 60 ft., swim 30 ft

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses blindsight 10 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage.

A **flying snake** is a brightly colored, winged serpent found in remote jungles. Tribespeople and cultists sometimes domesticate flying snakes to serve as messengers that deliver datacubes wrapped in their coils.

FROG

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	1 (-5)	8 (-1)	3 (-4)

Skills Perception +1, Stealth +3

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 0 (0 XP)

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

A **frog** has no effective attacks. It feeds on small insects and typically dwells near water, in trees, or underground. The frog's statistics can also be used to represent a **toad**.

CREATURES (G-I)

GIANT APE

Huge beast, unaligned

Armor Class 12

Hit Points 157 (15d12 + 60)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills Physique +9, Perception +4

Senses passive Perception 14

Languages —

Challenge 7 (2,900 XP)

Actions

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.

GIANT BADGER

Medium beast, unaligned

Armor Class 10

Hit Points 13 (2d8 + 4)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

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

Actions

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

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

GIANT BAT

Huge beast, unaligned

Armor Class 13

Hit Points 22 (4d10)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

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

GIANT BOAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses passive Perception 8

Languages —

Challenge 2 (450 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

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

GIANT CENTIPEDE

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses blindsight 30 ft., passive Perception 8

Languages —

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT CONSTRICTOR SNAKE

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Stealth +5

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Giant Crab

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 13 (3d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	11 (+0)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +4

Senses blindsight 30 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

Amphibious. The crab can breathe air and water.

Actions

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). The crab has two claws, each of which can grapple only one target.

Giant Crocodile

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 85 (9d12 + 27)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Senses passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Hold Breath. The crocodile can hold its breath for 30 minutes.

Actions

Multiaction. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. Melee Weapon Attack: +8 to hit, reach 10 ft., one target not grappled by the crocodile. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Giant Eagle

Large beast, neutral good

Armor Class 13

Hit Points 26 (4d10 + 4)

Speed 10 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Giant Eagle, understands Common and Auran but can't speak them

Challenge 1 (200 XP)

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

Actions

Multiaction. The eagle makes two attacks: one with its beak and one with its talons.

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

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

A **giant eagle** is a noble creature that speaks its own language and understands speech in the Common tongue. A mated pair of giant eagles typically has up to four eggs or young in their nest (treat the young as normal eagles).

Giant Elk

Huge beast, unaligned

Armor Class 14 (natural armor)

Hit Points 42 (5d12 + 10)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +4

Senses passive Perception 14

Languages Giant Elk, understands Common, Elvish, and Sylvan but can't speak them

Challenge 2 (450 XP)

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Actions

Ram. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Hooves. Melee Weapon Attack: +6 to hit, reach 5 ft., one prone creature. Hit: 22 (4d8 + 4) bludgeoning damage.

The majestic **giant elk** is rare to the point that its appearance is often taken as a foreshadowing of an important event, such as the birth of a king. Legends tell of gods that take the form of giant elk when visiting the Material Plane. Many cultures therefore believe that to hunt these creatures is to invite Alien wrath.

Giant Fire Beetle

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 4 (1d6 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses blindsight 30 ft., passive Perception 8

Languages —

Challenge 0 (10 XP)

Illumination. The beetle sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

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

A **giant fire beetle** is a nocturnal creature that takes its name from a pair of glowing glands that give off light. Miners and adventurers prize these creatures, for a giant fire beetle's glands continue to shed light for 1d6 days after the beetle dies. Giant fire beetles are most commonly found underground and in dark forests.

GIANT FROG

Medium beast, unaligned

Armor Class 11

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +3

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

Swallow. The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time.

If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

GIANT GOAT

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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

Actions

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

GIANT HYENA

Large beast, unaligned

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

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

Actions

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

GIANT LIZARD

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Actions

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

A **giant lizard** can be ridden or used as a draft animal. Lizardfolk also keep them as pets, and subterranean giant lizards are used as mounts and pack animals by drow, duergar, and others.

GIANT OCTOPUS

Large beast, unaligned

Armor Class 11

Hit Points 52 (8d10 + 8)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (-3)	10 (+0)	4 (-3)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

GIANT OWL

Large beast, neutral

Armor Class 12

Hit Points 19 (3d10 + 3)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	8 (-1)	13 (+1)	10 (+0)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them

Challenge 1/4 (50 XP)

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

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

Actions

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

Giant owls often befriend fey and other sylvan creatures and are guardians of their woodland realms.

GIANT POISONOUS SNAKE

Medium beast, unaligned

Armor Class 14

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

GIANT RAT

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

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

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

Actions

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

Variant: Diseased Giant Rats

Some giant rats carry vile diseases that they spread with their bites. A diseased giant rat has a challenge rating of 1/8 (25 XP) and the following action instead of its normal bite attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by tek means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

GIANT SCORPION

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 40 ft.

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

Senses blindsight 60 ft., passive Perception 9

Languages —

Challenge 3 (700 XP)

Actions

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

GIANT SEA HORSE

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 16 (3d10)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Charge. If the sea horse moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Water Breathing. The sea horse can breathe only underwater.

Actions

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

Like their smaller kin, **giant sea horses** are shy, colorful fish with elongated bodies and curled tails. Aquatic elves train them as mounts.

GIANT SHARK

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (-5)	10 (+0)	5 (-3)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

A **giant shark** is 30 feet long and normally found in deep oceans. Utterly fearless, it preys on anything that crosses its path, including whales and ships.

GIANT SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

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

Languages —

Challenge 1 (200 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

To snare its prey, a **giant spider** spins elaborate webs or shoots sticky strands of webbing from its abdomen. Giant spiders are most commonly found underground, making their lairs on ceilings or in dark, web-filled crevices. Such lairs are often festooned with web cocoons holding past victims.

GIANT TOAD

Large beast, unaligned

Armor Class 11

Hit Points 39 (6d10 + 6)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water.

Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

GIANT VULTURE

Large beast, neutral evil

Armor Class 10

Hit Points 22 (3d10 + 6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages understands Common but can't speak

Challenge 1 (200 XP)

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Actions

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

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

A **giant vulture** has advanced intelligence and a malevolent bent. Unlike its smaller kin, it will attack a wounded creature to hasten its end. Giant vultures have been known to haunt a thirsty, starving creature for days to enjoy its suffering.

GIANT WASP

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Actions

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

GIANT WEASEL

Medium beast, unaligned

Armor Class 13

Hit Points 9 (2d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	4 (-3)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/8 (25 XP)

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

Actions

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

GIANT WOLF SPIDER

Medium beast, unaligned

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +7

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Smaller than a giant spider, a **giant wolf spider** hunts prey across open ground or hides in a burrow or crevice, or in a hidden cavity beneath debris.

GOAT

Medium beast, unaligned

Armor Class 10

Hit Points 4 (1d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 0 (10 XP)

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

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

Actions

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

HAWK

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 – 1)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	8 (-1)	2 (-4)	14 (+2)	6 (-2)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 0 (10 XP)

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

Actions

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

HUNTER SHARK

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

Actions

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

Smaller than a giant shark but larger and fiercer than a reef shark, a **hunter shark** haunts deep waters. It usually hunts alone, but multiple hunter sharks might feed in the same area. A fully grown hunter shark is 15 to 20 feet long.

HYENA

Medium beast, unaligned

Armor Class 11

Hit Points 5 (1d8 + 1)

Speed 50 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

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

Actions

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

CREATURES (J-L)

JACKAL

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

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

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

Actions

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

KILLER WHALE

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 90 (12d12 + 12)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 120 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Echolocation. The whale can't use its blindsight while deafened.

Hold Breath. The whale can hold its breath for 30 minutes.

Keen Hearing. The whale has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) piercing damage.

LION

Large beast, unaligned

Armor Class 12

Hit Points 26 (4d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

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

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

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

Actions

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

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

LIZARD

Tiny beast, unaligned

Armor Class 10

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	10 (+0)	1 (-5)	8 (-1)	3 (-4)

Senses darkvision 30 ft., passive Perception 9

Languages —

Challenge 0 (10 XP)

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

CREATURES (M-O)

MAMMOTH

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the mammoth can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 29 (4d10 + 7) bludgeoning damage.

A **mammoth** is an elephantine creature with thick fur and long tusks. Stockier and fiercer than normal elephants, mammoths inhabit a wide range of climes, from subarctic to subtropical.

MASTIFF

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Mastiffs are impressive hounds prized by humanoids for their loyalty and keen senses. Mastiffs can be trained as guard dogs, hunting dogs, and war dogs. Halflings and other Small humanoids ride them as mounts.

MULE

Medium beast, unaligned

Armor Class 10

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 1/8 (25 XP)

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

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

Actions

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

OCTOPUS

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	3 (-4)	10 (+0)	4 (-3)

Skills Perception +2, Stealth +4

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge 0 (10 XP)

Hold Breath. While out of water, the octopus can hold its breath for 30 minutes.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

OWL

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 – 1)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 0 (10 XP)

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

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

Actions

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

CREATURES (P-R)

PANTHER

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +6

Senses passive Perception 14

Languages —

Challenge 1/4 (50 XP)

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

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

Actions

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

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

PHASE SPIDER

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Ethereal Jaunt. As a bonus action, the spider can shift from the Material Plane to the Ethereal Plane, or vice versa.

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

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

A **phase spider** possesses the tek ability to phase in and out of the Ethereal Plane. It seems to appear out of nowhere and quickly vanishes after attacking. Its movement on the Ethereal Plane before coming back to the Material Plane makes it seem like it can teleport.

POISONOUS SNAKE

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

POLAR BEAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

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

Actions

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

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

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

PONY

Medium beast, unaligned

Armor Class 10

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

15 (+2) 10 (+0) 13 (+1) 2 (-4) 11 (+0) 7 (-2)

Senses passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Actions

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

QUIPPER

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 - 1)

Speed 0 ft., swim 40 ft.

STR DEX CON

2 (-4) 16 (+3) 9 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 0 (10 XP)

Blood Frenzy. The quipper has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The quipper can breathe only underwater.

Actions

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

A **quipper** is a carnivorous fish with sharp teeth. Quippers can adapt to any aquatic environment, including cold subterranean lakes. They frequently gather in swarms; the statistics for a swarm of quippers appear later in this appendix.

RAT

Tiny beast, unaligned

Armor Class 10

Hit Points 1 (1d4 - 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

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

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

RAVEN

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

REEF SHARK

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +2

Senses blindsight 30 ft., passive Perception 12

Languages —

Challenge 1/2 (100 XP)

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

Water Breathing. The shark can breathe only underwater.

Actions

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

Smaller than giant sharks and hammerheads, **reef sharks** inhabit shallow waters and coral reefs, gathering in small packs to hunt. A full-grown specimen measures 6 to 10 feet long.

RHINOCEROS

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Charge. If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

RIDING HORSE

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 60 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

16 (+3) 10 (+0) 12 (+1) 2 (-4) 11 (+0) 7 (-2)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Actions

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

CREATURES (S-U)

SABER-TOOTHED TIGER

Large beast, unaligned

Armor Class 12

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

18 (+4) 14 (+2) 15 (+2) 3 (-4) 12 (+1) 8 (-1)

Skills Perception +3, Stealth +6

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

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

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

SCORPION

Tiny beast, unaligned

Armor Class 11 (natural armor)

Hit Points 1 (1d4 - 1)

Speed 10 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

2 (-4) 11 (+0) 8 (-1) 1 (-5) 8 (-1) 2 (-4)

Senses blindsight 10 ft., passive Perception 9

Languages —

Challenge 0 (10 XP)

Actions

Sting. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

SEA HORSE

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 – 1)

Speed 0 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	12 (+1)	8 (–1)	1 (–5)	10 (+0)	2 (–4)

Senses passive Perception 10

Languages —

Challenge 0 (0 XP)

Water Breathing. The sea horse can breathe only underwater.

SPIDER

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 – 1)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	14 (+2)	8 (–1)	1 (–5)	10 (+0)	2 (–4)

Skills Stealth +4

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

SWARM OF BATS

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (–3)	15 (+2)	10 (+0)	2 (–4)	12 (+1)	4 (–3)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

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 bat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF INSECTS

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	13 (+1)	10 (+0)	1 (–5)	7 (–2)	1 (–5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Variant: Insect Swarms

Different kinds of insects can gather in swarms, and each swarm has the special characteristics described below.

Swarm of Beetles. A swarm of beetles gains a burrowing speed of 5 feet.

Swarm of Centipedes. A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

Swarm of Spiders. A swarm of spiders has the following additional traits.

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

Web Sense. While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

Web Walker. The swarm ignores movement restrictions caused by webbing.

Swarm of Wasps. A swarm of wasps has a walking speed of 5 feet, a flying speed of 30 feet, and no climbing speed.

SWARM OF POISONOUS SNAKES

Medium swarm of Tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. 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 must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

SWARM OF QUIPPERS

Medium swarm of Tiny beasts, unaligned

Armor Class 13

Hit Points 28 (8d8 – 8)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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 quipper. The swarm can't regain hit points or gain temporary hit points.

Water Breathing. The swarm can breathe only underwater.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

SWARM OF RATS

Medium swarm of Tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8 – 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

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

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 rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target 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.

SWARM OF RAVENS

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 24 (7d8 – 7)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 15

Languages —

Challenge 1/4 (50 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain hit points or gain temporary hit points.

Actions

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

TIGER

Large beast, unaligned

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

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

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

Actions

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

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

CREATURES (V-Z)

VULTURE

Medium beast, unaligned

Armor Class 10

Hit Points 5 (1d8 + 1)

Speed 10 ft., fly 50 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Actions

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

WARHORSE

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 60 ft.

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

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

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

WEASEL

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 – 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	8 (-1)	2 (-4)	12 (+1)	3 (-4)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

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

Actions

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

WINTER WOLF

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

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

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses passive Perception 15 **Languages** Common, Giant, Winter Wolf **Challenge** 3 (700 XP)

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

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

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

Actions

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

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

The arctic-dwelling **winter wolf** is as large as a dire wolf but has snow-white fur and pale blue eyes. Frost giants use these evil creatures as guards and hunting companions, putting the wolves' deadly breath weapon to use against their foes. Winter wolves communicate with one another using growls and barks, but they speak Common and Giant well enough to follow simple conversations.

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

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

Actions

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

WORG

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 50 ft.

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

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Goblin, Worg

Challenge 1/2 (100 XP)

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

Actions

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

A **worg** is an evil predator that delights in hunting and devouring creatures weaker than itself. Cunning and malevolent, worgs roam across the remote wilderness or are raised by goblins and hobgoblins. Those creatures use worgs as mounts, but a worg will turn on its rider if it feels mistreated or malnourished. Worgs speak in their own language and Goblin, and a few learn to speak Common as well.