MONSTER MANUAL EXPANDED



Mannix "Dragonix" Manansala

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- 5E S. G.

"This product is a wonderful complement to the moster manual. I found the expanded monster variants to be very helpful when designing interesting and challenging encounters. "

- Stephen G.

I was hesitant to buy this because of the price, but i'm very happy I did, seeing the table of contents was what sold it... Can't stress this enough, if you're on the fence, you should probably just buy it :).

- Josh W.

"Fantastic product! A great reference to keep my vetran[sic] players on thier[sic] toes. Also great for inspiring me when writtingvadventures[sic]."

- Dustin T.

"A fantastic Monster List adds loads to the Monster Manual's creatures, highly recommeneded[sic]."

- Lee R.

MONSTER MANUAL EXPANDED



Credits

Design and Development

Andrew Mannix "Dragonix" Manansala
https://twitter.com/DM_Dragonix
Email: nix_hobbystop@yahoo.com

Cover Illustrator

Sandeson Gonzaga
Email: 3deson@gmail.com

Print Layout Specialist

Phil Beckwith
Email: pbpublishing@outlook.com

Interior Illustrators

Sandeson Gonzaga, Makoy Galido Echavez, DMG Creator Resource Art/WoTC Various Artists, Arcana Games' Character Stock Art, Publisher's Choice Quality Stock Art Rick Hershey / Fat Goblin Games, Elite Design Elements © Rising Phoenix Games, Some artwork © 2015 Dean Spencer, used with permission. All rights reserved., Louis Porter, Jr. Design, Gary Dupuis, Jacob E. Blackmon, Adela Quiles, Layout Elements by Corey Johnston.

Editors

Justin M. Cole, Marco Pasamba, Paul Ste. Marie, Sandeson Gonzaga, Wena Zaragoza

Playtesters

Mycko David, Kirby Gonzaga, Teddy Gonzaga, Marky Erquiza, James Manansala, Marco Pasamba, Jeff Quilala, Raffy San Antonio, TJ Sese, Teejay Suaring, Michael Tiongson, Dave Young, Rowell Zaragoza, Wena Zaragoza

About this Book

The Monster Manual is a fantastic body of work. However, as a detail and tactical-oriented DM, I felt that the content was lacking in a variety of creature types that I could use to represent my miniatures - something that the 3rd/4th editions had in abundance. This gap inspired me to create an expansion that would address my needs. I hope this book addresses your needs, as well. Enjoy unleashing new horrors to surprise your players and keep them on their toes!



About the Cover

I wanted to pay homage to the current Monster Manual, which shows one of my favorite monsters of all time - the beholder. I remember when I first beheld the beholder was when I bought a copy of the Companion Set. I was in awe of its appearance and its powers. I remember I couldn't wait to unleash it on my players. So now that I have created my version of the Ultimate Tyrant, I wanted to show it on this book's cover.

Acknowledgement

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Chapter I. The Bestiary

Within the next 300+ pages are four hundred plus creatures, stat blocks, and lore that can be used for any D&D Campaign. Among the creatures included are 1st, 2nd, and 3rd edition classics as well as original variants. Among the old favorites returning are the elder orb, gorgimera, lamia noble, margoyle, neo-otyugh, and ultimate tyrant. Some come from the more obscure sources, and are probably only familiar to a few: the agarat, baernoloth, gulguthydra, uchuulun, and the urophion.

The Bestiary serves as an expansion to the Monster Manual. Almost all creatures from the Monster Manual are represented, with additional lore provided for nearly every new variant. These creatures are not just high level rehashes of their original bases. As much as possible, each has been thoughtfully designed to provide a different combat experience, enabling the Dungeon Master to startle and catch player characters off guard. Good examples of these are the demon and devil variants that bring back the feel of the classics: vrocks that can perform the dance of ruin, balor lords that can cast spells and dive down like a meteor, and pit fiends with eye beams that can disintegrate their foes.

The Bestiary's largest impact, however, will be on the various humanoids and giants, whose ranks swell with various archetypes. Berserkers, bruisers, champions, chieftains, shamans, skirmishers, marauders, priests, witch doctors, and many more have been created to provide the Dungeon Master flexibility and variety of options to populate their lairs. No longer will the Dungeon Master keep using the same type of giant or humanoid in every room the players enter.

In a goblins' lair, for example, you can now have goblin skirmishers and cutthroats mixed in with the regular goblins as guards in the common areas. In worship rooms, you can place shamans and witch doctors. In arcane-type chambers, you can have alchemists and blackblades. In the throne room, you can have the chieftain and goblin bodyguards, as well as a goblin boss serving as its council.

Another thing the Bestiary addresses is creating high CR variants of typically low CR creatures. This provides the low CR creatures with boss versions, such as the ankheg brood queen, battle horror, harpy witch, werewolf pack lord, and the various elder hags.

Finally, the Bestiary also provides the Dungeon Master a handful of epic encounters that should challenge the mightiest of player characters. These include the aboleth overseer, ancient behir, cloaker lord, death knight lord, greater banshee, greater medusa, lamia queen, oni lord, rakshasa maharaja, Shaytan angels, ultimate tyrant, and the vampire lord.

As in the Monster Manual, there will be two appendices following the Bestiary. The first one will be assorted creatures that will feature various vermin and beasts, including the returning greenvise, hatori, and sword spider. The second one will be various nonplayer characters, which shall feature both low and high-level archetypes.

Aarakocras

Aarakocra Brave

Aarakocra braves are masters of aerial combat and serve as their tribe's primary warriors. They engage in hit and run tactics, taking full advantage of their flyby feature.

Aarakocra Scout

Aarakocra scouts serve their tribes as skilled hunters and early-warning sentries. They often engage in reconnaissance missions, searching for any possible threats to their roosts. On rare occassions they may be hired as scouts, as long as they are convinced that the nature of the work will be not be in detriment to the innocent.

Aarakocra Brave

Medium humanoid (aarakocra), neutral good

Armor Class 14
Hit Points 78 (12d8 + 24)
Speed 30 ft., fly 60 ft.

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

Skills Acrobatics +6, Perception +5
Senses passive Perception 15
Languages Aarakocra, Auran
Challenge 3 (700 XP)

Dive Attack. If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 10 (3d6) damage to the target.

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

Actions

Multiattack. The aarakocra makes three melee attacks: one with its javelin and two with its talons, or two ranged attacks.

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (ld6 + 4) slashing damage.

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



Aarakocra Scout

Medium humanoid (aarakocra), neutral good

Armor Class 13
Hit Points 33 (6d8 + 6)
Speed 20 ft., fly 50 ft.

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

Skills Nature +4, Perception +5, Stealth +7, Survival +5
Senses passive Perception 15
Languages Aarakocra, Auran
Challenge 1 (200 XP)

Dive Attack. If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 7 (2d6) damage to the target.

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

Actions

Multiattack. The aarakocra makes two melee attacks: one with its javelin and one with its talon, or two ranged attacks.

Talon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (ld4 + 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.



Aarakocra Talon of Syranita

Once per generation, an aarakocra is born and chosen by their goddess Syranita as an extension of her will. Known as Talons of Syranita, they serve as their tribe's ever-vigilant guardians against supernatural attack and evil forces, employing divine spells and harnessing the elemental power of air, lightning, and thunder.

Aarakocra Talon of Syranita

Medium humanoid (aarakocra), neutral good

Armor Class 13
Hit Points 97 (15d8 + 30)
Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	11 (+0)	17 (+3)	11 (+0)

Skills Nature +6, Perception +9, Stealth +9, Survival +9
Senses passive Perception 19
Languages Auran
Challenge 6 (2,300 XP)

Dive Attack. If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 7 (2d6) damage to the target.

Fury of Syranita. As a bonus action, the aarakocra can expend a spell slot to cause its melee or ranged weapon attacks to magically deal an extra 13 (3d8) lightning or thunder damage to a target on a hit. This benefit lasts until the end of the turn. If the aarakora expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st (maximum 6d8).

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

Cantrips (at will): *light, mending, resistance, spare the dying*
1st level (4 slots): *guiding bolt, healing word, protection from evil and good*
2nd level (3 slots): *augury, hold person, zone of truth*
3rd level (3 slots): *beacon of hope, call lightning, mass healing word*
4th level (3 slots): *freedom of movement, ice storm*
5th level (1 slot): *conjure (air) elemental*

Actions

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

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (ld4 + 3) slashing damage.

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

Aboleths

Aboleth Overseer

One of the most powerful and exceedingly insidious creatures that can be encountered in the Realms, the aboleth overseer is an ancient being that has enslaved city after city, leaving despair in its wake.

Insidious Enslaver. When an aboleth overseer finds a new city near a large body of water (coast, lake, etc.), it begins its onslaught by enslaving nearby locals and criminal elements such as pirates to gather information, all the while being careful not to show its true appearance. It then works its way up, using the enslaved locals to bring strategic targets (such as officials, wealthy merchants, etc.) to within the aboleth overseer's enslave range.

Master Manipulator. Once it has established a network of controlled individuals in strategic positions, it strengthens its stranglehold through bribery, coercion, murder, and enslavement. Within a matter of a few years, the aboleth overseer may have total control of the entire city. When it has finally acquired all the knowledge and treasure it can gain, or tires of the city, it manipulates its victims to sow distrust and cause mayhem, resulting in civil unrest and mass killings. It is so devious in its methods that it may leave a city devastated without anyone knowing that it existed.

Aboleth Slime Lord

The slime lord is a species commonly found within the underwater depths of Demogorgon's palace known as the Abysm, and the Far Realm. However, they can also be very rarely encountered in deep, fetid marshy waters and the foulest Underdark lakes.

Acidic Mucus. The slime lord is a disgusting version of an aboleth, if such a thing is even possible. The foul mucus the aboleth slime lord secretes is so caustic and sticky that it has developed the ability to cast it at targets in order to ensnare and weaken them.





Aboleth Overseer

Huge aberration, lawful evil

Armor Class 19 (natural armor)
Hit Points 273 (26d12 + 104)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	18 (+4)	20 (+5)	18 (+4)	18 (+4)

Saving Throws Con +11, Int +12, Wis +11
Skills Arcana +18, History +18, Perception +17
Senses darkvision 120 ft., passive Perception 27
Languages Deep Speech, telepathy 120 ft.
Challenge 21 (30,000 XP)

Amphibious. The aboleth can breathe air and water.

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

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 succeed on a DC 17 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.

Innate Spellcasting (Psionics). The aboleth's innate spellcasting ability is Intelligence (spell save DC 20). The aboleth can innately cast the following spells, without providing material components:

At will: *hypnotic pattern, invisibility, phantasmal force*
3/day each: *hallucinatory terrain, major image*
2/day each: *phantasmal killer, project image*
1/day each: *mirage arcane, psychic scream, weird, plane shift* (self only)

Actions

Multiattack. The aboleth makes four tentacle attacks.

Tentacle. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage and the target is grappled (escape DC 18). If the target is a creature, it must succeed on a DC 19 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic 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 spell 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:* +14 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) 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 19 Wisdom saving throw or be magically 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.

Fling. One Large or smaller object held or creature grappled by the aboleth is thrown up to 60 feet 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. If the aboleth uses multiattack, it can use its Fling in place of one of its tentacle attacks.

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.

Enslave. The aboleth uses its Enslave feature.
Tail Swipe. The aboleth makes one tail attack.
Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 28 (8d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.
Cast a Spell (Costs 3 Actions). The aboleth casts a spell from its list of innate spells, using a spell slot as normal.



Aboleth Slime Lord

Large aberration, lawful evil

Armor Class 18 (natural armor)
Hit Points 195 (23d10 + 69)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	16 (+3)	18 (+4)	16 (+3)	18 (+4)

Saving Throws Con +8, Int +9, Wis +8
Skills History +14, Perception +13
Senses darkvision 120 ft., passive Perception 23
Languages Deep Speech, telepathy 120 ft.
Challenge 14 (11,500 XP)

Amphibious. The aboleth can breathe air and water.

Acidic 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 takes 7 (2d6) acid damage and must succeed on a DC 16 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

Multiattack. The aboleth makes three tentacle attacks. Alternatively, it can use two slime orb attacks.

Slime Orb. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 14 (4d6) acid damage and the target must succeed on a DC 16 Strength saving throw or be restrained until the end of the aboleth's next turn.

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 10 (3d6) acid damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic 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 spell 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:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage plus 10 (3d6) acid damage.

Enslave (3/Day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw or be magically 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.

Tail Swipe. The aboleth makes one tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 17 (5d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

Slime Sphere (Costs 3 Actions). The aboleth conjures a ball of acidic slime that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must succeed on a DC 16 Strength saving throw. On a failed save, the target takes 14 (4d6) acid damage and is restrained, or half as much damage and isn't restrained on a successful one. A restrained creature takes 10 (3d6) acid damage at the start of each of the Aboleth's turns. A restrained creature can use an action to perform a DC 16 Strength (Athletics) or Dexterity (Acrobatics) check, ending the effect on itself on a success.

Skum

The skum are a race of creatures that were once humanoids, beasts, and giants. They were captured and transformed by the aboleth and now serve their masters as slaves and guards.

Skum Minion. Loathsome and disgusting, skum minions are weaker and more common versions of skum (from *Ghosts of Saltmarsh*). They look like feral amphibious humanoids with limbs ending in webbed claws and feet and a long spiny frill running down its hunched back.

Skum Beast. These are the poor animals and beasts that have been transformed by the aboleth's disease and now serve as guardians and scouts.

Skum Hulk. On very rare occasions, the aboleth might be able to capture and enslave an ogre or even a young giant, transforming it into one of its mutated slaves, making it one of its personal bodyguards.



Skum Minion

Medium humanoid (skum), lawful evil

Armor Class 13 (natural armor)
Hit Points 16 (3d8 + 3)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	7 (-2)	10 (+0)	7 (-2)

Senses Perception +2
Damage Resistances psychic
Senses darkvision 120 ft., passive Perception 12
Languages Common, Deep Speech, telepathy 60 ft.
Challenge 1/2 (100 XP)

Abolethic Vassal. The skum is permanently charmed by its aboleth master.

Amphibious. The skum can breathe air and water.

Psychic Conditioning. The skum is immune to the frightened and charmed conditions unless they are from effects created by an aboleth.

Water Dependency. The skum takes 6 (1d12) acid damage every 10 minutes it goes without exposure to water.

Actions

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

Skum Beast

Large monstrosity (skum), lawful evil

Armor Class 14 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	3 (-1)	12 (+1)	6 (-2)

Senses Perception +3
Damage Resistances psychic
Senses darkvision 120 ft., passive Perception 13
Languages telepathy 60 ft.
Challenge 3 (700 XP)

Abolethic Vassal. The skum is permanently charmed by its aboleth master.

Amphibious. The skum can breathe air and water.

Psychic Conditioning. The skum is immune to the frightened and charmed conditions unless they are from effects created by an aboleth.

Water Dependency. The skum takes 6 (1d12) acid damage every 10 minutes it goes without exposure to water.

Actions

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

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6 + 3) slashing damage plus 3 (1d6) psychic damage.

Mind-Bending Roar (Recharge 5-6). The skum can emit a psychic roar. Each creature within 30 feet that is not an aboleth or a skum and can hear its scream takes 18 (4d8) psychic damage, and the target has disadvantage on Wisdom saving throws until the end of the skum's next turn.

Skum Hulk

Large humanoid (skum), lawful evil

Armor Class 15 (natural armor)
Hit Points 184 (16d10 + 96)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	22 (+6)	10 (-1)	12 (+1)	6 (-2)

Senses Perception +4
Damage Resistances psychic
Senses darkvision 120 ft., passive Perception 14
Languages Common, Deep Speech, telepathy 60 ft.
Challenge 8 (3,900 XP)

Abolethic Vassal. The skum is permanently charmed by its aboleth master.

Amphibious. The skum can breathe air and water.

Psychic Conditioning. The skum is immune to the frightened and charmed conditions unless they are from effects created by an aboleth.

Water Dependency. The skum takes 6 (1d12) acid damage every 10 minutes it goes without exposure to water.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 10 (1d8 + 6) slashing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 15 (2d8 + 6) slashing damage plus 4 (1d8) psychic damage.

Mind-Bending Scream (Recharge 5-6). The skum can emit a psychic scream. Each creature within 30 feet that is not an aboleth or a skum and can hear its scream takes 27 (6d8) psychic damage, and the target has disadvantage on Wisdom saving throws until the end of the skum's next turn.



Angels, Shaytan

While most fallen angels have usually gone astray due to Asmodeus' corruption, some have succumbed to the temptations of Graz'zt, The Dark Prince of Pleasure, or Malcanthet, the Succubus Queen. These angels are known as Shaytan or shayatin. Once beautiful and majestic, they have turned into dark and hateful opposites of their former selves.

Shadow Fiends. No longer celestials, these angels have lost some of their powers, including fast flight speed, magic resistance, and the ability to project radiant energy. These changes resulted in driving most of them insane. Now as fiends, they draw their power from the Shadowfell and the Abyss. Their bodies are always cloaked with oozing shadows and their eyes limned with abyssal fire.

Demonic Servants. Once messengers and executors of the will of their gods, they now serve Demon Princes as assassins and generals, often leading shadow demons in their missions. Twisted and vengeful, they scheme and bide their time until an opportunity presents itself where they can wreak havoc and deal the most damage against their former gods who have forsaken them, often striking at those who worship them.

Shaytan Deva

Medium fiend (Shaytan), chaotic evil

Armor Class 17 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft., fly 60 ft.

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

Saving Throws Wis +9, Cha +8
Skills Intimidation +8, Perception +9
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 19
Languages all, telepathy 120 ft.
Challenge 10 (5,900 XP)

Fiendish Weapons. The shaytan's weapon attacks are magical. When the shaytan hits with any weapon, the weapon deals an extra 4d8 necrotic damage (included in the attack).

Innate Spellcasting. The shaytan's innate spellcasting ability is Charisma (spell save DC 16). The shaytan can innately cast the following spells, without providing material components:

At will: *detect evil and good*
1/day each: *contagion, insect plague*

Shadow Stealth. While in dim light or darkness, the shaytan can take the Hide action as a bonus action.

Shadow Step. While in dim light or darkness, the shaytan can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Actions

Multiattack. The shaytan makes two mace attacks. It can use Life Drain in place of one mace attack.

Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (ld6 + 4) bludgeoning damage plus 18 (4d8) necrotic damage.

Life Drain (3/day). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 20 (4d8 + 2) necrotic damage. The target must succeed on a DC 16 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.

Change Shape. The shaytan magically polymorphs into a humanoid 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 shaytan's choice). In a new form, the shaytan 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.





Shaytan Planetar

Large fiend (Shaytan), chaotic evil

Armor Class 19 (natural armor)
Hit Points 200 (16d10 + 112)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	22 (+6)	23 (+6)

Saving Throws Con +12, Wis +11, Cha +11
Skills Intimidation +11, Perception +11
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened
Senses truesight 120 ft., passive Perception 21
Languages all, telepathy 120 ft.
Challenge 16 (15,000 XP)

Fiendish Weapons. The shaytan's weapon attacks are magical. When the shaytan hits with any weapon, the weapon deals an extra 5d8 necrotic damage (included in the attack).

Innate Spellcasting. The shaytan's innate spellcasting ability is Charisma (spell save DC 19). The shaytan can innately cast the following spells, without providing material components:

At will: *detect evil and good, invisibility* (self only)
3/day each: *blade barrier, contagion, create undead, flame strike*
1/day each: *control weather, harm, insect plague*

Shadow Stealth. While in dim light or darkness, the shaytan can take the Hide action as a bonus action.

Shadow Step. While in dim light or darkness, the shaytan can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Actions

Multiattack. The shaytan makes two greatsword attacks. It can use Life Drain in place of one greatsword attack.

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

Life Drain (4/day). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 30 (6d8 + 3) necrotic damage. The target must succeed on a DC 20 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.

Shaytan Solar

Large fiend (Shaytan), chaotic evil

Armor Class 21 (natural armor)
Hit Points 243 (18d10 + 144)
Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	28 (+9)

Saving Throws Int +14, Wis +14, Cha +16
Skills Intimidation +16, Perception +14
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 24
Languages all, telepathy 120 ft.
Challenge 21 (33,000 XP)

Fiendish Weapons. The shaytan's weapon attacks are magical. When the shaytan hits with any weapon, the weapon deals an extra 6d8 necrotic damage (included in the attack).

Innate Spellcasting. The shaytan's innate spellcasting ability is Charisma (spell save DC 24). The shaytan can innately cast the following spells, without providing material components:

At will: *detect evil and good, invisibility* (self only)
3/day each: *blade barrier, create undead, fire storm*
1/day each: *control weather, insect plague*

Shadow Stealth. While in dim light or darkness, the shaytan can take the Hide action as a bonus action.

Shadow Step. While in dim light or darkness, the shaytan can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Actions

Multiattack. The shaytan 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) necrotic damage.

Slaying Longbow. *Ranged Weapon Attack:* +13 to hit, range 120/600 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 27 (6d8) necrotic 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 shaytan releases its greatsword to hover magically in an unoccupied space within 5 feet of it. If the shaytan can see the sword, the shaytan 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 shaytan's hands. If the hovering sword is targeted by any effect, the shaytan is considered to be holding it. The hovering sword falls if the shaytan dies .

Life Drain (4/day). *Melee Weapon Attack:* +16 to hit, reach 5 ft., one creature. *Hit:* 40 (8d8 + 4) necrotic damage. The target must succeed on a DC 23 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.



Legendary Actions

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

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

Necrotic Burst (Costs 2 Actions). The shaytan emits magical abyssal energy. Each creature of its choice in a 10-foot radius must succeed on a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Dreadful Glare (Costs 3 Actions). The shaytan targets one creature it can see within 30 feet of it. The target must succeed on a DC 24 Wisdom saving throw against this magic or be frightened. While frightened in this way, the target is paralyzed. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success. If the target's saving throw is successful, the target is immune to the shaytan's gaze for the next 24 hours.

Animated Objects

Animated Statues

Animated statues look very much like large 8-to12-feet tall statues that you can find in temples, gardens, crypts, and palace halls.

Faux Golems. Often mistaken for golems, animated statues are less potent but inexpensive substitutes, often crafted to serve as intimidating deterrents to burglars and intruders. Sometimes, the wealthy families hire unscrupulous wizards and artificers to create golems for them to serve as guardians, and they unknowingly end up paying for animated statues, unable to tell the difference.

Magic Mouths. Just like animated armors, animated statues are frequently enchanted with scripted speech, so the armor can issue warnings, demand passwords, or deliver riddles, even announcing that they are golems to discourage intruders.

Animated Wood Statue

Large construct, unaligned

Armor Class 14 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	1 (-5)	5 (-3)	1 (-5)

Damage Vulnerabilities fire
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages ---
Challenge 2 (450 XP)

Antimagic Susceptibility. The statue is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the statue must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the statue remains motionless, it is indistinguishable from a normal statue.

Actions

Multiattack. The statue makes two melee attacks.

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



Animated Stone Statue

Large construct, unaligned

Armor Class 16 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	1 (-5)	5 (-3)	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 4 (1,100 XP)

Antimagic Susceptibility. The statue is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the statue must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the statue remains motionless, it is indistinguishable from a normal statue.

Actions

Multiattack. The statue makes two melee attacks.

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

Animated Iron Statue

Large construct, unaligned

Armor Class 18 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	1 (-5)	5 (-3)	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 5 (1,800 XP)

Antimagic Susceptibility. The statue is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the statue must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the statue remains motionless, it is indistinguishable from a normal statue.

Actions

Multiattack. The statue makes two melee attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Ankheg

Brood Queen

An ankheg brood queen is very rarely seen, as it spends most of its time deep underground where it is well protected by its brood.

Egg layer. The brood queen is about twice the size of a normal adult ankheg and has a huge bloated abdomen filled with egg sacs. When threatened, it will lay eggs in which broodlings will hatch from and they will immediately protect their queen.

Fiercely Territorial. The brood queen is cunning and very paranoid. Its territory stretches for miles and it will actively hunt down any other potential brood queen threat, even if it is its progeny.

Directors. If ankheg attacks appear to be coordinated and organized, chances are a brood queen is behind them. Adventurers may be hired for the dangerous task of finding its lair and killing it.



Ankheg Brood Queen

Huge monstrosity, unaligned

Armor Class 17 (natural armor), 14 while prone
Hit Points 114 (12d12+36)
Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	17 (+3)	1 (-5)	15 (+2)	8 (-1)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12
Languages —
Challenge 8 (3,900 XP)

Lay Egg. As a bonus action, the brood queen can lay an egg that contains an ankheg broodling. The egg appears in the nearest space within 5 feet of the brood queen. The egg has an of AC 5 and has 5 hit points. At the end of the brood queen's next turn, the ankheg broodling can use a bonus action to break out of its egg and immediately move and attack the nearest creature that isn't an ankheg.

Burst Forth (Recharges after a Short or Long Rest). As a bonus action, the brood queen breaks through solid ground or wall, showering the area with debris. Each creature within 15 feet of the brood queen must succeed on a DC 17 Strength saving throw, taking 20 (4d6 + 6) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Actions

Multiattack. The brood queen makes two melee attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage plus 7 (2d6) acid. If the target is a Huge or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the brood queen can bite only the grappled creature and has advantage on attack rolls to do so.

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

Command Ankhegs. The brood queen targets 1d4 ankhegs within 30 feet that can see and hear the brood queen. The target uses its reaction to make one melee attack.

Acid Spray (Recharge 5-6). The brood queen spits acid in a line that is 60 feet long and 5 feet wide. Each creature in that line must succeed on a DC 14 Dexterity saving throw, taking 28 (8d6) acid damage on a failed save, or half as much damage on a successful one.

Ankheg Broodling

Small monstrosity, unaligned

Armor Class 13 (natural armor), 10 while prone
Hit Points 9 (2d8)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	10 (+0)	1 (-5)	11 (+0)	6 (-1)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (ld6) slashing damage plus 2 (1d4) acid.

Acid Spray (Recharge 6). The broodling spits acid in a line that is 15 feet long and 5 feet wide. Each creature in that line must succeed on a DC 11 Dexterity saving throw, taking 5 (2d4) acid damage on a failed save, or half as much damage on a successful one.

Azer

Priest of the Flame

Divine practioners who worshipped Dumathoin, Gorm Gulthyn, Kossuth, Laduguer, or Moradin, priests of the flame often serve as leaders or chief advisors to their kings.

Taskmaster

Cruel and merciless, taskmasters will not hesitate to sacrifice underlings and slaves in battle if needed.

Zealot

Fierce fanatics, zealots are often found in the frontlines of battle, their mere presence bolstering and emboldening their allies.



Azer Priest of the Flame

Medium elemental, lawful neutral

Armor Class 17 (natural armor, shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	13 (+1)	16 (+3)	13 (+1)

Saving Throws Con +6, Wis +6
Skills Perception +6, Religion +4
Damage Immunities fire, poison
Condition Immunities poisoned
Senses passive Perception 16
Languages Ignan
Challenge 7 (2,900 XP)

Extra Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 7 (2d6) fire damage (included in the attack).

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.

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

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

Cantrips (at will): *mending, resistance, sacred flame*
1st level (4 slots): *command, healing word*
2nd level (3 slots): *aid, hold person, lesser restoration*
3rd level (3 slots): *dispel magic, glyph of warding, meld into stone*
4th level (3 slots): *banishment, freedom of movement, stone shape*
5th level (1 slot): *flame strike*

Actions

Multiattack. The azer makes two melee attacks.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, or 7 (1d10 + 2) bludgeoning damage if used with two hands to make a melee attack, plus 7 (2d6) fire damage.

Reactions

Fiery Retribution (3/day). When a creature within 5 feet of the azer hits the azer with an attack, and the azer can see the creature, the azer can force the creature to make a DC 14 Dexterity saving throw. The creature takes 13 (3d8) fire damage on a failed save, and half as much damage on a successful one.



Azer Taskmaster

Medium elemental, lawful neutral

Armor Class 18 (natural armor, shield)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

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

Saving Throws Con +6
Damage Immunities fire, poison
Condition Immunities poisoned
Senses passive Perception 11
Languages Ignan
Challenge 5 (1,800 XP)

Aura of Tyranny. An ally that is within 30 feet of the azer and can see and hear the azer and has less hit points than the azer has advantage to saving throws against being charmed and frightened, provided that the azer isn't incapacitated.

Extra Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 7 (2d6) fire damage (included in the attack).

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.

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

Spur Ally. As a bonus action, the azer targets an allied creature within 30 feet that can see and hear the azer and must have less hit points than the azer. The target takes 3 (1d6) psychic damage and uses its reaction to make one melee attack with advantage on the roll.

Actions

Multiattack. The azer makes two melee attacks.

Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage damage plus 7 (2d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +4 to hit, range 60 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.

Azer Zealot

Medium elemental, lawful neutral

Armor Class 17 (natural armor, shield)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Con +5
Damage Immunities fire, poison
Condition Immunities poisoned
Senses passive Perception 11
Languages Ignan
Challenge 4 (1,100 XP)

Extra Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

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.

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

Divine Fury (Recharges after a Long Rest). As a bonus action, the azer can magically infuse its attacks with divine energy. For 1 minute, the first creature the azer hits on each of its turns with a weapon attack takes 8 (1d6 + 5) radiant damage.

Zealous Presence (Recharges after a Short or Long Rest). As a bonus action, the azer unleashes a battle cry infused with divine energy. Up to ten other creatures of its choice within 60 feet of it that can hear it gain advantage on attack rolls and saving throws until the start of its next turn.

Actions

Multiattack. The azer makes two melee attacks.

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Banshee, Greater

A greater banshee appears to be like any other banshee at first, except for the power it radiates. It may be too late however before adventurers can even tell the difference.

Noble Magic-users. Greater banshees were once powerful magic practioners in life and often held important responsibilites or positions, such as a queen, royal advisor, or guild wizard. But due to greed, jealousy, and narcissism, they had schemed and acted out evil and malicious deeds.

Vengeful and Malevolent Spirits. Caught and executed for their crimes, they would rise from the dead after many years, or even centuries, later and haunt their sites, slaying anything living. They would actively hunt for the descendants of those who they believe have wronged them.



Agatha

"The twisted visage of a long-dead elven maiden, her skin withered and stretched along her hollow face and her eyes bereft of color or any spark of life."

- R. A. Salvatore, The Halfling's Gem

Agatha was a powerful elven wizard, often described by those few who seen her and returned alive as a graceful elven figure wearing a rich gown and flowing white hair. However, her skin has shriveled and her eyes are but empty sockets.

Agatha lives in the Dessarin river region, in a grove that can be found at the end of a trail in the northwest part of the Conyberry area in Neverwinter Winter Wood and southwest of Longsaddle.

Unlike most banshees, Agatha does not appear to be inherently evil. She avoids contact whenever possible, and has taken up the task as the protector of the town of Conyberry, sometimes providing the townsfolk with food during the harsh winters and defending againt humanoid raiders.

It is not impossible to seek her out for her knowledge or trading for magical items, but she has gone very wary and more isolated ever since a magical item of hers, a mask that enabled the wearer to appear as a difference race, was stolen by the dark elf Drizzt and his companions. Still, Agatha is known to be a collector of spellbooks and artifacts, and may not resist a tempting offer from resourceful adventurers.



Banshee, Greater

Medium undead, chaotic evil

Armor Class 14
Hit Points 123 (19d8 + 38)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	18 (+4)	16 (+3)	19 (+4)

Saving Throws Dex +7, Int +9, Wis +8, Cha +9
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish
Challenge 13 (10,000 XP)

Detect Life. The banshee can magically sense the presence of living creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Spellcasting. The banshee is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, ray of frost*
1st level (4 slots) : *charm person, shield, sleep*
2nd level (3 slots): *hold person, misty step, snilloc's snowball swarm*
3rd level (3 slots): *bestow curse, major image, lightning bolt*
4th level (3 slots): *banishment, ice storm, storm sphere*
5th level (2 slots): *cone of cold, dominate person, enervation*
6th level (1 slot): *chain lightning*

Actions

Multiattack. The banshee can use its Dreadful Visage and then use Life Drain. It can use Kiss of Death in place of Life Drain.

Life Drain. *Melee Spell Attack:* + 9 to hit, reach 5 ft., one creature. *Hit:* 25 (6d6 + 4) necrotic damage. The target must succeed on a DC 17 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.

Dreadful Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. If the initial saving throw fails by 5 or more, the creature is paralyzed while frightened in this way. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, 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 banshee's Dreadful Visage for the next 24 hours.

Kiss of Death. *Melee Spell Attack:* +9 to hit, reach 5 ft., one charmed, frightened, or incapacitated male humanoid creature. *Hit:* The target must succeed on a DC 17 Charisma saving throw. On failed save, the target's hit points is reduced to 0. On a success, the creature takes 25 (6d6 + 4) necrotic damage and 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.

Wail (2/day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 60 feet of her that can hear her must succeed on a DC 17 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 21 (6d6) psychic damage.

Legendary Actions

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

Move. The banshee up to half its speed without provoking opportunity attacks.
Life Drain (Costs 2 Actions). The banshee uses its Life Drain.
Kiss of Death (Costs 2 Actions). The banshee uses its Kiss of Death.
Cast a Spell (Costs 1-3 Actions). The banshee expends a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that it has prepared. Doing so costs 1 legendary action per level of the spell.
Keening (Costs 3 Actions). The banshee uses its Wail, if available.

Basilisk, Greater

Greater Basilisk

A greater basilisk, often called a true basilisk, is a larger and more fearsome cousin of the more common basilisk. It has all of the same dangerous abilities of the basilisk, but due to its size it can now employ its foreclaws as weapons to rend its victims. Even worse, it can breathe poisonous gas that causes the lungs of those who inhale it to harden and slowly turn to stone.

Basilisk, Greater

Large monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	19 (+4)	2 (-4)	10 (+0)	9 (-1)

Saving Throws Con +7
Senses darkvision 60 ft., passive Perception 10
Languages ---
Challenge 8 (3,900 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 15 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert it s 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

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) percing damage plus 10 (3d6) poison.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Poison Breath (Recharge 5-6). The basilisk exhales poison in a 30-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw, taking 36 (8d8) poison damage on a failed save, or half as much damage on a successful one.



Behir

Ancient Behir

Gargantuan monstrosity, neutral evil

Armor Class 20 (natural armor)
Hit Points 330 (20d20 + 120)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	22 (+6)	9 (-1)	16 (+3)	14 (+2)

Saving Throws Dex +9, Con +12, Wis +9
Skills Perception +9, Stealth +9
Damage Immunities lightning
Senses darkvision 90 ft., passive Perception 19
Languages Draconic
Challenge 20 (25,000 XP)

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

Actions

Multiattack. The behir makes three attacks: one with its bite, one to constrict, and one with its tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (4d10 + 8) percing damage plus 7 (2d6) lightning damage.

Constrict. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one Huge or smaller creature. *Hit:* 24 (3d10 + 8) bludgeoning damage plus 24 (3d10 + 8) slashing damage. The target is grappled (escape DC 18) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

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

Lightning Breath (Recharge 5-6). The behir exhales a line of lightning that is 40 feet long and 10 feet wide. Each creature in that line must succeed on a DC 20 Dexterity saving throw, taking 82 (15d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The behir makes one bite attack against a Large 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 28 (8d6) acid damage at the start of each of the behir's turns. A behir can have only up to one Large or two Medium creatures swallowed at a time.

If the behir takes 40 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 22 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 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.

Legendary Actions

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

Detect. The behir makes a Wisdom (Perception) check.
Move. The behir moves up to half its speed.
Tail. The behir makes a tail attack.

Young Behir

Large monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	5 (-2)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +6
Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 6 (2,300 XP)

Actions

Multiattack. The behir makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) percing damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 9 (1d10 + 4) slashing damage. The target is grappled (escape DC 14) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5-6). The behir exhales a line of lightning that is 15 feet long and 5 feet wide. Each creature in that line must succeed on a DC 14 Dexterity saving throw, taking 49 (9d10) lightning damage on a failed save, or half as much damage on a successful one.





Beholders

This section covers 4 species of beholderkin: the elder orb, the eye of flame, the eye of frost, and the ultimate tyrant.

Elder Orb

Compared to its normal kin, the Elder Orb is a more advanced and dangerous beholder with the innate ability to cast arcane spells. Save for the Ultimate Tyrant, the Elder Orb is probably the most intelligent of its kind, but also the most cunning, diabolical, and cruel as well.

Master Racists. Elder Orbs sometimes serve as advisors to Ultimate Tyrants, but most are leaders of various beholder factions. They think of themselves as the pinnacle of beholderkind, as well as pushing beholders as the supreme race and master of all other beings. They have bribed, threatened, and killed their way to place themselves in strategically high, if not the highest, positions of every faction they have managed to reach, often without revealing their true nature. It is rumored that the current Xanathar is an Elder Orb.

Elder Orb

Large aberration, lawful evil

Armor Class 19 (natural armor)
Hit Points 209 (22d10 + 88)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	19 (+4)	19 (+4)	17 (+3)	19 (+4)

Saving Throws Int +10, Wis +9, Cha +10
Skills Perception +15
Damage Resistances poison
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 25
Languages Deep Speech, Undercommon
Challenge 17 (18,000 XP)

Antimagic Cone. The beholder's central eye creates an area of antimagic, as in the antimagic field spell, in a 150-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

Innate Spellcasting (Psionics). The beholder's innate spellcasting ability is Intelligence (spell save DC 18). As long as the beholder's antimagic cone is inactive, the beholder can innately cast the following spells, without providing material components:

At will: *darkness, detect magic, detect thoughts, see invisibility*
3/day each: *dispel magic, stoneskin*
2/day each: *globe of invulnerability, wall of force*
1/day each: *move earth, power word stun*

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Rays. The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. Charm Ray. The targeted creature must succeed on a DC 18 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.

2. Paralyzing Ray. The targeted creature 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.

3. Fear Ray. The targeted creature must succeed on a DC 18 Wisdom saving throw or be frightened 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.

4. Slowing Ray. The targeted creature must succeed on a DC 18 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. Enervation Ray. The targeted creature must succeed on a DC 18 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

6. Telekinetic Ray. If the target is a creature, it must succeed on a DC 18 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. Sleep Ray. The targeted creature must succeed on a DC 18 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8. Petrification Ray. The targeted creature must succeed on a DC 18 Dexterity saving throw. 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 spell or other magic.

9. Disintegration Ray. If the target is a creature, it must succeed on a DC 18 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. Death Ray. The targeted creature must succeed on a DC 18 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.



Legendary Actions

The beholder can take 3 legendary actions, using the options listed below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Antimagic Cone. The beholder turns which way the cone faces and whether the cone is active.
Eye Ray. The beholder uses one random eye ray.
Cast a Spell (Costs 2 Actions). The beholder casts a spell from its list of innate spells, using a spell slot as normal.

Reactions

Redirect Antimagic Cone. When the beholder sees a creature within 150 feet cast a spell, the beholder activates its antimagic cone and points it at the creature.



Eye of Flame

The Eye of Flame is a relatively weaker species compared to the common beholder but it is still as devious and ruthless. It closely resembles a normal beholder, save for the crimson tone of its chitinous bony plates. If not lording over less intelligent races, they serve as guardians under the employ of more powerful beholders, red dragons, fire giants, and efreet. Their masters highly value the eye of flame's vulnerability to fire cone, as this makes their fire-based abilities even more dangerous.

Eye of Flame

Large aberration, lawful evil

Armor Class 17 (natural armor)
Hit Points 128 (15d10 + 45)
Speed 0 ft., fly 20 ft. (hover)

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

Saving Throws Int +7, Wis +6, Cha +7
Skills Perception +10
Damage Resistances fire
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 20
Languages Deep Speech, Undercommon
Challenge 11 (7,200 XP)

Fire Vulnerability Cone. The beholder's central eye creates an area of vulnerability to fire, in a 120-foot cone, even when the beholder uses its Optic Fire Blast. While inside the area of effect, a creature that is not immune to fire gains vulnerable to fire.

At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Rays. The beholder shoots two of the following magical eye rays at random (reroll duplicates), choosing one to two targets it can see within 120 feet of it:

1. Fire Ray. The targeted creature must succeed on a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

2. Fear Ray. The targeted creature must succeed on a DC 15 Wisdom saving throw or be frightened 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.

3. Telekinetic Ray. If the target is a creature, it must succeed on a DC 15 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

Optic Fire Blast (Recharge 5-6). The beholder's central eye projects fire in a 60-foot cone. Each creature in that area must succeed on a DC 15 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Eye Ray. The beholder uses one random eye ray.

Eye of Frost

The Eye of Frost is a solitary type of beholderkin that has mostly shunned the rest of its kind. It has ivory white chitinous skin that blends well with its preferred snowy surroundings. It is almost always only found in arctic locales or in cavern complexes deep beneath frozen glaciers. It prefers to have servants and slaves though, thus it would go out of its way to conquer a local humanoid or monstrous tribe, slaying its leaders before finally taking over as its master. It wouldn't be surprising to find its lair to be occupied by winter wolves, yeti, and arctic goblins that do its bidding.

As with the Eye of Flame, the Eye of Frost is valued by more powerful cold-type creatures such as white dragons and frost giants for its ability to project cold vulnerability. Thus, they are often bribed and paid handsomely for their services as lair guardians.



Eye of Frost

Large aberration, lawful evil

Armor Class 17 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+3)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Int +7, Wis +6, Cha +7
Skills Perception +10
Damage Resistances cold
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 20
Languages Deep Speech, Undercommon
Challenge 12 (8,400 XP)

Cold Vulnerability Cone. The beholder's central eye creates an area of vulnerability to cold, in a 120-foot cone. While inside the area of effect, a creature that is not immune to cold gains vulnerable to cold. If a creature takes cold damage while inside the area of effect, it's speed is halved, it can't take reactions, and it can take either an action or a bonus action on its turn, not both. These effects last until the end of the creature's next turn.

At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Rays. The beholder shoots two of the following magical eye rays at random (reroll duplicates), choosing one to two targets it can see within 120 feet of it:

1. Frost Ray. The targeted creature must succeed on a DC 15 Dexterity saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

2. Freeze Ray. The targeted creature must succeed on a DC 15 Strength saving throw, taking 10 (3d6) cold damage and is restrained for 1 minute, or half as much damage and is not restrained on a successful one. While restrained in this way, the target takes 10 (3d6) cold damage at the start of each of the beholder's turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. Telekinetic Ray. If the target is a creature, it must succeed on a DC 15 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

Legendary Actions

The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Eye Ray. The beholder uses one random eye ray.

Reactions

Ice Armor. The beholder adds 4 to its AC against one weapon or spell attack that would hit it. To do so, the beholder must see the attacker.

Ultimate Tyrant (Hive Mother)

The Ultimate Tyrant, also known as the Hive Mother, is a massive 12-foot diameter monstrosity that dwarfs all other beholders. Extremely rare and only found within the beholder communities and even revered as a god, the centuries-old Ultimate Tyrant holds absolute power and dominion over all other beholders. Its cruelty and tyranny has no limits, and it spends most of its time scheming and planning on how to expand its territorries and reach.

In combat, the ultimate tyrant prefers to hang back and observe while its minions do the fighting. If it respects its enemies, it unleashes its eye rays at the most vulnerable targets while keeping its central eye focused on enemy spellcasters. If it does not, it moves in to take a bite at them instead.

Ultimate Tyrant

Huge aberration, lawful evil

Armor Class 20 (natural armor)
Hit Points 312 (25d12 + 150)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	22 (+6)	21 (+5)	19 (+4)	21 (+5)

Saving Throws Int +12, Wis +11, Cha +12
Skills Perception +18
Damage Resistances poison
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 28
Languages Deep Speech, Undercommon
Challenge 22 (41,000 XP)

Antimagic Cone. The ultimate tyrant's central eye creates an area of antimagic, as in the antimagic field spell, in a 150-foot cone. At the start of each of its turns, the ultimate tyrant decides which way the cone faces and whether the cone is active. The area works against the ultimate tyrant's own eye rays.

Innate Spellcasting (Psionics). The ultimate tyrant's innate spellcasting ability is Intelligence (spell save DC 20). As long as the ultimate tyrant's antimagic cone is inactive, the ultimate tyrant can innately cast the following spells, without providing material components:

At will: *darkness, detect magic, detect thoughts, see invisibility*
3/day each: *banishment, dispel magic, stoneskin*
2/day each: *globe of invulnerability, wall of force, move earth*
1/day each: *Abi-dalzim's horrid wilting, power word stun*

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d8 + 2) piercing damage.

Command Beholders. The ultimate tyrant targets up to 4 beholders within 60 feet that can see and hear the ultimate tyrant. The target uses its reaction to make one bite or eye ray attack.

Eye Rays. The ultimate tyrant shoots four of the following magical eye rays at random (reroll duplicates), choosing one to four targets it can see within 120 feet of it:

1. *Charm Ray*. The targeted creature must succeed on a DC 20 Wisdom saving throw or be charmed by the ultimate tyrant for 1 hour, or until the ultimate tyrant harms the creature.
2. *Paralyzing Ray*. The targeted creature must succeed on a DC 20 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.
3. *Fear Ray.* The targeted creature must succeed on a DC 20 Wisdom saving throw or be frightened 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.
4. *Slowing Ray*. The targeted creature must succeed on a DC 20 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
5. *Enervation Ray*. The targeted creature must succeed on a DC 20 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
6. *Telekinetic Ray*. If the target is a creature, it must succeed on a DC 20 Strength saving throw or the ultimate tyrant moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the ultimate tyrant's next turn or until the ultimate tyrant is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The ultimate tyrant can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.
7. *Sleep Ray*. The targeted creature must succeed on a DC 20 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.
8. *Petrification Ray.* The targeted creature must succeed on a DC 20 Dexterity saving throw. 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 spell or other magic.
9. *Disintegration Ray.* If the target is a creature, it must succeed on a DC 20 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is di sintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.
10. *Death Ray.* The targeted creature must succeed on a DC 20 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Legendary Actions

The ultimate tyrant can take 3 legendary actions, using the options listed below. It can take only one legendary action at a time and only at the end of another creature's turn. The ultimate tyrant regains spent legendary actions at the start of its turn.

Antimagic Cone. The ultimate tyrant turns which way the cone faces and whether the cone is active.
Command Beholders. The ultimate tyrant targets up to 2 beholders within 60 feet that can see and hear the ultimate tyrant. The target uses its reaction to make one bite or eye ray attack.
Eye Ray. The ultimate tyrant uses one random eye ray.
Cast a Spell (Costs 2 Actions). The ultimate tyrant casts a spell from its list of innate spells, using a spell slot as normal.
Eye Frenzy (Costs 3 Actions). The ultimate tyrant uses three random eye rays.

Reactions

Redirect Antimagic Cone. When the ultimate tyrant sees a creature within 150 feet cast a spell, the ultimate tyrant activates its antimagic cone and points it at the creature.

Blight

Ancient Blight

Ancient blights were once treants that have been corrupted by the blood of Gulthias. It resembles a normal dead tree from afar, until its roots come alive and become grasping, clawing tendrils when a victim comes too close. Once it has captured its prey, the ancient blight clubs it to death with its powerful limbs. It then lets the victim's blood drain into the ground where its roots wait to absorb it.

Tree Blight

Tree blights are corrupted awakened trees. They no longer swing their limbs but instead have branches that end in claws which they use to tear their victims to shreds. The insidious tree blights will mostly set themselves near a seldomly used path or animal trail and lie in wait amongst other snags. It is not uncommon to find them around a hag's lair.



Ancient Blight

Huge plant, neutral evil

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)	5 (-3)	10 (+0)	3 (-4)

Skills Stealth + 2
Damage Resistances bludgeoning, piercing
Damage Vulnerabilities fire
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages Common
Challenge 6 (2,300 XP)

False Appearance. While the ancient blight remains motionless, it is indistinguishable from a normal dead or leafless ancient tree.

Grasping Roots. The ancient blight can have up to six root tendrils at a time. Each root tendril can be attacked (AC 15; 10 hit points). Destroying a root tendril deals no damage to the ancient blight, but reduces its number of root tendrils. A root tendril can also be broken if a creature takes an action and succeeds on a DC 17 Strength check against it. A lost root tendril regrows after 24 hours.

Siege Monster. The ancient blight deals double damage to objects and structures.

Actions

Multiattack. The ancient blight makes six attacks: four with its root tendrils and two with its slam.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Root Tendril. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one creature. *Hit:* The target is grappled (escape DC 16). Until the grapple ends, the target is restrained, and the ancient blight can't use the same root tendril on another target.

Tree Blight

Large plant, neutral evil

Armor Class 15 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	5 (-3)	10 (+0)	3 (-4)

Skills Stealth + 1
Damage Resistances bludgeoning, piercing
Damage Vulnerabilities fire
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages Common
Challenge 3 (700 XP)

False Appearance. While the tree blight remains motionless, it is indistinguishable from a normal dead or leafless tree.

Actions

Multiattack. The tree blight makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target is grappled (escape DC 14). The tree blight has two claws, each of which can grapple only one target.

Bugbears



Bruiser

Bruisers are a bugbear tribe's shock troops, always on the frontlines leading the raid or attack. They are often armed with greataxes but some may wield two weapons at a time.

Champion of Hruggek

Believed to be blessed by the bugbear deity, the Champion of Hruggek is often the largest and mightiest bugbear of the tribe. Wielding an oversized morningstar, this monstrous bugbear can stagger even the hardiest of opponents if it hits them hard enough.

Footpad

Cunning and sneaky, the footpads serve as the tribe's scouts and assassins. They can infiltrate enemy camps, strangle targets quietly with their garrotes, and leave without getting noticed.

Marauder

These highly mobile bugbears are killers who aim to break enemy ranks and distract defenders with their attacks. In battle, the raiders move to flank their foes or rush vulnerable targets in order to create openings for their allies.

Priest of Hruggek

The priests often hold the most influence and political power of a tribe. They are primarily concerned with advancing Hruggek's and their tribes' interests, as well as their own.

While they primarily serve as support, priests of Hruggek relish the opportunity to be in the thick of the battle, smiting foes with their empowered weapons as well as bestowing boons to nearby allies.

Bugbear Bruiser

Medium humanoid (goblinoid), chaotic evil

Armor Class 14 (hide armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 4 (1,100 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

Multiattack. The bugbear makes two attacks with its greataxe or javelin.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage and the target gains disadvantage on its next attack roll until the end of its next turn.

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 in melee or 6 (1d6 + 4) piercing damage at range.

Bugbear Champion of Hruggek

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (breastplate)
Hit Points 127 (15d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Str +8, Dex +5, Con +6
Skills Athletics +8, Intimidation +3, Stealth +8, Survival +4
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 6 (2,300 XP)

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

Indomitable (2/Day). The bugbear rerolls a failed saving throw. It must use the new roll.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the bugbear can regain 15 hit points.

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

Multiattack. The bugbear makes two attacks with its greataxe or javelin.

Great Morningstar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 16 Constitution saving throw or be stunned until the end of its next turn.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage in melee or 8 (1d6 + 5) piercing damage at range.

Bugbear Footpad

Medium humanoid (goblinoid), chaotic evil

Armor Class 15 (studded leather)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	12 (+1)	11 (+0)	9 (-1)

Skills Perception +2, Stealth +7, Survival +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin
Challenge 2 (450 XP)

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

Cunning Action. The bugbear can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Sneak Attack (1/Turn). The bugbear deals an extra 10 (3d6) 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 bugbear that isn't incapacitated and the bugbear doesn't have disadvantage on the attack roll.

Actions

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

Garrote. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or Small creature against which the bugbear has advantage on the attack roll. *Hit:* 8 (2d4 + 3) bludgeoning damage, and the target is grappled (escape DC 12). Until the grapple ends, the target can't breathe and takes 16 (4d4 + 6) bludgeoning damage at the start of each of the bugbear's turns. The bugbear can't make weapon attacks while grappling a creature in this way.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

Bugbear Marauder

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

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

Skills Perception +2, Stealth +7, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 3 (700 XP)

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

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

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.

Distracting Strike (1/Turn). When the bugbear hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the bugbear has advantage if the attack is made before the start of the bugbear's next turn.

Actions

Multiattack. The bugbear makes two attacks with its morningstar or javelin.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 +3) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

Bugbear Priest of Hruggek

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+1)	16 (+3)	13 (+1)

Saving Throws Con +4, Wis +6
Skills Perception +6, Stealth +8
Senses darkvision 60 ft., passive Perception 16
Languages Common, Goblin
Challenge 5 (1,800 XP)

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

Fury of Hruggrek. As a bonus action, when the bugbear hits a creature with a weapon attack, it can expend a spell slot to deal 1d8 poison damage to the target, and the target must succeed on a DC 14 Wisdom saving throw or be frightened until the end of the bugbear's next turn. If the bugbear expends a spell slot of 2nd level or higher, the extra poison damage increases by 1d8 for each level above 1st (maximum 5d8).

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.

Spellcasting. The bugbear is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *resistance, sacred flame, thaumaturgy*
1st level (4 slots): *bane, healing word, shield of faith*
2nd level (3 slots): *augury, hold person, silence*
3rd level (3 slots): *dispel magic, glyph of warding, revivify*
4th level (3 slots): *banishment, freedom of movement*
5th level (2 slots): *contagion, flame strike*

Actions

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

Reactions

Blessing of Hruggek (3/day). The bugbear grants a + 5 bonus to an attack roll made by a goblinoid creature it can see within 30 feet of it. If the goblinoid hits, it deals an extra 7 (2d6) poison damage. The bugbear can make this choice after the roll is made but before it hits or misses.

Bullywugs

Brute

These 7-foot tall, squat monstrosities look like humanoid bullfrogs, and are the most savage of their kind. They will try to eat anything they can kill and fit into their maws, even other bullywugs.

Swamp Stalker

Swampstalkers serve its bullywug tribe as their best scouts and hunters. If they find an opportunity to strike without getting noticed, they will do so. If not, they will lie in wait, observe their prey, and report back to the tribe.

Chieftain

The opportunistic bullywug chieftain cares nothing more than to fatten itself up and accumulate as much wealth as it can. It will not hesitate to sacrifice its kin it if will in any way improve its current standing. But if forced into battle, it will fight fiercely and lead its troops... for as long as its life will not be in any imminent danger.

Witch Doctor

Bullywugs used to revere Ramenos, an evil and gluttonous deity that has long since died. And yet it is not fully understood how bullywug witch doctors continue to draw supernatural power from the dead god, which enables them to imbue themselves with deadly, poisonous attacks.



Bullywug Brute

Medium humanoid (bullywug), neutral evil

Armor Class 13 (hide armor)
Hit Points 52 (7d8 + 21)
Speed 20 ft., swim 40 ft.

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

Skills Stealth +3, Survival +2
Senses passive Perception 10
Languages Bullywug
Challenge 2 (450 XP)

Amphibious. The bullywug can breathe air and water.

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

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its greataxe.

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

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 +3) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.



Bullywug Chieftain

Medium humanoid (bullywug), neutral evil

Armor Class 17 (chain shirt, shield)
Hit Points 71 (11d8 + 22)
Speed 20 ft., swim 40 ft.

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

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages Bullywug
Challenge 4 (1,100 XP)

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The bullywug makes three melee attacks: one with its bite and two with its spear.

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

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack, and the target must succeed on a DC 12 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Battle Croak (1/Day). The bullywug emits a frenzy-inducing croak. Up to six bullywug allies that are within 30 feet of this bullywug can use their reaction to move up to half their speed and make one melee weapon attack with disadvantage on the attack roll. The bullywug can then take the Dash, Disengage, or Hide action as a bonus action.

Reactions

Redirect Attack. When a creature the bullywug can see targets it with an attack, the bullywug chooses another bullywug within 5 feet of it. The two bullywugs swap places, and the chosen bullywug becomes the target instead.



Bullywug Swampstalker

Medium humanoid (bullywug), neutral evil

Armor Class 16 (hide armor, shield)
Hit Points 16 (3d8 + 3)
Speed 20 ft., swim 40 ft.

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

Skills Stealth +4
Senses passive Perception 11
Languages Bullywug
Challenge 1/2 (100 XP)

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

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

1st level (3 slots): *ensnaring strike, hunter's mark, zephyr strike*

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Stealthy. On each of its turns, the bullywug can use a bonus action to take the Hide action.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Swamp Strider. Moving through nonmagical difficult swampy terrain doesn't cost the bullywug extra movement.

Slay Foe (1/Turn). The bullywug deals an extra 4 (1d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its javelin.

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

Bullywug Witch Doctor

Medium humanoid (bullywug), neutral evil

Armor Class 15 (hide armor, shield)
Hit Points 58 (9d8 + 18)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	8 (-1)	16 (+3)	9 (-1)

Skills Perception +3, Stealth +3
Senses passive Perception 13
Languages Bullywug
Challenge 3 (700 XP)

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Spellcasting. The bullywug is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *bane, healing word, protection from evil and good*
2nd level (3 slots): *augury, hold person*
3rd level (3 slots): *bestow curse, feign death, mass healing word*
4th level (1 slot): *banishment, control water*

Actions

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, damage, and the target must succeed on a DC 12 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack. and the target must succeed on a DC 12 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Reactions

Poisonous Retribution (2/day). When a creature within 30 feet of the bullywug hits an ally of the bullywug with an attack, and the bullywug can see the creature, the bullywug can force the creature to make a DC 13 Constitution saving throw. On a failed save, the creature takes 14 (4d6) poison damage and is blinded until the end of the bullywug's next turn, or half as much damage and is not blinded on a successful one.

Bulette



Great Bulette

Even more terrible than the bulettes are their very rare elder cousins, the great bulettes.

About the size of a two-story house, the ferocious great bulette can lay waste to a village in a few hours and not leave a single survivor. Adventurers have stumbled into dungeons that have been stripped of its inhabitants, devoured by the massive bulette that only cares to eat, leaving only gaping tunnels and pits in its wake.

In combat, the great bulette prefers to ambush its prey by bursting forth from underground to knock them down. It then uses Deadly Leap if it can hit two or more targets. Afterwards, it will focus on trying to catch a target with its bite so that it can swallow it.

Great Bulette

Huge monstrosity, unaligned

Armor Class 18 (natural armor)
Hit Points 189 (14d12 + 98)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	25 (+7)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +8
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 18
Languages —
Challenge 12 (8,400 XP)

Standing Leap. The bulette's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Burst Forth (Recharges after a Short or Long Rest). As a bonus action, the bulette breaks through solid ground or wall, showering the area with debris. Each creature within 15 feet of the bulette that is surprised must succeed on a DC 18 Strength saving throw, taking 20 (4d6 + 6) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Relentless (Recharges after a Short or Long Rest). If the bulette takes 29 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 38 (5d12 + 6) percing damage, and if the target is Medium or smaller, it is grappled (escape DC 16). Until this grapple ends, the bulette can bite only the grappled creature and has advantage on attack rolls to do so.

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

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 19 (3d8 + 6) bludgeoning damage plus 19 (3d8 + 6) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is with in range, the creature instead falls prone in the bulette's space.

Swallow. The bulette 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 bulette, and it takes 21 (6d6) acid damage at the start of each of the bulette's turns. A bulette can have only up to one Medium or two Small creatures swallowed at a time.

If the bulette takes 30 damage or more on a single turn from the swallowed creature, the bulette must succeed on a DC 17 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 bulette. If the bulette dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Cambions

Hell Knight

Hell Knights are the fiendish antipaladins. They are fearless and cruel and often serve as the commander of a small fiendish army.

Warlock of the Fiend

Common amongst exceptional cambions, the Dark Magus is a warlock of the fiend and take advantage of their bloodline to great effect. Their lust for power and knowledge is unparalleled.

Abyssal Trickster

Some cambions prefer the more subtle ways of fighting behind the scenes or to toy with and torment their enemies. These are the cambions who take the path of the arcane trickster.



Cambion Hell Knight

Medium fiend, lawful evil

Armor Class 19 (scale mail)
Hit Points 133 (14d8 + 70)
Speed 30 ft., fly 60 ft.

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

Saving Throws Str +9, Con +9, Wis +6, Cha +7
Skills Deception +7, Intimidation +7, Perception +6, Stealth +6
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 16
Languages Abyssal, Common, Infernal
Challenge 9 (5,000 XP)

Fiendish Blessing. The AC of the cambion includes its Charisma bonus.

Innate Spellcasting. The cambion's innate spellcasting ability is Charisma (spell save DC 15). The cambion can innately cast the following spells, without providing material components:

3/day each: *alter self, command, detect magic*
1/day: *plane shift* (self only)

Smite (1/Turn). As a bonus action, when the cambion hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 2d8 necrotic damage to the target. If the cambion expends a spell slot of 2nd level or higher, the extra necrotic damage increases by 1d8 for each level above 1st (maximum 5d8).

Spellcasting. The cambion is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command, protection from evil and good, wrathful smite*
2nd level (3 slots): *branding smite, magic weapon*
3rd level (2 slots): *blinding smite, dispel magic*

Actions

Multiattack. The cambion makes two melee attacks or uses its Fire Ray twice.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 4 (1d8) fire damage.

Fire Ray. *Ranged Spell Attack:* +7 to hit, range 120 ft., one creature. *Hit:* 10 (3d6) fire damage.

Fiendish Charm. One humanoid the cambion can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.

Dreadful Aspect (Recharges after a Short or Long Rest). The cambion exudes magical menace. Each enemy within 30 feet of the cambion must succeed on a DC 15 Wisdom saving throw or be frightened for l minute. If a frightened target ends its turn more than 30 feet away from the cambion, the target can repeat the saving throw, ending the effect on itself on a success.

Cambion Warlock of the Fiend

Medium fiend, neutral evil

Armor Class 16 (19 with *mage armor*)
Hit Points 119 (14d8 + 56)
Speed 30 ft., fly 60 ft.

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

Saving Throws Con +8, Int +7, Wis +7, Cha +8
Skills Arcana +7, Deception +8, Perception +7, Religion +7
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 17
Languages Abyssal, Common, Infernal
Challenge 9 (5,000 XP)

Fiendish Blessing. The AC of the cambion includes its Charisma bonus.

Innate Spellcasting. The cambion's innate spellcasting ability is Charisma (spell save DC 16). The cambion can innately cast the following spells, without providing material components:

At will: *false life, levitate* (self only), *mage armor* (self only), *silent image, speak with the dead*
3/day each: *alter self, command, detect magic*

Spellcasting. The cambion is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, friends, mage hand, minor illusion, poison spray, prestidigitation, shocking grasp*
1st level-5th level (4 5th-level slots): *banishment, burning hands, fireball, flame strike, hellish rebuke, magic circle, mirror image, scorching ray, scrying, wall of fire*
1/day each: *feeblemind, finger of death, plane shift* (self only)

Dark One's Own Luck (Recharges after a Short or Long Rest). When the cambion makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Actions

Multiattack. The cambion makes two melee attacks or uses its Fire Ray twice.

Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Fire Ray. *Ranged Spell Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 10 (3d6) fire damage.

Fiendish Charm. One humanoid the cambion can see within 30 feet of it must succeed on a DC 16 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.

Cambion Abyssal Trickster

Medium fiend, chaotic evil

Armor Class 19 (studded leather)
Hit Points 127 (15d8 + 60)
Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +8, Int +8, Wis +5, Cha +7
Skills Deception +7, Perception +5, Persuasion +7, Stealth +8
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Common, Infernal
Challenge 9 (5,000 XP)

Distracting Hand. As a bonus action, while the cambion has the Mage Hand spell active, it can designate a creature within 5 feet of the spectral hand. The cambion has advantage on its attack rolls against that creature until the end of the turn.

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

Fiendish Blessing. The AC of the cambion includes its Charisma bonus.

Sneak Attack (1/Turn). The cambion deals an extra 24 (7d6) 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 cambion that isn't incapacitated and the cambion doesn't have disadvantage on the attack roll.

Innate Spellcasting. The cambion's innate spellcasting ability is Charisma (spell save DC 15). The cambion can innately cast the following spells, without providing material components:

3/day each: *alter self, command, detect magic*
1/day: *plane shift* (self only)

Spellcasting. The cambion is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *infestation, mage hand, message, poison spray*
1st level (4 slots): *color spray, silent image, tasha's hideous laughter*
2nd level (3 slots): *hold person, invisibility, mirror image, shadow blade*
3rd level (2 slots): *fear, fireball*

Actions

Multiattack. The cambion makes two melee attacks or uses its Fire Ray twice.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) fire damage.

Fire Ray. *Ranged Spell Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 10 (3d6) fire damage.

Fiendish Charm. One humanoid the cambion can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.

Carrion Crawler

Enormous Carrion Crawler

Every once in a while a carrion crawler will grow to an immense size that is unheard of. Whether it was due to it stumbling into a mass grave or it simply devoured anything it encountered, we will never know for sure. What we do know is that this monstrosity is nearly 40-feet long and rises up to 15 feet when it rears up to attack. Due to its size, its tentacles are large and long enough to attack different targets within reach, making it even more dangerous. Worse, it can unleash its tentacles in a blinding flurry, able to attack up to eight targets!

Enormous Carrion Crawler

Huge monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 142 (15d12+45)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	1 (-5)	14 (+2)	7 (-2)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 8 (3,900 XP)

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

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

Actions

Multiattack. The carrion crawler makes four attacks: three with its tentacles and one with its bite.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 6 (1d4 + 4) poison damage, and the target must succeed on a DC 14 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 poison on itself on a success.

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

Tentacle Flurry (Recharges 5-6). The carrion crawler makes eight attacks with its tentacles.



Centaur

Centaur Champion

Centaur champions are noble and fearless warriors who lead their tribes into battle. They are able to cleave through multiple targets with their halberds.



Centaur Champion

Large monstrosity, neutral good

Armor Class 16 (breastplate)
Hit Points 153 (18d10 + 54)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	9 (+0)	14 (+1)	12 (+1)

Saving Throws Str +8, Con +6
Skills Athletics +8, Perception +4, Survival +4
Senses passive Perception 14
Languages Elvish, Sylvan
Challenge 7 (2,900 XP)

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a halberd attack on the same turn, the target takes an extra 17 (5d6) slashing damage.

Indomitable (2/Day). The centaur rerolls a failed saving throw. It must use the new roll.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the centaur can regain 15 hit points.

Actions

Multiattack. The centaur makes three attacks: two with its halberd and one with its hooves or three with its longbow.

Halberd. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (ld10 + 5) slashing damage.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

Slashing Gallop (Recharge 5-6). The centaur moves up to its speed in a straight line and targets each creature within 10 feet of it during its movement. Each target must succeed on a DC 16 Dexterity saving throw or take 10 (1d10 + 5) slashing damage.

Centaur Skirmisher

Large monstrosity, neutral good

Armor Class 14
Hit Points 90 (12d10 + 24)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	9 (+0)	13 (+1)	11 (+0)

Skills Athletics +6, Perception +3, Survival +3
Senses passive Perception 13
Languages Elvish, Sylvan
Challenge 4 (1,100 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.

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

Skirmish Advantage. The centaur gains advantage on the first attack roll of its turn if it has moved to a space at least 15 feet from the space it occupied at the start of its turn.

Actions

Multiattack. The centaur makes two attacks: one with its pike and one with its hooves or two with its longbow.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (ld10 + 4) piercing damage.

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

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

Reactions

Skirmisher. When an enemy the centaur can see ends its turn within 5 feet of it, the centaur can move up to half its speed. This movement doesn't provoke opportunity attacks.

Centaur Skirmisher

Primarily used as scouts, centaur skirmishers take advantage of their mobility and employ hit and run tactics to attack the most important targets within the enemy ranks.

Centaur Shaman

Centaur shamans are druids who often lead their tribes or are chief advisors to the tribe's chieftain. In combat, they prefer to use their spells to heal their brethren but will not hesitate to unleash nature's wrath against their enemies if pressed.

Centaur Shaman

Large monstrosity, neutral good

Armor Class 13
Hit Points 112 (15d10 + 30)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	17 (+3)	13 (+1)

Skills Athletics +6, Perception +6, Survival +6
Senses passive Perception 16
Languages Elvish, Sylvan
Challenge 5 (1,800 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.

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

Cantrips (at will): *druidcraft, poison spray, thorn whip*
1st level (4 slots): *animal friendship, cure wounds, entangle, thunderwave*
2nd level (3 slots): *healing spirit, moonbeam, pass without trace*
3rd level (3 slots): *call lightning, wind wall*
4th level (3 slots): *freedom of movement, guardian of nature*
5th level (1 slot): *wrath of nature*

Actions

Multiattack. The centaur makes two attacks: one with its sickle and one with its hooves or two with its longbow.

Sickle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 5 (ld4 + 3) slashing damage.

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

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one creature. *Hit:* 8 (1d8 + 3) piercing damage.

Chimera



Presented in this section are three additional and very rare species of chimera - the ankhimera, gorgimera, and mantimera, as well as the advanced version of the standard chimera - the ancient chimera.

Ancient Chimera

When the common chimera has lasted more than twice its average lifespan, it eventually grows into a more powerful and formidable form. It is easily twice the size of the normal chimera, and has developed the ability to unleash a frightening roar.

The ancient chimera is fiercely territorial, and will actively hunt down and drive out any competitors and predators within miles of its lair. When an ancient chimera has finally settled, the area around it soon becomes dismal and desolate - with the various bones of its prey littering the ground.

Although more beast than dragon, the ancient chimera is still fond of hoarding treasure, and may actually be coaxed by a formidable creature (such as an archmage, demon, lich, or giant) to serve as a guardian if paid and fed well.

Ancient Chimera

Huge monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	23 (+6)	5 (-3)	16 (+3)	12 (+1)

Saving Throws Dex +5, Con +11, Wis +8, Cha +6
Skills Perception +13
Senses darkvision 60 ft., passive Perception 23
Languages understands Draconic but can't speak
Challenge 16 (15,000 XP)

Three-Headed. The chimera has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The chimera makes four attacks: one with its lion head's bite, one with its dragon head's 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 dragons head's bite.

Dragon Head's Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) percing damage plus 4 (1d8) fire.

Lion Head's Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) percing damage.

Horns. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Claws. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Tail. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Fire Breath (Recharge 5-6). The dragon head exhales fire in a 30-foot cone. Each creature in that area must succeed on a DC 19 Dexterity saving throw, taking 63 (14d8) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The chimera makes a Wisdom (Perception) check.
Move. The chimera moves up to half its speed.
Tail. The chimera makes a tail attack.
Lion's Roar (Costs 2 Actions). The chimera's lion head emits a magical roar. Each creature within 120 feet that can hear its roar must succeed on a DC 19 Wisdom saving throw or be and frightened for one minute. If a creature fails its saving throw by 5 or more, the creature is also paralyzed while frightened for the same duration. The target 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 Lion's Roar the next 24 hours.

Ankhimera

The ankhimera is a fairly new type of chimeric creature that was created through the experiments of a mad wizard. Instead of having a lion's head and foreclaws, the ankhimera has an ankheg's. Due to this change, the ankhimera is able to burrow through earth using its ankheg's forelimbs. In combat, it is able to spit acid just like a normal ankheg, in addition to its normal dragon's breath. When hunting, the ankhimera prefers to wait and hide in a burrow to ambush prey.



Ankhimera

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., burrow 10 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 Draconic but can't speak
Challenge 6 (2,300 XP)

Three-Headed. The ankhimera has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The ankhimera makes three attacks: one with its ankheg head's bite, one with its dragon head's bite, and one with its horns. When its acid spray is available, it can use the acid spray in place of its ankheg head's bite. When its cold breath is available, it can use the cold breath in place of its dragon head's bite. However, it can't use both acid spray and cold breath on the same turn.

Ankheg Head's Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 3 (1d6) acid. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the ankheg head can bite only the grappled creature and has advantage on attack rolls to do so.

Dragon Head's Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) percing damage plus 4 (1d8) cold.

Horns. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

Acid Spray (Recharge 6). The ankheg head 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 succeed on a DC 15 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one

Cold Breath (Recharge 6). The dragon head exhales cold in a 15-foot cone. Each creature in that area must succeed on a DC 15 Dexterity saving throw, taking 31 (7d8) cold damage on a failed save, or half as much damage on a successful one.

Gorgimera

The deadly gorgimera combines the standard dragon and lion parts with that of a gorgon's head and hind quarters. In addition to its dragon's breath, the chimera can now also use a petrification breath. The gorgimera is more aggressive and ill-tempered than its common cousin, and is quick to charge at any creature that approaches or looks like food to it.

Mantimera

While not as powerful as the gorgimera, the mantimera is certainly the most hideous species of chimera. Instead of the standard lion parts, the mantimera has the head, forelimbs, and tail of a manticore. Just like a manticore, it can unleash terrible iron-like spikes from its tail during combat.

Gorgimera

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +10
Condition Immunities petrified
Senses darkvision 60 ft., passive Perception 20
Languages understands Draconic but can't speak
Challenge 10 (5,900 XP)

Three-Headed. The gorgimera has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Trampling Charge. If the gorgimera 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 17 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

Multiattack. The gorgimera makes four attacks: one with its lion head's bite, one with its dragon head's bite, one with its gore, and one with its claws. When its lightning breath is available, it can use the lightning breath in place of its dragon head's bite. When its petrification breath is available, it can use the petrification breath in place of its gore. However, it can't use both lightning and petrification breaths on the same turn.

Dragon Head's Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) percing damage plus 5 (1d10) lightning.

Lion Head's Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) percing damage.

Gore. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage.

Claws. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Lightning Breath (Recharge 6). The dragon head exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 16 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save, or half as much damage on a successful one.

Petrification Breath (Recharge 6). The gorgon head exhales petrifying gas in a 15-foot cone. Each creature in that area must succeed on a DC 14 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 spell or other magic.

Mantimera

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	5 (-3)	14 (+2)	8 (-1)

Skills Perception +8
Senses darkvision 60 ft., passive Perception 18
Languages understands Draconic but can't speak
Challenge 7 (2,900 XP)

Tail Spike Regrowth. The mantimera has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Three-Headed. The mantimera has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The mantimera makes four attacks: one with its manticore head's bite, one with its dragon head's bite, one with its horns, and one with its claws, or four with its tail spikes. When its acid breath is available, it can use the acid breath in place of its dragon head's bite.

Dragon Head's Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) percing damage plus 4 (1d8) acid.

Manticore Head's Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) percing 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.

Acid Breath (Recharge 6). The dragon head exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 15 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one.

Tail Spike. *Ranged Weapon Attack:* +6 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Chuul

Chuul Juggernaut

Although rare, some chuul grow to an immense size and develop some psychic abilities. These are called juggernauts, and are often sought out by aboleths to use as personal guardians.

Uchuulun

Mind flayers capture and enslave chuuls to serve as guardians. They implant chuuls with illithid tadpoles that causes the chuuls to transform into an Uchuuluns, or slime chuul. These abominations are able to disable their victims with their paralytic slime and stun foes with their mind blast ability.

Chuul Juggernaut

Huge aberration, chaotic evil

Armor Class 18 (natural armor)
Hit Points 195 (17d12+85)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	12 (+1)	13 (+1)	6 (-2)

Skills Perception +9
Damage Immunities poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 19
Languages understands Deep Speech but can't speak
Challenge 10 (5,900 XP)

Amphibious. The chuul can breathe air and water.

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

Actions

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

Pincer. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage. The target is grappled (escape DC 16) if it is a Huge 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 17 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed and takes 11 (2d10) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Telekinetic Pull. The chuul projects a powerful telekinetic force that grips and crushes a target within 120 feet. If the target is a Huge or smaller creature, it must succeed on a DC 13 Strength saving throw or it takes 16 (3d10) psychic damage and the chuul pulls the target up to 30 feet towards itself. It is restrained by the chuul's telekinetic grip until the start of the chuul's next turn or until the chuul is incapacitated.



Uchuulun (Slime Chuul)

Large aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 97 (13d10+26)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	14 (+2)	13 (+1)	7 (-2)

Skills Perception +7
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 17
Languages understands Deep Speech but can't speak
Challenge 8 (3,900 XP)

Amphibious. The uchuulun can breathe air and water.

Paralytic Slime. The uchuulun is coated with paralytic slime. A creature that touches the uchuulun or hits it with a melee attack while within 5 feet of it takes 5 (1d10) poison damage and 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.

Sense Magic. The uchuulun senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

Actions

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

Pincer. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 5 (1d10) poison damage and the target 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.. The target is also grappled (escape DC 13) if it is a Large or smaller creature and the uchuulun doesn't have two other creatures grappled.

Tentacles. One creature grappled by the uchuulun must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed and takes 5 (1d10) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mind Blast (Recharge 5-6). The uchuulun magically emits psychic energy in a 90-foot cone. Each creature in that area must succeed on a DC 13 Intelligence saving throw or take 29 (6d8+2) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cloakers

Cloaker Lord

Cloaker Lords are huge shadows that take to the air, having an average wingspan of 30 feet. They are the highly intelligent supreme leaders and rulers of all cloakerkind and sometimes lead their kin in daring raids against Underdark drow, svirfneblin, and illithid communities. However, cloaker lords prefer to stay within the confines of their lairs, sending out cloakers to scout and do their bidding. They are never without at least half a dozen cloakers nearby as bodyguards.

When forced into combat, a cloaker lord first unleashes its spells and uses its phantasm for protection. When it finds a suitable vulnerable target, such as a spellcaster, it targets that for its bite attack and attachment. While attached to its victim, the cloaker lord will fend off attackers with its tail, disrupting moan, and commanded cloakers.



Cloaker Lord

Huge aberration, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 133 (14d12 + 42)
Speed 10 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Saving Throws Dex +8, Int +9, Wis +8, Cha +9
Skills Intimidation +9, Perception +8, Stealth +8
Senses darkvision 60 ft., passive Perception 18
Languages Deep Speech, Undercommon
Challenge 17 (18,000 XP)

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

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

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

Innate Spellcasting (Psionics). The cloaker lord's spellcasting ability is Intelligence (spell save DC 17). The cloaker lord can innately cast the following spells, without providing material components:

At will: *darkness, invisibility, phantasmal force*
3/day each: *evard's black tentacles, major image, stinking cloud*
2/day each: *dominate person, hold monster, negative energy flood*
1/day each: *maddening darkness, plane shift*

Actions

Multiattack. The cloaker lord uses Command Cloaker. It then makes two attacks: one with its bite and one with its tail. It can use its moan or disrupting moan in place of its bite.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 12 (3d6 + 5) piercing damage, and if the target is Large or smaller, the cloaker lord attaches to it. If the cloaker lord has advantage against the target, the cloaker lord attaches to the target's head, and the target is blinded and unable to breathe while the cloaker lord is attached. While attached, the cloaker lord can make this attack only against the target and has advantage on the attack roll. The cloaker lord can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker lord by succeeding on a DC 19 Strength check.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Command Cloaker. The cloaker lord targets an allied cloaker within 30 feet that can see and hear the cloaker lord. The target uses its reaction to move up to half its speed and make one melee attack.

Moan. Each creature within 60 feet of the cloaker lord that can hear its moan and that isn't an aberration must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. If the target's saving throw fails by 5 or more, it is paralyzed while frightened in this way. The target 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, the creature is immune to the cloaker lord's moan for the next 24 hours.

Disrupting Moan (Recharges 5-6). Each creature within 60 feet of the cloaker lord that can hear its moan and that isn't an aberration must succeed on a DC 17 Intelligence saving throw. On a failed save, the target takes 21 (4d8+3) psychic damage and is stunned until the end of its next turn. On a successful save, the target takes half as much damage and isn't stunned.

Phantasms (Recharges 5-6). The cloaker lord magically creates four 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 lord is the real one. If the cloaker lord is ever in an area of bright light, the duplicates disappear.

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

A duplicate has the cloaker lord'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.

Legendary Actions

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

Move. The cloaker lord moves up to half its speed without provoking opportunity attacks.
Tail. The cloaker lord makes a tail attack.
Command Cloaker. The cloaker lord targets an allied cloaker within 30 feet that can see and hear the cloaker lord. The target uses its reaction to move up to half its speed and make one melee attack.
Cast a Spell (Costs 2 Actions). The cloaker casts a spell from its list of innate spells, using a spell slot as normal.

Shadow Cloaker

Shadow Cloakers, also known as Shadowcloaks, are menacing hunters that have been tainted by the Shadowfell. Vicious and cunning, they scour the Underdark caverns for victims to torment and consume.

In combat, they employ their shadow abilities to great effect, often catching their prey by surprise.



Cloaker, Shadow

Large aberration, chaotic evil

Armor Class 15 (natural armor)
Hit Points 84 (13d10 + 13)
Speed 10 ft., fly 40 ft. (hover)

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

Skills Stealth +11
Damage Resistances acid, cold, fire, lightning, thunder
Senses darkvision 60 ft., passive Perception 11
Languages Deep Speech, Undercommon
Challenge 11 (7,200 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.

Shadow Stealth. While in dim light or darkness, the cloaker can take the Hide action as a bonus action.

Shadow Step. While in dim light or darkness, the cloaker can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Actions

Multiattack. The cloaker makes two attacks: one with its bite and one with its tail. It can use its vampiric drain in place of its bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) 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 17 Strength check.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage plus 3 (1d6) necrotic damage.

Vampiric Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature the cloaker is attached to. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the cloaker 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 rises as a shadow under the cloaker's control.

Moan. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 14 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 magically 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 spell 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 magical 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.

Shadow Jump. If the cloaker is in dim light or darkness, each creature of the cloaker's choice within 5 feet of it must succeed on a DC 14 Constitution saving throw or take 21 (3d12 + 2) necrotic damage.

The cloaker then magically teleports up to 60 feet to an unoccupied space it can see. It can bring one creature it's attached to, teleporting that creature to an unoccupied space it can see within 5 feet of its destination. The destination spaces of this teleportation must be in dim light or darkness.

Cockatrice

Greater Cockatrice

The abominable greater cockatrice is a far more horrifying version of the common cockatrice. It is about the size of a horse, has more leathery reptilian scales and skin than it has feathers, a long serpentine tail that ends with a vicious stinger, and a foul beak that drips with venom.

Rare Guardians. Thankfully, the greater cockatrice is rarely encountered, as it avoids populous areas, and is said to haunt only deserted ruins and desolate locales. They are often kept as guardians or pets by more powerful creatures such as lamias and greater medusae.

Prized Carcass. Apothecarists, artificers, enchanters, and wizards greatly value the body parts of a greater cockatrice as magical ingredients for their concoctions, spells, and magical creations and would hire adventurers to seek and hunt a greater cockatrice. Only a few manage to return to claim their rewards, and seldom do they account for the cost it took.

Greater Cockatrice

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	5 (-3)

Skills Perception +4
Damage Immunities poison
Condition Immunities petrified, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 8 (3,900 XP)

Petrifying Gaze. If a creature starts its turn within 30 feet of the cockatrice and the two of them can see each other, the cockatrice can force the creature to make a DC 14 Constitution saving throw if the cockatrice isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

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

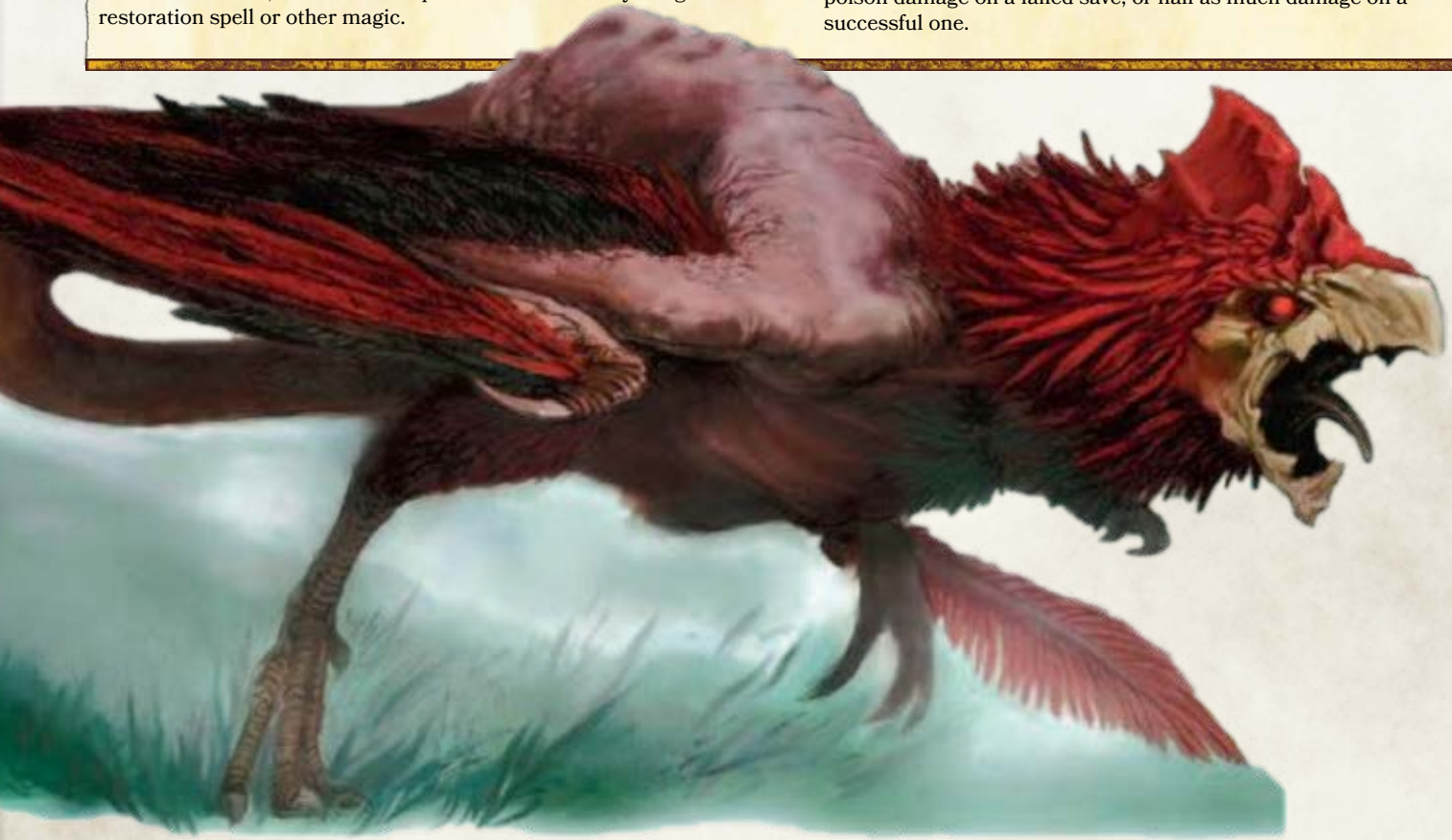
Actions

Multiattack. The cockatrice makes three attacks: one with its bite, one with its claws, and one with its stinger.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage plus 10 (3d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw against being magically 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.

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

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must succeed on a DC 15 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.



Couatl



Greater Couatl

Greater couatls are the advanced and larger cousins of the common couatl, and are the natural leaders and champions of a couatl community.

They sometimes serve as messengers of the gods and are sometimes sent on secret missions to support and or rescue heroes in need. They seldom show their true form, and often use a humanoid form that it deems most comfortable for its audience.

Greater Couatl

Large Celestial, Lawful Good

Armor Class 20 (natural armor)
Hit Points 199 (19d10 + 95)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	21 (+5)	20 (+5)	22 (+6)	20 (+5)

Saving Throws Con +10, Wis +11, Cha +10
Damage Resistances radiant
Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities petrified
Senses truesight 120 ft., passive Perception 16
Languages all, telepathy 120 ft.
Challenge 15 (13,000)

Innate Spellcasting. The greater couatl's spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good, detect magic, detect thoughts*
3/day each: *bless, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary, shield*
2/day each: *dawn, dream, greater restoration, scrying*
1/day each: *divine word, resurrection, temple of the gods*

Ethereal Jaunt. As a bonus action, the greater couatl can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Flyby. The greater couatl doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Magic Weapons. The greater couatl's weapon attacks are magical.

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

Twist Free. The greater couatl automatically makes its saving throws against paralysis and being restrained at the end of its turn as long as it is not unconscious.

Actions

Multiattack. The greater couatl makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage and the target must succeed on a DC 18 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:* +10 to hit, reach 10 ft., one Large or smaller creature. *Hit:* 16 (2d10 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the greater couatl can't constrict another target.

Change Shape. The greater couatl magically polymorphs into a humanoid 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 greater couatl's choice).

In a new form, the greater 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 greater couatl can use its bite in that form.

Legendary Actions

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

Bite. The greater couatl makes a bite attack.
Teleport. The greater couatl teleports up to 60 feet to an unoccupied space it can see.
Cast a Spell (Costs 2 Actions). The greater couatl casts a spell from its list of innate spells, using a spell slot as normal.
Radiant Burst (Costs 3 Actions). The greater couatl emits a burst of radiant energy. All allies within 20 feet of the greater couatl regain 18 (3d8) hit points. All other creatures within 20 feet must succeed on a DC 18 Dexterity saving throw, taking 18 (3d8) radiant damage on a failed save, or half as much on a successful one.

Crawling Claw

Swarm of Crawling Claws

A swarm of crawling claws is a horrid sight to behold. It acts like a normal swarm of insects with a malevolent intelligence that has caught its victims by surprise.

The swarm often attacks only a single creature at a time, using sheer numbers to overwhelm and knock a target prone so it can finish it with its flesh rending fingers.

Swarm of Crawling Claws

Medium swarm of tiny undead, neutral evil

Armor Class 12
Hit Points 54 (12d8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

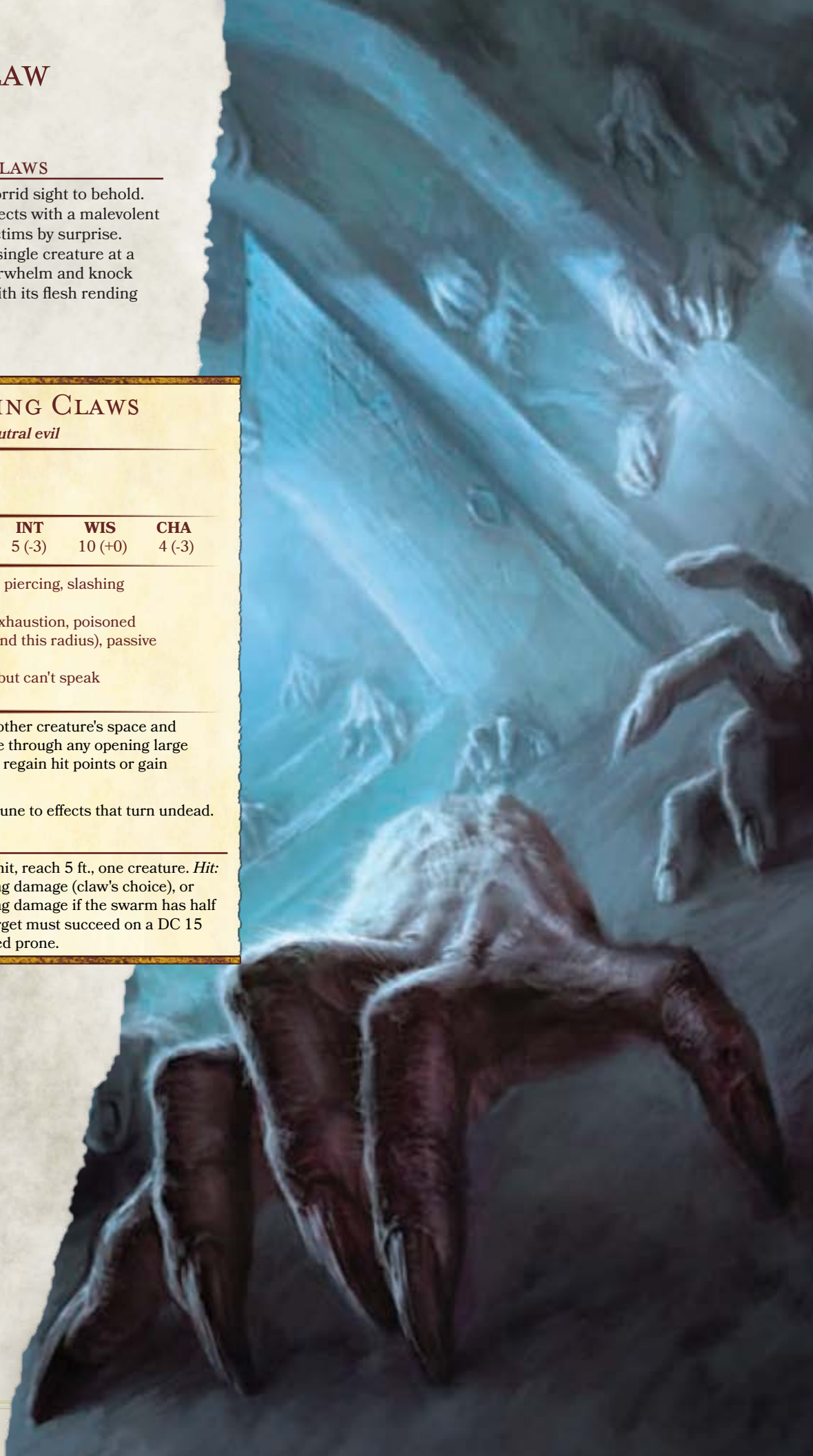
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages understands Common but can't speak
Challenge 3 (700 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a claw. The swarm can't regain hit points or gain temporary hit points.

Turn Immunity. The swarm is immune to effects that turn undead.

Actions

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 19 (4d6 + 5) bludgeoning or slashing damage (claw's choice), or 12 (2d6 + 5) bludgeoning or slashing damage if the swarm has half of its hit points or fewer, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.



Cyclopes

Cyclops Berserker

These muscled brutes always charge into battle fearlessly, aiming to draw attention to themselves and away from their weaker allies. They are prized by slavers as they make excellent arena gladiators.

Cyclops Storm Sorcerer

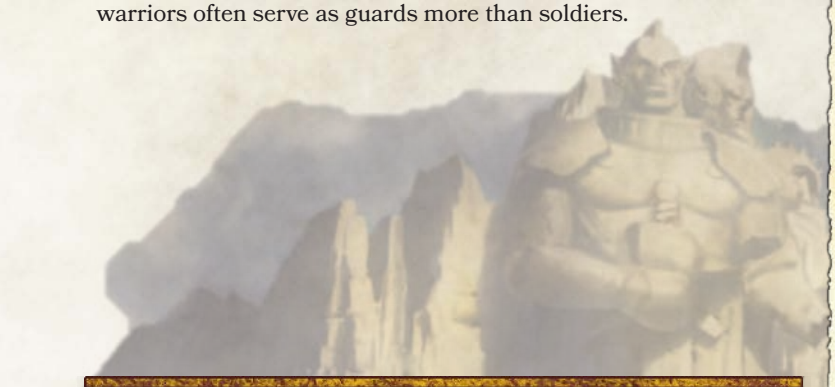
Often thought of as shamans by their kin, these natural spellcasters are able to harness the natural energy around themselves and control the weather to suit the needs of their tribe.

Cyclops Warrior

Slightly more experienced in battle than the normal cyclops, these warriors often serve as guards more than soldiers.

Cyclopskin

Cyclopskin are the smaller cousins of the cyclops, standing about 7 to 8 feet tall. Although weaker, they appear to be slightly more intelligent, as they can carry a conversation better than their more brutish cousins.



Cyclops Berserker

Huge giant, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	20 (+5)	8 (-1)	6 (-2)	10 (+0)

Skills Survival +1
Senses passive Perception 8
Languages Giant
Challenge 8 (3,900 XP)

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

Reckless. At the start of its turn, the cyclops 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

Multiattack. The cyclops makes two greataxe attacks. It can use its Cleaving Swing in place of one of these attacks, if available.

Greataxe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Cleaving Swing (Recharges 5-6). The cyclops swings its greataxe, and each creature within 10 feet of it must succeed on a DC 18 Dexterity saving throw. The target takes 26 (3d12 + 7) slashing damage on a failed save, or half as much damage on a successful one.

Cyclops Storm Sorcerer

Huge giant, chaotic neutral

Armor Class 14 (natural armor, 17 with *mage armor*)
Hit Points 171 (18d12 + 54)
Speed 30 ft.

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

Skills Perception +4, Nature +4
Damage Resistances lightning, thunder
Senses passive Perception 14
Languages Giant
Challenge 10 (5,900 XP)

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

Heart of the Storm. Whenever the cyclops casts a spell other than a cantrip that deals lightning or thunder damage, a stormy aura surrounds it. In addition to the spell's effects, creatures of its choice within 10 feet of it take 10 (3d6) lightning or thunder damage (cyclops' choice).

Spellcasting. The cyclops is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *firebolt, light, mage hand, shocking grasp*
1st level (4 slots): *mage armor, thunderwave*
2nd level (3 slots): *gust of wind, misty step, warding wind*
3rd level (3 slots): *lightning bolt, thunder step*
4th level (3 slot): *ice storm, storm sphere*
5th level (1 slot): *control winds*

Sorcery Points. The cyclops has 9 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the cyclops casts a spell that forces a creature to make a saving throw to resist the spell's effects, it can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the cyclops casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Multiattack. The cyclops makes two melee attacks.

Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 25 (4d10 + 3) bludgeoning damage.



Cyclops Warrior

Huge giant, chaotic neutral

Armor Class 18 (chain mail, shield)
Hit Points 161 (14d12 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	8 (-1)	6 (-2)	10 (+0)

Skills Athletics +9
Senses passive Perception 8
Languages Giant
Challenge 7 (2,900 XP)

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

Actions

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

Battleaxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Cyclopskin

Large giant, chaotic neutral

Armor Class 12 (hide armor)
Hit Points 76 (9d10 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	8 (-1)	10 (+0)

Senses passive Perception 9
Languages Giant
Challenge 3 (700 XP)

Poor Depth Perception. The cyclopskin has disadvantage on any attack roll against a target more than 30 feet away.

Actions

Multiattack. The cyclopskin makes two melee attacks.

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.

Darkmantle



Mindmantle

In very rare instances, a darkmantle would happen upon a very weak, wounded, or dying mind flayer that has either been left by its companions or cast out from its community. Unable to defend itself, the once mighty mindflayer becomes prey to the lowly darkmantle. Weeks after the darkmantle has consumed the mindflayer, a mutation curiously occurs. The darkmantle's head slightly increases in size, and its intelligence and awareness improves, slowly viewing its brethren as crude and slow. It transforms into a mindmantle and begins to crave brain matter.

Madness Inducers. At first, the mindmantle behaves like any other darkmantle. It clings to a cavern ceiling and waits for its prey to pass underneath. When it strikes, it attaches itself to its victim's head. As soon as it gets a strong hold, it uses its madness ability to gain control of it and fend off the victim's allies.

Mindmantle

Small monstrosity, unaligned

Armor Class 11 (natural armor)
Hit Points 31 (7d6 + 7)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	4 (-3)	14 (+2)	7 (-2)

Skills Stealth +3
Senses blindsight 60 ft., passive Perception 10
Languages —
Challenge 2 (450 XP)

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

Echolocation. The mindmantle can't use its blindsight while deafened.

False Appearance. While the mindmantle 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 (ld6 + 3) bludgeoning damage, and the mindmantle attaches to the target. If the target is Medium or smaller and the mindmantle 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 mindmantle is attached in this way.

While attached to the target, the mindmantle can attack no other creature except the target but has advantage on its attack rolls. The mindmantle'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 mindmantle by making a successful DC 13 Strength check as an action. On its turn, the mindmantle can detach itself from the target by using 5 feet of movement.

Darkness Aura (3/Day). A 15-foot radius of magical darkness extends out from the mindmantle, moves with it, and spreads around corners. The darkness lasts as long as the mindmantle maintains concentration, up to 10 minutes (as if concentrating on a spell). 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 spell of 2nd level or lower, the spell creating the light is dispelled.

Madness. A target the mindmantle is attached to must succeed on a DC 12 Wisdom saving throw with disadvantage on the roll or be magically charmed by the mindmantle until the mindmantle dies, is incapacitated, or is detached from the target. While the target is charmed in this way, it can telepathically see through the mindmantle's eyes.

The charmed target is under the mindmantle's control and the mindmantle and the target can communicate telepathically. The mindmantle can choose to loosen its grip on the target's head so that the target can breathe.

On each of its turns, the charmed target must move toward a creature of the mindmantle's choosing and make a melee attack against it if it is within reach.

On its subsequent turns, the mindmantle must use its action to maintain control over the target, or the effect ends.

The target can make a Wisdom saving throw at the end of each of its turns. On a success. the spell ends. Also, whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends.

Death Knight Lord



Death Knight Lord

Death Knight Lords were once powerful noble paladins and blackguards. Stronger and deadlier, it is fortunate that there are only a few of them existing, and each has a name that brings chills up the spines of hardened adventurers.

Seldom does the death knight lord leave its lair. But when it does, it is a harrowing sight as a death knight lord is never without its entourage of skeleton champions, knights, and banshees. Most have nightmares as steeds but a few command skeleton dragons or even dracoliches. More often than not, if it is travelling, it is leading an army of the undead.

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

Death Knight Lord

Medium undead, chaotic evil

Armor Class 21 (*+1 plate*, shield)
Hit Points 199 (21d8 + 105)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	12 (+1)	16 (+3)	20 (+5)

Saving Throws Str +11, Dex +6, Wis +9, Cha +11
Skills History +7, Insight +9, Intimidation +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Abyssal, Common
Challenge 19 (22,000)

Fear Aura. A creature that starts its turn within 20 feet of the death knight must succeed on a DC 13 Wisdom saving throw, unless the death knight is incapacitated. On a failed save, the creature is frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from the death knight by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the death knight, the creature can repeat the saving throw. On a success, the effect ends. If a creature's saving throw is successful, the creature is immune to the death knight's Fear Aura for the next 24 hours.

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

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

Smite (1/Turn). As a bonus action, when the death knight hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 2d8 radiant or necrotic damage to the target. If the death knight expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st (maximum 5d8).

Spellcasting. The death knight is a 19th-level spell caster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It has the following paladin spells prepared:

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

Actions

Multiattack. The death knight uses Command Undead. It then makes three melee attacks.

Longsword. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 22 (5d8) necrotic damage.

Shield Bash. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 7 (1d4 + 5) bludgeoning damage plus 22 (5d8) necrotic damage. If the target is Large or smaller, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Command Undead. The death knight targets one undead ally it can see within 30 feet of it and gives it a telepathic command. The target can use its reaction to move up to half its speed and make one weapon attack.

Hellfire Orb (1/Day). The death knight hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot radius sphere centered on that point must succeed on a DC 19 Dexterity saving throw. The sphere spreads around corners. A creature takes 42 (12d6) fire damage and 42 (12d6) necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Weapon Attack. The death knight makes a weapon attack.
Move. The death knight moves up to half its speed.
Command. The death knight uses its Command Undead ability.
Cast a Spell (Costs 1-3 Actions). The death knight expends a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that he has prepared. Doing so costs 1 legendary action per level of the spell.

Reactions

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



Demons and Devils

Presented in these two sections are additional advanced versions of almost every demon and devil presented in the Monster Manual.

Demons

Balor Lord

Balor lords are amongst the mightiest of demons, second only to Demon Princes of the Abyss and Demon Lords. Unlike normal balors, balor lords have terrifying cataclysmic powers and additional magical abilities.

There are currently only a few known balor lords. Some of the well known ones are Alzoll, Axithar, Badrazel, Balor (the original and strongest of all balors), Chare'en, Errtu, Ndulu, Ter-Soth, and Wendonai.



Balor Lord

Huge fiend (demon), chaotic evil

Armor Class 20 (natural armor)
Hit Points 300 (24d12 + 144)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	18 (+4)	22 (+6)

Saving Throws Str +15, Con +13, Wis +11, Cha +13
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 14
Languages Abyssal, telepathy 120 ft.
Challenge 21 (30,000 XP)

Death Throes. When the balor dies, it explodes, and each creature within 30 feet of it must succeed on a DC 21 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.

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

Magic Weapons. The balor's weapon attacks are magical.

Innate Spellcasting. The balor's innate spellcasting ability is Charisma (spell save DC 21). The balor can innately cast the following spells, without providing material components:

At will: *detect magic, polymorph* (self only)
3/day each: *dispel magic, dominate person, telekinesis*
1/day each: *dominate monster, fire storm, power word stun*

Actions

Multiattack. The balor can use its Frightful Presence. It then makes two attacks: one with its longsword and one with its whip.

Longsword. *Melee Weapon Attack*: +15 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:* +15 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 23 Strength saving throw or be pulled up to 25 feet toward the balor.

Frightful Presence. Each creature of the balor's choice that is within 120 feet of the balor 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 balor's Frightful Presence for the next 24 hours.

Meteor Strike (1/Day). While flying, the balor lord dives at least 40 feet toward a target space on the ground, creating a massive explosion 60 feet in diameter centered on the balor. This sprays rock and fire in all directions and forms a crater the size of the explosion. Each creature within 30 feet of the target space must succeed on a DC 21 Strength saving throw, taking 28 (8d6) fire damage and 28 (8d6) bludgeoning damage and is knocked prone on a failed save, or half as much damage and is not knocked prone on a successful one. Additionally, the ground in that area becomes difficult terrain is engulfed in flames for ten minutes. A creature that starts its turn in the area while it is still in flames takes 10 (3d6) fire damage. Each 5-foot-square portion of the area requires at least 30 minutes to clear by hand.

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

Legendary Actions

The balor can take three 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 balor regains spent legendary actions at the start of its turn.

Move. The balor moves up to half its speed.
Whip. The balor makes a whip attack.
Longsword (Costs 2 Actions). The balor makes a longsword attack.
Teleport (Costs 2 Actions). The balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.
Cast a Spell (Costs 2 Actions). The balor casts a spell from its list of innate spells, using a spell slot as normal.
Infernal Blast Wave (Costs 3 Actions). Infernal fire erupts and surges from the balor, striking creatures around it. Each creature within 20 feet of the balor must succeed on a DC 21 Dexterity saving throw. On a failed save, the target takes 14 (4d6) fire damage and 14 (4d6) necrotic damage and catches fire. On a successful save, the target takes half as much damage and doesn't



Barlgura Abductor

The barlgura abductor is a crafty demon that specializes in kidnapping and retrieving creatures. It is because of this that it is often summoned by wizards, evil high level priests, and tyrannical despots when they need someone kidnapped and brought to their presence.

Expert Infiltrators. The barlgura is extremely agile for its size, and can easily scale and traverse difficult barriers and blockades. Its abilitiy to teleport thrice a day makes it even harder to catch or intercept.

Barlgura Pack Lord

The largest of its kind, the barlgura pack lord is a savage and brutal demon. When tasked by demon lords to battle, the barlgura pack lord leads a pack of its mightiest barlguras to take down critical targets, such as an opposing army's general, even if that general is a balor or pit fiend.

Barlgura Abductor

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +6, Con +6
Skills Athletics +11, Perception +5, Stealth +9
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages Abyssal, telepathy 120 ft.
Challenge 6 (2,300 XP)

Innate Spellcasting. The barlgura abductor's spellcasting ability is Wisdom (spell save DC 13). The barlgura abductor can innately cast the following spells, without providing material components:

At will: *disguise self, invisibility* (self only)
2/day each: *entangle, phantasmal force*

Running Leap. The barlgura abductor's long jump is up to 50 feet and its high jump is up to 25 feet when it has a running start.

Actions

Multiattack. The barlgura abductor makes three attacks: one with its bite and two with its fists.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 12(2d6 + 5) piercing damage.

Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit*: 10 (1d10 + 5) bludgeoning damage and if the target is a Medium or smaller creature, it is also grappled (escape DC 15).

Teleport (3/Day). The barlgura abductor magically teleports, along with any creature it is grappled with and any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Barlgura Pack Lord

Huge fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	8 (-1)	16 (+3)	10 (+0)

Saving Throws Dex +6, Con +9
Skills Perception +7, Stealth +6
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Abyssal, telepathy 120 ft.
Challenge 10 (5,900 XP)

Innate Spellcasting. The barlgura's spellcasting ability is Wisdom (spell save DC 15). The barlgura can innately cast the following spells, without providing material components:

At will: *darkness, disguise self, invisibility* (self only)
3/day each: *dispel magic, entangle, phantasmal force*

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

Packmaster. A barlgura ally that starts its turn within 30 feet of this barlgura that can see or hear this barlgura gains Pack Tactics until the start of its next turn, provided this barlgura isn't incapacitated.

Running Leap. The barlgura's long jump is up to 60 feet and its high jump is up to 30 feet when it has a running start.

Actions

Multiattack. The barlgura makes three attacks: one with its bite and two with its fists. If both fist attacks hit a Huge or smaller creature, the target must succeed on a DC 18 Strength saving throw or take an extra 17 (2d10 + 6) bludgeoning damage and be knocked prone.

Bite. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Fist. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit*: 15 (2d8 + 6) bludgeoning damage.

Glabrezu Deceiver

Glabrezu Deceivers are demons who have perfected the art of tricking and tempting powerful mortals into ruin and destruction, enabling the glabrezu to claim their souls for its own personal use and consumption.

While it tries its best to avoid combat and confrontation, a glabrezu deceiver will fight if pressed. It is a formidable opponent due to its craftiness and its ever present aura of discord that can turn its foes against each other.



Glabrezu Deceiver

Huge fiend (demon), chaotic evil

Armor Class 18 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	23 (+6)	20 (+5)	17 (+3)	18 (+4)

Saving Throws Str +11, Con +11, Wis +8, Cha +9
Skills Deception +14, Perception +8, Persuasion +14
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 18
Languages Abyssal, telepathy 120 ft.
Challenge 15 (13,000 XP)

Aura of Discord. A creature hostile to the glabrezu that starts its turn within 20 feet of the glabrezu must succeed on a DC 18 Wisdom saving throw, unless the glabrezu is incapacitated. On a failed save, the target is charmed until the start of its next turn. While charmed by the glabrezu, the creature must move up to its speed and make a melee weapon attack against a creature of the glabrezu's choice that the glabrezu can see. Constructs and undead are immune to this effect.

Innate Spellcasting. The glabrezu's innate spellcasting ability is Intelligence (spell save DC 18). The glabrezu can innately cast the following spells, without providing material components:

At will: *command, darkness, detect magic, dispel magic*
3/day each: *confusion, fly, mirror image*
1/day each: *power word stun, reverse gravity*

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

Actions

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

Pincer. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit*: 22 (3d10 + 6) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). The glabrezu has two pincers, each of which can grapple only one target.

Fist. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) bludgeoning damage.

Fiendish Charm. One humanoid the glabrezu can see within 30 feet of it must succeed on a DC 18 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the glabrezu's spoken commands. If the target suffers any harm from the glabrezu or another creature or receives a suicidal command from the glabrezu, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the glabrezu's Fiendish Charm for the next 24 hours.

Legendary Actions

The glabrezu can take three 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 glabrezu regains spent legendary actions at the start of its turn.

Move. The glabrezu moves up to half its speed.
Slam. The glabrezu makes a fist attack.
Pincer (Costs 2 Actions). The glabrezu makes a pincer attack.
Charm (Costs 2 Actions). The glabrezu uses its Fiendish Charm.
Cast a Spell (Costs 2 Actions). The glabrezu casts a spell from its list of innate spells, using a spell slot as normal.

Goristro Juggernaut

Goristro juggernauts are hulking versions of their normal kind. In addition to its devastating normal attacks, it is also able to crush its opponents with its trample ability.

Chasme Tormentor

Unlike its normal kind, the demented chasme tormentor has special skills and spell-like abilities that enable it to track, pursue, and toy with its targets.

Chasme Tormentor

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 120 (16d10 + 32)
Speed 20 ft., fly 60 ft.

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

Saving Throws Dex +6, Wis +5
Skills Investigate +4, Perception +5, Survival +5
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 120 ft., passive Perception 15
Languages Abyssal, telepathy 120 ft.
Challenge 8 (3,900 XP)

Drone. If the chasme isn't incapacitated, any creature that starts its turn within 30 feet of the chasme must succeed on a DC 12 Constitution saving throw or fall unconscious for 10 minutes. A creature that can't hear the drone automatically succeeds on the save. The effect on the creature ends if it takes damage or if another creature takes an action to splash it with holy water. If a creature's saving throw is successful or the effect ends for it, it is immune to the drone for the next 24 hours. Demons are immune to this effect.

Innate Spellcasting. The chasme's innate spellcasting ability is Intelligence (spell save DC 12). The chasme can innately cast the following spells, without providing material components:

At will:: *darkness, detect magic*
2/day each: *crown of madness, enemies abound, mind spike*
1/day each: *telekinesis*

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

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

Actions

Multiattack. The chasme attacks twice: one with its proboscis and one with its claws.

Proboscis. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 17 (4d6 + 3) piercing damage plus 24 (7d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum85 lasts until the creature finishes a long rest or until it is affected by a spell like greater restoration.

Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage plus 14 (4d6) necrotic damage.

Goristro Juggernaut

Huge fiend (demon), chaotic evil

Armor Class 20 (natural armor)
Hit Points 377 (26d12 + 208)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	26 (+8)	6 (-2)	13 (+1)	4 (-3)

Saving Throws Str +14, Dex +6, Con +14, Wis +7
Skills Perception +7
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 17
Languages Abyssal, telepathy 120 ft.
Challenge 18 (20,000 XP)

Charge. If the goristro moves at least 15 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 44 (8d10) piercing damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be pushed up to 20 feet away and knocked prone. If the target's saving throw fails by 5 or more, the target is also stunned until the end of its next turn.

Labyrinthine Recall. The goristro can perfectly recall any path it has traveled.

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

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

Actions

Multiattack. The goristro makes four attacks: one with its bite, two with its fists, and one with its hoof. The goristro can use its Trample in place of its hoof attack if it is available.

Bite. *Melee Weapon Attack*: +14 to hit, reach 5 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage.

Fist. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit*: 21 (3d8 + 8) bludgeoning damage.

Hoof. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit*: 24 (3d10 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be knocked prone.

Gore. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit:* 52 (8d10 + 8) piercing damage.

Trample (Recharge 5-6). The goristro moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the goristro enters must succeed on a DC 22 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the goristro's path. On a failed save, the creature falls prone and takes 24 (3d10 + 8) bludgeoning damage. If the goristro remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the goristro. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 22 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the goristro and is no longer restrained.

Hezrou Sergeant

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 30 ft.

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

Saving Throws Str +9, Con +9, Wis +6
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 12
Languages Abyssal, telepathy 120 ft.
Challenge 12 (8,400 XP)

Innate Spellcasting. The hezrou's innate spellcasting ability is Wisdom (spell save DC 14). The hezrou can innately cast the following spells, without providing material components:

At will: *detect magic*
3/day each: *blight, dispel magic, gaseous form*
1/day: *divine word*

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

Sickening Stench. Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. Until this poison ends, the target is stunned. On a successful saving throw, the creature is immune to the hezrou's sickening stench for 24 hours.

Actions

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

Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit*: 12 (2d6 + 5) slashing damage.

Ruthless Command (Recharges after a Short or Long Rest). For 1 minute, the hezrou can issue a telepathic command whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll. The creature takes 1d8 psychic damage and can add a d8 to its roll provided it can understand the hezrou. A creature can benefit from only one ruthless command die at a time. This effect ends if the hezrou is incapacitated.

Teleport. The hezrou magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Legendary Actions

The hezrou can take three 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 hezrou regains spent legendary actions at the start of its turn.

Claw. The hezrou makes a claw attack.
Teleport (Costs 2 Actions). The hezrou magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.
Cast a Spell (Costs 3 Actions). The hezrou casts a spell from its list of innate spells, using a spell slot as normal.

Hezrou Sergeant

The lowest ranking officer of a demon army, the hezrou sergeant is still a dangerous opponent because of its ability to cast spells and emit a nauseating stench that can overwhelm its foes.

Immolith

When a demon dies a magical fiery death and its spirit is unable to reform when it returns to the abyss, it sometimes forms as an immolith.

Immoliths appear as large four armed skeletons with no visible lower bodies and are eternally shrouded in flames. Opponents who are foolish enough to get close are burned and may even catch fire. Even worse, the mere glare of an immolith can cause a targeted creature to burst into flames.

Immolith

Large fiend (demon, undead), chaotic evil

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft.

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

Saving Throws Dex +5, Con +7, Wis +5
Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses truesight 120 ft., passive Perception 12
Languages Abyssal, telepathy 120 ft.
Challenge 7 (2,900 XP)

Fire Aura. At the start of each of the immolith's turns, each creature within 5 feet of it takes 5 (1d10) fire damage, and flammable objects in the aura that aren't being worn or carried ignite.

Fire Form. The immolith can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the immolith or hits it with a melee attack while with in 5 feet of it takes 5 (1d10) fire damage. In addition, the immolith 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 immolith sheds bright light in a 20-foot radius and dim light in an additional 20 feet.

Water Susceptibility. For every 5 feet the immolith moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The immolith uses deathfire curse and makes two claw attacks.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 5 (1d10) fire damage, and if the target is a Large or smaller creature, it is also grappled (escape DC 14). While a creature is grappled, it loses resistance to fire. The immolith can have up to four creatures grappled.

Deathfire Curse. The immolith targets one creature it can see within 60 feet of it. The target must succeed on a DC 13 Wisdom saving throw. On a failed save, a creature takes 14 (4d6) fire damage and catches fire, taking 5 (1d10) fire damage at the end of each of its turns. An affected creature or another creature within 5 feet of it can take an action to extinguish the fire. On a successful save, the creature takes half as much damage and doesn't catch fire.



Marilith General

The highest ranking officer of a demon army that only answers to balors, demon lords, and demon princes, the marilith general is a cunning and brilliant strategist.

If she finds opportunity, however, she will wade into the thick of battle with her six poison-tipped swords.

The known marilith generals are Marilith, the great demon for whom the race of mariliths was named, Bethshiva, Charsultketh, Kalistes, Mulvassys the Sceptered, Nethess, Reluhantis and Unhath, both servants of Graz'zt, Vhissilka, Y'tossi, and Yxunomei.

Marilith General

Large fiend (demon), chaotic evil

Armor Class 19 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 40 ft.

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

Saving Throws Str +11, Con +11, Wis +9, Cha +11
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 13
Languages Abyssal, telepathy 120 ft.
Challenge 18 (20,000 XP)

Innate Spellcasting. The marilith's innate spellcasting ability is Charisma (spell save DC 19). The marilith can innately cast the following spells, without providing material components:

At will: *detect magic*
3/day each: *fly, polymorph* (self only), *telekinesis*
1/day each: *blade barrier, project image*

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

Magic Weapons. The marilith's weapon attacks are magical.

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

Actions

Multiattack. The marilith makes seven attacks: six with its longswords and one with its tail.

Longsword. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 3 (1d6) poison damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 15). 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.

Bladestorm (Recharges 5-6). The marilith moves up to its walking speed and targets each creature within 5 feet of it during its movement. Each target must succeed on a DC 19 Dexterity saving throw or take 44 (6d12 +5) slashing damage plus 21 (6d6) poison damage. The marilith's movement during this action will not provoke opportunity attacks.

Ruthless Command (Recharges after a Short or Long Rest). For 1 minute, the marilith can issue a telepathic command whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll. The creature takes 1d8 psychic damage and can add a d12 to its roll provided it can understand the marilith. A creature can benefit from only one ruthless command die at a time. This effect ends if the marilith is incapacitated.

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

Legendary Actions

The marilith can take three 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 marilith regains spent legendary actions at the start of its turn.

Command. The marilith targets one ally it can see within 30 feet of it. If the target can see and hear the marilith, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Longsword. The marilith makes a longsword attack.

Teleport (Costs 2 Actions). The marilith magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Tail Swipe (Costs 3 Actions). Each creature within 10 feet of the marilith must succeed on a DC 19 Strength saving throw, taking 21 (3d10 + 5) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. The marilith can't use Tail Swipe if it has a creature grappled with its tail.

Reactions

Parry. The marilith adds 6 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 Captain

Large fiend (demon), chaotic evil

Armor Class 19 (natural armor)
Hit Points 207 (18d10 + 108)
Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	19 (+4)	12 (+1)	16 (+3)

Saving Throws Str +12, Con +12, Wis +7, Cha +9
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 17 (18,000 XP)

Innate Spellcasting. The nalfeshnee's spellcasting ability is Intelligence (spell save DC 18). The nalfeshnee can innately cast the following spells, without providing material components:

At will: *detect magic*
3/day each: *call lightning, dispel magic, polymorph* (self only), *slow*
1/day: *feeblemind*

Magic Resistance. The nalfeshnee has advantage on saving throws against spells and other magical 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. If both claw attacks hit the same creature, the target takes an extra 10 (3d6) slashing damage and must succeed on a DC 19 Constitution saving throw or be stunned until the end of its next turn.

Bite. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 33 (5d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit*: 15 (3d6 + 5) slashing damage.

Horror Nimbus (Recharges 5-6). The nalfeshnee magically emits scintillating, multicolored light. Each creature within 20 feet of the nalfeshnee that can see the light must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. If the initial saving throw fails by 5 or more, the creature is paralyzed while frightened in this way. 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.

Ruthless Command (Recharges after a Short or Long Rest). For 1 minute, the nalfeshnee can issue a telepathic command whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll. The creature takes 1d8 psychic damage and can add a d10 to its roll provided it can understand the nalfeshnee. A creature can benefit from only one ruthless command die at a time. This effect ends if the nalfeshnee is incapacitated.

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

Legendary Actions

The nalfeshnee can take three 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 nalfeshnee regains spent legendary actions at the start of its turn.

Claw. The nalfeshnee makes a claw attack.
Command. The nalfeshnee targets one ally it can see within 30 feet of it. If the target can see and hear the nalfeshnee, the target can make one weapon attack as a reaction.
Teleport (Costs 2 Actions). The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.
Cast a Spell (Costs 2 Actions). The nalfeshnee casts a spell from its list of innate spells, using a spell slot as normal.



Nalfeshnee Captain

The vicious nalfeshnee captain, unlike its lower-ranked brethren, is able to wield spells and bully demon underlings to follow its command. It is so ferocious in battle, it can incapacitate a creature momentarily with its rending iron claws.

Among the known nalfeshnee captains are Nalfeshnee himself and Zerevimeel.

Greater Shadow Demon

When a more powerful demon such as a hezrou is slain and its spirit is unable to reform in the abyss, its essence can take form as a greater shadow demon. These insidious creatures are far deadlier and more frightening than the normal shadow demon.



Greater Shadow Demon

Large fiend (demon), chaotic evil

Armor Class 14
Hit Points 136 (16d10 + 48)
Speed 40 ft., fly 40 ft.

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

Saving Throws Dex +7, Cha +5
Skills Stealth +7
Damage Vulnerabilities radiant
Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, lightning, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses truesight 120 ft., passive Perception 12
Languages Abyssal, telepathy 120 ft.
Challenge 7 (2,900 XP)

Incorporeal Movement. The demon 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.

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

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

Shadow Step. While in dim light or darkness, the demon can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Actions

Multiattack. The demon makes two claw attacks.

Claw. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) psychic damage or, if the demon had advantage on the attack roll, 25 (6d6 + 4) psychic damage.

Insidious Darkness (1/Day). Magical darkness surges forth from the demon, filling a 30-foot radius sphere centering around it and spreading around corners. A creature with darkvision can't see through this darkness. Non-magical light, as well as light created by spells of 4th level or lower, can't illuminate the area. Demonic cackling, screams, and laughter can be heard within the sphere. Whenever a creature that isn't a demon starts its turn in the sphere, it must succeed on a DC 14 Wisdom saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one. The demon must concentrate to maintain the insidious darkness (as if concentrating on a spell), which lasts for up to l minute.

Vrock Doomsayer

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)
Hit Points 133 (14d10 +56)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	8 (-1)	14 (+2)	8 (-1)

Saving Throws Dex +5, Wis +5, Cha +2
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Abyssal, telepathy 120 ft.
Challenge 8 (3,900 XP)

Innate Spellcasting. The vrock's innate spellcasting ability is Wisdom (spell save DC 13). The vrock doomsayer can innately cast the following spells, without providing material components:

At will: *darkness, detect magic, heroism, mirror image*
3/day each: *polymorph* (self only), *telekinesis*

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

Actions

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

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

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

Spores (Recharge 5-6). 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 15 Constitution saving throw or become poisoned. Until this poison ends, the 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 (Recharge 6). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn.

Dance of Ruin (1/Day). The vrock doomsayer joins hands with at least 2 other vrocks in a circle, chanting and performing a wild ritual dance for 3 consecutive turns. They share the same initiative, and take their turns at the same time. At the end of 3 turns of dancing, a violent wave of crackling, infernal energy explodes in a 100-foot radius, centered on the vrocks. Each target caught in the explosion that isn't a demon must succeed on a DC 13 Dexterity saving throw, taking 21 (6d6) lightning damage and 21 (6d6) necrotic damage on a failed save, or half as much on a successful one. For each additional vrock that joins in the dance, the damage increases by 7 (2d6) lightning damage and 7 (2d6) necrotic damage, to a maximum of 35 (10d6) lightning damage and 35 (10d6) necrotic when five or more vrocks are dancing.

The dance of ruin immediately ends if the vrock doomsayer is incapacitated or dies, or if the number of vrocks performing the dance drops below 3.

Vrock Doomsayer

Vrock doomsayers are very rare type of vrock that can perform a ritualistic dance that enables them to harness destructive energy. Once very numerous, the vrock doomsayers have nearly died out, leaving only a few left who can perform the dance.

Yochlol Elder

The Yochlol elders are the oldest and most powerful of yochlol, amongst the first that were created by Lolth. They are able to make more attacks than the normal yochlol, and those unfortunate to get caught by their webs can literally die from madness.



Yochlol Elder

Large fiend (demon, shapechanger), chaotic evil

Armor Class 16 (natural armor)
Hit Points 230 (20d10 + 120)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	22 (+6)	14 (+2)	16 (+3)	16 (+3)

Saving Throws Dex +7, Int +7, Wis +8, Cha +8
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 13
Languages Abyssal, Elvish, Undercommon
Challenge 13 (10,000 XP)

Rapid Shapechanger. The yochlol elder can use a bonus action to polymorph into a form that resembles a female drow or giant spider, or back into its true 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.

Maddening Webs. A creature that starts its turn in a space filled with webbing conjured by the yochlol elder's web spell takes 7 (2d6) psychic damage.

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

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

Innate Spellcasting. The yochlol elder's spellcasting ability is Charisma (spell save DC 16). The yochlol elder can innately cast the following spells, without providing material components:

At will: *detect thoughts, web*
3/day each: *stone shape, telekinesis*
1/day: *dominate person*

Web Walking. The yochlol elder ignores movement restrictions caused by webbing.

Actions

Multiattack. The yochlol elder makes two melee attacks.

Slam (Bite in Spider Form). *Melee Weapon Attack*: +9 to hit, reach 5 ft. (15 ft. in demon form), one target. *Hit:* 8 (1d8 + 4) bludgeoning (piercing in spider form) damage plus 28 (8d6) poison damage.

Amorphous Flurry (Demon Form only, Recharge 5-6). The yochlol elder makes four slam attacks.

Noxious Mist Form. The yochlol elder transforms into toxic mist or reverts to its true form. Any equipment it is wearing or carrying is also transformed. It reverts to its true form if it dies.

While in mist form, the yochlol elder is incapacitated and can't speak. It has a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to nonmagical damage.

While in mist form, the yochlol elder can enter a creature's space and stop there. Each time that creature starts its turn with the yochlol elder in its space, the creature must succeed on a DC 14 Constitution saving throw or take 10 (3d6) poison damage and be poisoned until the start of its next turn. Until this poison ends, the target is incapacitated.

Teleport. The yochlol elder teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Devils



Barbed Devil Captain

Barbed Devil Captains are former guards and soldiers that display unusual cunning and tactical prowess. These hamatula warriors lead shock troops into battle, directing their attacks where they can do the most damage. They will not hesitate to sacrifice one of their own to save their own skin since they believe they are more valuable alive than any of their ilk.

Barbed Devil Captain

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)
Hit Points 127 (15d8 + 60)
Speed 30 ft.

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

Saving Throws Str +7, Con +7, Wis +6, Cha +5
Skills Deception +5, Insight +6, Perception +9
Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 19
Languages Infernal, telepathy 120 ft.
Challenge 8 (3,900 XP)

Barbed Hide. At the start of each of its turns, the devil deals 7 (2d6) piercing damage to any creature grappling it.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. The devil's spellcasting ability is Wisdom (spell save DC 14). The devil can innately cast the following spells, without providing material components:

2/day each: *hold person, major image*
1/day: *blight*

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

Actions

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

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 15 Wisdom saving throw or be frightened. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success. If the target's saving throw is successful, the target is immune to being frightened by the devil's claw for the next 24 hours.

Hurl Flame. *Ranged Spell Attack:* +7 to hit, range 60 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.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, the devil can automatically hit the target with its tail, and the devil can't make tail attacks.

Reactions

Redirect Attack. When a creature the devil can see targets it with an attack, the devil chooses another ally within 5 feet of it. The two swap places, and the chosen ally becomes the target instead.

Directed Strike (2/Day). When a creature the devil can see within 30 feet of it makes an attack roll, and the creature can hear the devil, the devil grants advantage to that roll.

Bearded Devil Enforcer

A bearded devil enforcer is an elite soldier that lead their master's shock troops into battle. This savage barbazu enters into a frenzied rage when it is beside its allies fighing their foes.

Bone Devil Taskmaster

Bone devil taskmasters have perfected the art of driving and commanding less powerful devils to work. So cruel and vicious are the osyluths' methods that their minions fear it more than anything else, and would rather die fighting than face the wrath of their taskmasters.

Bearded Devil Enforcer

Medium fiend (devil), lawful evil

Armor Class 14 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +7, Con +6, Wis +3
Skills Intimidation +6
Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 19
Languages Infernal, telepathy 120 ft.
Challenge 5 (1,800 XP)

Battle Frenzy. While it can see an allied creature within 30 feet of it, the bearded devil enforcer gains advantage on Strength checks and saving throws, and all melee weapon attack rolls, but attacks rolls against it have advantage.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

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

Actions

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

Beard. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, 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.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 13 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with thi s attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Bone Devil Taskmaster

Large fiend (devil), lawful evil

Armor Class 20 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 40 ft., fly 40 ft.

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

Saving Throws Int +5, Wis +6, Cha +8
Skills Deception +8, Insight +6, Intimidation +8
Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.
Challenge 11 (7,200 XP)

Aura of Tyranny. An ally that is within 30 feet of the devil and can see and hear the devil and has less hit points than the devil has advantage to saving throws against being charmed and frightened, , provided that the devil isn't incapacitated.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. The devil's innate spellcasting ability is Charisma (spell save DC 16). The devil can innately cast the following spells, without providing material components:

3/day each: *fly, invisibility* (self only), *major image*
1/day: *wall of ice*

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

Spur Allies. As a bonus action, the devil targets up to two allies within 30 feet that can see and hear the devil and must have less hit points than the devil. The target takes 3 (1d6) damage and uses its reaction to make one melee attack with advantage on the roll.

Actions

Multiattack. The devil can use its Frightful Presence. It then makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Sting. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 21 (6d6) poison damage and the target must succeed on a DC 16 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.

Frightful Presence. Each creature of the devil's choice that is within 120 feet of the devil 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 devil's Frightful Presence for the next 24 hours.



Chain Devil Ascendant

Medium fiend (devil), lawful evil

Armor Class 17 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Con +8, Wis +5, Cha +7
Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal, telepathy 120 ft.
Challenge 10 (5,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. The devil's innate spellcasting ability is Charisma (spell save DC 15). The devil can innately cast the following spells, without providing material components:

3/day each: *levitate, major image*
1/day each: *dimension door, fear*

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

Actions

Multiattack. The devil makes three attacks with its chains.

Chain. *Melee Weapon Attack*: +9 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. The target is grappled (escape DC 15) if the devil 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.

Chain Slam. The devil slams a Medium or smaller creature grappled by its chain into another creature or a solid surface within its reach. If slammed into another creature, both creatures must succeed on a DC 15 Strength saving throw or take 12 (2d6 + 5) bludgeoning damage and be stunned until the end of its next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Whirling Chains (Recharge 6). The devil moves up to half its walking speed and targets each creature within 15 feet of it during its movement. Each target must succeed on a DC 15 Dexterity saving throw or take 19 (4d6 + 5) slashing damage. The devil's movement during this action will not provoke opportunity attacks. If the devil has a creature grappled by any of its chains (not the animated ones), the creature automatically fails is saving throw but is immediately released to a random space within 10 feet of the devil's space where it began to use Whirling Chains.

Animate Chains (Recharges after a Short or Long Rest). Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil'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 thunder damage. When the devil 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 devil is incapacitated or dies.

Reactions

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil 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 devil, it must succeed on a DC 15 Wisdom saving throw or be frightened until the end of its turn.

Chain Devil Ascendant

A few kytons who have become very skilled in prolonging the suffering of their victims and have demonstrated certain arcane abilities eventually get rewarded and become chain devil ascendants. When archdevils require information from certain key individuals, they send these masters of torture to extract it.

Erinyes Dread Champion

A few erinyes who show exceptional martial prowess become elite guards for archdevils. Within these few, a handful emerge as true loyal warriors and gifted bringers of death. They become the archdevil's personal dread champions.

These formidable devils fight like gladiators and are able to cast arcane spells to augment their skills and deal with multiple foes.



Erinyes Dread Champion

Medium fiend (erinyes), lawful evil

Armor Class 19 (plate armor)
Hit Points 161 (19d8 + 76)
Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +8, Con +9, Wis +7, Cha +9
Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.
Challenge 16 (15,000 XP)

Aura of Dread. A creature hostile to the erinyes that starts its turn within 20 feet of the erinyes must succeed on a DC 17 Wisdom saving throw, unless the erinyes is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target can't perform any actions except move up to half its speed. If a creature's saving throw is successful, the creature is immune to the erinyes's Aura of Dread for the next 24 hours.

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

Indomitable (2/day). The erinyes can reroll a saving throw it fails. It must use the new roll.

Innate Spellcasting. The erinyes's innate spellcasting ability is Charisma (spell save DC 17). The chain erinyes ascendant can innately cast the following spells, without providing material components:

3/day each: *command, dispel magic, major image*
2/day each: *charm monster, staggering smite*
1/day: *destructive wave*

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

Actions

Multiattack. The erinyes makes three attacks.

Longword. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 13 (3d8) poison damage.

Longbow. *Ranged Weapon Attack*: +8 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 15 Constitution saving throw or be poisoned. The poison lasts until it is removed by the lesser restoration spell or similar magic.

Teleport. The erinyes magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Legendary Actions

The erinyes can take three 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 erinyes regains spent legendary actions at the start of its turn.

Move. The erinyes moves up to half its speed.
Attack. The erinyes makes one Longsword attack.
Teleport (Costs 2 Actions). The erinyes magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.
Cast a Spell (Costs 2 Actions). The erinyes casts a spell from its list of innate spells, using a spell slot as normal.

Reactions

Parry. The erinyes adds 5 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 Warmaster

Even more fearsome and terrible than the normal horned devil, these malebranches have been built, trained, and bred for war. It lives for battle and relishes diving into the thick of the fight surrounded by its foes so it can shred them to pieces with its long sweeping spiked chains. Unlike normal horned devils, the warmasters are able to unleash fireball and lightning bolt spells to deal with multiple foes.

Horned Devil Warmaster

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	19 (+4)

Saving Throws Str +11, Dex +8, Wis +8, Cha +9
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Infernal, telepathy 120 ft.
Challenge 15 (13,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. The devil's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, without providing material components:

At will: *darkness, detect magic*
3/day each: *dispel magic, magic circle (against good creatures)*
2/day each: *fireball, lightning bolt*
1/day: *programmed illusion*

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

Actions

Multiattack. The devil makes three attacks: two with its spiked chain and one with its tail. It can use its Hurl Flame or Spiked Chain Slam in place of one spiked chain attack.

Spiked Chain. *Melee Weapon Attack*: +11 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage, and the target is grappled (escape DC 16). While a creature is grappled this way, the horned devil can't use one of its spiked chain attacks.

Tail. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, and the target is grappled (escape DC 16). If the target is a creature other than an undead or a construct, it must succeed on a DC 19 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 devil 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 magical healing.

Hurl Flame. *Ranged Weapon Attack:* +8 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.

Spiked Chain Slam. The devil slams a Large or smaller creature grappled by its spiked chain into another creature or a solid surface within 20 feet. Both creatures must succeed on a DC 19 Strength saving throw or take 17 (2d10 + 6) bludgeoning damage and be stunned until the end of its next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Sweeping Spiked Chains (Recharges 5-6). The devil expertly whirls its spiked chains rapidly around in a wide sweeping arc, and every creature within 20 feet of it must succeed on a DC 19 Strength saving throw. On a failed save, a creature takes 28 (4d10 + 6) slashing damage and, if it is Large or smaller, is knocked prone. On a successful save, the creature takes half as much damage and is not knocked prone. The devil can't use this feature if it has a creature grappled by its spiked chains.

Teleport. The devil magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Legendary Actions

The devil can take three 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 devil regains spent legendary actions at the start of its turn.

Move. The devil moves up to half its speed.
Attack. The devil makes one spiked chain, tail, or hurl flame attack.
Teleport (Costs 2 Actions). The devil magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.
Cast a Spell (Costs 2 Actions). The devil casts a spell from its list of innate spells, using a spell slot as normal.

Ice Devil Overlord

Second only to pit fiends and archdevils, the ice devil overlords are coldblooded and calculating military strategists that are willing to sacrifice their troops if it will give them the advantage in the long run.

Master of Frost. In combat, the ice devil overlord is set apart from its normal kin, with its frost aura, an array of devastating spells, and the ability to unleash freezing blizzards. In melee, few escape its dreaded ice spear that can chill the blood and numb the senses of its victims.

Ice Devil Overlord

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)
Hit Points 209 (22d10 + 88)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Dex +8, Con +10, Wis +9, Cha +11
Skills Deception +11, Insight +9, Persuasion +11
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities cold, fire, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13
Languages Infernal, telepathy 120 ft.
Challenge 18 (20,000 XP)

Aura of Chilling Frost. A creature that starts its turn within 10 feet of the devil takes 10 (3d6) cold damage and can't use reactions until the end of the devil's next turn.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. The devil's innate spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, without providing material components:

At will: *darkness, detect magic*
3/day each: *fly, ice storm*
2/day each: *cone of cold, programmed illusion*
1/day: *divine word*

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

Actions

Multiattack. The devil makes three attacks: one with its bite, one with its ice spear, and one with its tail. It can use its Frost Ray in place of a melee attack.

Bite. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage.

Ice Spear. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 10 (3d6) cold damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw, or for 1 minute, its speed is reduced by 10 feet; it can take either an action or a bonus action on each of its turns, not both; and it can't take reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Frost Ray. *Ranged Spell Attack:* +11 to hit, range 120 ft., one creature. *Hit:* 17 (5d6) cold damage.

Tail. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage.

Ruthless Command (Recharges after a Short or Long Rest). For 1 minute, the devil can issue a telepathic command whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll. The creature takes 1d8 psychic damage and can add a d10 to its roll provided it can understand the devil. A creature can benefit from only one ruthless command die at a time. This effect ends if the devil is incapacitated.

Wall of Ice (Recharge 6). The devil magically 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 19 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 devil 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, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the s pace the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must succeed on a DC 19 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.

Teleport. The devil magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Legendary Actions

The devil can take three 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 devil regains spent legendary actions at the start of its turn.

Attack. The devil makes a bite, ice spear, tail, or frost ray attack.
Command. The devil targets one ally it can see within 30 feet of it. If the target can see and hear the devil, the target can make one weapon attack as a reaction.
Teleport (Costs 2 Actions). The devil magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.
Blizzard (Costs 3 Actions). Blinding snow and freezing jagged ice cascade and swirl magically around the devil. Each creature within 20 feet of the devil must succeed on a DC 19 Constitution saving throw. On a failed save, the target takes 21 (6d6) cold damage and is blinded and 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 until the end of the devil's next turn. On a successful save, the target takes half as much damage and suffers no other effects.



Pit Fiend Aristocrat

The most powerful of the greater devils who answers only to archdevils, the pit fiend aristocrat represents the most diabolical, cunning, and intelligent of devil nobility. Its mere presence alone strikes fear into the heart of any of the lesser fiends, let alone mortals.

Super Powers. It is exceptionally strong for its size, and can brutally manhandle creatures twice or even thrice its size. Aside from its strength, the pit fiend aristocrat sports an array of other fearsome abilities and spells that far exceed that of a normal pit fiend.

Mastermind. Still, the pit fiend aristocrat is not just feared for its combat abilities. Its more intelligent foes fear it for being a brilliant tactician and general. It is always a few steps ahead of them and always ready for any surprise they might try against it.

Some of the most notable pit fiend aristocrats are Bel the Warlord and the members of the Dark Eight.

Pit Fiend Aristocrat

Large fiend (devil), lawful evil

Armor Class 20 (natural armor)
Hit Points 312 (25d10 + 175)
Speed 40 ft.

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

Saving Throws Dex +9, Con +14, Wis +11
Skills Deception +14, Insight +11, Persuasion +14
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities cold, fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 14
Languages Infernal, telepathy 120 ft.
Challenge 22 (41,000 XP)

Fear Aura. A creature that starts its turn within 20 feet of the pit fiend must succeed on a DC 13 Wisdom saving throw, unless the pit fiend is incapacitated. On a failed save, the creature is frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from the pit fiend by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the pit fiend, the creature can repeat the saving throw. On a success, the effect ends. If a creature's saving throw is successful, the creature is immune to the pit fiend's Fear Aura for the next 24 hours.

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

Magic Weapons. The pit fiend's weapon attacks are magical.

Innate Spellcasting. The devil's spellcasting ability is Charisma (spell save DC 22). It can innately cast the following spells, without providing material components:

At will: *darkness, detect magic, fireball*
3/day each: *hold monster, programmed illusion, wall of fire*
2/day each: *divine word, power word stun*
1/day: *meteor swarm*

Actions

Multiattack. The pit fiend makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail. It can use its Fling in place of its claw attack.

Bite. *Melee Weapon Attack*: +15 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage. The target must succeed on a DC 22 Constitution saving throw or become poisoned. Until this poison ends, 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*: +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage, and if the target is Large or smaller, it is grappled (escape DC 18). Until this grapple ends, the target is restrained and the pit fiend can automatically hit the target with its claw but can't make claw attacks against other targets.

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

Tail. *Melee Weapon Attack*: +15 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Fling. One Large or smaller object held or creature grappled by the pit fiend is thrown up to 60 feet 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 23 Dexterity saving throw or take the same damage and be knocked prone.

Teleport. The devil magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Hellfire Gaze (Recharge 6). The pit fiend's eyes projects intense fiery energy in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 30 (4d6 + 16) fire damage on a failed save, or half as much on a successful one. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine ash and slag. The creature can be restored to life only by means of a true resurrection or a wish spell.

Legendary Actions

The pit fiend can take three 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 pit fiend regains spent legendary actions at the start of its turn.

Move. The pit fiend moves up to half its speed.
Attack (Costs 2 Actions). The pit fiend makes a claw, mace, or tail attack.
Teleport (Costs 2 Actions). The pit fiend magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.
Cast a Spell (Costs 3 Actions). The pit fiend casts a spell from its list of innate spells, using a spell slot as normal.



Spined Devil Scout

Medium fiend (devil), lawful evil

Armor Class 14 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	8 (-1)

Skills Perception +6, Stealth +5
Damage Resistances cold, bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Infernal, telepathy 120 ft.
Challenge 4 (1,100 XP)

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

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. The spined devil scout's spellcasting ability is Wisdom (spell save DC 12). The spined devil scout can innately cast the following spells, without providing material components:

2/day each: *disguise self, produce flame*
1/day: *stinking cloud*

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

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

Sneak Attack (1/Turn). The spined devil scout 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 spined devil scout that isn't incapacitated and the spined devil scout doesn't have disadvantage on the attack roll.

Actions

Multiattack. The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

Bite. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one creature. *Hit:* 8 (2d6 + 1) piercing damage.

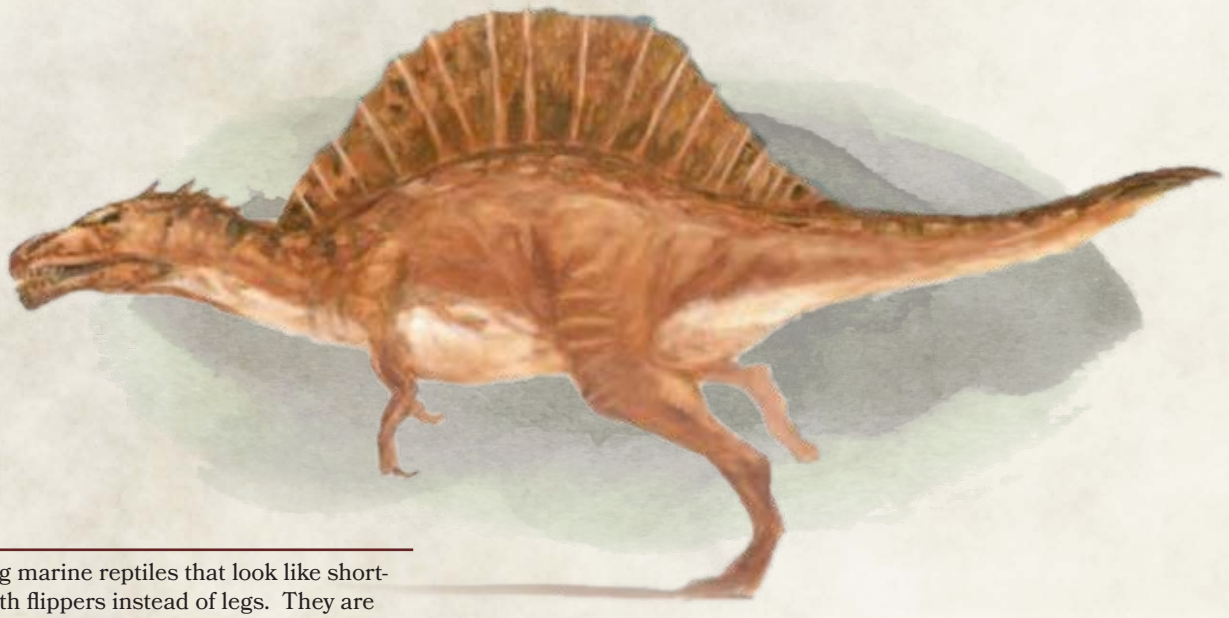
Fork. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Tail Spine. *Ranged Weapon Attack:* +5 to hit, range 20/80 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) fire damage.

Spined Devil Scout

While normal spined devils often serve as messengers and spies for their commanders, a few who are more cunning and gifted are chosen by greater devils to become scouts for important missions and, during battle, as advanced flying artillery and assassins.

Dinosaurs



Mosasaurus

Mosasaurus are 50-foot long marine reptiles that look like short-necked komodo dragons with flippers instead of legs. They are voracious apex predators that will not hesitate to attack prey larger than themselves.

Mosasaurus

Gargantuan beast, unaligned

Armor Class 13 (natural armor)
Hit Points 232 (15d20 + 75)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	20 (+5)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +5
Senses passive Perception 15
Languages —
Challenge 11 (7,200 XP)

Hold Breath. The mosasaurus can hold its breath for 1 hour.

Actions

Multiattack. The mosasaurus makes two attacks: one with its bite one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 47 (6d12 + 8) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 18) . Until this grapple ends, the mosasarus can only bite the grappled creature and has advantage on attack rolls to do so.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 27 (3d12 + 8) bludgeoning damage.

Swallow. The mosasaurus makes one bite attack against a Large 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 mosasaurus, and it takes 28 (8d6) acid damage at the start of each of the mosasaurus's turns. A mosasaurus can have only up to one Large, two Medium, or four Small creatures swallowed at a time.

If the mosasaurus takes 30 damage or more on a single turn from the swallowed creature, the mosasaurus 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 mosasaurus. If the mosasaurus dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Spinosaurus

A spinosaurus looks like an upright bipedal carnivorous dinosaur with a crocodilian head and a sail on its back. It is a vicious ambush hunter that lies in wait under pools of water or underbrush. It is somewhat clumsy when pursuing its prey on land, which is why it prefers to attack while its target is half submerged in water where it can easily outmanuever and catch it.

Spinosaurus

Huge beast, unaligned

Armor Class 13 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +5
Senses passive Perception 15
Languages —
Challenge 9 (5,000 XP)

Hold Breath. The spinosaurus can hold its breath for up to 30 minutes.

Actions

Multiattack. The spinosaurus makes four attacks: one with its bite, two with its claws, and one with its tail. It can't use its bite and tail attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16) . Until this grapple ends, the target is restrained, and the spinosaurus can't bite another target.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage, and if the attack roll against the target succeeds by 5 or higher, the target must succeed on a DC 18 Constitution saving throw or be stunned until the end of its next turn.

Displacer Beasts

Beast Pack Lord

The pack lord is the dominant male of a displacer beast pack, and is usually the only male of the pack. When hunting, a pack lord will normally hang back and let its females do the actual killing. But when faced with a formidable prey, the pack lord will coordinate the attack to make an efficient kill.

Stalker

A stalker is a displacer beast that has learned to be nearly invisible when prowling and hunting. More often than not, its prey does not even have time to realize what attacked it before it is slain.

Displacer Beast Pack lord

Huge monstrosity, lawful evil

Armor Class 14 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	6 (-2)	14 (+2)	10 (+0)

Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 7 (2,900 XP)

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

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

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

Packmaster. A displacer beast ally that starts its turn within 30 feet of this displacer beast and that can see and hear this displacer beast pack gains Pack Tactics until the start of its next turn, provided this displacer beast isn't incapacitated.

Actions

Multiattack. The displacer beast pack lord makes three attacks: one with its bite and two with its tentacles.

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

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage plus 4 (1d8) piercing damage.

Displacer Beast Stalker

Large monstrosity, lawful evil

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	6 (-2)	13 (+1)	8 (-1)

Skills Perception +4, Stealth +7, Survival +7
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 5 (1,800 XP)

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

Stealthy. On each of its turns, the displacer beast can use a bonus action to take the Hide action.

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

Slay Foe (1/Turn). The displacer beast deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

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

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

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 4 (1d8) piercing damage.



Doppelgangers

Dark Whisperer

These are doppleganger bards who came from the College of Whispers and have learned the subtle arts of planting fear and discord in the minds of their victims.

Doppelganger Assassin

Medium monstrosity (shapechanger), neutral

Armor Class 15
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +9, Int +4
Skills Deception +6, Insight +5, Stealth +13
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 9 (5,000 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid 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. In the first round of combat, the doppelganger has advantage on attack rolls against any creature it has surprised.

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

Cunning Action. The doppelganger can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

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

Sneak Attack (1/Turn). The doppelganger deals an extra 17 (5d6) 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 doppelganger that isn't incapacitated and the doppelganger doesn't have disadvantage on the attack roll.

Actions

Multiattack. The doppelganger makes three melee attacks.

Slam. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 +5) bludgeoning damage.

Shortsword. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Read Thoughts. The doppelganger magically 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 spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Doppelganger Dark Whisperer

Medium monstrosity (shapechanger), neutral

Armor Class 14
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +8, Cha +7
Skills Deception +11, Insight +5, Persuasion +11, Stealth +8
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 10 (5,900 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid 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. In the first round of combat, the doppelganger has advantage on attack rolls against any creature it has surprised.

Dark Whispers. The doppelganger can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the doppelganger, the target must succeed on a DC 15 Charisma saving throw or be frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from the doppelganger by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the doppelganger, the creature can repeat the saving throw. On a success, the effect ends.

Psychic Blades (3/day). The doppelganger deals an extra 17 (5d6) damage when it hits a target with a weapon attack.

Spellcasting. The doppelganger is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, minor illusion, prestidigitation, vicious mockery*
1st level (4 slots): *charm person, healing word, dissonant whispers, thunderwave*
2nd level (3 slots): *enthrall, hold person*
3rd level (3 slots): *fear, fireball, major image*
4th level (3 slots): *confusion, greater invisibility, polymorph*
5th level (2 slots): *destructive wave, dominate person*
6th level (1 slot): *otto's irresistible dance*

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.

Rapier. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 10 (3d6) poison damage.

Read Thoughts. The doppelganger magically 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 spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.



Dragons

Presented here are two additional age categories for each of the chromatic dragons. Mature adults are dragons who lie between the ages of adult and ancient, and have just reached gargantuan size. Young Adults are adolescent dragons that have just reached Huge size.



Mature Adult Black Dragon

Gargantuan dragon, chaotic evil

Armor Class 20 (natural armor)
Hit Points 280 (17d20 + 102)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	15 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +8, Con +12, Wis +8, Cha +10
Skills Perception +14, Stealth +8
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 18 (20,000 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*: +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 9 (2d8) acid damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 20 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 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.

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 succeed on a DC 20 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take three 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 21 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 Adult Black Dragon

Huge dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +6, Con +8, Wis +5, Cha +7
Skills Perception +9, Stealth +6
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

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*: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing 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 15 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 succeed on a DC 15 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.



Mature Adult Blue Dragon

Gargantuan dragon, lawful evil

Armor Class 20 (natural armor)
Hit Points 315 (18d20 + 126)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	17 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +6, Con +13, Wis +9, Cha +11
Skills Perception +15, Stealth +6
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Common, Draconic
Challenge 20 (24,500 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*: +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 11 (2d10) lightning 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 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.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must succeed on a DC 21 Dexterity saving throw, taking 77 (14d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take three 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.

Young Adult Blue Dragon

Huge dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	15 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +4, Con +9, Wis +6, Cha +8
Skills Perception +10, Stealth +4
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic
Challenge 11 (7,200 XP)

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*: +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing 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.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 17 Dexterity saving throw, taking 60 (11d10) lightning damage on a failed save, or half as much damage on a successful one.

Mature Adult Green Dragon

Gargantuan dragon, lawful evil

Armor Class 20 (natural armor)
Hit Points 297 (18d20 + 108)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	19 (+4)	16 (+3)	18 (+4)

Saving Throws Dex +7, Con +12, Wis +9, Cha +10
Skills Deception +10, Insight +9, Perception +15, Persuasion +10, Stealth +7
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Common, Draconic
Challenge 19 (22,000 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*: +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 10 (3d6) poison damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 20 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 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.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw, taking 66 (19d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take three 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 21 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 Adult Green Dragon

Huge dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	17 (+3)	14 (+2)	16 (+3)

Saving Throws Dex +5, Con +8, Wis +6, Cha +7
Skills Deception 7, Perception +11, Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic
Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

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*: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing 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 15 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 succeed on a DC 16 Constitution saving throw, taking 49 (14d6) poison damage on a failed save, or half as much damage on a successful one.



Mature Adult Red Dragon

Gargantuan dragon, chaotic evil

Armor Class 21 (natural armor)
Hit Points 351 (19d20 + 152)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	17 (+3)	14 (+2)	22 (+6)

Saving Throws Dex +7, Con +15, Wis +9, Cha +13
Skills Perception +16, Stealth +7
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic
Challenge 21 (33,000 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 14 (4d6) fire 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 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 succeed on a DC 23 Dexterity saving throw, taking 77 (22d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take three 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 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Adult Red Dragon

Huge dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	15 (+2)	12 (+1)	20 (+5)

Saving Throws Dex +4, Con +10, Wis +5, Cha +9
Skills Perception +9, Stealth +4
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 12 (8,400 XP)

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:* 18 (2d10 + 7) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing 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.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 60-foot cone. Each creature in that area must succeed on a DC 19 Dexterity saving throw, taking 59 (17d6) fire damage on a failed save, or half as much damage on a successful one.

Mature Adult White Dragon

Gargantuan dragon, chaotic evil

Armor Class 20 (natural armor)
Hit Points 315 (18d20 + 126)
Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	9 (-1)	12 (+1)	13 (+1)

Saving Throws Dex +6, Con +13, Wis +7, Cha +7
Skills Perception +13, Stealth +6
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Common, Draconic
Challenge 17 (18,000 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

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 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 20 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 15 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 succeed on a DC 21 Constitution saving throw, taking 63 (14d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take three 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 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



Young Adult White Dragon

Huge dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft., burrow 40 ft., fly 80 ft.

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

Saving Throws Dex +4, Con +9, Wis +5, Cha +5
Skills Perception +9, Stealth +4
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 10 (5,900 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 can use its Frightful Presence. It then 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 4 (1d8) cold damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing 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 13 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 succeed on a DC 17 Constitution saving throw, taking 49 (11d8) cold damage on a failed save, or half as much damage on a successful one.

Dragon Turtles

Young Dragon Turtle

Young dragon turtles are more commonly encountered as they are more prone to attack smaller ships compared to the bigger adults. It is also at this stage that they begin to build their obsession with gold and treasure which they discover can be easily taken from busy shipping lanes.

Fortunately for the sailors, young dragon turtles rarely live to adult age, as they are often mortally wounded by savagely territorial and greedy dragon turtles.



Dragon Turtle Wyrmling

Wyrmlings are newly-hatched up to 6-month-old dragon turtles. They are often encountered near sandy beaches and shallow waters. Only a few survive to an adolescent age, as they are often killed on sight by larger dragon turtles, other sea monsters, and various humanoids that hunt them for their tough shells which they use to build shields with.

Young Dragon Turtle

Huge dragon, neutral

Armor Class 18 (natural armor)
Hit Points 152 (16d12 + 48)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	16 (+3)	8 (-1)	10 (+0)	10 (+0)

Saving Throws Dex +4, Con +7, Wis +4
Damage Resistances fire
Senses darkvision 120 ft., passive Perception 10
Languages Aquan, Draconic
Challenge 9 (5,000 XP)

Amphibious. The dragon turtle can breathe air and water.

Actions

Multiattack. The dragon turtle makes three attacks: one with its bite and two with its claws. It can use its tail attack in place of its two claws attacks.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 17 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 exhales scalding steam in a 30-foot cone. Each creature in that area must succeed on a DC 15 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance.

Dragon Turtle Wyrmling

Large dragon, neutral

Armor Class 16 (natural armor)
Hit Points 55 (10d10 + 10)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	12 (+1)	6 (-2)	8 (-1)	8 (-1)

Saving Throws Dex +2, Con +3, Wis +1
Damage Resistances fire
Senses darkvision 120 ft., passive Perception 9
Languages Aquan, Draconic
Challenge 4 (1,100 XP)

Amphibious. The dragon turtle can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 +3) piercing damage.

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

Steam Breath (Recharge 5-6). The dragon exhales scalding steam in a 15-foot cone. Each creature in that area must succeed on a DC 13 Dexterity saving throw, taking 31 (9d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance.

"Something I overheard from a harbormaster at Port Nyanzaru... a pirate ship was spotted taking refuge in a secret cove somewhere north of the Mistcliffs in the bay of Chult. Mercenaries and adventurers were conscripted to capture them the following day. But after they tracked them down, they were shocked at what they discovered... hundreds of sea gulls, crabs, and other scavengers feasting on the blood, torn limbs, and gutted remains lying on the beach. And not a single living pirate in sight. You know what was interesting? They discovered dozens of giant cracked shells half buried in the beach not too far from where the pirates made camp. Those pirates sure picked the right place... but the wrong time to get drunk."

- Volo

Driders



Drider Cavestalker

These driders are exceptional hunters and trackers in the Underdark and are often commissioned by drow to pursue and capture escaping slaves or enemy scouts.

Drider Cavestalker

Large monstrosity, chaotic evil

Armor Class 20 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 30 ft., climb 30 ft.

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

Saving Throws Str +6, Dex +7
Skills Perception +5, Stealth +10, Survival +8
Senses darkvision 120 ft., passive Perception 15
Languages Elvish, Undercommon
Challenge 8 (3,900 XP)

Cave Strider. Moving through nonmagical difficult cavern or underground terrain doesn't cost the drider extra movement.

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

Innate Spellcasting. The drider's innate spellcasting ability is Wisdom (spell save DC 13), +5 to hit with spell attacks. The drider can innately cast the following spells, without providing material components:

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

Spellcasting. The drider is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13). It has the following ranger spells prepared:

1st level (4 slots): *ensnaring strike, hunter's mark*
2nd level (3 slots): *cordon of arrows, spike growth*
3rd level (2 slots): *conjure barrage, lightning arrow*

Stealthy. On each of its turns, the drider can use a bonus action to take the Hide action.

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.

Slay Foe (1/Turn). The drider deals an extra 13 (3d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Multiattack. The drider makes three attacks: either with its rapier or its longbow. It can replace one of those attacks with a bite attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

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

Longbow. *Ranged Weapon Attack:* +7 to hit, range 120/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) poison damage.

Drider Sorcerer and Warlock

Some drow were sorcerers and warlocks before they were cursed and transformed into driders. While most lose their powers and memories of their former drow selves, a rare few manage to retain their abilities, making them dangerous opponents. Whether this was willed by Lolth or not, it's anyone's guess.

Because they still retain memories of a portion of their lives, they grow to hate the drow that have forsaken them. Thus, these drider spellcasters wander off into the Underdark to find their own lair and live like hermits. They will not hesitate to attack anyone or anything that enters their territory, even drow.

Drider Sorcerer

Large monstrosity, chaotic evil

Armor Class 19 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 30 ft., climb 30 ft.

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

Skills Perception +6, Stealth +11
Senses darkvision 120 ft., passive Perception 16
Languages Elvish, Undercommon
Challenge 9 (5,000 XP)

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

Innate Spellcasting. The drider's innate spellcasting ability is Wisdom (spell save DC 14). The drider can innately cast the following spells, without providing material components:

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

Spellcasting. The drider is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *chill touch, minor illusion, mending, poison spray, true strike*
1st level (4 slots): *charm person, detect magic*
2nd level (3 slots): *invisibility, web*
3rd level (3 slots): *dispel magic, lightning bolt, suggestion*
4th level (3 slots): *confusion, greater invisibility*
5th level (1 slot): *cone of cold*

Sorcery Points. The drider has 9 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the drider casts a spell that forces a creature to make a saving throw to resist the spell's effects, the drider can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the drider casts a spell that has a casting time of 1 action, the drider can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

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

Multiattack. The drider makes three attacks: either with its longsword or its longbow. It can replace one of those attacks with a bite attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

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

Longbow. *Ranged Weapon Attack:* +7 to hit, range 120/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

Drider Warlock

Large monstrosity, chaotic evil

Armor Class 19 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 30 ft., climb 30 ft.

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

Skills Arcana +5, Perception +6, Stealth +11
Senses darkvision 120 ft., passive Perception 16
Languages Elvish, Undercommon
Challenge 10 (5,900 XP)

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

Innate Spellcasting. The drider's innate spellcasting ability is Wisdom (spell save DC 14). The drider can innately cast the following spells, without providing material components:

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

Spellcasting. The drider is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, friends, mage hand, minor illusion, poison spray, prestidigitation, shocking grasp*
1st level-5th level (4 5th-level slots): *banishment, burning hands, fireball, flame strike, hellish rebuke, magic circle, mirror image, scorching ray, scrying, wall of fire*
1/day each: *Abi-Dalzim's horrid wilting, finger of death, plane shift* (self only)

Dark One's Own Luck (Recharges after a Short or Long Rest). When the drider makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

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

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 4 (1d8) poison damage.

Dryad



Dryad Witch of the Fey

While most dryads develop druidic powers, some dryads develop eldritch abilities, partly due to their patronship of either Titania of the Summer Court, or Oberon, the Green Lord.

Of all dryads, they are the ones most prone to play tricks and pranks on those foolish enough to wander near their lair.

Dryad Witch of the Fey

Medium Fey, neutral

Armor Class 12 (15 with *mage armor*)
Hit Points 110 (17d8 + 34)
Speed 30 ft.

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

Saving Throws Wis +5, Cha +8
Skills Arcana +5, Deception +8, Nature +5, Perception +5, Persuasion +8, Stealth +5
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 15
Languages Elvish, Sylvan
Challenge 6 (2,300 XP)

Agonizing Blast. When the dryad casts *eldritch blast*, she adds her Charisma modifier to the damage it deals on a hit.

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 16). The dryad can innately cast the following spells, without providing material components:

At will: *disguise self, druidcraft, mage armor* (self only), *silent image, speak with animals*
3/day each: *entangle, goodberry*
1/day each: *barkskin, conjure fey, feedblemind, finger of death, pass without trace, shillelagh*

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

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

Spellcasting. The dryad is an 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *dancing lights, eldritch blast, friends, mage hand, minor illusion, prestidigation, vicious mockery*
1st level-5th level (3 5th-level slots): *armor of agathys, blink, dimension door, dominate beast, dispel magic, faerie fire, fear, hold monster, misty step, phantasmal force, seeming, sleep*

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically 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

Scimitar. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) plus 7 (2d6) poison damage.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 16 Wisdom saving throw or be magically 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 humanoid and up to three beasts charmed at a time.

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the dryad turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

Duergar

Duergar Captain

Captains are experienced war veterans who are always found leading patrols or training young duergar to become soldiers.



Duergar Captain

Medium humanoid (dwarf), lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 45 (7d8 + 14)
Speed 25 ft.

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

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Dwarvish, Undercommon
Challenge 3 (700 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Phalanx Formation. The duergar has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a duergar ally wielding a shield.

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

Actions

Multiattack. The duergar makes two war pick or javelin attacks. It can replace one of those attacks with Call to Attack.

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

War Pick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, or 12 (2d8 + 3) piercing damage while enlarged.

Javelin. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 10 (2d6 + 3) piercing damage while enlarged.

Call to Attack. Up to two allied duergar within 30 feet of this duergar that can hear it can each use their reaction to make one weapon attack.

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

Duergar Champion

Champions represent the best and some of the most vicious soldiers of any duergar army. They prefer to wield mauls rather than use one handed weapons and shields.

Duergar Priest

Duergar priests are a staple in any duergar company. They serve as the primary support for duergar guard patrols and armies. They almost always worship either Laduguer or Deep Duerra.

Duergar Champion

Medium humanoid (dwarf), lawful evil

Armor Class 18 (plate mail)
Hit Points 71 (11d8 + 22)
Speed 25 ft.

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

Saving Throws Str +7, Con +5
Skills Athletics +7, Intimidation +3, Perception +3
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 13
Languages Dwarvish, Undercommon
Challenge 5 (1,800 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Indomitable (1/Day). The duergar can reroll a saving throw it fails. It must use the new roll.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the duergar can regain 15 hit points.

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

Actions

Multiattack. The duergar makes three maul or javelin attacks and uses Enlarge if it is available.

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

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, or 18 (4d6 + 4) bludgeoning damage while enlarged.

Javelin. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage while enlarged.

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

Duergar Priest

Medium humanoid (dwarf), lawful evil

Armor Class 16 (scale mail, shield)
Hit Points 44 (8d8 + 8)
Speed 25 ft.

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

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 13
Languages Dwarvish, Undercommon
Challenge 3 (700 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Spellcasting. The duergar is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *mending, poison spray, sacred flame, thaumaturgy*
1st level (4 slots): *bane, command, divine favor, healing word, shield of faith*
2nd level (3 slots): *blindness/deafness, hold person, magic weapon, silence, spiritual weapon*
3rd level (2 slots): *crusader's mantle, dispel magic, meld into stone, revivify, spirit guardians*

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

Wrath of Laduguer. As a bonus action, when the duergar hits a creature with a weapon attack, it can expend a spell slot to deal 1d8 necrotic damage to the target, and the target must succeed on a DC 14 Wisdom saving throw or be frightened until the end of the duergar's next turn. If the duergar expends a spell slot of 2nd level or higher, the extra necrotic damage increases by 1d8 for each level above 1st (maximum 5d8).

Actions

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

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

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

Duergar High Priest

Duergar high priests sometimes serve as leaders and overlords of duergar companies, but more often take the role of advisors to duergar nobility and despots.

Young duergar high priests prefer to reinforce themselves with magical protection and strength-enhancing spells before entering melee. The older ones prefer to hang back behind the shield wall and support its kin with protective spells or throw devastating ones at their enemies.



Duergar High Priest

Medium humanoid (dwarf), lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 117 (18d8 + 36)
Speed 25 ft.

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

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 14
Languages Dwarvish, Undercommon
Challenge 10 (5,900 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Spellcasting. The duergar is a 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *mending, poison spray, sacred flame, thaumaturgy*
1st level (4 slots): *bane, divine favor, healing word, shield of faith*
2nd level (3 slots): *blindness/deafness, hold person, magic weapon, silence, spiritual weapon*
3rd level (3 slots): *crusader's mantle, dispel magic, meld into stone, revivify, spirit guardians*
4th level (3 slots): *banishment, freedom of movement, locate creature, stone shape, stoneskin*
5th level (2 slots): *flame strike, hold monster, mass cure wounds*
6th level (1 slot): *blade barrier, harm*

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

Wrath of Ladugeur. As a bonus action, when the duergar hits a creature with a weapon attack, it can expend a spell slot to deal 1d8 necrotic damage to the target, and the target must succeed on a DC 14 Wisdom saving throw or be frightened until the end of the duergar's next turn. If the duergar expends a spell slot of 2nd level or higher, the extra necrotic damage increases by 1d8 for each level above 1st (maximum 5d8).

Actions

Multiattack. The duergar makes two warhammer attacks and uses Enlarge if it is available.

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

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

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

Elementals

Presented in this section are two additional size categories for the four standard elementals.



Air Elemental, Huge

Huge elemental, neutral

Armor Class 16
Hit Points 171 (18d12 + 54)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	16 (+3)	6 (-2)	12 (+1)	5 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Auran
Challenge 9 (5,000 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:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Tornado (Recharge 4-6). The elemental magically transforms into a violent tornado and moves up to half its flying speed in a straight line and targets each creature its space it enters. Each target must succeed on a DC 16 Strength saving throw. On a failure, the target takes 26 (5d8 + 4) bludgeoning damage and is flung up 30 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 16 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. The air elemental reverts to its true form at the end of the turn.

Air Elemental, Medium

Medium elemental, neutral

Armor Class 14
Hit Points 33 (6d8 + 6)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	4 (-3)	8 (-1)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 9
Languages Auran
Challenge 2 (450 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:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must succeed on a DC 10 Strength saving throw. On a failure, the target takes 7 (2d6) bludgeoning damage and is flung up 10 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. If the target is thrown at another creature, that creature must succeed on a DC 10 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, Huge

Huge elemental, neutral

Armor Class 18 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	22 (+6)	5 (-3)	12 (+1)	5 (-3)

Damage Vulnerabilities thunder
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11
Languages Terran
Challenge 9 (5,000 XP)

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

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

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Ground Smash (Recharge 5-6). The earth elemental slams the ground, triggering an earth tremor and violently pelting the area around it with debris. All other creatures on the ground within 15 feet of the earth elemental must succeed on a DC 19 Strength saving throw, taking 20 (3d8 + 7) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Earth Elemental, Medium

Medium elemental, neutral

Armor Class 16 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	5 (-3)	8 (-1)	5 (-3)

Damage Vulnerabilities thunder
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 9
Languages Terran
Challenge 2 (450 XP)

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

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

Actions

Multiattack. The elemental makes two slam attacks.

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



Fire Elemental, Huge

Huge elemental, neutral

Armor Class 14
Hit Points 189 (18d12 + 72)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	18 (+4)	6 (-2)	12 (+1)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Ignan
Challenge 9 (5,000 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 11 (2d10) 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 11 (2d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 11 (2d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 40-foot radius and dim light in an additional 40 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 slam attacks.

Touch. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) 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 11 (2d10) fire damage at the start of each of its turns.

Blast Wave (Recharge 5-6). The fire elemental emits a searing wave of fire. Each creature within 15 feet of the fire elemental must succeed on a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. If a creature fails its saving throw, it ignites. Until a creature takes an action to douse the fire, the target takes 11 (2d10) fire damage at the start of each of its turns.

Fire Elemental, Medium

Medium elemental, neutral

Armor Class 12
Hit Points 39 (6d8 + 12)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	6 (-2)	8 (-1)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 9
Languages Ignan
Challenge 2 (450 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 3 (1d6) 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 3 (1d6) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 10-foot radius and dim light in an additional 10 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 slam attacks.

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) 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 start of each of its turns.

Water Elemental, Huge

Huge elemental, neutral

Armor Class 15 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	5 (-3)	12 (+1)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Aquan
Challenge 9 (5,000 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.

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

Surging Waves (Recharge 5-6). The water elemental unleashes a violent rush of water that pushes and knocks enemies down. Each creature within 15 feet of the water elemental must succeed on a DC 18 Strength saving throw, taking 19 (3d8 + 6) bludgeoning damage and is pushed up to 10 feet away and is knocked prone on a failed save, or half as much damage and isn't pushed and knocked prone on a successful one.

Whelm (Recharge 4-6). Each creature in the elemental's space must succeed on a DC 18 Strength saving throw. On a failure, the target takes 19 (3d8 + 6) bludgeoning damage. If it is Huge or smaller, it is also grappled (escape DC 16). 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 Huge creature or up to two Large or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 19 (3d8 + 6) 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 18 Strength and succeeding.

Water Elemental, Medium

Medium elemental, neutral

Armor Class 13 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	5 (-3)	8 (-1)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 9
Languages Aquan
Challenge 2 (450 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.

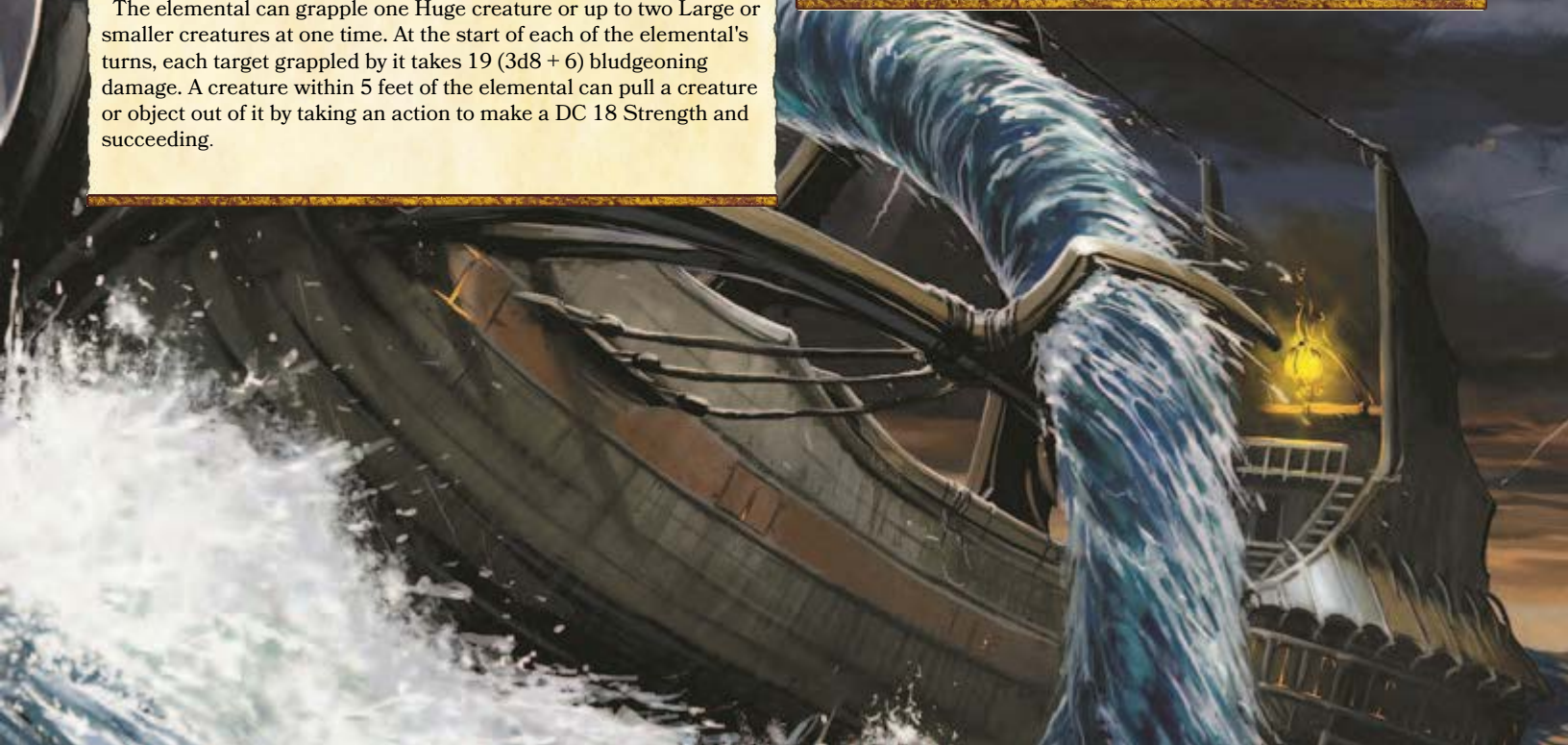
Actions

Multiattack. The elemental makes two slam attacks.

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

Whelm (Recharge 4-6). Each creature in the elemental's space must succeed on a DC 12 Strength saving throw. On a failure, the target takes 6 (1d8 + 2) bludgeoning damage. If it is Medium or smaller, it is also grappled (escape DC 12). 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 Medium or up to two Small or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 6 (1d8 + 2) 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 12 Strength and succeeding.



Elves: Drow

Arcane Guard

Drow arcane guards specialize in weaving magic and martial skills together in an efficient manner. If provided a moment to prepare, they will conjure mirror images to confuse their foes. They then utilize their metamagic features to great advantage.

Demonbinder

Drow demonbinders are practioners of the forbidden art of drawing and absorbing the essence of demons in order to gain additional powers and abilities. They do not care that doing so condemns them to an eternity in the Abyss.

Dread Fang of Lolth

The dread fangs of Lolth are elite assassins, often under the employ of noble houses in a drow society. While very capable of fighting alone, they are deadlier when working with a team, as they have the ability to provide an opening for an ally when in melee against a common target.

Sergeant

Sergeants are veteran drow warriors who are tasked with leading guard patrols and soldiers. They are cunning in battle, able to direct their underlings with deadly efficiency.

Skirmisher

Often serving as scouts and spies, drow skirmishers avoid direct fighting. They prefer to select their targets first, moving toward them without being seen, striking, and then retreating before their foes can counter.

Drow Arcane Guard

Medium humanoid (elf), neutral evil

Armor Class 15 (studded leather)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

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

Skills Arcana +4, Perception +3, Stealth +6
Senses darkvision 120 ft., passive Perception 13
Languages Elvish, Undercommon
Challenge 5 (1,800 XP)

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

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 14). The drow can innately cast the following spells, without providing material components:

At will: *dancing lights*
1/day each: *darkness, faerie fire, levitate* (self only)

Spellcasting. The drow is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, minor illusion, poison spray*
1st level (4 slots): *shield, thunderwave*
2nd level (3 slots): *mirror image, scorching ray, web*
3rd level (3 slots): *counterspell*, *lightning bolt*

Sorcery Points. The drow has 6 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When the drow rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. It must use the new rolls. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Quickened Spell: When the drow casts a spell that has a casting time of 1 action, the drow can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

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

Actions

Multiattack. The drow makes two spiked chain attacks.

Spiked Chain. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.



Drow Demonbinder

Medium humanoid (elf), neutral evil

Armor Class 18 (studded leather)
Hit Points 117 (18d8 + 36)
Speed 30 ft. (fly 30 ft. in demonbind form)

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

Saving Throws Int +5, Wis +6, Cha +8
Skills Arcana +5, Deception +8, Perception +6
Senses darkvision 120 ft., passive Perception 16
Languages Elvish, Undercommon
Challenge 10 (5,900 XP)

Agonizing Blast. When the drow casts *eldritch blast*, she adds her Charisma modifier to the damage it deals on a hit.

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

Fiendish Blessing. The AC of the drow includes its Charisma bonus.

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

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 16). The drow can innately cast the following spells, without providing material components:

At will: *dancing lights*
1/day: *darkness, faerie fire, levitate* (self only)

Spellcasting. The drow is an 15th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, friends, minor illusion, poison spray, prestidigitation, shocking grasp*
1st level-5th level (3 5th-level slots): *banishment, burning hands, fireball, flame strike, hold person, hellish rebuke, magic circle, mirror image, scorching ray, scrying, wall of fire*
1/day each: *circle of death, finger of death, power word stun*

Dark One's Own Luck (Recharges after a Short or Long Rest). When the drow makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Demonbind (Recharges after a Short or Long Rest). The drow can use an action to transform into a fiendish creature. Horns grow from her head, her skin turns leathery-red, bat-like wings sprout from her back, and her hands turn into vicious claws. While in this form, it gains 30 temporary hit points, resistance to cold, fire, lightning and to bludgeoning, piercing, and slashing from nonmagical weapons, and immunity to poison. The effects last for 1 hour, or until the drow dies or uses a bonus action to end it.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) poison damage.

Claws (Demonbind Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Drow Dread Fang of Lolth

Medium humanoid (elf), neutral evil

Armor Class 16 (studded leather)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	14 (+2)	12 (+1)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4
Skills Acrobatics +7, Deception + 4, Perception +4, Stealth +10
Senses darkvision 120 ft., passive Perception 14
Languages Elvish, Undercommon
Challenge 8 (3,900 XP)

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

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

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 12). The drow can innately cast the following spells, without providing material components:

At will: *dancing lights*
1/day each: *darkness, faerie fire, levitate* (self only)

Sneak Attack (1/Turn). The drow deals an extra 10 (3d6) damage when the drow 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 drow that isn't incapacitated and the drow doesn't have disadvantage on the attack roll.

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

Actions

Multiattack. The drow makes two short sword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Reactions

Lolth's Whispers (3/day). If an ally attacks a target with a weapon attack and the target is within 5 feet of the drow and the ally can hear the drow, the drow grants advantage on the ally's attack roll. If the attack hits, it deals an extra 10 (3d6) damage.



Drow Sergeant

Medium humanoid (elf), neutral evil

Armor Class 17 (chain shirt, shield)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

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

Skills Intimidation +4, Perception +3, Stealth +4
Senses darkvision 120 ft., passive Perception 13
Languages Elvish, Undercommon
Challenge 3 (700 XP)

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

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 12). The drow can innately cast the following spells, without providing material components:

At will: *dancing lights*
1/day each: *darkness, faerie fire, levitate* (self only)

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

Actions

Multiattack. The drow makes two short sword attacks. She can use Maneuver Allies in place of one attack.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 7 (2d6) poison 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.

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of this drow that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Reactions

Command Retaliation. In response to a creature missing the drow with a melee attack and the attacker is visible to the drow, she can target an ally within 5 feet of the creature. If the ally can see and hear the drow, it uses its reaction to make one melee weapon attack against the creature with advantage on the attack roll.

Drow Skirmisher

Medium humanoid (elf), neutral evil

Armor Class 15 (studded leather)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

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

Skills Perception +2, Stealth +5
Senses darkvision 120 ft., passive Perception 13
Languages Elvish, Undercommon
Challenge 2 (450 XP)

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

Innate Spellcasting. The drow's innate spellcasting ability is Charisma (spell save DC 11). The drow can innately cast the following spells, without providing material components:

At will: *dancing lights*
1/day each: *darkness, faerie fire, levitate* (self only)

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

Skirmish Advantage. The drow gains advantage on the first attack roll of its turn if it has moved to a space at least 15 feet from the space it occupied at the start of its turn.

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

Actions

Multiattack. The drow makes two short sword attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) 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.

Reactions

Skirmisher. When an enemy the drow can see ends its turn within 5 feet of it, the drow can move up to half its speed. This movement doesn't provoke opportunity attacks.

Ettercaps

Foreststalker and Spidermaster

Ettercap foreststalkers are cunning and patient hunters. They lay web traps around their lairs and nearby animal trails and forest paths, waiting in ambush in the canopies or underbrush for any unfortunate victim to get caught in them.

Spidermasters are ettercap druids who can summon and direct spiders to do their bidding.

Ettercap Foreststalker

Medium monstrosity, neutral evil

Armor Class 15 (natural armor)
Hit Points 104 (16d8 + 32)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	9 (-1)	14 (+2)	8 (-1)

Saving Throws Str +5, Dex +7
Skills Perception +5, Stealth +10, Survival +8
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 5 (1,800 XP)

Spellcasting. The ettercap is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13). It has the following ranger spells prepared:

1st level (4 slots): *ensnaring strike, hunter's mark*
2nd level (3 slots): *beast sense, spike growth*
3rd level (2 slots): *conjure animals* (spiders only), *nondetection*

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

Stealthy. On each of its turns, the ettercap can use a bonus action to take the Hide action.

Web Sense. While in contact with a web, the ettercap knows the exact location of any creature in contact with the same web.

Woodland Strider. Moving through nonmagical difficult woodland terrain doesn't cost the ettercap extra movement.

Web Walker. The ettercap ignores movement restrictions caused by webbing.

Slay Foe (1/Turn). The ettercap deals an extra 13 (3d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Multiattack. The ettercap makes two attacks: one with its bite and one with its claws. It also uses Web if it is available.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 13 (3d8) poison damage. The target must succeed on a DC 13 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*: +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +7 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 13 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage and and immunity to bludgeoning, poison, and psychic damage.

Ettercap Spidermaster

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)
Hit Points 99 (18d8 + 18)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	10 (+0)	17 (+3)	13 (+1)

Skills Perception +6, Stealth +5, Survival +6
Saving Throws Int +3, Wis +6
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 8 (1,800 XP)

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

Cantrips (at will): *druidcraft, poison spray, thorn whip*
1st level (4 slots): *charm person, entangle, healing word, jump*
2nd level (3 slots): *beast sense, moonbeam, spike growth*
3rd level (3 slots): *conjure animals* (spiders only), *dispel magic*
4th level (3 slots): *blight, confusion*
5th level (1 slot): *insect plague*

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

Summon Spiders (Recharges after a Short or Long Rest). As a bonus action, the ettercap summons 3d4 giant wolf spiders or 1d6 giant spiders. The spiders appear in unoccupied spaces within 30 feet of the ettercap and acts as an ally of the ettercap. The spiders act right after the ettercap on the same initiative count and fight until they're destroyed. They disappear when the ettercap dies.

Web Sense. While in contact with a web, the ettercap knows the exact location of any creature in contact with the same web.

Woodland Strider. Moving through nonmagical difficult terrain in a woodland environment doesn't cost the ettercap extra movement.

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. It also uses Web if it is available.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 9 (2d8) poison damage. The target must succeed on a DC 13 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*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Web (Recharge 4-6). *Ranged Weapon Attack:* +5 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 13 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage and and immunity to bludgeoning, poison, and psychic damage.

Reactions

Direct Spider Ally. When a creature the ettercap can see starts its turn within 30 feet of the ettercap, the ettercap can target an allied spider it can see within 30 feet of the creature. The spider can use its reaction to move up to its speed and make one melee weapon attack at the creature.



Ettins

Bruiser

These ettins love nothing else but to inflict pain on their foes. When faced with multiple foes, it can charge and whirl around wildly with its weapons, hoping to strike multiple targets.

Shaman

Ettin shamans are unique and quite dangerous spellcasters. Due to having two heads, it can maintain concentration on two spells at a time.

Ettin Bruiser

Large giant, chaotic evil

Armor Class 13 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	19 (+4)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Giant, Orc
Challenge 6 (2,300 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:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage and the target gains disadvantage on its next attack roll until the end of its next turn.

Morningstar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage and the target gains disadvantage on its next attack roll until the end of its next turn.

Whirling Attack (Recharges 5-6). The ettin moves up to its walking speed and targets each creature within 5 feet of it during its movement. Each target must succeed on a DC 17 Dexterity saving throw with disadvantage on the roll or take 24 (4d8 + 6) slashing damage. Until the start of its next turn, all attacks against the ettin have advantage.

Ettin Shaman

Large giant, chaotic evil

Armor Class 12 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	18 (+4)	6 (-2)	17 (+3)	10 (+0)

Skills Perception +11
Senses darkvision 60 ft., passive Perception 21
Languages Giant, Orc
Challenge 9 (5,000 XP)

Spellcasting. The ettin is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, produce flame, thorn whip*
1st level (4 slots): *entangle, healing word*
2nd level (3 slots): *heat metal, spike growth*
3rd level (3 slots): *erupting earth, meld into stone, stinking cloud*
4th level (3 slots): *charm monster, confusion, polymorph*
5th level (1 slot): *contagion, cloudkill*

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Two-Headed Battle Caster. The ettin can cast a spell in place of one of its melee weapon attacks. In addition, it can maintain concentration on up to two spells. If the ettin casts a third spell that requires concentration while already maintaining concentraion on two other spells, one of the two previous spells ends (ettin's choice). If the ettin is required to make a Constitution saving throw to maintain concentration, it must make a separate saving throw for each spell.

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, or it can make one melee weapon attack and cast a spell.

Battleaxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Morningstar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Flameskulls

Eldritch

Sometimes evil spellcasters unknowingly create a flameskull from a dead warlock, mistaking it for a wizard. Instead of green flames, purplish flames erupt from the skull. Otherwise, it functions as a regular flameskull, except it uses warlock spells.

Greater Flameskull

Powerful evil spellcasters, such as archmages and liches, can fashion potent flameskulls from the corpses of high-level wizards. These greater flameskulls make very formidable guardians.



Flameskull, Eldritch

Tiny undead, chaotic evil

Armor Class 14 (natural armor)
Hit Points 82 (15d4 + 45)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	16 (+3)	10 (+0)	10 (+0)	17 (+3)

Skills Arcana +3, Perception +3
Damage Resistances lightning, necrotic, piercing
Damage Immunities cold, fire, poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 8 (3,900)

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

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

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

Spellcasting. The flameskull is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldrtich blast, mage hand*
1st level-5th level (3 5th-level slots): *banishment, burning hands, counterspell, fireball, flame strike, hold person, hellish rebuke, mirror image, ray of enfeeblement, scrying, wall of fire*
1/day: *circle of death*

Dark One's Own Luck (Recharges after a Short or Long Rest). When the flameskull makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Actions

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. *Ranged Spell Attack*: +6 to hit, range 30 ft., one target. *Hit:* 14 (4d6) fire damage.

Flameskull, Greater

Tiny undead, chaotic evil

Armor Class 14 (natural armor)
Hit Points 93 (17d4 + 51)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	16 (+3)	18 (+4)	10 (+0)	11 (+0)

Skills Arcana +8, Perception +4
Damage Resistances lightning, necrotic, piercing
Damage Immunities cold, fire, poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 11 (7,200)

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

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

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

Spellcasting. The flameskull is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It has the following wizard spells prepared:

Cantrip (at will): *mage hand*
1st level (4 slots): *burning hands, magic missile, shield*
2nd level (3 slots): *blur, flaming sphere, ray of enfeeblement*
3rd level (3 slots) : *animate dead, dispel magic, fear, fireball,*
4th level (3 slots): *blight, evard's black tentacles, wall of fire*
5th level (2 slots): *cloudkill, telekinesis*
6th level (1 slot): *disintegrate*
7th level (1 slot): *delayed blast fireball*

Actions

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. *Ranged Spell Attack*: +8 to hit, range 60 ft., one target. *Hit:* 17 (5d6) fire damage.

Fomorians



Berserker

These brutish and hulking fomorians serve as the shock troops of fomorian war parties. They charge into enemy groups recklessly, hacking wildly with their cleaving greatswords.

Shaman

Fomorian shamans are coldhearted druids who harness the natural energies of the earth. In addition to their spells, they are able to psychically extract the most painful memories of their foes and have them experience them all at once again, putting them in mental anguish.

Fomorian Berserker

Huge giant, chaotic evil

Armor Class 16 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	22 (+6)	9 (-1)	14 (+2)	6 (-2)

Skills Perception +10, Stealth +4, Survival +6
Senses darkvision 120 ft., passive Perception 20
Languages Giant, Undercommon
Challenge 11 (7,200 XP)

Reckless. At the start of its turn, the fomorian 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

Multiattack. The fomorian attacks twice with its greatsword or makes one greatsword attack and uses Evil Eye once. It can use its Cleaving Swing in place of one of its greatsword attacks, if available.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Evil Eye. The fomorian magically forces a creature it can see within 60 feet of it to make a DC 15 Charisma saving throw. The creature takes 31 (7d8) psychic damage on a failed save, or half as much damage on a successful one.

Cleaving Swing (Recharges 5-6). The fomorian swings its greataxe, and each creature within 15 feet of it must succeed on a DC 19 Dexterity saving throw. The target takes 28 (6d6 + 7) slashing damage on a failed save, or half as much damage on a successful one.

Curse of the Evil Eye (Recharges after a Short or Long Rest). With a stare, the fomorian uses Evil Eye, but on a failed save, the creature is also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity. The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.

Fomorian Shaman

Huge giant, chaotic evil

Armor Class 14 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	10 (+0)	18 (+4)	6 (-2)

Skills Perception +14, Stealth +5, Survival +9
Senses darkvision 120 ft., passive Perception 24
Languages Giant, Undercommon
Challenge 13 (10,000 XP)

Spellcasting. The fomorian is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, produce flame, thorn whip*
1st level (4 slots): *charm person, entangle, healing word*
2nd level (3 slots): *beast sense, heat metal, spike growth, spider climb, web*
3rd level (3 slots): *erupting earth, dispel magic, gaseous form, meld into stone, stinking cloud*
4th level (3 slots): *charm monster, confusion, greater invisibility, polymorph*
5th level (2 slots): *antilife shell, contagion, cloudkill, transmute rock*
6th level (1 slot): *bones of the earth*

Painful Visions (Recharges after a Short or Long Rest). As a bonus action, the fomorian targets each creature of its choice within 20 feet of it. Each target must succeed on a DC 17 Wisdom saving throw or take 18 (4d8) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Actions

Multiattack. The fomorian attacks twice with its greatclub or makes one greatclub attack and uses Evil Eye once.

Shortsword. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Evil Eye. The fomorian magically forces a creature it can see within 60 feet of it to make a DC 17 Charisma saving throw. The creature takes 36 (8d8) psychic damage on a failed save, or half as much damage on a successful one.

Curse of the Evil Eye (Recharges after a Short or Long Rest). With a stare, the fomorian uses Evil Eye, but on a failed save, the creature is also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity. The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.

Fungi

Phantom Fungus

Sharing more characteristics with an animal than a plant, the phantom fungus is an invisible predator that stalks its prey until it can get close enough to attack it with its deadly tendrils which drip with paralytic poison.

Giant Phantom Fungus. A phantom fungus, if left unchecked and with no natural predators, can grow up to 8 feet tall. It can attack with four tendrils each turn.

Zuggtmoy-Touched Shrieker

At first these appear to be normal shriekers, but these fungi have been infected with Zuggtmoy's spores, making them effective delivery packages of the Demon Queen of Fungi's will. The shrieker attracts the attention of any creature that wanders into range of its piercing screech, making itself a target. When destroyed, it explodes and releases the deadly spores onto its unwitting victims.

Giant Violet Fungus

Unlike their smaller versions, these larger species of violet fungus can always attack with four of its tendrils.



Phantom Fungus

Medium plant, unaligned

Armor Class 12 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 20 ft.

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

Skills Perception +2, Stealth + 4
Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 12
Languages ---
Challenge 3 (700 XP)

Invisibility. The phantom fungus is invisible until it dies.

Actions

Multiattack. The phantom fungus attacks three times: one with its bite and two with its tendrils.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 9 (2d8) poison damage.

Tendril. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the creature is paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Phantom Fungus, Giant

Large plant, unaligned

Armor Class 13 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	1 (-5)	12 (+1)	1 (-5)

Skills Perception +4, Stealth + 6
Condition Immunities blinded, deafened, frightened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages ---
Challenge 5 (1,800 XP)

Invisibility. The phantom fungus is invisible until it dies.

Actions

Multiattack. The phantom fungus attacks five times: one with its bite and four with its tendrils.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 9 (2d8) poison damage.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the creature is paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Zuggtmoy-Touched 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 1 (200 XP)

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

Actions

Death Burst. The shrieker explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 14 (4d6) poison damage and become infected with a disease on a failed save. Creatures immune to the poisoned condition are immune to this disease.

Spores invade an infected creature's system, killing the creature in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it sprouts 2d4 Tiny gas spores that grow to full size in 7 days.

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, Giant

Large plant, unaligned

Armor Class 7 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	1 (-5)	14 (+2)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 2 (450 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

Actions

Multiattack. The fungus makes four Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one creature. *Hit:* 9 (2d8) necrotic damage. If the target is Medium or smaller, it is grappled (escape DC 8). Until this grapple ends, the violet fungus can automatically hit the target with its Rotting Touch attacks, and the violet fungus can't use one of its Rotting Touch attacks against other targets.



Violet Fungus, Monstrous

Huge plant, unaligned

Armor Class 9 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 20 ft.

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

Condition Immunities blinded, deafened, frightened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 5 (1,800 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

Actions

Multiattack. The fungus makes four Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one creature. *Hit:* 13 (3d8) necrotic damage. If the target is Large or smaller, it is grappled (escape DC 10). Until this grapple ends, the violet fungus can automatically hit the target with its Rotting Touch attacks, and the violet fungus can't use one of its Rotting Touch attacks against other targets.

Galeb Duhr



Presented here are two advanced species of galeb duhr, the greater and the more powerful elder.

Galeb Duhr, Elder

Huge elemental, neutral

Armor Class 18 (natural armor)
Hit Points 232 (15d12 + 135)
Speed 25 ft. (50 ft. when rolling, 100 ft. rolling downhill)

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12
Languages Terran
Challenge 12 (8,400 XP)

False Appearance. While the galeb duhr remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge. If the galeb duhr rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 11 (2d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Actions

Multiattack. The galeb duhr makes two slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) bludgeoning damage.

Animate Boulders (1/Day). The galeb duhr magically animates up to four boulders it can see within 60 feet of it. A boulder has statistics like those of a normal galeb duhr, except it has Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks this action option. A boulder remains animated as long as the galeb duhr maintains concentration, up to l minute (as if concentrating on a spell).

Galeb Duhr, Greater

Large elemental, neutral

Armor Class 17 (natural armor)
Hit Points 150 (12d10 + 84)
Speed 20 ft. (40 ft. when rolling, 80 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	12 (+1)	13 (+1)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11
Languages Terran
Challenge 9 (5,000 XP)

False Appearance. While the galeb duhr remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge. If the galeb duhr rolls at least 20 feet straight toward a target and then hits it with a slam 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 19 Strength saving throw or be knocked prone.

Actions

Multiattack. The galeb duhr makes two slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Animate Boulders (1/Day). The galeb duhr magically animates up to three boulders it can see within 60 feet of it. A boulder has statistics like those of a normal galeb duhr, except it has Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks this action option. A boulder remains animated as long as the galeb duhr maintains concentration, up to l minute (as if concentrating on a spell).

Gargoyle, Margoyle



A margoyle is an abhorrent species of gargoyle that is more savage in combat than that of its normal kind.

Ambush Hunters. It waits until its unsuspecting victim dismisses it as a normal gargoyle and turns its back to it. The margoyle then launches itself up in the air and dives toward its prey with its sharp horns forward. If that isn't enough to kill its prey, its rending claws and toothy maw will.

Greater Margoyle. Worse than a margoyle is its larger cousin, a greater margoyle. It is able to knock its prey down with its dive attack and is also able to strike with its spear-like tail.

Margoyle

Medium elemental, chaotic evil

Armor Class 16 (natural armor)
Hit Points 85 (10d8 + 40)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	18 (+4)	8 (-1)	13 (+1)	9 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Damage Immunities poison
Condition Immunities exhaustion, petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Terran
Challenge 4 (1,100 XP)

Dive Attack. If the margoyle is flying and dives at least 30 feet straight toward a target and then hits it with a gore attack, the attack deals an extra 7 (2d6) damage to the target.

False Appearance. While the margoyle remains motionless, it is indistinguishable from an inanimate statue.

Actions

Multiattack. The margoyle makes three attacks: one with its bite and two with its claws. It can replace its bite attack with a gore attack.

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.

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

Margoyle, Greater

Large elemental, chaotic evil

Armor Class 17 (natural armor)
Hit Points 126 (12d8 + 72)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	22 (+6)	10 (+0)	15 (+2)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Damage Immunities poison
Condition Immunities exhaustion, petrified, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Terran
Challenge 7 (2,900 XP)

Dive Attack. If the margoyle is flying and dives at least 30 feet straight toward a target and then hits it with a gore attack, the attack deals an extra 9 (2d8) damage to the target. If the target is a Medium or smaller creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

False Appearance. While the margoyle remains motionless, it is indistinguishable from an inanimate statue.

Actions

Multiattack. The margoyle makes four attacks: one with its bite, two with its claws, and one with its tail. It can replace its bite attack with a gore attack.

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

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 9 (1d8 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 8 (1d6 + 5) piercing damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 9 (1d8 + 5) piercing damage.

Genies, Noble

Presented here are some advanced versions of the dao, djinni, efreeti, and marid.



Dao Great Khan

The Great Khan is the undisputed ruler of the dao. It lives in a massive gem-encrusted stone palace within the Great Dismal Cave, a region carved and built entirely from slave labor. As one of the true primary genies, it can even grant a wish. However, it loathes to do so and almost never does it.

Dao Great Khan

Huge elemental, neutral evil

Armor Class 19 (natural armor)
Hit Points 294 (19d12 + 171)
Speed 40 ft., burrow 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	28 (+9)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Int +8, Wis +8, Cha +9
Skills Athletics +14, Deception +9, Intimidation +9, Perception +8
Condition Immunities petrified
Senses darkvision 120 ft., passive Perception 18
Languages Terran
Challenge 20 (25,000 XP)

Captivating Presence. Any creature that starts its turn within 30 feet of the dao must make a DC 17 Wisdom saving throw. On a failed save, the creature becomes charmed by the dao for 1 minute or until the creature is farther than 30 feet away from it. On a successful save, the creature becomes immune to the dao's Captivating Presence for 24 hours.

Grant Wish (3/year). The dao can grant a *wish* spell to a creature that isn't a genie. In order to work, the dao must be willing to grant the *wish*. Unless carefully and properly worded, the dao will pervert the *wish's* intent into a literal but undesirable or partial fulfillment. The dao can't grant a wish purposely to serve its own needs.

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

Elemental Demise. If the dao dies, its body disintegrates into crystalline powder, leaving behind only equipment the dao was wearing or carrying.

Innate Spellcasting. The dao's innate spellcasting ability is Charisma (spell save DC 17). The dao can innately cast the following spells, without providing material components:

At will: *detect evil and good, detect magic, move earth, passwall, stone shape, tongues*
3/day each: *conjure elemental* (earth elemental only), *dispel magic, gaseous form, invisibility, phantasmal killer, plane shift, wall of stone*
1/day each: *earthquake, flesh to stone*

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

Surefooted. The dao has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The dao makes two fist attacks or two maul attacks.

Fist. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage.

Maul. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit:* 29 (6d6 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be knocked prone. If a target's saving throw fails by 5 or more, the creature is also stunned until the end of its next turn.

Legendary Actions

The dao can take three 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 dao regains spent legendary actions at the start of its turn.

Maul. The dao makes a maul attack.
Cast a Spell (Costs 2 Actions). The dao casts a spell from its list of innate spells, using a spell slot as normal.
Hurl Boulders (Costs 2 Actions). The dao creates up to three boulders and magically hurl them at targets within 120 feet. The dao makes a ranged spell attack (+9 to hit) for each boulder. On a hit, the target takes 19 (3d10 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.
Teleport (Costs 2 Actions). The dao magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.



Dao Slave Overlord

The slave overlord is a cruel and merciless tyrant in charge of managing the khan's slave encampments throughout the Great Dismal Cave.

Dao Slave Overlord

Large elemental, neutral evil

Armor Class 18 (natural armor)
Hit Points 243 (18d10 + 144)
Speed 30 ft., burrow 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	26 (+8)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Int +6, Wis +6, Cha +8
Condition Immunities petrified
Senses darkvision 120 ft., passive Perception 11
Languages Terran
Challenge 13 (10,000 XP)

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

Elemental Demise. If the dao dies, its body disintegrates into crystalline powder, leaving behind only equipment the dao was wearing or carrying.

Innate Spellcasting. The dao's innate spellcasting ability is Charisma (spell save DC 16). The dao can innately cast the following spells, without providing material components:

At will: *detect evil and good, detect magic, move earth, passwall, stone shape, tongues*

2/day each: *conjure elemental* (earth elemental only), *dispel magic, gaseous form, invisibility, phantasmal killer, plane shift, wall of stone*
1/day: *flesh to stone*

Surefooted. The dao has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The dao makes two fist attacks or two maul attacks.

Fist. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Maul. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone. If a target's saving throw fails by 5 or more, the creature is also stunned until the end of its next turn.

Ruthless Command (Recharges after a Short or Long Rest). For 1 minute, the dao can issue a telepathic command whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll. The creature takes 1d8 psychic damage and can add a d10 to its roll provided it can understand the dao. A creature can benefit from only one ruthless command die at a time. This effect ends if the dao is incapacitated.

Djinni Grand Caliph

The Grand Caliph rules over all djinn from his palace in the djinni capital known as the Citadel of Ice and Steel in the Elemental Plane of Air. The Grand Caliph's word is law, and to disobey his order can be punishable by death.

As a true primary genie, he is able to grant a wish, and he does so to those he deems deserving.



Djinni Grand Caliph

Huge elemental, chaotic good

Armor Class 18 (natural armor)
Hit Points 261 (18d12 + 144)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	26 (+8)	17 (+3)	18 (+4)	22 (+6)

Saving Throws Dex +8, Wis +10, Cha +12
Skills Deception +12, Insight +10, Perception +10, Persuasion +12
Damage Immunities lightning, thunder
Senses darkvision 120 ft., passive Perception 20
Languages Auran
Challenge 20 (25,000 XP)

Captivating Presence. Any creature that starts its turn within 30 feet of the djinni must make a DC 20 Wisdom saving throw. On a failed save, the creature becomes charmed by the djinni for 1 minute or until the creature is farther than 30 feet away from it. On a successful save, the creature becomes immune to the djinni's Captivating Presence for 24 hours.

Grant Wish (3/year). The djinni can grant a *wish* spell to a creature that isn't a genie. In order to work, the djinni must be willing to grant the *wish*. Unless carefully and properly worded, and if the djinni has good reason to, the djinni will pervert the *wish's* intent into a literal but undesirable or partial fulfillment. The djinni can't grant a wish purposely to serve its own needs.

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

Innate Spellcasting. The djinni's innate spellcasting ability is Charisma (spell save DC 20). The djinni can innately cast the following spells, without providing material components:

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

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

Actions

Multiattack. The djinni makes three scimitar attacks.

Scimitar. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage plus 7 (2d6) lightning or thunder damage (djinni's choice) and the target can't take reactions until the end of the djinni's next turn.

Create Whirlwind. A 10-foot-radius, 60-foot-tall cylinder of swirling air magically 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 spell). Any creature but the djinni that enters the whirlwind must succeed on a DC 22 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 22 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

Legendary Actions

The djinni can take three 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 djinni regains spent legendary actions at the start of its turn.

Scimitar. The djinni makes a scimitar attack.

Cast a Spell (Costs 2 Actions). The djinni casts a spell from its list of innate spells, using a spell slot as normal.

Teleport (Costs 2 Actions). The djinni magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Tornado Form (Costs 3 Actions). The djinni magically transforms into a violent, twisting tornado and moves up to half its flying speed in a straight line and targets each creature its space it enters without provoking opportunity attacks. Each target must succeed on a DC 22 Strength saving throw. On a failure, the target takes 18 (4d8) bludgeoning damage, 9 (2d8) lightning damage, and 9 (2d8) thunder damage and is flung up 30 feet away from the djinni 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 22 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the damage and isn't flung away or knocked prone. The djinni reverts to its true form at the start of the next turn.

Djinni Wind Warden

Wind wardens are guardians and protectors of the djinni and their holdings. They are often found in temples and in the Citadel of Ice and Steel where they serve as personal bodyguards of the Great Caliph. Sometimes, they are sent on missions to the Material Plane to retrieve an item or to exact justice, which may lead them to ask help from, or bring them into conflict, with adventurers.

Efreeti Sultan

All efreet are led by the powerful and terrifying Sultan, who seldom leaves from his ruby and diamond palace in the City of Brass in the Elemental Plane of Fire. He spends most of his time scheming and planning with the noble efreeti on how to conquer and expand the sultanate.

As a true primary genie, he is able to bestow wishes. He almost never does though.



Djinni Wind Warden

Large elemental, chaotic good

Armor Class 17 (natural armor)
Hit Points 212 (17d10 + 119)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	24 (+7)	15 (+2)	18 (+4)	20 (+5)

Saving Throws Dex +7, Wis +9, Cha +10
Damage Immunities lightning, thunder
Senses darkvision 120 ft., passive Perception 14
Languages Auran
Challenge 13 (10,000 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 Spellcasting. The djinni's innate spellcasting ability is Charisma (spell save DC 18). The djinni can innately cast the following spells, without providing material components:

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

Actions

Multiattack. The djinni makes three scimitar attacks. The djinni can replace one of those attacks with Spirit Away.

Scimitar. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 3 (1d6) lightning or thunder damage (djinni's choice).

Create Whirlwind. A 5-foot-radius, 30-foot-tall cylinder of swirling air magically 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 spell). Any creature but the djinni that enters the whirlwind must succeed on a DC 20 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 20 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

Spirit Away. The djinni targets a nonhostile creature within 60 feet of it. Until the end of the turn, the target gains a flying speed of 40 feet and can use its reaction to move up to its flying speed without provoking opportunity attacks.

Reactions

Intercept Attack. In response to another creature within 5 feet of it being hit by an attack roll, the djinni gives that creature a +5 bonus to its AC against that attack, potentially causing a miss. To use this ability, the djinni must be able to see the creature and the attacker.



Efreeti Sultan

Huge elemental, lawful evil

Armor Class 18 (natural armor)
Hit Points 310 (20d12 + 180)
Speed 50 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	28 (+9)	18 (+4)	17 (+3)	18 (+4)

Saving Throws Int +10, Wis +9, Cha +10
Skills Arcana +10, Deception +10, Intimidation +10, Perception +9
Damage Immunities fire
Senses darkvision 120 ft., passive Perception 20
Languages Ignan
Challenge 20 (25,000 XP)

Captivating Presence. Any creature that starts its turn within 30 feet of the efreeti must make a DC 18 Wisdom saving throw. On a failed save, the creature becomes charmed by the efreeti for 1 minute or until the creature is farther than 30 feet away from it. On a successful save, the creature becomes immune to the efreeti's Captivating Presence for 24 hours.

Grant Wish (3/year). The efreeti can grant a *wish* spell to a creature that isn't a genie. In order to work, the efreeti must be willing to grant the *wish*. Unless carefully and properly worded, the efreeti will pervert the *wish's* intent into a literal but undesirable or partial fulfillment. The efreeti can't grant a wish purposely to serve its own needs.

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

Innate Spellcasting. The efreeti's innate spellcasting ability is Charisma (spell save DC 18). The efreeti can innately cast the following spells, without providing material components:

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

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

Actions

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

Scimitar. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage plus 10 (3d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 21 (6d6) fire damage.

Hellfire Gaze (Recharge 6). The efreeti's eyes projects intense fiery energy in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 30 (4d6 + 16) fire damage on a failed save, or half as much on a successful one. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine ash and slag. The creature can be restored to life only by means of a true resurrection or a wish spell.

Legendary Actions

The efreeti can take three 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 efreeti regains spent legendary actions at the start of its turn.

Scimitar. The efreeti makes a scimitar attack.
Cast a Spell (Costs 2 Actions). The efreeti casts a spell from its list of innate spells, using a spell slot as normal.
Teleport (Costs 2 Actions). The efreeti magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.
Conflagrate (Costs 3 Actions). The efreeti targets up to three creatures it can see within 30 feet of it. Each target that is not immune to fire must succeed on a DC 18 Wisdom saving throw. On a failed save, a creature becomes frightened, takes 14 (4d6) fire damage, and catches fire, taking 10 (3d6) fire damage at the end of each of its turns. The creature remains frightened until the fire is extinguished. An affected creature or another creature within 5 feet of it can take an action to extinguish the fire. On a successful save, the creature is not frightened, takes half as much damage and doesn't catch fire.



Efreeti Cinderlord

Large elemental, lawful evil

Armor Class 17 (natural armor)
Hit Points 256 (19d10 + 152)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	26 (+8)	16 (+3)	16 (+3)	16 (+3)

Saving Throws Int +8, Wis +8, Cha +8
Damage Immunities fire
Senses darkvision 120 ft., passive Perception 13
Languages Ignan
Challenge 13 (10,000 XP)

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

Innate Spellcasting. The efreeti's innate spellcasting ability is Charisma (spell save DC 16). The efreeti can innately cast the following spells, without providing material components:

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

Actions

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

Scimitar. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 7 (2d6) fire damage and if the target is not immune to fire, it gains vulnerability to fire damage until the end of the efreeti's next turn.

Hurl Flame. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 17 (5d6) fire damage.

Arcing Fireblade (Recharge 5-6). The efreeti swings its scimitar in a full arc, and every creature within 10 feet of it must succeed on a DC 20 Dexterity saving throw. On a failed save, a creature takes 14 (2d6 + 7) slashing damage plus 7 (2d6) fire damage and if the target is not immune to fire, it gains vulnerability to fire damage until the end of the efreeti's next turn. On a successful save, the creature takes half as much damage and doesn't gain vulnerability to fire damage.

Reactions

Fiery Shield. The efreeti adds 5 to its AC against one melee attack that would hit it. To do so, the efreeti must see the attacker and be wielding a melee weapon. If the attack misses as a result of this, the attacker takes 7 (2d6) fire damage.

Marid Tidesinger

Large elemental, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 270 (20d10 + 160)
Speed 30 ft., fly 60 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	28 (+8)	18 (+4)	18 (+4)	18 (+4)

Saving Throws Dex +6, Wis +9, Cha +9
Damage Resistances acid, cold, lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14
Languages Aquan
Challenge 13 (10,000 XP)

Elemental Demise. If the marid dies, its body disintegrates into a burst of water and foam, leaving behind only equipment the marid was wearing or carrying.

Innate Spellcasting. The marid's innate spellcasting ability is Charisma (spell save DC 17). The marid can innately cast the following spells, without providing material components:

At will: *create food and water*, *detect evil and good*, *detect magic*, *fog cloud*, *purify food and drink*, *tongues*, *water breathing*, *water walk*
2/day each: *conjure elemental* (water elemental only), *control water*, *dispel magic*, *gaseous form*, *invisibility*, *plane shift*
1/day each: *wall of ice*

Actions

Multiattack. The marid makes two trident attacks.

Trident. *Melee Weapon Attack*: +12 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage, or 16 (2d8 + 7) piercing damage if used with two hands to make a melee attack.

Water Jet. The marid magically shoots water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw. On a failure, the target takes 21 (6d6) bludgeoning damage and, if it is Huge or smaller, is pushed up to 20 feet away from the marid and knocked prone. On a success, the target takes half the bludgeoning damage, but is neither pushed nor knocked prone.

Water Spouts (Recharge 5-6). The marid targets up to four creatures it can see within 30 feet of it and magically creates powerful water spouts beneath them. Each target must succeed on a DC 17 Dexterity saving throw. On a failed save, a creature takes 21 (6d6) bludgeoning damage, and if it is Large or smaller, is flung upward up to 30 feet. 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. At the end of the turn, the water spouts end and the affected creatures fall back down (taking falling damage) and are knocked prone. On a successful save, the creature takes half as much damage and is not flung upward.

Efreeti Cinderlord

The cinderlords are the efreet's elite warriors and often serve as commanders of the efreet during times of war. Their potent flaming blades can make creatures it hits become even more vulnerable to fire.

Marid Tidesinger

The most accomplished spellcasters of the marid, the tidesingers can conjure devastating waterspouts underneath their foes.

Marid Padisha

Found in the heart of the marid seat of power known as the Citadel of Ten Thousand Pearls in the elemental Plane of Water is the Great Padisha of the Marid.

He can grant wishes if he likes, but only if he thinks he can twist the wish's intent.

Marid Padisha

Huge elemental, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 346 (21d12 + 210)
Speed 40 ft., fly 60 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	30 (+10)	20 (+5)	19 (+4)	20 (+5)

Saving Throws Dex +7, Wis +10, Cha +11
Skills Deception +11, Perception +10, Performance +11, Persuasion +11
Damage Resistances acid, cold, lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Aquan
Challenge 20 (25,000 XP)

Captivating Presence. Any creature that starts its turn within 30 feet of the marid must make a DC 20 Wisdom saving throw. On a failed save, the creature becomes charmed by the marid for 1 minute or until the creature is farther than 30 feet away from it. On a successful save, the creature becomes immune to the marid's Captivating Presence for 24 hours.

Grant Wish (3/year). The marid can grant a *wish* spell to a creature that isn't a genie. In order to work, the marid must be willing to grant the *wish*. Unless carefully and properly worded, the marid will pervert the *wish's* intent into a literal but undesirable or partial fulfillment. The marid can't grant a wish purposely to serve its own needs.

Elemental Demise. If the marid dies, its body disintegrates into a burst of water and foam, leaving behind only equipment the marid was wearing or carrying.

Innate Spellcasting. The marid's innate spellcasting ability is Charisma (spell save DC 19). The marid can innately cast the following spells, without providing material components:

At will: *create food and water*, *detect evil and good, detect magic, fog cloud, purify food and drink, tongues, water breathing, water walk*
3/day each: *conjure elemental* (water elemental only), *control water, dispel magic, gaseous form, invisibility, plane shift*
1/day each: *tsunami, wall of ice*

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

Actions

Multiattack. The marid makes two trident attacks.

Trident. *Melee Weapon Attack*: +14 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage, or 21 (3d8 + 8) piercing damage if used with two hands to make a melee attack.

Water Jet. The marid magically shoots water in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw. On a failure, the target takes 28 (8d6) bludgeoning damage and, if it is Huge or smaller, is pushed up to 30 feet away from the marid and knocked prone. On a success, the target takes half the bludgeoning damage, but is neither pushed nor knocked prone.

Legendary Actions

The marid can take three 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 marid regains spent legendary actions at the start of its turn.

Trident. The marid makes a trident attack.
Cast a Spell (Costs 2 Actions). The marid casts a spell from its list of innate spells, using a spell slot as normal.
Teleport (Costs 2 Actions). The marid magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.
Surging Waves (Costs 2 Actions). The marid magically unleashes a violent wave of water that gushes forth from it in all directions. Each creature within 15 feet of the marid must succeed on a DC 19 Strength saving throw, taking 28 (8d6) bludgeoning damage and if the target is Huge or smaller, is pushed 15 feet and knocked prone on a failed save, or half as much damage and isn't pushed and knocked prone on a successful one.

Ghosts

Presented here are examples of ghost characters: the ghost knight, ghost necromancer, and ghost warlock.



Ghost Knight

When a knight has fallen before it was able to fulfill its life long quest or was cursed after performing an evil deed, it may rise as a ghost. Unfortunately, these poor souls often either become insane or lose memories of their past life after they transition to undeath.

Ghost Knight

Medium undead, any alignment

Armor Class 11
Hit Points 66 (12d8+12)
Speed 0 ft., fly 40 ft. (hover)

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

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages any languages it knew in life
Challenge 5 (1,800 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

Multiattack. The ghost makes two withering blade attacks.

Withering Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) slashing damage plus 17 (4d6 + 3) necrotic 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 14 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 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 spell, but only within 24 hours of it occurring.

Possession. One humanoid that the ghost can see within 5 feet of it must succeed on a DC 14 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, spell, 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 spell. 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.

Reactions

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

Ghost Spellcasters

When an ambitious necromancer or warlock dies after attempting the ritual of lichdom, it may sometimes rise as a ghost. Driven by hate and anger, it becomes insane, blaming everyone else but itself for its failure.



Ghost Necromancer

Medium undead, any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 49 (11d8)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages any languages it knew in life
Challenge 6 (2,300 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.

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

Cantrips (at will): *dancing lights, mage hand, mending, ray of frost*
1st level (4 slots): *false life,* mage armor, ray of sickness**
2nd level (3 slots): *blindness/deafness,* ray of enfeeblement,* web*
3rd level (3 slots): *animate dead,* bestow curse,* vampiric touch**
4th level (3 slots): *blight,* evard's black tentacles, ice storm,*
5th level (2 slots): *cone of cold*

Actions

Withering Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 17 (4d6 + 3) necrotic 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 14 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 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 spell, but only within 24 hours of it occurring.

Possession. One humanoid that the ghost can see within 5 feet of it must succeed on a DC 14 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, spell, 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 spell. 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.



Ghost Warlock

Medium undead, any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 110 (17d8+34)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages any languages it knew in life
Challenge 8 (3,900 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.

Innate Spellcasting. The ghost's innate spellcasting ability is Charisma (spell save DC 15). The ghost can innately cast the following spells, without providing material components:

At will: *detect magic, mage armor* (self only)

Spellcasting. The ghost is an 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, guidance, mage hand, minor illusion, prestidigitation, shocking grasp*
1st level-5th level (4 5th-level slots): *armor of Agathys, arms of Hadar, crown of madness, clairvoyance, contact other plane, detect thoughts, dimension door, dissonant whispers, dominate beast, telekinesis, vampiric touch*
1/day each: *circle of death, feeblemind, finger of death*

Whispering Aura. At the start of each of the ghost's turns, each creature of its choice within 5 feet of it must succeed on a DC 15 Wisdom saving throw or take 14 (4d6) psychic damage, provided that the ghost isn't incapacitated.

Actions

Withering Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 18 (4d6 + 4) necrotic 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 15 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 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 spell, but only within 24 hours of it occurring.

Possession. One humanoid that the ghost can see within 5 feet of it must succeed on a DC 15 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, spell, 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 spell. 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.

Ghouls



Adept of Orcus

Adepts of Orcus were priests who worshipped Orcus and were rewarded with the gift of unlife when they sacrificed themselves to their god. They still serve as priests, but now with an eternal thirst for flesh.

Agarat

When a bard is unfortunately transformed into a ghoul or a ghast, it can sometimes become an agarat - a grosteque undead creature that can unleash a horrific scream that can drain the life of the living unfortunate enough to hear it.

Adept of Orcus

Medium undead, chaotic evil

Armor Class 12
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	11 (+0)	16 (+3)	10 (+0)

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 3 (700)

Spellcasting. The adept of Orcus is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *infestation, poison spray, toll the dead*
1st level (4 slots): *bane, command, divine favor, false life*
2nd level (3 slots): *blindness/deafness, hold person, ray of enfeeblement, silence*
3rd level (2 slots): *bestow curse, vampiric touch*

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

Actions

Multiattack. The adept of Orcus attacks two times: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack*: +4 to hit, range 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 11 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.

Agarat

Medium undead, chaotic evil

Armor Class 14 (natural armor)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	12 (+1)	11 (+0)	12 (+1)	10 (+0)

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 4 (1,100)

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

Actions

Multiattack. The agarat attacks two times: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack*: +5 to hit, range 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 11 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.

Horrid Scream (Recharge 5-6). The agarat can emit a bloodcurdling, supernatural scream. Each creature within 30 feet that can hear its scream takes 5 (1d10) necrotic damage and must succeed on a DC 11 Constitution saving throw. On a failed save, a creature will have its hit point maximum 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.

Abomination

Sometimes when a large humanoid or giant that was a cannibal or flesheater in life was slain through magical means, it may rise as a horrid ghoul abomination. This creature's hunger for flesh is so insatiable that it can decimate a whole town alone if left unchecked.

Lacedon

Lacedons are undead amphibious humanoids such as merfolk, kuo-toa, or sahuagin that exhibit ghoul-like characteristics. They are somewhat weaker than ghouls, but are still dangerous since they can still paralyze living targets.



Ghoul Abomination

Large undead, chaotic evil

Armor Class 14 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	16 (+3)	5 (-3)	10 (+0)	6 (-2)

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 7 (2,900)

Stench. Any creature that starts its turn within 10 feet of the ghoul 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 ghoul's Stench for 24 hours.

Actions

Multiattack. The ghoul attacks three times: one with its bite and two with its claws.

Bite. *Melee Weapon Attack*: +8 to hit, range 5 ft., one creature. *Hit:* 18 (3d8 + 5) piercing damage.

Claws. *Melee Weapon Attack*: +8 to hit, range 5 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 14 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.

Lacedon

Medium undead, chaotic evil

Armor Class 11
Hit Points 13 (3d8)
Speed 20 ft., swim 30 ft.

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

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 1/2 (100)

Actions

Multiattack. The lacedon attacks two times: one with its bite and one with its claws.

Bite. *Melee Weapon Attack*: +3 to hit, range 5 ft., one creature. *Hit:* 8 (2d6 + 1) piercing damage.

Claws. *Melee Weapon Attack*: +3 to hit, range 5 ft., one creature. *Hit:* 6 (2d4 + 1) 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.



Giants

Presented in this section are several advanced versions of cloud, frost, fire, hill, stone, and storm giants.

Cloud Giant Count

The cloud giant count was a knight that was corrupted by Asmodeus, who tempted him with promises of power, holdings, and glory that was once held by giants past. Now he is a cold, threacherous blackguard who spends most of his time scheming and planning with leaders of other giants against the populous races.

He is never without his loyal fellow cloud giants and an array of barbed and bearded devil servants granted to him by Asmodeus.



Cloud Giant Count

Huge giant, lawful evil

Armor Class 19 (*+1 plate*)
Hit Points 297 (22d12 + 154)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	24 (+7)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Con +13, Int +7, Wis +9, Cha +9
Skills Insight +9, Perception +9
Senses passive Perception 18
Languages Common, Giant
Challenge 18 (20,000 XP)

Aura of Judgement. A creature hostile to the giant that is within 10 feet of the giant has disadvantage on saving throws against being frightened, provided that the giant isn't incapacitated.

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

Indomitable (3/day). The giant can reroll a saving throw it fails. It must use the new roll.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, without providing material components:

At will: *detect magic, fog cloud, light*
3/day each: *feather fall, fly, misty step, telekinesis*
1/day each: *control weather, gaseous form*

Smite (1/Turn). As a bonus action, when the giant hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 2d8 radiant or necrotic damage to the target and it must succeed on a DC 17 Wisdom saving throw or be frightened until the end of its next turn. If the giant expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st (maximum 5d8).

Spellcasting. The giant is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It has the following paladin spells prepared:

1st leve l (4 slots): *command, compelled duel, thunderous smite*
2nd level (3 slots): *branding smite, find steed*
3rd level (3 slots): *blinding smite, dispel magic*
4th level (3 slots): *banishment, staggering smite*
5th level (1 slot): *banishing smite, destructive wave*

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage plus 9 (2d8) necrotic damage.

Rock. *Ranged Weapon Attack:* +15 to hit, reach 60/240 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage.

Legendary Actions

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

Move. The giant moves up to half its speed.
To Me. Up to two allies within 60 feet of this giant that can hear it can each use their reaction to move up to their speed to the nearest possible space to the giant.
Attack (Costs 2 Actions). The giant makes a greatsword attack.
Command (Costs 2 Actions). The giant targets one ally it can see within 30 feet of it. If the target can see and hear the giant, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Cloud Giant Sorcerer

The cloud giant sorcerer takes advantage of its metamagic abilities to enable it to both cast a spell and attack with its morningstar in the same turn.



Cloud Giant Sorcerer

Huge giant, neutral good (50%) or neutral evil (50%)

Armor Class 14 (natural armor)
Hit Points 237 (19d12 + 114)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Con +11, Wis +8, Cha +9
Skills Insight +8, Perception +8
Senses passive Perception 18
Languages Common, Giant
Challenge 15 (13,000 XP)

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

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, without providing material components:

At will: *detect magic, fog cloud, light*
3/day each: *feather fall, fly, misty step, telekinesis*
1/day each: *control weather, gaseous form*

Spellcasting. The giant is a 13th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips: *fire bolt, friends, light, mage hand, message, minor illusion*
1st level (4 slots): *charm person, expeditious retreat, shield*
2nd level (3 slots): *mirror image, scorching ray*
3rd level (3 slots): *fireball, haste*
4th level (3 slots): *greater invisibility, ice storm*
5th level (2 slots): *cone of cold, dominate person*
6th level (1 slot): *chain lightning*
7th level (1 slot): *prismatic spray*

Sorcery Points. The giant has 13 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the giant can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When it casts a spell that has a casting time of 1 action, the giant can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Multiattack. The giant makes two morningstar attacks.

Morningstar. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage.

Rock. *Ranged Weapon Attack:* +13 to hit, reach 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Fire Giant Captain

The fire giant captain often leads patrol and keep guards. It is a veteran warrior that knows how to manuever its squad in battle and create opportunities for its allies to strike.



Fire Giant Captain

Huge giant, lawful evil

Armor Class 18 (plate)
Hit Points 187 (15d12 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Dex +3, Con +10, Cha +6
Skills Athletics +12, Perception +6
Damage Immunities fire
Senses passive Perception 16
Languages Giant
Challenge 11 (7,200 XP)

Distracting Strike (1/Turn). When the giant hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the giant has advantage if the attack is made before the start of the giant's next turn.

Actions

Multiattack. The giant makes two greatsword attacks. It can use Maneuver Allies in place of one of these attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 29 (6d6 + 8) slashing damage.

Rock. *Ranged Weapon Attack:* +12 to hit, reach 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of this giant that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Reactions

Directed Strike (2/Day). When a creature the giant can see within 30 feet of it makes an attack roll, and the creature can hear the giant, the giant grants advantage to that roll.

Fire Giant Duke

The fire giant duke serves as both commander and leader of its kin. It is a cruel and cunning battle tactician that knows how to take advantage of its opponents' weaknesses. It is almost never without its bodyguards.

Fire Giant Duke

Huge giant, lawful evil

Armor Class 18 (plate)
Hit Points 212 (17d12 + 102)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	23 (+6)	12 (+1)	15 (+2)	15 (+2)

Saving Throws Dex +4, Con +11, Cha +7
Skills Athletics +13, Perception +7
Damage Immunities fire
Senses passive Perception 17
Languages Giant
Challenge 16 (15,000 XP)

Burning Smite (Recharge 5-6). As a bonus action, the giant deals an extra 3d6 fire damage when it hits a target with its greatsword attack. If the target is a creature that is not immune to fire, it must succeed on a DC 21 Wisdom saving throw. On a failed save, a creature becomes frightened and catches fire, taking 10 (3d6) fire damage at the end of each of its turns. The creature remains frightened until the fire is extinguished. An affected creature or another creature within 5 feet of it can take an action to extinguish the fire. On a successful save, the creature is not frightened and doesn't catch fire.

Indomitable (3/day). The giant can reroll a saving throw it fails. It must use the new roll.

Actions

Multiattack. The giant makes two melee attacks. It can use Battlefield Cunning in place of one of the melee attacks.

Greatsword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 29 (6d6 + 8) slashing damage plus 7 (2d6) fire damage.

Rock. *Ranged Weapon Attack:* +13 to hit, reach 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Battlefield Cunning (Recharge 4-6). Up to two allies within 60 feet of the giant that can hear it can use their reactions to make one melee attack each.

Legendary Actions

The giant can take three 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 giant regains spent legendary actions at the start of its turn.

Move. The giant moves up to half its speed.
To Me. Up to two allies within 60 feet of this giant that can hear it can each use their reaction to move up to their speed to the nearest possible space to the giant.
Command (Costs 2 Actions). The giant targets one ally it can see within 30 feet of it. If the target can see and hear the giant, the target can make one weapon attack as a reaction and gains advantage on the attack roll.
Greatsword (Costs 2 Actions). The giant makes a greatsword attack.

Fire Giant Forgecaller

The fire giant forgecaller is both a master blacksmith and priest. His forge is his temple and refuge, and it is there that it can be found most of the time, crafting weapons and armor for his kin.

In combat, he can use his spells to protect himself and to deal with multiple foes, though he prefers to use his flaming maul. When surrounded, it can emit a fiery blast wave that can incinerate anything around it.

Fire Giant Forgecaller

Huge giant, lawful evil

Armor Class 18 (plate)
Hit Points 200 (16d12 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	12 (+1)	17 (+3)	14 (+2)

Saving Throws Dex +4, Con +11, Cha +7
Skills Athletics +12, Perception +8
Damage Immunities fire
Senses passive Perception 18
Languages Giant
Challenge 13 (10,000 XP)

Surtur's Gift. As a bonus action, the giant targets one ally it can see within 30 feet of it. Until the end of the target's next turn, it gains an extra 2d6 fire damage to its weapon damage rolls.

Spellcasting. The giant is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following cleric spells prepared:

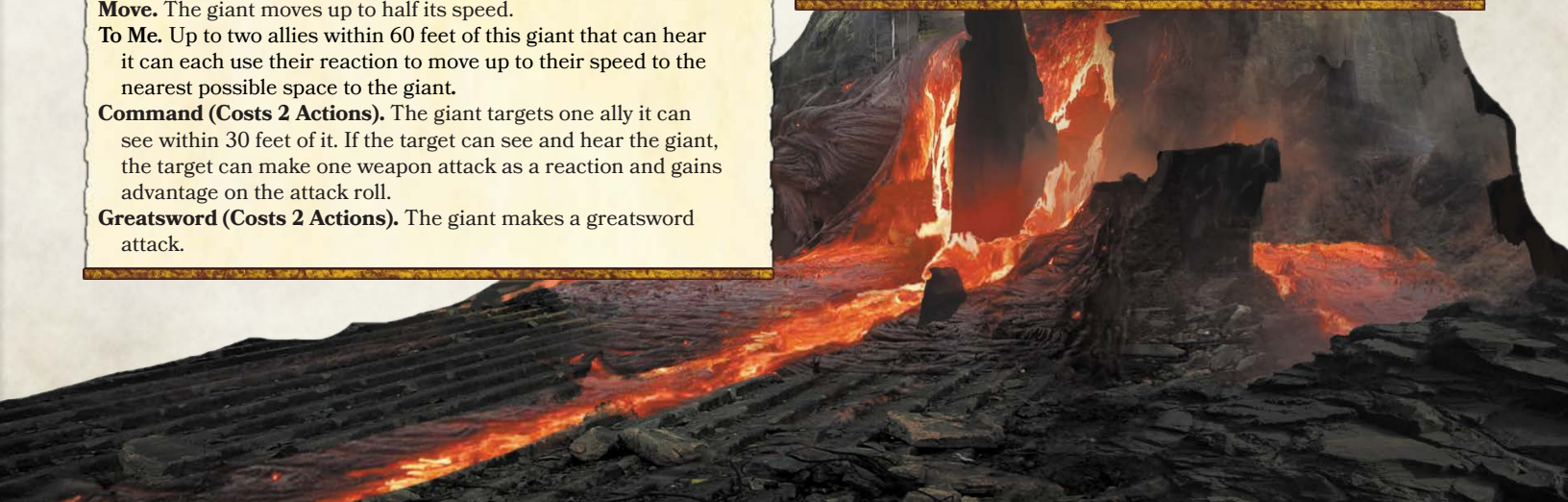
Cantrips (at will): *produce flame, sacred flame, thaumaturgy*
1st level (4 slots): *bane, divine favor, healing word, shield of faith*
2nd level (3 slots): *hold person, heat metal, silence, magic weapon*
3rd level (3 slots): *dispel magic, glyph of warding, revivify*
4th level (3 slots): *freedom of movement, stoneskin, wall of fire*
5th level (2 slots): *flame strike, mass cure wounds, hold monster*
6th level (1 slot): *heroes' feast, investiture of flame*

Actions

Multiattack. The giant makes two maul attacks.

Maul. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) bludgeoning damage plus 7 (2d6) fire damage.

Wrath of Surtur (Recharge 5-6). Searing flames surge from the giant and incinerate those around it. Each creature within 20 feet of the giant that is not immune to fire must succeed on a DC 16 Dexterity saving throw. On a failed save, the target takes 42 (12d6) fire damage and gains vulnerability to fire until the end of the giant's next turn, or half as much damage and does not gain vulnerability to fire on a successful one.



Frost Giant Jarl

Huge giant, chaotic evil

Armor Class 15 (patchwork armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Con +11, Wis +6, Cha +7
Skills Athletics +12, Perception +6
Damage Immunities cold
Senses passive Perception 16
Languages Giant
Challenge 14 (11,500 XP)

Overbearing. As a bonus action, the giant can make a kick attack against a creature that is Medium or smaller.

Actions

Multiattack. The giant makes two melee attacks. It can use Cleaving Swing in place of one of these attacks, if available.

Greataxe. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage plus 7 (2d6) cold damage.

Rock. *Ranged Weapon Attack:* +12 to hit, reach 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Kick. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 14 (2d6 + 7) bludgeoning damage and the target must succeed on a DC 20 Strength saving throw or be knocked prone.

Battle Cry (1/Day). Each creature of the giant's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the end of the giant's next turn. The giant can then make one attack as a bonus action.

Cleaving Swing (Recharges 5-6). The giant swings its greataxe, and each creature within 10 feet of it must succeed on a DC 19 Dexterity saving throw. The target takes 26 (3d12 + 7) slashing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The giant can take three 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 giant regains spent legendary actions at the start of its turn.

Move. The giant moves up to half its speed.
Direct Ally (Costs 2 Actions). The giant targets one ally it can see within 30 feet of it. If the target can see and hear the giant, the target can move up to half its speed and make one weapon attack as a reaction.
Greataxe (Costs 2 Actions). The giant makes a greataxe attack.

Frost Giant Skald

Huge giant, chaotic evil

Armor Class 15 (patchwork armor)
Hit Points 175 (14d12 + 84)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	9 (-1)	10 (+0)	14 (+2)

Saving Throws Con +10, Wis +4, Cha +6
Skills Athletics +11, Perception +4
Damage Immunities cold
Senses passive Perception 14
Languages Giant
Challenge 10 (5,900 XP)

Reckless. At the start of its turn, the giant 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.

Spellcasting. The giant is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14). It has the following bard spells prepared:

Cantrips (at will): *mage hand, minor illusion, vicious mockery*
1st level (4 slots): *dissonant whispers, healing word, heroism, longstrider*
2nd level (3 slots): *blur, hold person, shatter*
3rd level (3 slots): *catnap, fear, haste*
4th level (3 slot): *confusion, freedom of movement*
5th level (1 slot): *mass cure wounds*

Inspiring Strike (1/Day). As a bonus action, when the giant hits a creature with a weapon attack, the giant can target up to two allies it can see within 30 feet of it. If the target can see and hear the giant, the target can move up to half its speed and make one weapon attack as a reaction.

Actions

Multiattack. The giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, reach 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Reactions

Distracting Taunt (3/Day). The giant magically imposes disadvantage to a creature's attack roll, ability check, or saving throw. To do so, the creature must be within 30 feet of the giant and must be visible and be able to hear to the giant.

Frost Giant Jarl

A frost giant jarl is the leader of its clan and commander of its armies. The jarl is normally the strongest and most dangerous frost giant in the clan, as one must challenge the current jarl in mortal combat to become the jarl itself.

When in battle, the frost giant jarl can cleave through multiple targets with its huge greataxe, direct allies to attack, and unleash a battle cry that rouses its allies.

Frost Giant Skald

The frost giant skald is a berserker warrior that taunts its enemies with insults and curses. It also tries to rouse its allies with its bardic spells and battle prowess.



Frost Giant Frostmaiden

A divine worshipper of Auril, the frost giant frostmaiden is a priest that has access to a number of cold type spells. She also radiates an unnatural cold that can freeze the blood of anything that would foolishly approach her.

Frost Giant Frostmaiden

Huge giant, chaotic evil

Armor Class 13 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Con +9, Wis +7, Cha +6
Skills Athletics +10, Perception +7
Damage Immunities cold
Senses passive Perception 17
Languages Giant
Challenge 11 (7,200 XP)

Aura of Chilling Frost. A creature that starts its turn within 10 feet of the giant takes 7 (2d6) cold damage and can't use reactions until the end of the giant's next turn.

Spellcasting. The frostmaiden is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, toll the dead, thaumaturgy*
1st level (4 slots): *armor of Agathys, fog cloud, guiding bolt, inflict wounds*
2nd level (3 slots): *gust of wind, hold person, Snilloc's snowball swarm*
3rd level (3 slots): *animate dead, bestow curse, gaseous form, sleet storm*
4th level (3 slots): *banishment, control water, ice storm*
5th level (2 slots): *cone of cold, contagion, control winds*
6th level (1 slot): *harm, heroes' feast*
7th level (1 slot): *etherealness, symbol*

Auril's Kiss. As a bonus action, when the frostmaiden hits a creature with a weapon attack, it can expend a spell slot to deal an extra 1d8 cold damage to the target, and the target must succeed on a DC 14 Constitution saving throw or be restrained until the end of its next turn. If the frostmaiden expends a spell slot of 2nd level or higher, the extra cold damage increases by 1d8 for each level above 1st (maximum 5d8).

Actions

Multiattack. The giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage plus 7 (2d6) cold damage.

Hill Giant Berserker

Huge giant, chaotic evil

Armor Class 13 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2
Senses passive Perception 12
Languages Giant
Challenge 7 (2,900 XP)

Reckless. At the start of its turn, the giant 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

Multiattack. The giant makes two greatclub attacks. It can use its Cleaving Swing in place of one of its greatclub attacks, if available.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, reach 60/240 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

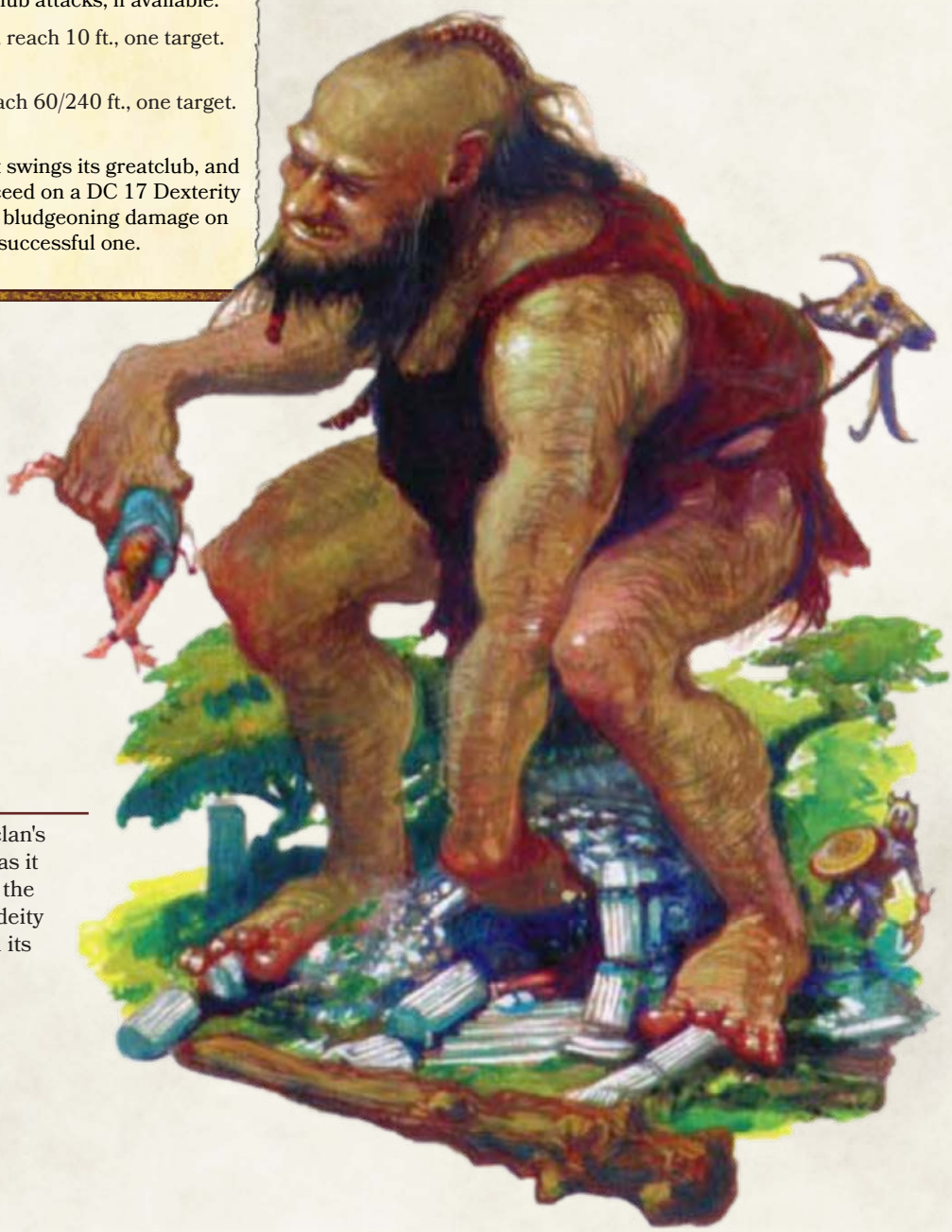
Cleaving Swing (Recharges 5-6). The giant swings its greatclub, and each creature within 10 feet of it must succeed on a DC 17 Dexterity saving throw. The target takes 19 (3d8 + 6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Hill Giant Berserker

The hill giant berserker is always the first to charge into a fight. Frothing in the mouth, the giant heads toward the largest groups of enemies in order to find the opportunity to use its cleaving swing.

Hill Giant Chieftain

The chieftain is the leader of its clan and often commander of its troops. While it can rouse its allies with its battle cry, it is not a very effective tactician as it often simply barks out threatening commands to its underlings without real direction.



Hill Giant Witch doctor

The hill giant witch doctor serves as the clan's priest and healer and often chief advisor, as it is normally wiser and more cunning than the chieftain. It worships Grolantor, and the deity grants it an ability to frighten its foes with its glare.



Hill Giant Chieftain

Huge giant, chaotic evil

Armor Class 14 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4
Senses passive Perception 14
Languages Giant
Challenge 11 (7,200 XP)

Overbearing. As a bonus action, the giant can make a kick attack against a creature that is Medium or smaller.

Actions

Multiattack. The giant makes two melee attacks.

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

Rock. *Ranged Weapon Attack:* +10 to hit, reach 60/240 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Kick. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 13 (2d6 + 6) bludgeoning damage and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Battle Cry (1/Day). Each creature of the giant's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the end of the giant's next turn. The giant can then make one attack as a bonus action.

Legendary Actions

The giant can take three 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 giant regains spent legendary actions at the start of its turn.

Move. The giant moves up to half its speed.
Greatclub (Costs 2 Actions). The giant makes a greatclub attack.
Bark Command (Costs 3 Actions). The giant targets up to two allies it can see within 30 feet of it. If the target can see and hear the giant, the target can use its reaction to make one weapon attack with disadvantage on the attack roll.

Hill Giant Witch Doctor

Huge giant, chaotic evil

Armor Class 13 (natural armor)
Hit Points 147 (14d12 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	14 (+2)	6 (-2)

Skills Perception +5
Senses passive Perception 15
Languages Giant
Challenge 8 (3,900 XP)

Spellcasting. The giant is an 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *resistance, sacred flame, thaumaturgy*
1st level (4 slots): *bane, divine favor, healing word, shield of faith*
2nd level (3 slots): *augury, hold person, silence, magic weapon*
3rd level (3 slots): *dispel magic, glyph of warding, revivify*
4th level (3 slots): *banishment, freedom of movement, stoneskin*
5th level (1 slot): *flame strike, mass cure wounds, hold monster*

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.

Reactions

Grolantor's Glare. When a creature attacks the giant, and the creature is Large or smaller and within 30 feet and visible to the giant, the creature must succeed on a DC 13 Wisdom saving throw. On a failed save, the attacker is frightened until the end of the giant's next turn.

Stone Giant Earth Shaman

The earth shaman is able to control and manipulate the earth around it, enabling it to create an aura of swirling dirt and dust that can blind anything caught in it.



Stone Giant Earth Shaman

Huge giant, neutral

Armor Class 17 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	20 (+5)	11 (+0)	16 (+3)	10 (+0)

Saving Throws Dex +6, Con +9, Wis +7
Skills Athletics +11, Perception +7
Senses passive Perception 17
Languages Giant
Challenge 9 (5,000 XP)

Aura of Earth. If the giant isn't incapacitated, any creature that starts its turn within 5 feet of the giant must make a DC 17 Constitution saving throw or be blinded until the end of the stone giant's next turn by the dirt and soil that swirls constantly around the stone giant. Stone giants and creatures native to the elemental plane of earth are immune to this effect.

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

Spellcasting. The giant is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, mending, produce flame*
1st level (4 slots): *healing word, jump, thunderwave*
2nd level (3 slots): *beast sense, heat metal, spike growth, spider climb*
3rd level (3 slots): *erupting earth, dispel magic, lightning bolt, meld into stone*
4th level (3 slots): *confusion, stone shape, stone skin*
5th level (2 slots): *passwall, transmute rock, wall of stone*
6th level (1 slot): *bones of the earth*

Actions

Multiattack. The giant makes two maul attacks.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +11 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 19 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 Stormguard

The stormguard is both an elite warrior and exceptional storm sorcerer. In combat, it efficiently mixes its magical abilities and martial prowess to deadly effect, taking full advantage of its Heart of the Storm.

Storm Giant Stormguard

Huge giant, chaotic good

Armor Class 16 (scale mail)
Hit Points 300 (24d12 + 144)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	22 (+6)	17 (+3)	18 (+4)	20 (+5)

Saving Throws Str +15, Con +12, Wis +10, Cha +11
Skills Arcana +9, Athletics +15, History +9, Perception +10
Damage Resistances cold
Damage Immunities lightning, thunder
Senses passive Perception 20
Languages Giant
Challenge 19 (22,000 XP)

Amphibious. The giant can breathe air and water.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, without providing material components:

At will: *detect magic, feather fall, levitate, light*
3/day each: *control weather, water breathing*

Heart of the Storm. Whenever the giant casts a spell other than a cantrip that deals lightning or thunder damage, a stormy aura surrounds it. In addition to the spell's effects, creatures of its choice within 10 feet of it take 14 (4d6) lightning or thunder damage (giant' choice).

Spellcasting. The giant is a 13th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *firebolt, friends, light, mage hand, minor illusion, shocking grasp*
1st level (4 slots): *command, thunderwave, wrathful smite*
2nd level (3 slots): *misty step, shatter*
3rd level (3 slots): *lightning bolt, thunder step*
4th level (3 slot): *ice storm, storm sphere*
5th level (2 slots): *cone of cold, control winds*
6th level (1 slot): *chain lightning*
7th level (1 slot): *whirlwind*

Sorcery Points. The giant has 13 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the giant casts a spell that forces a creature to make a saving throw to resist the spell's effects, it can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the giant casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell: When the giant casts a spell, it can spend l sorcery point to cast the spell without any somatic or verbal components.

Thunderous Smite (1/Turn). As a bonus action, when the giant hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 1d8 thunder damage to the target and the target must succeed on a DC 18 Constitution saving throw or be stunned until the end of its next turn. If the giant expends a spell slot of 2nd level or higher, the extra thunder damage increases by 1d8 for each level above 1st (maximum 5d8).(maximum 5d8).

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage.

Rock. *Ranged Weapon Attack:* +15 to hit, range 60/240 ft., one target. *Hit:* 35 (4d12 + 9) bludgeoning damage.

Lightning Strike (Recharge 5-6). The giant hurls a magical 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 72 (16d8) lightning damage on a failed save, or half as much damage on a successful one.

Gibbering



Gibbering Horror

The gibbering horror is a larger, more horrid type of gibbering mouther. Due to its size, it is able to strike with pseudopods with toothy maw ends. When a creature is bitten and ensnared by a pseudopod, it is pulled toward the gibbering horror.

Engulf. Anyone standing close to the gibbering horror is at risk of getting engulfed by it. An engulfed creature soon discovers what it feels like to be bitten and torn apart by dozens of fang-filled mouths.

Gibbering Horror

Large aberration, neutral

Armor Class 9
Hit Points 147 (14d10 + 70)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	20 (+5)	3 (-4)	12 (+1)	6 (-2)

Condition Immunities prone
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 6 (2,300 XP)

Aberrant Ground. The ground in a 15-foot radius around the horror is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 12 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Gibbering. The horror babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 30 feet of the horror and can hear the gibbering must succeed on a DC 12 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 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

Multiattack. The gibbering horror uses Engulf. It then makes two Pseudopod Bite attacks, and if it can, uses its Blinding Spittle.

Pseudopod Bite. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one creature. *Hit:* 15 (3d8 + 2) piercing damage. If the target is Large or smaller, it must succeed on a DC 13 Strength saving throw or be knocked prone and grappled (escape DC 12). Until the grapple ends, the target is restrained, and the horror can't use the same pseudopod bite on another target. If the horror starts its turn grappling with a creature, it can use a bonus action to pull that creature within 5 feet of it.

Blinding Spittle. The horror spits a chemical glob at a point it can see within 20 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 16 Dexterity saving throw or be blinded until the end of the horror's next turn.

Engulf. The horror moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the horror enters a creature's space, the creature must make a DC 13 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the horror. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the horror enters the creature's space, and the creature takes 29 (6d8 +2) piercing damage and is engulfed. While engulfed, the creature is blinded, can't breathe, is restrained, and takes 9 (2d8) piercing damage and 9 (2d8) acid damage at the start of each of the horror's turns. If the target is killed by this damage, it is absorbed into the horror. When the horror moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 13 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the horror. The horror can have only up to two Medium or small creatures engulfed at a time.

Gnolls

Huntmaster

The huntmaster is faultless tracker and hyena beastmaster. When hunting, it tries to knock its target prone so it can command its hyenas to tear its throat.



Gnoll Huntmaster

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (studded leather)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	8 (-1)	12 (+1)	7 (-2)

Skills Perception + 3, Stealth +5, Survival +5
Senses darkvision 60 ft., passive Perception 13
Languages Gnoll
Challenge 3 (700 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.

Go for the Throat. As a bonus action, the gnoll targets one hyena within 30 feet that can see and hear the gnoll. The hyena can use its reaction to move up to half its speed and make one melee attack against a prone creature. If the hyena hits, the hit is automatically a critical hit.

Slay Foe (1/Turn). The gnoll deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Summon Hyenas (Recharges after a Short or Long Rest). As a bonus action, the gnoll summons 1d4 + 1 hyenas. The hyenas appear in unoccupied spaces within 30 feet of the gnoll and act as its allies. The hyenas act right after the gnoll on the same initiative count and fight until they're destroyed. They disappear when the gnoll dies.

Actions

Multiattack. The gnoll makes two attacks, either with its glaive or its longbow. It can replace one of its attacks with hunting bolas.

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

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

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

Hunting Bolas. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage and the target must succeed on a DC 13 Strength saving throw or be restrained and knocked prone. As an action, the restrained creature can make a DC 13 Strength check, escaping on a success. The effect ends if the hunting bolas is destroyed. The hunting bolas has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Gnoll Matriarch

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (chain shirt)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

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

Saving Throws Str +7, Dex +5, Con +5
Senses darkvision 60 ft., passive Perception 11
Languages Gnoll
Challenge 5 (1,800 XP)

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

Packmaster. A gnoll ally that starts its turn within 30 feet of this gnoll and that can see and hear this gnoll gains Pack Tactics until the start of its next turn, provided this gnoll isn't incapacitated.

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

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

Multiattack. The gnoll makes three attacks, either with its greataxe or its longbow. She can use Battlefield Cunning in place of one of these attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Battlefield Cunning (Recharge 4-6). Up to two allies within 60 feet of the gnoll that can hear it can use their reactions to make one melee attack each.

Matriarch

The gnoll matriarch is normally the largest and most loathsome gnoll in a pack. Her presence alone instills a sense of fearlessness, ferocity, and combat cunning to the pack.

Female Dominance. All male gnolls obey the matriarch's commands unquestioningly. The matriarch's daughters obey her for as long as she is still the physically strongest in the group. However, once she shows signs of weakness, the most dominant of the daughters may challenge her right to the throne, or simply murder her outright.

Shaman of Yeenoghu

The shaman of Yeenoghu is the demonic advisor of the pack. During combat, it serves as the support specialist, with its ability to summon hyenas and unleash devastating nature spells. It can emit a fiendish howl that induces its gnoll allies into a blood frenzy, gaining advantage on attack rolls against wounded foes. Finally, the shaman can also transform into a giant hyena, if needed.

Gnoll Shaman of Yeenoghu

Medium humanoid (gnoll), chaotic evil

Armor Class 13 (hide armor)
Hit Points 45 (10d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	10 (+0)	16 (+3)	8 (-1)

Senses darkvision 60 ft., passive Perception 13
Languages Gnoll
Challenge 4 (1,100 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.

Spellcasting. The gnoll is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, thorn whip*
1st level (4 slots): *earth tremor, entangle, thunderwave*
2nd level (3 slots): *hold person, spike growth*
3rd level (3 slots): *conjure animals (hyenas), erupting earth*
4th level (2 slots): *blight, charm monster*

Yeenoghu's Howl (Recharges after a Short or Long Rest). As a bonus action, the gnoll emits a frenzy-inducing howl. Each gnoll ally that is within 30 feet of it, can hear it, and not already affected by *Yeenoghu's Howl* gain advantage on melee attack rolls against any creature that doesn't have all its hit points until the start of the gnoll's next turn.

Actions

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

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

Change Shape (Recharges after a Short or Long Rest). The gnoll magically polymorphs into a giant hyena, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. 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.

Witch Doctor

The witch doctor is the pack's priest and healer. It watches over its matriarch, healing and enhancing her and her daughters during combat.



Gnoll Witch Doctor

Medium humanoid (gnoll), chaotic evil

Armor Class 13 (hide armor)
Hit Points 31 (7d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	8 (-1)	15 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12
Languages Gnoll
Challenge 3 (700 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.

Spellcasting. The gnoll is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, thaumaturgy*
1st level (4 slots): *bane, divine favor, guiding bolt, shield of faith*
2nd level (3 slots): *hold person, silence, spiritual weapon, magic weapon*
3rd level (3 slots): *bestow curse, crusader's mantle, glyph of warding, spirit guardians*
4th level (1 slot): *banishment, freedom of movement, stoneskin*

Actions

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

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

Goblins

Alchemist

The crafty goblin alchemist always carries three types of concotions that it can hurl at its foes. Unfortunately, these concontions are so volatile that if the alchemist is struck in combat, it might cause a breakage and accidentally set off a fiery explosion.

Blackblade

In very rare occasions, a goblin shows an affinity for the dark arts and becomes a warlock. Most of these become hexblades. They are simply called blackblades by the goblins.

Goblin Alchemist

Small humanoid (goblin), chaotic evil

Armor Class 14 (hide armor)
Hit Points 14 (4d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	13 (+1)	10 (+0)	8 (-1)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1 (200 XP)

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

Volatile. When the goblin takes damage that is not poison or psychic damage, roll 1d20. On a roll of 1 to 5, the goblin's alchemical pack explodes. The goblin and each creature within 10 feet of it must succeed on a DC 11 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one. The goblin has disadvantage on its saving throw.

Actions

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

Acid Flask. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 7 (2d6) acid damage.

Goblin Molotov. *Ranged Weapon Attack:* +4 to hit, range 20 ft., one target. *Hit:* 2 (1d4) fire damage and the target catches fire, taking 2 (1d4) fire damage at the end of each of its turns. An affected creature or another creature within 5 feet of it can take an action to extinguish the fire. On a successful save, the creature takes half as much damage and doesn't catch fire.

Tangleweb. *Ranged Weapon Attack:* +4 to hit, range 20 ft., one creature. *Hit:* The creature must succeed on a DC 11 Strength saving throw or be restrained by sticky web-like adhesive. As an action, the restrained creature can make a DC 11 Strength check,, escaping from the tangleweb on a success. The effect ends if the tangleweb is destroyed. The tangleweb has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Double Lob (Recharge 5-6). The goblin can make two ranged weapon attacks.



Goblin Blackblade

Small humanoid (goblin), chaotic evil

Armor Class 14 (studded leather)
Hit Points 17 (5d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	13 (+1)	10 (+0)	14 (+2)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1 (200 XP)

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

Spellcasting. The goblin is an 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, infestation*
1st level-2nd level (2 2nd-level slots): *hellish rebuke, hex, shadow blade, shield*

Hexblade's Curse (Recharges after a Short or Long Rest). As a bonus action, the goblin targets a creature it can see within 30 feet of it. The target is cursed for 1 minute. The curse ends early if the target dies, the goblin dies, or it is incapacitated. Until the curse ends, the goblin gains the following benefits:

- It deals an extra 2 damage on damage rolls against the cursed target.
- Any attack roll it makes against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, the goblin regains 5 hit points.

Actions

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

Goblin Bodyguard

Small humanoid (goblin), chaotic evil

Armor Class 16 (studded leather, shield)
Hit Points 14 (4d6)
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, Goblin
Challenge 1/2 (100 XP)

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

Actions

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

Reactions

Self-Sacrifice. When a creature within 5 feet of the goblin is hit by an attack, the goblin swaps places with that creature and is hit instead.

Bodyguard

Some goblins who are devout and fanatical worshippers of Maglubiyet but are unable to pray for divine spells instead become bodyguards. They believe that sacrificing themselves to protect their charge will bring them closer to their god.

Chieftain

The chieftain is the overall leader of a goblin tribe. It is attended to by a number of advisors, mostly shamans and witch doctors, and is always protected by personal bodyguards. While it may lead its warriors into battle, it will do so from behind its toughest warriors and never away from its bodyguards. Its highest priority is always self-preservation. Never mind if half its army will be decimated, it can always impregnate all the female goblins and slaves back at its lair to repopulate.

Goblin Chieftain

Small humanoid (goblin), chaotic evil

Armor Class 18 (scale mail, shield)
Hit Points 49 (9d6 + 18)
Speed 30 ft.

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

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 10
Languages Goblin
Challenge 3 (750 XP)

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

Ganglord's Presence. If the goblin isn't incapacitated, any goblin ally that starts is turn within 30 feet of this goblin and can see and hear this goblin deals an extra 3 (1d6) damage on its weapon damage rolls against a creature if at least two of the goblin's allies are within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack (1/Turn). The goblin deals an extra 10 (3d6) 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 goblin that isn't incapacitated and the goblin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The goblin makes two scimitar attacks.

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

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Cutthroat

Cutthroats are goblin rogues. They rarely fight in the open, choosing instead to pick opportune moments where they can strike and retreat without being noticed.

Shaman

Goblin shamans provide spiritual guidance to their kin, and are thus often sought as advisors by their chieftains. In combat, they are able to cast druidic spells and summon rats and spiders. When needed, they are able to transform themselves into worgs. They abhor the tribe's witch doctors, undermining them at every opportunity.

Goblin Cutthroat

Small humanoid (goblin), chaotic evil

Armor Class 15 (studded leather)
Hit Points 17 (5d6)
Speed 30 ft.

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

Skills Stealth +7
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1 (200 XP)

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

Sneak Attack (1/Turn). The goblin 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 goblin that isn't incapacitated and the goblin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The goblin makes two dagger attacks.

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

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

Goblin Shaman

Small humanoid (goblin), chaotic evil

Armor Class 14 (hide armor)
Hit Points 31 (7d6 + 7)
Speed 30 ft.

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

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 12
Languages Goblin
Challenge 2 (450 XP)

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

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

Cantrips (at will): *druidcraft, poison spray, thorn whip*
1st level (4 slots): *earth tremor, entangle, thunderwave*
2nd level (3 slots): *hold person, spike growth*
3rd level (2 slots): *conjure animals (rats, spiders, and wolves only), erupting earth*

Actions

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

Change Shape (Recharges after a Short or Long Rest). The goblin magically polymorphs into a worg, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. 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.





Skirmisher

Goblin skirmishers are charged with disrupting the ranks of enemy troops. They target the weak sides, employing hit and run tactics to distract them from another assault coming from a different direction.

Witch Doctor

Witch doctors are the priests who serve as primary support for goblin war parties, as well as advisors to the chieftain. They hate and often clash with the tribal shamans.



Goblin Skirmisher

Small humanoid (goblin), chaotic evil

Armor Class 16 (leather armor, shield)
Hit Points 14 (4d6)
Speed 30 ft.

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

Skills Stealth +7
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/2 (100 XP)

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

Skirmish Advantage. The goblin gains advantage on the first attack roll of its turn if it has moved to a space at least 15 feet from the space it occupied at the start of its turn.

Actions

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.

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

Reactions

Skirmisher. When an enemy the goblin can see ends its turn within 5 feet of it, the goblin can move up to half its speed. This movement doesn't provoke opportunity attacks.

Goblin Witch Doctor

Small humanoid (goblin), chaotic evil

Armor Class 14 (hide armor)
Hit Points 17 (5d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	13 (+1)	8 (-1)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 1 (200 XP)

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

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

Cantrips (at will): *chill touch, poison spray, thaumaturgy*
1st level (4 slots): *bane, false life, ray of sickness, word of healing*
2nd level (2 slots): *blindness/deafness, hold person, spiritual weapon*

Actions

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



Golems

Presented in this section are advanced versions of clay, flesh, stone, and iron golems.

Clay Golem Mauler

The massive clay golem mauler is a larger and more dangerous version of the typical clay golem. It is so strong that its massive fists can knock targets prone with a single hit. If they manage to do so, they quickly follow up the attack by stomping on their fallen foes.



Clay Golem Mauler

Huge construct, unaligned

Armor Class 15 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	22 (+6)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 13 (10,000 XP)

Acid Absorption. Whenever the golem 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 golem starts its turn with 90 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

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

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 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. If the target's saving throw fails by 5 or more, the target is also knocked prone and the golem can make one stomp attack against it as a bonus action. The reduction lasts until removed by the greater restoration spell or other magic.

Stomp. Melee Weapon Attack: +12 to hit, reach 5 ft., one prone creature. Hit: 18 (2d10 + 7) bludgeoning damage.

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

Flesh Golem Abomination

Large construct, unaligned

Armor Class 10 (natural armor)
Hit Points 150 (13d10 + 78)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	22 (+6)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 10 (5,900 XP)

Berserk. Whenever the golem starts its turn with 50 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 50 hit points or fewer, the golem might go berserk again.

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

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

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

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks. It can use Fling in place of one of these attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and the golem can automatically hit the target with its slam attack but can't use one of its slam attacks against other targets.

Fling. One object held or creature that is smaller than the golem and is grappled by the golem is thrown up to 30 feet towards a target space and knocked prone. If a thrown creature strikes a solid surface, the creature takes 6 bludgeoning damage plus 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the creature is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw. On a failed save, the target takes the same damage and is knocked prone.

Flesh Golem Abomination

This hulking abomination is an even more grotesque version of the flesh golem, sporting body parts taken from large humanoids. It is so strong that it can fling victims unfortunate enough to get caught by its massive hands.

Stone Golem Sentinel

Huge construct, unaligned

Armor Class 18 (natural armor)
Hit Points 256 (19d12 + 133)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	24 (+7)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 15 (13,000 XP)

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

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two slam attacks and uses Slow if available.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 22 Constitution saving throw or be stunned until the end of its next turn.

Ground Smash (Recharge 5-6). The stone golem slams the ground, triggering an earth tremor and violently pelting the area around it with debris. All other creatures on the ground within 15 feet of the golem must succeed on a DC 22 Strength saving throw, taking 26 (4d8 + 8) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 15 feet of it. Each target must make a DC 19 Wisdom saving throw against thi s magic. 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 effect s 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.

Stone Golem Sentinel

Twice as large as the normal stone golem, these giants are thankfully very rare due to the cost and time to make one. They are mostly found guarding main temples, archmage towers, and royal crypts. In combat, they can slam the ground to create a miniature shockwave that can hit multiple nearby foes.

Iron Golem Juggernaut

Even mightier than the iron golem, the juggernaut is at least 20 feet tall. It is so massive that during combat, it merely crushes its opponents by stepping on them. Thankfully, it is very rare as only the wealthiest and most powerful can afford to have one created.



Iron Golem Juggernaut

Huge construct, unaligned

Armor Class 21 (natural armor)
Hit Points 297 (22d12 + 154)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	9 (-1)	24 (+7)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 18 (20,000 XP)

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

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

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

Magic Weapons. The golem's weapon attacks are magical.

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

Actions

Multiattack. The golem makes two melee attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage.

Sword. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 31 (4d10 + 9) slashing damage.

Crushing Stride. The golem moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the golem enters must succeed on a DC 23 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the golem's path. On a failed save, the creature falls prone and takes 27 (4d8 + 9) bludgeoning damage. If the golem remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the golem. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 23 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the golem and is no longer restrained.

Poison Breath (Recharge 6). The golem exhales poison gas in a 30-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw, taking 54 (12d8) poison damage on a failed save, or half as much damage on a successful one.

Gorgon

Greater Gorgon

Huge monstrosity, unaligned

Armor Class 20 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	23 (+6)	2 (-4)	14 (+2)	7 (-2)

Skills Perception +6
Condition Immunities petrified
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 10 (5,900 XP)

Actions

Multiattack. The gorgon makes two melee attacks: one with its gore and one with its hooves. It can replace its hooves attack with Trample if it is available.

Gore. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 26 (3d12 + 7) percing damage.

Hooves. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

Trample (Recharges 5-6). The gorgon moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the gorgon enters must succeed on a DC 19 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the gorgon's path. On a failed save, the creature falls prone and takes 23 (3d10 + 7) bludgeoning damage. If the gorgon remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the gorgon. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 23 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the gorgon and is no longer restrained

Petrifying Breath (Recharge 5-6). The gorgon exhales petrifying gas in a 60-foot cone. Each creature in that area must succeed on a DC 15 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 spell or other magic.

Greater Gorgon

A greater gorgon is an advanced and ancient version of the gorgon. Thankfully, most gorgons do not live long enough to become a greater gorgon. They are sometimes captured by more powerful beings and kept as pets and guardians. A few use them as gladiatorial beasts.



Grells

Patriarch

The grell patriarch is a massive grell with an oversized brain that is about 20 to 30 feet in diameter. It is the overall leader of a grell community, and directs and manages the grell philosophers. It has arcane abilities and can project powerful lightning rays at its foes.

There is always only one patriarch in a grell community. When it dies, the most advanced and intelligent of the grell philosophers undergo a metamorphosis and becomes the next patriarch.

Philosopher

Grell philosophers are advanced and more intelligent species of the grell. These large grell manage and direct the 'common' grell, which they see as communal workers and slaves. They have arcane abilities and are able to project lightning rays.



Grell Patriarch

Huge aberration, neutral evil

Armor Class 12 (15 with *mage armor*)
Hit Points 207 (18d12 + 90)
Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	16 (+3)	15 (+2)	13 (+1)

Skills Perception +10, Stealth +10
Damage Immunities lightning
Condition Immunities blinded, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 20
Languages Grell
Challenge 9 (1,800 XP)

Innate Spellcasting (Psionics). The grell's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, without providing material components:

At will: *mage armor, fog cloud, shield*
3/day each: *charm person, invisibility, ray of enfeeblement*
1/day each: *charm monster, lightning bolt, fear*

Actions

Multiattack. The grell makes five attacks: four with its tentacles and one with its beak, or uses its lightning ray twice.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage, and the target must succeed on a DC 17 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The target is also grappled (escape DC 16). If the target is Large or smaller, it is also restrained until this grapple ends. While grappling the target, the grell has advantage on attack rolls against it and can't use this attack against other targets. When the grell moves, any Huge or smaller target it is grappling moves with it.

Beak. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) percing damage.

Lightning Ray. *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 24 (6d6 + 3) lightning damage.

Grell Philosopher

Large aberration, neutral evil

Armor Class 12 (15 with *mage armor*)
Hit Points 119 (14d10+42)
Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +7, Stealth +8
Damage Immunities lightning
Condition Immunities blinded, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 17
Languages Grell
Challenge 5 (1,800 XP)

Innate Spellcasting (Psionics). The grell's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, without providing material components:

At will: *mage armor, fog cloud, shield*
3/day each: *charm person, invisibility, ray of enfeeblement*

Actions

Multiattack. The grell makes two attacks: one with its tentacles and one with its beak, or uses its lightning ray twice.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The target is also grappled (escape DC 14). If the target is Large or smaller, it is also restrained until this grapple ends. While grappling the target, the grell has advantage on attack rolls against it and can't use this attack against other targets. When the grell moves, any Large or smaller target it is grappling moves with it.

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

Lightning Ray. *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 12 (3d6 + 2) lightning damage.

Gricks



Den Mother

The den mother is massive grick that is about 50-60 feet long. When it rears up, it can reach a height of 15 feet. This creature makes its lair in a massive cavern deep in the Underdark where it guards hundreds of its eggs and hatchlings.

It is always attended to by dozens of gricks and grick alphas, which bring it food after hunting forays.

Hatchling

Hatchlings are weeks-old wormlings about 4-5 feet long in length. Despite their small size, they are ravenous hunters that will prey on smaller vermin and the occasional adventurer.

Grick Den Mother

Huge monstrosity, neutral

Armor Class 19 (natural armor)
Hit Points 147 (14d12 + 56)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	19 (+4)	5 (-3)	14 (+2)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 12
Languages ----
Challenge 10 (5,900 XP)

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

Actions

Multiattack. The grick makes three attacks: one with its tail and two with its tentacles. If it hits a creature with any of its tentacles, the grick can use a bonus action to make one beak attack against the same target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 11 (1d10 + 6) slashing damage.

Beak. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) percing damage.

Grick Hatchling

Small monstrosity, neutral

Armor Class 12 (natural armor)
Hit Points 13 (3d8)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	2 (-4)	12 (+1)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 11
Languages ----
Challenge 1/4 (50 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 use a bonus action to make one beak attack against the same target.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

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

Griffons

Alpha

The alpha is the leader of a griffon pack. It is larger and stronger than the average griffon.

Griffon of Xvim

When a griffon becomes infected by the essence of Xvim, it becomes corrupted and turns into a creature of Xvim. The transformation imbues the griffon with the ability to terrify and smite its foes in order to further the will of Xvim.



Griffon Alpha

Large monstrosity, unaligned

Armor Class 12
Hit Points 68 (8d10 + 24)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	2 (-4)	14 (+2)	10 (+0)

Skills Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages ---
Challenge 3 (700 XP)

Dive Attack. If the griffon is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 7 (2d6) damage to the target.

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:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) percing damage.

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

Griffon of Xvim

Large monstrosity, lawful evil

Armor Class 13 (natural armor)
Hit Points 66 (7d10 + 28)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	2 (-4)	13 (+1)	14 (+2)

Skills Perception +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages ---
Challenge 4 (1,100 XP)

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

Smite Good (3/day). As a bonus action, the griffon deals an extra 9 (2d8) necrotic damage when it hits a good-aligned target with a weapon attack.

Actions

Multiattack. The griffon uses Frightful Presence. It then makes two attacks: one with its beak and one with its claws.

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

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

Frightful Presence. Each creature of the griffon's choice that is within 30 feet of the griffon and aware of it must succeed on a DC 12 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 griffon's Frightful Presence for the next 24 hours.

Xvim

Iyachtu Xvim was the half-fiend son of Bane, the greater deity of Fear, Hatred, and Tyranny. For a period of time after his father's death, he took over his father's portfolio. During his reign, he deliberately implanted his Essence into predatory and evil-natured beasts, monstrosities, and aberrations. This transformed the creatures into strong, fiendish abominations. His clergy saw them as physical manifestations of his power and will. Despite his death in 1372 DR when his father consumed his body to return from death, his essence continued to linger throughout the realms. Once in a while, especially when one of his fanatical followers makes a sacrifice to him, another beast of Xvim is born to wreak havoc amongst the enemies of Xvim and Bane. Whether it is the dead Xvim himself or Bane granting the transformation is anybody's guess.

Grimlocks

Brute

The grimlock brute is an unusually large and monstrous specimen compared to its kin. It often serves as a frontline attacker of grimlock war parties or as a personal bodyguard of the tribe's chieftain.

Cavestalker

Cavestalkers are grimlock hunters and scouts that developed a talent in killing prey without getting noticed when they are in cave-like terrain.



Grimlock Brute

Medium humanoid (grimlock), chaotic evil

Armor Class 13 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	9 (-1)	8 (-1)	6 (-2)

Skills Athletics +6, Perception + 3, Stealth +3, Survival +1
Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 13
Condition Immunities blinded
Languages Undercommon
Challenge 2 (450 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

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

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

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



Chieftain

A grimlock chieftain is usually the largest and most experienced grimlock warrior. It can bash a creature senseless with its monstrous spiked club, and unleash war cries that can induce its brethren into a berserker frenzy when around wounded prey.

Grimlock Cavestalker

Medium humanoid (grimlock), chaotic evil

Armor Class 11
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	9 (-1)	12 (+1)	6 (-2)

Skills Athletics +3, Perception + 5, Stealth +5
Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 15
Condition Immunities blinded
Languages Undercommon
Challenge 1 (200 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

Cave Strider. Moving through nonmagical difficult cavern or underground terrain doesn't cost the grimlock extra movement.

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

Spellcasting. The grimlock is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11). It has the following ranger spells prepared:

1st level (3 slots): *jump, hunter's mark, longstrider*

Stealthy. On each of its turns, the grimlock can use a bonus action to take the Hide action.

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

Slay Foe (1/Turn). The grimlock deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

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

Grimlock Chieftain

Medium humanoid (grimlock), chaotic evil

Armor Class 11
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	9 (-1)	10 (+0)	8 (-1)

Skills Athletics +6, Perception + 4, Stealth +3
Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 14
Condition Immunities blinded
Languages Undercommon
Challenge 4 (1,100 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

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

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.

Blood Cry (Recharges after a Short or Long Rest). As a bonus action, the grimlock emits a frenzy-inducing war cry. Each grimlock ally that is within 30 feet of this grimlock, can hear the grimlock, and not already affected by Blood Cry deals an extra 4 (1d8) damage on its weapon damage rolls against any creature that doesn't have all its hit points until the start of the grimlock's next turn.

Skull Thump (1/turn). Once per turn, when the grimlock hits a creature with a melee weapon attack and has advantage on the attack roll, it can attempt to stun it. The target must make a DC 14 Constitution saving throw or be stunned until the end of its next turn.

Actions

Multiattack. The grimlock makes two great spiked bone club attacks.

Great Spiked Bone Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 5 (2d4) piercing damage.



Scalphunter

Grimlock scalphunters are opportunistic hunters that specialize in attacking a prey's vulnerable spot. Afterwards, they collect the scalps of those they've slain and hang them on their cavern walls as grisly trophies.

Shaman

Grimlock shamans are the chieftain's advisors. They also provide spiritual guidance to a grimlock war party before they set out to hunt, blessing them with luck to bring home prey.

If encountered in combat, they become dangerous spellcasters able to harness the Underdark's natural energies and use it against their foes.

Grimlock Scalphunter

Medium humanoid (grimlock), chaotic evil

Armor Class 11
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	12 (+1)	9 (-1)	10 (+0)	6 (-2)

Skills Athletics +6, Perception + 4, Stealth +3, Survival +4
Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 14
Condition Immunities blinded
Languages Undercommon
Challenge 1/2 (100 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.

Sneak Attack (1/Turn). The grimlock deals an extra 3 (1d6) 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 grimlock that isn't incapacitated and the grimlock doesn't have disadvantage on the attack roll.

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

Actions

Spiked Bone Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage plus 2 (1d4) piercing damage.

Grimlock Shaman

Medium humanoid (grimlock), chaotic evil

Armor Class 11
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	10 (+0)	14 (+2)	8 (-1)

Skills Athletics +5, Perception + 6, Stealth +3, Survival +4
Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 16
Condition Immunities blinded
Languages Undercommon
Challenge 3 (700 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.

Spellcasting. The grimlock is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, thorn whip*
1st level (4 slots): *earth tremor, entangle, thunderwave*
2nd level (3 slots): *earthbind, hold person, spike growth*
3rd level (3 slots): *meld into stone, erupting earth*

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.

Hags, Elder

Presented in this section are the elder versions of the green, night, and sea hag. Elder hags are ancient hags that have grown more powerful from the knowledge and experience they have gathered through several centuries.

Elder Green Hag

Elder green hags are powerful druids that can draw and channel the magical energies of the swamp where it usually lives. Aside from its many abilities as a hag, it can also let loose a disturbing cackle that can drive any who hear it into insane acts of violence.

Elder green hags subjugate and take command of any humanoid and giant tribes that live nearby its lair and thus, it is not common to have Lizardfolk, ogres, redcaps, trolls, ettins, and even hill giants serving as the elder green hag's guards.



Green Hag, Elder

Medium fey, neutral evil

Armor Class 17 (natural armor)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	20 (+5)	14 (+2)

Saving Throws Int +5, Wis +9, Cha +6
Skills Arcana +5, Deception +10, Perception + 9, Stealth +5
Senses darkvision 60 ft., passive Perception 19
Languages Common, Draconic, Sylvan
Challenge 10 (5,900 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14). She can innately cast the following spells, without providing material components:

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

Spellcasting. The hag is an 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, produce flame, thorn whip*
1st level (4 slots): *charm person, entangle, healing word*
2nd level (3 slots): *beast sense, darkness, heat metal, spike growth, Melf's acid arrow*
3rd level (3 slots): *erupting earth, dispel magic, stinking cloud, water walk*
4th level (3 slots): *charm monster, confusion, freedom of movement, locate creature, polymorph*
5th level (2 slots): *antilife shell, contagion, insect plague, wrath of nature*
6th level (1 slot): *bones of the earth*

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:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its Strength score 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.

Change Shape (Recharges after a Short or Long Rest). The hag magically polymorphs into any beast of CR 4 or less, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. 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.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical 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 magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Maddening Cackle (Recharge 5-6). Each creature within 30 feet of the hag and able to hear the hag must succeed on a DC 17 Charisma saving throw. On a failed save, the target takes 15 (3d8 + 2) psychic damage, and must use its reaction to move up to half its speed and make a melee weapon attack against one creature of the hag's choice that the hag can see. On a successful save, it takes half as much damage and suffers no other effects. Constructs and undead are immune to this effect.

Night Hag, Elder

Medium fiend, neutral evil

Armor Class 17 (natural armor)
Hit Points 195 (26d8 + 78)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Int +8, Wis +8, Cha +10
Skills Deception +10, Insight +8, Perception + 8, Stealth +7
Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 18
Languages Abyssal, Common, Infernal, Primordial
Challenge 13 (10,000 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). She can innately cast the following spells, without providing material components:

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

Spellcasting. The hag is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, friends, mage hand, minor illusion, poison spray, prestidigitation, shocking grasp*
1st level-5th level (4 5th-level slots): *banishment, burning hands, fireball, flame strike, hellish rebuke, magic circle, mirror image, scorching ray, scrying, wall of fire*
1/day each: *circle of death, finger of death, maddening darkness, psychic scream*

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

Dark One's Own Luck (Recharges after a Short or Long Rest). When the hag makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Actions

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. If the target is a creature, it must succeed on a DC 18 Wisdom saving throw or fall unconscious. The creature remains unconscious for 1 minute, or until it takes damage, or someone uses an action to shake or slap the creature awake.

Change Shape. The hag magically 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 magically 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 magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic 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 spell or similar magic.

Stupefying Cackle (Recharge 5-6). Each creature within 30 feet of the hag and able to hear the hag must succeed on a DC 18 Charisma saving throw. On a failed save, the target takes 23 (4d8 + 5) psychic damage, and falls unconscious. The creature remains unconscious for 1 minute, or until it takes damage, or someone uses an action to shake or slap the creature awake. On a successful save, it takes half as much damage and isn't unconscious. Constructs and undead are immune to this effect.



Elder Night Hag

As night hags age, they also become powerful warlocks of the fiend. They can also induce creatures to sleep with a single cackle.

Elder night hags normally employs all manner of fiends as guards, but banderhobbs, oni, jackalweres, and redcaps have been found to serve her as well.

Sea Hag, Elder

Medium fey, neutral evil

Armor Class 14 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	19 (+4)

Saving Throws Int +5, Wis +5, Cha +8
Skills Arcana +5, Deception +8, Perception + 5, Stealth +5
Senses darkvision 60 ft., passive Perception 15
Languages Aquan, Common, Giant
Challenge 9 (5,000 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 16 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.

Spellcasting. The hag is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *chill touch, minor illusion, mending, poison spray, shape water*
1st level (4 slots): *charm person, thunderwave*
2nd level (3 slots): *hold person, misty step*
3rd level (3 slots): *lightning bolt, tidal wave*
4th level (3 slots): *dimension door, vitriolic sphere, watery sphere*
5th level (2 slots): *cloudkill, enervation*
6th level (1 slot): *scatter*

Sorcery Points. The hag has 12 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the hag casts a spell that forces a creature to make a saving throw to resist the spell's effects, the hag can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the hag casts a spell that has a casting time of 1 action, the hag can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be poisoned for 24 hours.

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 16 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical 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 21 Intelligence (Investigation) check to discern that the hag is disguised.

Reactions

Confounding Cackle (Recharge 4-6). When a creature targets the hag or the hag's ally with an attack, and the creature is within 30 feet, visible to and can hear the hag, the hag can force the creature to make a DC 16 Charisma saving throw. On a failed save, the hag chooses another creature within reach or range of the attacker's attack and the chosen creature becomes the target instead. If there are no other creatures within range, the hag imposes disadvantage on the attacker's attack roll instead.



Elder Sea Hag

Elder sea hags develop sorcerer abilities. When attacked, it can unleash a distracting cackle that misleads the attacker into striking a different target.

Elder sea hags take control of any humanoid and giant tribes that live near its lair, as well as other monstrosities. They often have chuuls, merrow, sahuagin, and scrag trolls as guardians.

Half-Dragon Dinosaurs



When Tiamat's second coming was thwarted by a group of adventurers, it was the beginning of the end of the sudden rise of the Cult of the Dragon as forces of the Lord's Alliance, the Order of the Gauntlet, and the Harpers systematically struck each of the cult's main lairs. A small faction of the cult managed to escape the Sword Coast and fled to the Chultan peninsula, carting off with them several dozen unhatched dragon eggs. As they began building a foothold in one of the jungles, they experimented combining the dragon eggs with dinosaur ones to create half-dragon dinosaurs which would serve them as guard drakes. Some examples of their creations are presented here.

Half-Black Dragon Bagaceratops

Medium beast, unaligned

Armor Class 14 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3
Damage Resistances acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Draconic
Challenge 2 (700 XP)

Charge. If the half-dragon 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 7 (2d6) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Actions

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

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

Acid Breath (Recharge 5-6). The half-dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much on a successful one.

Half-Green Dragon Megaraptor

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3
Damage Resistances poison
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Draconic
Challenge 3 (700 XP)

Pounce. If the half-green dragon megaraptor 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 half-green dragon megaraptor can make one bite attack against it as a bonus action.

Actions

Multiattack. The half-green dragon megaraptor makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing Damage. .

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Poison Breath (Recharge 5-6). The half-green dragon megaraptor exhales poison in a 15-foot cone. Each creature in that area must succeed on a DC 13 Dexterity saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.



Half-Red Dragon Allosaurus

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5
Damage Resistances fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 3 (700 XP)

Pounce. If the half-dragon moves at least 30 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 half-dragon 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:* 15 (2d10 + 4) piercing damage. .

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

Fire Breath (Recharge 5-6). The half-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.

Half-Red Dragon 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 +5
Damage Resistances fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 11 (7,200 XP)

Actions

Multiattack. The half-red dragon tyrannosaurus rex makes two attacks: one with its bite one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +11 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 half-red dragon tyrannosaurus rex can't bite another target or use its fire breath.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Fire Breath (Recharge 5-6). The half-red dragon tyrannosaurus rex exhales fire in a 30-foot cone. Each creature in that area must succeed on a DC 16 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Harpies



Harpy Witch

A harpy that develops arcane talents eventually becomes a harpy witch. They become natural leaders of their gang. When attacked, they are able to unleash a piercing screech at the attacker that causes it to fumble and take psychic damage.

Harpy Witch

Medium monstrosity, chaotic evil

Armor Class 11 (14 with *mage armor)*
Hit Points 71 (13d8 + 13)
Speed 20 ft., fly 40 ft.

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

Saving Throws Wis +4, Cha +6
Skills Arcana +2, Deception +6, Nature +4, Perception +4
Senses passive Perception 14
Languages Common
Challenge 5 (1,800 XP)

Agonizing Blast. When the harpy casts *eldritch blast*, she adds her Charisma modifier to the damage it deals on a hit.

Innate Spellcasting. The harpy's innate spellcasting ability is Charisma (spell save DC 14). The harpy can innately cast the following spells, without providing material components:

At will: *disguise self, mage armor* (self only)*, silent image, speak with animals*

Spellcasting. The harpy is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *dancing lights, eldritch blast, friends, mage hand, minor illusion, prestidigation, vicious mockery*
1st level-5th level (3 5th-level slots): *armor of agathys, charm monster, dominate beast, enervation, enemies abound, fear, greater invisibility, hold monster, misty step, phantasmal force, synaptic static*
1/day: *circle of death*

Actions

Multiattack. The harpy makes two attacks: one with its claws and one with its mace.

Claws. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

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

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 14 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, tthe target must move on its turn toward the harpy by the most direct route. 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, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns . If a creature's 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.

Reactions

Vexing Screech (Recharge 4-6). When a creature within 30 feet of the harpy, is visible to the harpy, and can hear the harpy makes an attack roll but before the outcome is determined, the harpy can impose disadvantage to the creature's attack roll. If the attack misses, the creature must succeed on a DC 14 Charisma saving throw or take 18 (4d8) psychic damage and is knocked prone.



Harpy Witch Queen

A harpy witch queen rules over all harpy gangs throughout its territory, which can stretch for thousands of miles. All harpy witches report and pay tribute to her.

Harpy Witch Queen

Medium monstrosity, chaotic evil

Armor Class 12 (15 with *mage armor)*
Hit Points 123 (19d8 + 38)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	11 (+0)	14 (+2)	19 (+4)

Saving Throws Dex +6, Wis +6, Cha +8
Skills Arcana +4, Deception +8, Nature +6, Perception +6
Senses passive Perception 16
Languages Common
Challenge 10 (5,900 XP)

Agonizing Blast. When the harpy casts *eldritch blast*, she adds her Charisma modifier to the damage it deals on a hit.

Innate Spellcasting. The harpy's innate spellcasting ability is Charisma (spell save DC 16). The harpy can innately cast the following spells, without providing material components:

At will: *disguise self, mage armor* (self only), *silent image, speak with animals*

Spellcasting. The harpy is an 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *dancing lights, eldritch blast, friends, mage hand, minor illusion, prestidigation, vicious mockery*
1st level-5th level (4 5th-level slots): *armor of agathys, charm monster, dominate beast, dispel magic, enervation, enemies abound, fear, greater invisibility, hold monster, mind spike, misty step, negative energy flood, phantasmal force, synaptic static*
1/day: *circle of death, power word pain, dominate monster, psychic scream*

Actions

Multiattack. The harpy makes two attacks: one with its claws and one with its mace.

Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Morningstar. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 14 (4d6) poison damage.

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 16 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. 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, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns . If a creature's 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.

Reactions

Vexing Screech (Recharge 4-6). When a creature within 30 feet of the harpy, is visible to the harpy, and can hear the harpy makes an attack roll but before the outcome is determined, the harpy can impose disadvantage to the creature's attack roll. If the attack misses, the creature must succeed on a DC 16 Charisma saving throw or take 26 (6d8) psychic damage and is knocked prone.



Hell Hound

Nessian Warhound

In the wilds of the elemental plane of fire, nessian warhounds look like giant hellhounds with coal black fur. Pups are usually captured by efreet, fire giants, and devils. They are often trained as vicious guards and often outfitted with chain mail barding.

Nessian Warhound

Large fiend, lawful evil

Armor Class 16 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	4 (-3)	15 (+2)	6 (-2)

Skills Perception +8
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 18
Languages understands Infernal but can't speak it
Challenge 5 (1,800 XP)

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

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

Pounce. If the warhound moves at least 30 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 10 (3d6) fire damage.

Fire Breath (Recharge 5-6). The warhound exhales fire in a 30-foot cone. Each creature in that area must make a DC l5 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Helmed Horror

Battle Horror

A battle horror is a larger and more powerful version of the helmed horror. Aside from the normal qualities of a helmed horror, it has the ability to redirect a spell that was thrown at it. It has magical armor and its weapon is always enchanted with the flaming, lightning, or frost quality, although flaming appears to be the most common. When a battle horror is destroyed, the weapon and its armor loses its magical qualities.



Battle Horror

Large construct, neutral

Armor Class 21 (*+3 plate*)
Hit Points 126 (12d10 + 60)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +8
Damage Immunities force, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine
Condition Immunities blinded, charmed, deafened , frightened, paralyzed, petrified, poisoned, stunned
Senses truesight 60 ft. (blind beyond this radius), passive Perception 18
Languages understands the languages of its creator but can't speak
Challenge 12 (8,400 XP)

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

Magic Weapons. The battle horror's weapon attacks are magical.

Spell Immunity. The battle horror is immune to six spells chosen by its creator. Typical immunities include *fireball, heat metal*, and *lightning bolt*.

Actions

Multiattack. The battle horror makes three greatsword attacks.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage plus 7 (2d6) fire damage.

Reactions

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

Spell Reflection. If the battle horror makes a successful saving throw against a spell, or a spell attack misses it, the battle horror can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the battle horror. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

Hippogriffs



Alpha

A hippogriff alpha is the leader of a hippogriff pack and is often the largest male in the group.

War Hippogriff

When hippogriffs are captured young and trained, they can become war hippogriffs. They are able to kick foes with their hooves if an unsuspecting creature moves too close to it.

Hippogriff Alpha

Large monstrosity, unaligned

Armor Class 12
Hit Points 37 (5d10 + 10)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	15 (+2)	2 (-4)	14 (+2)	10 (+0)

Skills Perception +6
Senses passive Perception 16
Languages —
Challenge 2 (450 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:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) percing damage.

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

War Hippogriff

Large monstrosity, unaligned

Armor Class 16 (scale mail)
Hit Points 59 (7d10 + 21)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	2 (-4)	14 (+2)	10 (+0)

Skills Perception +6
Senses passive Perception 16
Languages —
Challenge 3 (700 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:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) percing damage.

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

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage and if the target is a Large or smaller creature it must succeed on a DC 14 Strength saving throw or be pushed 5 feet away and be knocked prone.

Reactions

Rear Kick (Recharge 4-6). When a creature ends its turn within 5 feet of the hippogriff and is visible to the hippogriff, the hippogriff can attack it with its hooves.

Hobgoblins

Hobgoblin Dreadmaster

Medium humanoid (goblinoid), lawful evil

Armor Class 19 (splint, shield)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

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

Saving Throws Str +6, Con +5, Wis +3, Cha +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 6 (2,300 XP)

Aura of Dread. A creature hostile to the hobgoblin that starts its turn within 20 feet of the hobgoblin must succeed on a DC 14 Wisdom saving throw, unless the hobgoblin is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target can't perform any actions except move up to half its speed. If a creature's saving throw is successful, the creature is immune to the hobgoblin's Aura of Dread for the next 24 hours.

Martial Advantage (1/Turn). The hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Smite (1/Turn). As a bonus action, when the hobgoblin hits a creature with a weapon attack, it can expend a 1st level spell slot to deal an extra 2d8 necrotic damage and the target must succeed on a DC 14 Wisdom saving throw or become frightened until the end of its next turn. The creature is paralyzed while frightened. If the hobgoblin expends a spell slot of 2nd level or higher, the extra necrotic damage increases by 1d8 for each level above 1st (maximum 5d8).

Spellcasting. The hobgoblin is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14). It has the following paladin spells prepared:

1st level (4 slots): *bane, command, hunter's mark*
2nd level (3 slots): *hold person, misty step*
3rd level (2 slots): *crusader's mantle, haste*

Actions

Multiattack. The hobgoblin makes two morningstar attacks or two longbow attacks. It can use Command Ally in place of one weapon attack.

Morningstar. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) necrotic damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage.

Command Ally. The hobgoblin targets an ally within 30 feet that can see and hear the hobgoblin. The target uses its reaction to move up to half its speed and make one melee attack.

Dreadmaster's Presence (1/Day). Each ally within 30 feet of the hobgoblin, can see the hobgoblin, and not already affected by Dreadmaster's Presence gain advantage on attack rolls until the start of the hobgoblin's next turn. Each creature of the hobgoblin's choice that is within 30 feet of it, can see it, and not already affected by Dreadmaster's Presence become frightened until the start of the hobgoblin's next turn.

Dreadmaster

A hobgoblin dreadmaster is a blackguard serving the god Bane. They are tasked to plan battle strategies and lead troops into battle.

Dread Companion. Dreadmasters always have a special beast or monstrous companion known as a dread beast that has absolute loyalty to its dreadmaster. Typical dread beasts are displacer beasts, hell hounds, and nightmares.

Scout

Hobgoblin scouts serve as rangers and spies for the hobgoblin army. In battle, they provide long range support.

Hobgoblin Scout

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (studded leather, shield)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1 (200 XP)

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

Martial Advantage (1/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 and that ally isn't incapacitated.

Actions

Multiattack. The hobgoblin makes two shortsword attacks or two longbow attacks.

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

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



Hobgoblin Talon of Tiamat

Medium humanoid (hobgoblin), lawful evil

Armor Class 17 (scale mail, shield)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

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

Saving Throws Con +5, Wis +3, Cha +6
Skills Arcana +3, Intimidation +6, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 7 (2,900 XP)

Arcane Advantage (1/Turn). The hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Martial Advantage (1/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 and that ally isn't incapacitated.

Spellcasting. The hobgoblin is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, minor illusion, poison spray*
1st level (4 slots): *chromatic orb, shield*
2nd level (3 slots): *scorching ray, mirror image*
3rd level (3 slots): *fireball, fly, lightning bolt*

Sorcery Points. The hobgoblin has 6 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When the hobgoblin rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. It must use the new rolls. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Quickened Spell: When the hobgoblin casts a spell that has a casting time of 1 action, the giant can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Multiattack. The hobgoblin makes two spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +5 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.

Acid Breath (1/Day). The hobgoblin exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 13 Dexterity saving throw, taking 17 (5d6) acid damage on a failed save, or half as much damage on a successful one.

Fire Breath (1/Day). The hobgoblin exhales fire in a 15-foot cone. Each creature in that area must succeed on a DC 13 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Hobgoblin Veteran

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 2 (450 XP)

Martial Advantage (1/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 and that ally isn't incapacitated.

Actions

Multiattack. The hobgoblin makes two longsword attacks or two longbow attacks.

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

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

Reactions

Command Retaliation. In response to a creature missing the hobgoblin with a melee attack and the attacker is visible to the hobgoblin, it can target an ally within 5 feet of the creature. If the ally can see and hear the hobgoblin, it uses its reaction to make one melee weapon attack against the creature with advantage on the attack roll.

Hobgoblin War Priest

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

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

Saving Throws Con +4, Wis +5
Skills Intimidation +5, Religion +2
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 4 (1,100 XP)

Martial Advantage (1/Turn). The hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Spellcasting. The hobgoblin is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, sacred flame, thaumaturgy, toll the dead*
1st level (4 slots): *bane, command, divine favor, guiding bolt, healing word, shield of faith*
2nd level (3 slots): *hold person, magic weapon, silence, spiritual weapon*
3rd level (3 slots): *bestow curse, crusader's mantle, mass healing word, spirit guardians*

Actions

Multiattack. The hobgoblin makes two morningstar attacks.

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

Reactions

Guided Strike (Recharges after a Short or Long Rest). The hobgoblin grants a + 10 bonus to an attack roll made by itself or another creature within 30 feet of it. The hobgoblin can make this choice after the roll is made but before it hits or misses.

Talon of Tiamat

The Talon of Tiamat is a champion of the Dragon Queen and all evil dragons. It serves to enforce the Dark Lady's will by destroying metallic dragons and its allies, such as the Harpers and the Lord's Alliance.

Aside from its sorcerous abilities, it can also magically breathe two types of dragon fire at its foes.

Veteran

The hobgoblin veteran normally trains young hobgoblins for war and is often encountered with them. The veteran is an effective combatant due to its experience and familiarity with how its allies fight.

War Priest

The war priest is a worshipper of Maglubiyet, the goblinoid god of war and domination. They are usually found leading goblinoid armies to battle or planning military strategies with other goblinoid leaders. It prefers to use its spells to wreak havoc on its foes rather than heal its wounded allies.

Hook Horrors



Alpha

The hook horror alpha is always the largest and most battle-scarred hook horror in its pack. It leads hunting forays into humanoid territories and is always the first to strike.

Beak Strike. During combat, after hitting its prey with both its hooks, it can make a beak attack.

Clan Mother

The clan mother is a hulking 15-foot tall matriarch of the hook horrors. It can attack with both its hooks and its beak.

Hook Horror Alpha

Large monstrosity, neutral

Armor Class 16 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	6 (-2)	13 (+1)	7 (-2)

Skills Perception +4
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 14
Languages Hook Horror
Challenge 5 (1,800 XP)

Echolocation. The hook horror can't use its blindsight while deafened.

Keen Hearing. The hook horror has advantage on Wisdom (Perception)checks that rely on hearing.

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

Packmaster. A hook horror ally that starts its turn within 30 feet of this hook horror and that can see and hear this hook horror gains Pack Tactics until the start of its next turn, provided this hook horror isn't incapacitated.

Actions

Multiattack. The hook horror makes two hook attacks. If both hook attacks hit the same creature, the hook horror can make one beak attack against the same target.

Hook. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) percing damage.

Hook Horror Clan Mother

Huge monstrosity, neutral

Armor Class 17 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	6 (-2)	14 (+2)	8 (-1)

Skills Perception +5
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 15
Languages Hook Horror
Challenge 7 (2,900 XP)

Echolocation. The hook horror can't use its blindsight while deafened.

Keen Hearing. The hook horror has advantage on Wisdom (Perception)checks that rely on hearing.

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

Packmaster. A hook horror ally that starts its turn within 30 feet of this hook horror and that can see and hear this hook horror gains Pack Tactics until the start of its next turn, provided this hook horror isn't incapacitated.

Actions

Multiattack. The hook horror makes three attacks: one with its beak and two with its hooks.

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

Hook. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and the hook horror can automatically hit the target with its hook attack but can't use one of its hook attacks against other targets.

Hydras



Cryohydra

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 +8
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 18
Languages ---
Challenge 9 (5,000 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, one of which it can replace with one use of Cold Breath.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) percing damage plus 3 (1d6) cold damage.

Cold Breath (1/Turn). One of the hydra's heads exhales cold in a 15-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one.

Cryohydra

The cryohydra has a mottled white hide with a pale white underside. Each of its heads has the ability to breathe frost in a 15-foot cone, but since the hydra has only one set of lungs, only one of the heads can do so per turn. They are normally found in the arctic terrain, such as glaciers and icy caverns. Frost giants sometimes keep them as guards.

Fen Hydra

The fen hydra is a smaller and legless species of hydra. While it can slither on land, it is an excellent swimmer and is commonly encountered submerged in flooded marshy terrain or large bodies of water.

Fen Hydra

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 20 ft., swim 40 ft.

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

Skills Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 6 (2,300 XP)

Amphibious. The hydra can breathe air and water.

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 20 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 8 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:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) percing damage.





Gulguthydra

The bizarre and horrid gulguthydra is a hybrid mix of hydra and the disgusting otyugh. It looks like a disease-ridden hydra with two otyugh-like tentacles. A horrendous stench emanates from it, nauseating any who come near it.

Carnivorous Scavenger. The gulguthydra is a scavenger that will try to eat anything that looks or used to look alive. It will always prefer living creatures over carrion. It can devastate a whole ecosystem if left unchecked. Fortunately, they are extremely rare.

Gulguthydra

Huge monstrosity, neutral

Armor Class 16 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +10
Damage Immunities acid
Senses darkvision 60 ft., passive Perception 20
Languages —
Challenge 14 (10,000 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 40 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 15 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.

Stench. Any creature that starts its turn within 10 feet of the gulguthydra must succeed on a DC 19 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the gulguthydra's Stench for 24 hours.

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, and two tentacle attacks. It can replace both tentacle attacks with tentacle slam.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) percing damage. If the target is a creature, it must succeed on a DC 19 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:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 9 (2d8) piercing damage. If the target is Large or smaller, it is grappled (escape DC 16) and restrained until the grapple ends. The gulguthydra has two tentacles, each of which can grapple one target.

Tentacle Slam. The gulguthydra slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 19 Strength saving throw or take 20 (4d6 + 6) bludgeoning damage and be stunned until the end of the gulguthydra's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.



Mordant

The mordant hydra has a dark purple and mottled hide with a light purplish underside. Each of its heads has the ability to breathe acid in a 30-foot line but since the hydra has only one set lungs, only one of the heads can do so per turn.

Pyrohydra

The pyrohydra has a scaly, dark red hide with a light underside. Each of its heads has the ability to breathe fire in a 15-foot cone, but since the hydra has only one set of lungs, only one of the heads can do so per turn. It can normally be found in the hottest of environments, such as a lava-filled cavern or inside an active volcano's basin. They are sometimes kept as guards by fire giants and efreet.

Mordant Hydra

Huge monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +10
Damage Immunities acid
Senses darkvision 60 ft., passive Perception 20
Languages ----
Challenge 13 (10,000 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 40 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 15 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, one of which it can replace with one use of Acid Breath.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) percing damage plus 5 (1d10) acid damage.

Acid Breath (Recharge 6). One of the hydra's heads exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 19 Dexterity saving throw, taking 27 (5d10) acid damage on a failed save, or half as much damage on a successful one.

Pyrohydra

Huge monstrosity, unaligned

Armor Class 15 (natural armor)
Hit Points 184 (16d12 + 80)
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 +8
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 18
Languages ----
Challenge 11 (7,200 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 30 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 cold damage since its last turn. The hydra regains 12 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, one of which it can replace with one use of Fire Breath.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) percing damage plus 4 (1d8) fire damage.

Fire Breath (1/Turn). One of the hydra's heads exhales fire in a 15-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a successful one.

Jackalweres

Thug

A typical jackalwere would never attack in the open and will always prefer a more subtle way to get at its intended victims. A jackalwere thug, on the other hand, does not have the patience and will simply ambush its prey or overwhelm it through sheer numbers. They are still cowards though, and flee if they feel they cannot win the fight without it costing a lot.

They almost always serve the lamia, but some have been employed by night hags, mummy lords, and oni lords.



Jackalwere Thug

Medium humanoid (shapechanger), lawful evil

Armor Class 13
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	13 (+1)	11 (+0)	10 (+0)

Skills Deception +4, Perception +2, Stealth +5
Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered
Senses passive Perception 12
Languages Common (can't speak in jackal form)
Challenge 1 (200 XP)

Shapechanger. The jackalwere can use its action to polymorph into a specific Medium human or a jackal-humanoid hybrid, or back into its true form (that of a Small jackal). Other than its size, 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.

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

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

Sneak Attack (1/Turn). The jackalwere 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 jackalwere that isn't incapacitated and the jackalwere doesn't have disadvantage on the attack roll.

Actions

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

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

Sleep Gaze. The jackalwere gazes at one creature it can see within 30 feet of it. The target must make a DC 10 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this jackalwere's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.



Deceiver

A few jackalwere exhibit uncanny intelligence, and develop a talent for deception and the performance of the arts. They become bards and are sent to the College of Whispers by their masters. With their new abilities, they are used for the more complex missions of assassination, spreading false information, sabotage, and spying.

A jackalwere deceiver will never put itself at risk unneccessarily, such as fighting in the open. It will always try to outwit or negotiate its way out of a bind. But if caught, it will defend itself with its spells and abilities.

Jackalwere Deceiver

Medium humanoid (shapechanger), lawful evil

Armor Class 12
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills Deception +7, Perception +3, Stealth +4
Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered
Senses passive Perception 13
Languages Common (can't speak in jackal form)
Challenge 2 (450 XP)

Shapechanger. The jackalwere can use its action to polymorph into a specific Medium human or a jackal-humanoid hybrid, or back into its true form (that of a Small jackal). Other than its size, 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.

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

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

Dark Whispers. The jackalwere can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the jackalwere, the target must succeed on a DC 15 Charisma saving throw or be frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from the jackalwere by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the jackalwere, the creature can repeat the saving throw. On a success, the effect ends.

Psychic Blades (3/day). The jackalwere deals an extra 10 (3d6) damage when it hits a target with a weapon attack.

Spellcasting. The jackalwere is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *minor illusion, thunderclap, vicious mockery*
1st level (4 slots): *charm person, dissonant whispers, earth tremor, thunderwave*
2nd level (3 slots): *blindness/deafness, hold person*
3rd level (3 slots): *catnap, enemies abound, major image*

Actions

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

Scimitar (Human or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Sleep Gaze. The jackalwere gazes at one creature it can see within 30 feet of it. The target must make a DC 10 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this jackalwere's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.

Reactions

Vexing Howl (Recharge 4-6). When a creature within 30 feet of the jackalwere, is visible to the jackalwere, and can hear the jackalwere makes an attack roll but before the outcome is determined, the jackalwere can impose disadvantage to the creature's attack roll. If the attack misses, the creature must succeed on a DC 13 Charisma saving throw or take 13 (3d8) psychic damage and is knocked prone.

Kenkus



Gang Boss

The kenku gang boss, also called the ***shatei-gashira***, is the head of all the local kenku gangs. All local kenku gang leaders report and pay tribute to the gang boss.

While kenku gangs mostly operate as thieves and extortionists, the kenku gang boss will sometimes be hired or given orders by the regional boss, or the ***waka-gashira***, to take on more devious operations such as assassinations, arsons, and kidnappings.

Kenku Gang Boss

Medium humanoid (kenku), chaotic neutral

Armor Class 13
Hit Points 49 (9d8 + 9)
Speed 30 ft.

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

Skills Deception +5, Intimidation +5, Perception +3, Stealth +7
Senses passive Perception 13
Languages Understands Auran and Common but speaks only through the use of its Mimicry trait
Challenge 2 (450 XP)

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

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

Ganglord's Presence. A kenku ally that starts is turn within 30 feet of this kenku and can see and hear this kenku deals an extra 3 (1d6) damage on its weapon damage rolls against a creature if at least two of the kenku's allies are within 5 feet of the creature and the ally isn't incapacitated.

Mimicry. The kenku has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Sneak Attack (1/Turn). The kenku deals an extra 10 (3d6) 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 kenku that isn't incapacitated and the kenku doesn't have disadvantage on the attack roll.

Actions

Multiattack. The kenku makes two shortsword attacks or two shortbow attacks.

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

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

Kenku Eagle Claw

Medium humanoid (kenku), chaotic neutral

Armor Class 15
Hit Points 33 (6d8 + 6)
Speed 30 ft.

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

Skills Deception +4, Perception +4, Stealth +7
Senses passive Perception 14
Languages Understands Auran and Common but speaks only through the use of its Mimicry trait
Challenge 1 (100 XP)

Ambusher. In the first round of combat, the kenku has advantage on attack rolls against any creature it has surprised.

Mimicry. The kenku has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stunning Strike (3/Day). Once per turn, when the kenku hits a creature with a melee weapon attack, it can force the creature to make a DC 12 Constitution saving throw or be stunned until the end of the creature's next turn.

Unarmored Defense. While the kenku is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The kenku makes three attacks, each of which can be an unarmed strike or a dart attack.

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

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

Kenku Sneak

Medium humanoid (kenku), chaotic neutral

Armor Class 14
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+1)	11 (+0)	10 (+0)	10 (+0)

Skills Deception +4, Perception +2, Stealth +8
Senses passive Perception 12
Languages Understands Auran and Common but speaks only through the use of its Mimicry trait
Challenge 1/2 (100 XP)

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

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

Mimicry. The kenku has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Sneak Attack (1/Turn). The kenku deals an extra 3 (1d6) 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 kenku that isn't incapacitated and the kenku doesn't have disadvantage on the attack roll.

Actions

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

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.



Eagle Claw

Kenku eagle claws are martial arts specialists. They are normally used as guards but are sometimes sent on missions that require a target to be subdued or kidnapped.

Sneak

The kenku sneak comprise the majority of kenku gangs. They are expert con artists, lockpicks, pickpockets, and thieves. They know all the streets and structures where they operate like the back of their hand, and can almost always break into any building without getting detected.

Kobolds

Dragonwrought Sorcerer

Dragonwrought sorcerers are a very rare type of winged kobold born with the ability to exhale dragon breath. They show exceptional abilities and intelligence unseen from normal kobolds, and some even become arcane spellcasters. They become natural leaders of their tribe, if not all of the tribes in the region.

Skirmisher

Skirmishers are opportunistic kobolds that specialize in guerilla tactics. They rarely go into melee, preferring ranged combat whenever possible.

Sneak

Kobold sneaks are rogues that almost never fight in the open. They strike only if they outnumber their foes, or if they are sure that they have a way to retreat.

Wyrmpriest

A wyrmpriest is a cleric that worships Tiamat and has been blessed with the ability to use dragon breath. The wyrmpriest normally leads the tribe but also fills the role of spiritual advisor to stronger leaders.

Dragonwrought Sorcerer

Small humanoid (kobold), lawful evil

Armor Class 12 (15 with *mage armor)*
Hit Points 44 (8d6 + 16)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	15 (+2)

Skills Arcana + 2, Perception +4, Stealth +4
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Common, Draconic
Challenge 4 (1,100 XP)

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

Spellcasting. The kobold is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, minor illusion, poison spray*
1st level (4 slots): *mage armor, shield*
2nd level (3 slots): *aganazzar's scorcher, mirror image, scorching ray*
3rd level (3 slots): *fireball, melf's minute meteors*

Sorcery Points. The kobold has 6 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When the kobold rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. It must use the new rolls. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Quickened Spell: When the kobold casts a spell that has a casting time of 1 action, the giant can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

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

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 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.

Dragon Breath (Recharge 5-6). The kobold exhales fire in a 15-foot cone. Each creature in that area must succeed on a DC 12 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Kobold Skirmisher

Small humanoid (kobold), lawful evil

Armor Class 13
Hit Points 12 (5d6 - 5)
Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 1/4 (50 XP)

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

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.

Skirmish Advantage. The kobold gains advantage on the first attack roll of its turn if it has moved to a space at least 15 feet from the space it occupied at the start of its turn.

Actions

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.

Reactions

Skirmisher. When an enemy the kobold can see ends its turn within 5 feet of it, the kobold can move up to half its speed. This movement doesn't provoke opportunity attacks.



Kobold Sneak

Small humanoid (kobold), lawful evil

Armor Class 15 (studded leather)
Hit Points 17 (7d6 - 7)
Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 1/2 (100 XP)

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

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.

Sneak Attack (1/Turn). The kobold 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 kobold that isn't incapacitated and the kobold doesn't have disadvantage on the attack roll.

Actions

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

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.

Kobold Wyrmpriest

Small humanoid (kobold), lawful evil

Armor Class 13 (leather armor)
Hit Points 17 (7d6 - 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	14 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 2 (450 XP)

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

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

Cantrips (at will): *mending, resistance, sacred flame, thaumaturgy*
1st level (4 slots): *bane, guiding bolt, healing word*
2nd level (3 slots): *hold person, spiritual weapon*
3rd level (2 slots): *feign death, spirit guardians*

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

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 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.

Dragon Breath (1/Day). The kobold exhales poison in a 15-foot cone. Each creature in that area must succeed on a DC 12 Dexterity saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.



Kraken

Young Kraken

The ancient adult kraken is very rarely seen, as there are almost no survivors to ever tell the story when one encounters it. Young krakens, on the other hand, appear to be the ones that most sailors see and get to live to tell the tale, albeit barely.

These behemoths are huge, despite being just a third the size of the adult kraken. They can attack and sink any of the large ships singlehandedly if not fended off quickly enough.

Young Kraken

Huge monstrosity (titan), chaotic evil

Armor Class 17 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	21 (+5)	18 (+4)	14 (+2)	16 (+3)

Saving Throws Str +12, Dex +4, Con +9, Int +8, Wis +6
Damage Immunities lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities frightened, paralyzed
Senses truesight 120 ft., passive Perception 12
Languages understands Abyssal, Celestial, Infernal, and Primordial but can't speak, telepathy 120 ft.
Challenge 12 (8,400 XP)

Amphibious. The kraken can breathe air and water.

Freedom of Movement. The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical 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*: +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage. If the target is a Medium 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 21 (6d6) acid damage at the start of each of the kraken's turns. If the kraken takes 25 damage or more on a single turn from a creature inside it, the kraken 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 kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack*: +12 to hit, reach 20 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage, and the target is grappled (escape DC 16). 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 40 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 16 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Storm. The kraken magically 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 17 Dexterity saving throw, taking 11 (2d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The kraken can take three 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.

Lightning Storm (Costs 2 Actions). The kraken uses Lightning Storm.

Ink Cloud (Costs 3 Actions). While underwater, the kraken expels an ink cloud in a 40-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 17 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.

Kuo-Toans

Exalted Whip

An exalted whip is a priest that serves as intermediary between whips and the archpriest. They manage and train the whips and report everything to the archpriest.

Harpooner

These kuo-toa are expert harpoon throwers. They are normally used to help other kuo-toa hunt and restrain bigger prey, or catch intruders.



Kuo-toa Exalted Whip

Medium humanoid (kuo-toa), neutral evil

Armor Class 12 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft., swim 30 ft.

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

Skills Perception +7, Religion +5
Senses darkvision 120 ft., passive Perception 17
Languages Undercommon
Challenge 3 (700 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

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

Spellcasting. The kuo-toa is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *mending, poison spray, sacred flame, thaumaturgy*
1st level (4 slots): *bane, sanctuary, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*
3rd level (2 slots): *crusader's mantle, spirit guardians*

Actions

Multiattack. The kuo-toa makes two attacks: one with its bite and one with its pincer staff.

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

Pincer Staff. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the kuo-toa can't use its pincer staff on another target.

Kuo-toa Harpooner

Medium humanoid (kuo-toa), neutral evil

Armor Class 11 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +4
Senses darkvision 120 ft., passive Perception 14
Languages Undercommon
Challenge 1/2 (100 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

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

Actions

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

Harpoon. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it must succeed on a Strength contest against the kuo-toa or be pulled up to 15 feet toward the kuo-toa.



Monitor

Most kuo-toa enemies (aboleths, illithids, etc.) have abilities to mind control kuo-toa and turn them against their kin. To address this, some kuo-toa are trained to become disciplined and focused martial artists that can resist these psychic attacks, as well as capture or subdue turned or insane kuo-toa.

Kuo-toa Monitor

Medium humanoid (kuo-toa), neutral evil

Armor Class 13 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft., swim 30 ft.

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

Skills Perception +6, Religion +3
Senses darkvision 120 ft., passive Perception 16
Languages Undercommon
Challenge 3 (700 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

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

Unarmored Defense. While the kuo-toa is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Stunning Strike (5/Day). Once per turn, when the kuo-toa hits a creature with a melee weapon attack, it can force the creature to make a DC 12 Constitution saving throw or be stunned until the end of the creature's next turn.

Actions

Multiattack. The kuo-toa makes one bite attack and two unarmed strikes.

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

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) lightning damage, and the target can't take reactions until the end of the kuo-toa's next turn.

Grand Monitor

The kuo-toa grand monitor are the highly disciplined and dangerous martial arts masters that normally train young kuo-toa to become monitors.

In combat, they are able to summon and harness water energy to enhance and supplement their martial arts techniques.

Kuo-toa Grand Monitor

Medium humanoid (kuo-toa), neutral evil

Armor Class 15 (natural armor)
Hit Points 104 (16d8 + 32)
Speed 40 ft., swim 40 ft.

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

Skills Perception +9, Religion +4
Senses darkvision 120 ft., passive Perception 19
Languages Undercommon
Challenge 6 (2,300 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

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

Unarmored Defense. While the kuo-toa is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Thunder Strike (5/Day). Once per turn, when the kuo-toa hits a creature with a melee weapon attack, it can force the creature to make a DC 14 Constitution saving throw. On a failed save, the creature takes 16 (3d10) thunder damage and is stunned until the end of the creature's next turn, or half as much damage and isn't stunned on a successful one.

Water Whip (Recharges after a Short or Long Rest). As a bonus action, the kuo-toa targets a creature it can see within 30 feet of it. The creature must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 27 (5d10) bludgeoning damage, and the kuo-toa can choose to either knock it prone or pull it up to 25 feet closer to it. On a successful save, the creature takes half as much damage, and doesn't get pulled or knocked prone.

Actions

Multiattack. The kuo-toa makes one bite attack and three unarmed strikes.

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

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 3 (1d6) lightning damage, and the target can't take reactions until the end of the kuo-toa's next turn.

Lamias



Lamia Noble

The rare lamia noble is often mistaken for yuan-ti. They appear as large, handsome or beautiful human aristocrats with the lower body of a giant constrictor serpent. They are an advanced, ancient, and insidious species of lamia that with sorcerous powers and total dominion over the more common lion-bodied lamia. Despite their serpentine forms, they move with a surprising grace.

Shapechanging Infiltrators. While lesser lamias have to utilize their innate spellcasting abilities to disguise themselves, lamia nobles can shapechange to humanoid forms at will. They are also more capable of venturing further from their desolate lairs than other lamias. They enter civilized areas in the guise of wealthy merchants to spy and infiltrate the upper-class societies. They rarely show their true form, and anyone who discovers their true nature is swiftly and quietly eliminated.

Lamia Noble

Large Monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 40 ft.

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

Skills Arcana +6, Deception +10, Insight +6, Stealth +5
Senses darkvision 120 ft., passive Perception 13
Languages Abyssal, Common
Challenge 8 (3,900 XP)

Shapechanger. The lamia can use its action to polymorph into a Small or Medium humanoid 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.

Innate Spellcasting. The lamia's innate spellcasting ability is Charisma (spell save DC 15). The lamia can innately cast the following spells, without providing material components:

At will: *charm person, major image*
3/day each: *mirror image, scrying, suggestion*
1/day: *geas*

Spellcasting. The lamia is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, infestation, mage hand, minor illusion, poison spray*
1st level (4 slots): *chaos bolt, shield, thunderwave*
2nd level (3 slots): *hold person, scorching ray*
3rd level (3 slots): *dispel magic, fireball*

Sorcery Points. The lamia has 6 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Quickened Spell: When the lamia casts a spell that has a casting time of 1 action, the lamia can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell: When the lamia casts a spell, it can spend l sorcery point to cast the spell without any somatic or verbal components.

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

Actions

Multiattack. The lamia makes two attacks: one with its longsword or Intoxicating Touch and one with Constrict.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 10 (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the lamia can't constrict another target.

Intoxicating Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.



Lamia Queen

The lamia queen, also sometimes called the lamia matriarch, is a powerful and incredibly beautiful lamia noble. Rare are those who behold her face and are not instantly lovestruck. She is the supreme ruler of all lamia kind. Treated like a goddess by her subjects, she is a devious, narcissistic, and cunning master manipulator. She constantly schemes of foul plots aimed to further her control over the civilized lands around her lair. She is never without her personal bodyguards.

Lamia Queen

Large Monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	18 (+4)	18 (+4)	22 (+6)

Saving Throws Int +9, Wis +9, Cha +11
Skills Arcana +9, Deception +16, Insight +9, Persuasion + 16, Stealth +8
Senses darkvision 120 ft., passive Perception 14
Languages Abyssal, Common
Challenge 14 (11,500 XP)

Enthralling Gaze. When a creature that can see the lamia's eyes starts its turn within 30 feet of the lamia, the lamia can force it to make a DC 19 Wisdom saving throw if the lamia isn't incapacitated and can see the creature. On a failed save, the creature is charmed by the lamia.

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 has disadvantage on attack rolls against the lamia until the start of its next turn. If the creature looks at the lamia in the meantime, it must immediately make the saving throw.

Innate Spellcasting. The lamia's innate spellcasting ability is Charisma (spell save DC 19). The lamia can innately cast the following spells, without providing material components:

At will: *charm person, major image*
3/day each: *mirror image, scrying, suggestion*
1/day: *geas*

Spellcasting. The lamia is an 13th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, infestation, mage hand, minor illusion, poison spray, thunderclap*
1st level (4 slots): *shield, thunderwave*
2nd level (3 slots): *hold person, scorching ray*
3rd level (3 slots): *dispel magic, enemies abound, fireball*
4th level (3 slots): *banishment, dimension door*
5th level (2 slots): *enervation, insect plague*
6th level (1 slot): *chain lightning*
7th level (1 slot): *finger of death*

Sorcery Points. The lamia has 13 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the lamia casts a spell that forces a creature to make a saving throw to resist the spell's effects, the lamia can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the lamia casts a spell that has a casting time of 1 action, the lamia can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell: When the lamia casts a spell, it can spend l sorcery point to cast the spell without any somatic or verbal components.

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

Actions

Multiattack. The lamia makes two attacks: one with its dagger or Intoxicating Touch and one with Constrict.

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the lamia can't constrict another target.

Intoxicating Touch. *Melee Spell Attack:* +11 to hit, reach 5 ft., one target. *Hit:* The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

Legendary Actions

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

Attack. The lamia makes a dagger attack or uses Constrict.
Intoxicating Touch. The lamia uses its Intoxicating Touch.
Cast a Spell (Costs 1-3 Actions). The lamia expends a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that she has prepared. Doing so costs 1 legendary action per level of the spell.

Liches

Banelich

During the time when the Church of Bane first rose to power, its most powerful clergy were slain by the forces of good. Unwilling to risk any more deaths of his most powerful and devout priests, the God of Strife provided the knowledge of a vile rite that would grant the performer immortality in the form of Lichdom.

If the banelich was destroyed but its phylactery was not, it enables the banelich to reform, recover, and return to serve the will of Bane once again.



Banelich

Medium undead, lawful evil

Armor Class 17 (natural armor)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

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

Saving Throws Con +9, Wis +11, Cha +9
Skills History +8, Insight +11, Perception +11, Religion +8
Damage Resistances cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 21
Languages Common plus up to two other languages
Challenge 20 (25,000 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.

Spellcasting. The lich is a 17th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, sacred flame, thaumaturgy, toll the dead*
1st level (4 slots): *bane, command*
2nd level (3 slots): *augury, hold person, zone of truth*
3rd level (3 slots): *bestow curse, dispel magic, spirit guardians*
4th level (3 slots): *banishment, guardian of faith, freedom of movement*
5th level (2 slots): *contagion, dispel evil and good, flame strike*
6th level (1 slot): *blade barrier, harm*
7th level (1 slot): *divine word, fire storm*
8th level (1 slot): *antimagic field*
9th level (1 slot): *gate*

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

Actions

Multiattack. The lich makes two coldfire attacks.

Paralyzing Touch. *Melee Spell Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 17 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.

Coldfire. *Ranged Spell Attack:* +11 to hit, range 60 ft., one target. *Hit:* 10 (3d6) cold damage plus 10 (3d6) necrotic damage.

Grasp of Death (1/Day). *Melee Spell Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* The target must succeed on a DC 17 Constitution saving throw or its hit points drop to 0. On a success, a creature takes 21 (6d6) psychic damage.

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.
Coldfire. The lich uses its Coldfire.
Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.
Painwrack (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 17 Wisdom saving throw against this magic or take 16 (3d10) psychic damage and be stunned for 1 minute. The stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the target takes half as much damage and isn't stunned. 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 non-undead creature within 20 feet of the lich must make a DC 17 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Pactlich

The pactlich was a warlock that negotiated for or was gifted the knowledge of the secret rite to Lichdom by its evil patron. The stats presented below is that of a Hexblade Lich.



Pactlich

Medium undead, any evil alignment

Armor Class 17 (natural armor)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

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

Saving Throws Con +10, Wis +10, Cha +12
Skills Arcana +9, History +9, Insight +10, Perception +10
Damage Resistances cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 20
Languages Common plus up to two other languages
Challenge 21 (33,000 XP)

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

Magic Weapons. The lich's weapon attacks are magical.

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.

Spellcasting. The lich is a 20th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, friends, infestation, mage hand, poison spray, prestidigitation, toll the dead*
1st level-5th level (4 5th-level slots): *banishing smite, blink, blur, branding smite, cone of cold, dimension door, dispel magic, elemental weapon, hellish rebuke, misty step, phantasmal killer, shield, staggering smite, wrathful smite*
1/day each: *circle of death, feeblemind, finger of death, psychic scream*

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

Hexblade's Curse (Recharges after a Short or Long Rest). As a bonus action, the lich targets a creature it can see within 30 feet of it. The target is cursed for 1 minute. The curse ends early if the target dies, the lich dies, or it is incapacitated. Until the curse ends, the lich gains the following benefits:

- It deals an extra 6 damage on damage rolls against the cursed target
- Any attack roll it makes against the cursed target is a critical hit on a roll of 19 or 20 on the d20
- If the cursed target dies, the lich can choose to regain 25 hit points or apply the curse to a different creature it can see within 30 feet

Actions

Multiattack. The lich makes two attacks: one with its longsword and one with its paralyzing touch.

Longsword. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 13 (3d8) cold damage and 13 (3d8) necrotic damage.

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 17 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.
Longsword. The lich makes a longsword attack.
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 20 Wisdom saving throw against this magic or be frightened 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. 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.
Dark Hunger (Costs 3 Actions). Each living creature within 20 feet of the lich must make a DC 20 Constitution saving throw against this magic, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one and the lich regains hit points equal to the total damage inflicted.

Reactions

Armor of Hexes. When hit by an attack roll by a creature cursed by the lich's Hexblade's Curse, roll a d6. On a roll of 4 or higher, the attack instead misses the lich, regardless of its roll.

Lizardfolk

Blackscale Bruiser

The blackscale bruisers are oversized and dimwitted lizardfolk brutes that enjoy nothing more than inflicting pain and crushing enemies with their clubs. They are always in the front lines of any lizardfolk war party, unintentionally attracting the attention of its foes. Their smaller allies take advantage, skulking behind the blackscale and avoiding missile fire until they are close enough to make their move.

Blackscale Bruiser

Large humanoid (lizardfolk), neutral

Armor Class 14 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	15 (+2)	5 (-3)	9 (-1)	6 (-2)

Skills Athletics +6, Perception +3, Survival +3
Senses passive Perception 13
Languages Draconic
Challenge 2 (450 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:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and the target gains disadvantage on its next attack roll until the end of its next turn.

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.



Dragonblood Lizardfolk Sorcerer of Tiamat

Medium humanoid (lizardfolk), neutral evil

Armor Class 13 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	7 (-2)	12 (+1)	15 (+2)

Skills Perception +3, Religion +2, Survival +5
Damage Resistances acid
Senses passive Perception 13
Languages Draconic
Challenge 4 (1,100 XP)

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

Spellcasting. The lizardfolk is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, minor illusion, poison spray*
1st level (4 slots): *chromatic orb, shield*
2nd level (3 slots): *mirror image, scorching ray, snilloc's snowball swarm*
3rd level (3 slots): *lightning bolt*, *stinking cloud*

Sorcery Points. The lizardfolk has 6 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When the lizardfolk rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. It must use the new rolls. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Quickened Spell: When the lizardfolk casts a spell that has a casting time of 1 action, the giant can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

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 plus 2 (1d4) acid.

Quarterstaff. *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.

Dragon Breath (Recharge 5-6). The lizardfolk exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 12 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Lizardfolk Berserker

Medium humanoid (lizardfolk), neutral

Armor Class 13 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5
Senses passive Perception 13
Languages Draconic
Challenge 1 (200 XP)

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

Reckless. At the start of its turn, the lizardfolk 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

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

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

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



Dragonblood Sorcerer of Tiamat

Once in a while in every generation, a line of evil lizardfolk will be tainted with the essence of Tiamat. These lizardfolk would exhibit arcane talents, and eventually rise to power as sorcerers and lead its tribe against the Dragon Queen's foes.

Berserker

These savage and fearless lizardfolk enter into a frenzied state, recklessly hacking at its enemies with no care for its safety.

Lizardfolk Champion of Sess'innek

Medium humanoid (lizardfolk), chaotic evil

Armor Class 18 (chain mail, shield)
Hit Points 90 (12d8 + 36)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Skills Athletics +8, Perception +5, Stealth +6, Survival +8
Condition Immunities frightened
Senses passive Perception 15
Languages Draconic
Challenge 5 (1,800 XP)

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

Indomitable (1/Day). The lizardfolk rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the lizardfolk can regain 12 hit points.

Actions

Multiattack. The lizardfolk makes three melee attacks, one with its bite and two with its battleaxe.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 7 (2d6) acid damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Champion of Sess'innek

Sess'innek, the demon god worshipped by the Lizard Kings, will sometimes instill its essence in one of the Lizard Kings' spawns as a reward for its loyalty. This lizardfolk becomes an incredibly strong warrior that is immune to fear. It becomes the Champion of Sess'innek.





Swampstalker

Some lizardfolk have perfected the art of moving effortlessly and becoming almost invisible in swampy terrain. At this level of stealth, swampstalkers are able to get in position for the most efficient kills possible.

Witch Doctor

The witch doctors are the priests of the lizardfolk who serve as both tribe healers and spiritual advisors to its chieftains. They commonly worship the goddess Semuanya.

Lizardfolk Swampstalker

Medium humanoid (lizardfolk), neutral

Armor Class 16 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	7 (-2)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +7, Survival +6
Senses passive Perception 14
Languages Draconic
Challenge 1 (200 XP)

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

Stealthy. On each of its turns, the lizardfolk can use a bonus action to take the Hide action.

Slay Foe (1/Turn). The lizardfolk deals an extra 4 (1d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Swamp Strider. Moving through nonmagical difficult marshy terrain doesn't cost the lizardfolk extra movement.

Actions

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

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

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

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

Lizardfolk Witch Doctor

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)
Hit Points 44 (8d8 + 8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	15 (+2)	8 (-1)

Skills Perception +4, Stealth +4, Survival +6
Senses passive Perception 14
Languages Draconic
Challenge 3 (700 XP)

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

Spellcasting. The lizardfolk is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, sacred flame, thaumaturgy*
1st level (4 slots): *animal friendship, cure wounds, guiding bolt, speak with animals*
2nd level (3 slots): *barkskin, hold person, spike growth, spiritual weapon*
3rd level (3 slots): *mass healing word, plant growth, spirit guardians, wind wall*
4th level (1 slot): *banishment, dominate beast, grasping vine*

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.

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

Lycanthropes



Dire Lycanthropes

A few lycanthropes are able to shapechange into primeval beast forms or dire beasts. They appear to have been blessed by Malar (if they are neutral or evil) or Mielikki (neutral or good). They are more powerful and dangerous than the normal lycanthropes, as their primeval forms are larger and stronger. They tend to become the champions, if not leaders, of their respective packs.

Dire Werebear

Medium humanoid (human, shapechanger), neutral good or evil

Armor Class 13 (natural armor) in bear and hybrid form
Hit Points 161 (19d8 + 76)
Speed 30 ft. (40 ft., climb 30 ft. in bear or hybrid form)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	11 (+1)	12 (+1)	12 (+1)

Skills Perception +9
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 19
Languages Common (can't speak in bear form)
Challenge 9 (5,000 XP)

Shapechanger. The dire werebear can use its action to polymorph into a Large bear-humanoid hybrid or into a Large dire 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 dire werebear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. In dire bear form, the dire werebear makes one bite attack and two claw attacks. In humanoid form, it makes two greataxe attacks. In hybrid form, it makes one bite attack and two greataxe attacks.

Bite (Bear or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 16 Constitution saving throw or be cursed with dire werebear lycanthropy.

Claw (Bear or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Greataxe. *Melee Weapon Attack (Humanoid or Hybrid Form Only):* +9 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage, or 18 (2d12 + 5) slashing damage while in hybrid form.

Dire Wereboar

Medium humanoid (human, shapechanger), neutral evil

Armor Class 13 (natural armor) in boar and hybrid form
Hit Points 105 (14d8 + 42)
Speed 30 ft. (40 ft. in boar form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	10 (+1)	11 (+0)	8 (-1)

Skills Perception +3
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 13
Languages Common (can't speak in boar form)
Challenge 6 (2,300 XP)

Shapechanger. The dire wereboar can use its action to polymorph into a Large boar-humanoid hybrid or into a Large dire boar, 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.

Charge (Boar or Hybrid Form Only). If the dire 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 10 (3d6) slashing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Multiattack. In humanoid form, it makes two maul attacks. In hybrid form, the dire wereboar makes three attacks, only one of which can be with its tusks.

Maul (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, or 18 (4d6 + 4) bludgeoning damage while in hybrid form.

Tusks (Boar or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with dire wereboar lycanthropy.



Dire Weretiger

Medium humanoid (human, shapechanger), neutral

Armor Class 13 (natural armor) in tiger and hybrid form
Hit Points 153 (18d8 + 72)
Speed 30 ft. (40 ft. in tiger form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +7, Stealth +5
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 17
Languages Common (can't speak in tiger form)
Challenge 7 (2,900 XP)

Shapechanger. The dire weretiger can use its action to polymorph into a Large tiger-humanoid hybrid or into a Large dire tiger, 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 Hearing and Smell. The dire weretiger has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Pounce. If the dire weretiger moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the dire weretiger can make one bite attack against it as a bonus action.

Actions

Multiattack. In dire tiger or hybrid form, the dire weretiger makes one bite attack and two claw attacks. In humanoid form, it makes three scimitar attacks or three longbow attacks.

Bite (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with dire weretiger lycanthropy.

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

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Dire Werewolf

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 13 (natural armor) in wolf and hybrid form
Hit Points 93 (11d8 + 44)
Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +6, Stealth +4
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 16
Languages Common (can't speak in wolf form)
Challenge 5 (3,900 XP)

Shapechanger. The dire werewolf can use its action to polymorph into a Large wolf-humanoid hybrid or into a Large dire wolf, 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 Hearing and Smell. The dire werewolf has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Actions

Multiattack. In hybrid form, the dire werewolf makes one bite attack and two claw attacks.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with dire werewolf lycanthropy.

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



Pack Lords

Pack lords are the alphas of the pack, and they are usually the largest and most experienced ones. To become a pack lord requires slaying the current one in single combat.

Wererat Captain

A wererat captain is the boss of a local gang of wererats. It reports to and follows the whim of the pack lord. It is a crafty warrior veteran able to guide its less experienced underlings to fight more efficiently.

Werewolf Pack Lord

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 14 (natural armor) in wolf and hybrid form
Hit Points 144 (17d8 + 68)
Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	12 (+1)	12 (+1)	12 (+1)

Skills Perception +9, Stealth +6
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 19
Languages Common (can't speak in wolf form)
Challenge 9 (5,000 XP)

Shapechanger. The werewolf can use its action to polymorph into a Large wolf-humanoid hybrid or into a Large dire wolf, 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 Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Packmaster. An ally that starts its turn within 30 feet of this werewolf that can see or hear this werewolf gains Pack Tactics until the start of its next turn, provided this werewolf isn't incapacitated.

Savage Howl (Recharge 5-6). As a bonus action, the werewolf emits a terrifying howl that also rallies its allies. Each ally that is within 30 feet of it, can hear it, and not already affected by *Savage Howl* gain advantage on attack rolls and saving throw rolls until the start of the werewolf's next turn. All other creatures within 30 feet 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 werewolf *Savage Howl* for the next 24 hours.

Actions

Multiattack. In hybrid form, the werewolf makes one bite attack and two claw attacks.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 16 Constitution saving throw or be cursed with werewolf lycanthropy.

Claw (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Wererat Captain

Medium humanoid (human, shapechanger), lawful evil

Armor Class 17 (studded leather, shield)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

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

Skills Perception +3, Stealth +5
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses darkvision 60 ft., passive Perception 13
Languages Common (can't speak in rat form)
Challenge 4 (1,100 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 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 wererat has advantage on Wisdom (Perception) checks that rely on smell.

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

Sneak Attack (1/Turn). The wererat deals an extra 10 (3d6) 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 wererat that isn't incapacitated and the wererat doesn't have disadvantage on the attack roll.

Actions

Multiattack. The wererat makes three attacks, only one of which can be a bite. It can use Maneuver Allies in place of one attack.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wererat lycanthropy.

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

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

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of this wererat that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Wererat Thug

Wererat thugs are bullies who take advantage of the weak. They often accompany normal wererats as the extra muscle.

Wererat Pack Lord

Medium humanoid (human, shapechanger), lawful evil

Armor Class 18 (studded leather, shield)
Hit Points 98 (15d8 + 30)
Speed 30 ft.

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

Skills Perception +4, Stealth +7
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses darkvision 60 ft., passive Perception 14
Languages Common (can't speak in rat form)
Challenge 6 (2,300 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 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 wererat has advantage on Wisdom (Perception) checks that rely on smell.

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

Packmaster. A wererat ally that starts its turn within 30 feet of this wererat and that can see or hear this wererat gains Pack Tactics until the start of its next turn, provided this wererat isn't incapacitated.

Sneak Attack (1/Turn). The wererat 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 wererat that isn't incapacitated and the wererat doesn't have disadvantage on the attack roll.

Summon Rats (Recharges after a Short or Long Rest). As a bonus action, the wererat summons 3d4 giant rats. The giant rats appear in unoccupied spaces within 30 feet of the wererat and acts as its allies. The giant rats act right after the wererat on the same initiative count and fight until they're destroyed. They disappear when the wererat dies.

Actions

Multiattack. The wererat makes three attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

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

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Call Assault (1/Day). Up to three wererat allies that are within 30 feet of this wererat can use their reaction to move up to half their speed and make one melee weapon attack on the attack roll. This wererat can then take the Dash, Disengage, or Hide action as a bonus action.



Wererat Thug

Medium humanoid (human, shapechanger), lawful evil

Armor Class 16 (leather, shield)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +5
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses darkvision 60 ft., passive Perception 12
Languages Common (can't speak in rat form)
Challenge 3 (700 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 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 wererat has advantage on Wisdom (Perception) checks that rely on smell.

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

Sneak Attack (1/Turn). The wererat 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 wererat that isn't incapacitated and the wererat doesn't have disadvantage on the attack roll.

Actions

Multiattack. The wererat makes three attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Manticores

Alpha

The manticore alpha is an abnormally large male manticore, reaching twice the size and weight of the average manticore. It leads a pack of manticores in organized forays into civilized territories to snatch humanoid prey.

During combat, it can unleash a terrifying roar that strikes fear into the hearts of its foes and prey while at the same time rousing its allies.



Manticore Alpha

Huge monstrosity, lawful evil

Armor Class 16 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	21 (+5)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 7 (2,900 XP)

Tail Spike Regrowth. The manticore has thirty two 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:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) percing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +7 to hit, range 100/120 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Spike Volley. The manticore makes a Tail Spike attack against any number of creatures within 15 feet of a point it can see within 100 feet. It must have tail spikes for each target, as normal, and it makes a separate attack roll for each target.

Commanding Roar (Recharge 5-6). As a bonus action, the manticore emits a terrifying howl that also rallies its allies. Each ally that is within 30 feet of it, can hear it, and not already affected by *Commanding Roar* gain advantage on attack rolls and saving throw rolls until the start of the manticore's next turn. All other creatures within 30 feet 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 manticore *Commanding Roar* for the next 24 hours.

Skirmisher

The skirmisher is a manticore that employs hit and run tactics when hunting prey.

Stalker

The manticore stalker is a faultless tracker and crafty hunter. It strikes without warning, bringing down foes before they realize what attacked them.

Manticore Skirmisher

Large monstrosity, lawful evil

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 5 (1,800 XP)

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

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Skirmish Advantage. The manticore gains advantage on the first attack roll of its turn if it has moved to a space at least 15 feet from the space it occupied at the start of its turn.

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:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) percing damage.

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

Tail Spike. *Ranged Weapon Attack:* +7 to hit, range 100/120 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Skirmisher. When an enemy the manticore can see ends its turn within 5 feet of it, the manticore can move up to half its speed. This movement doesn't provoke opportunity attacks.

Manticore Stalker

Large monstrosity, lawful evil

Armor Class 15 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +7, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 4 (1,100 XP)

Stealthy. On each of its turns, the manticore stalker can use a bonus action to take the Hide action.

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Slay Foe (1/Turn). The manticore deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

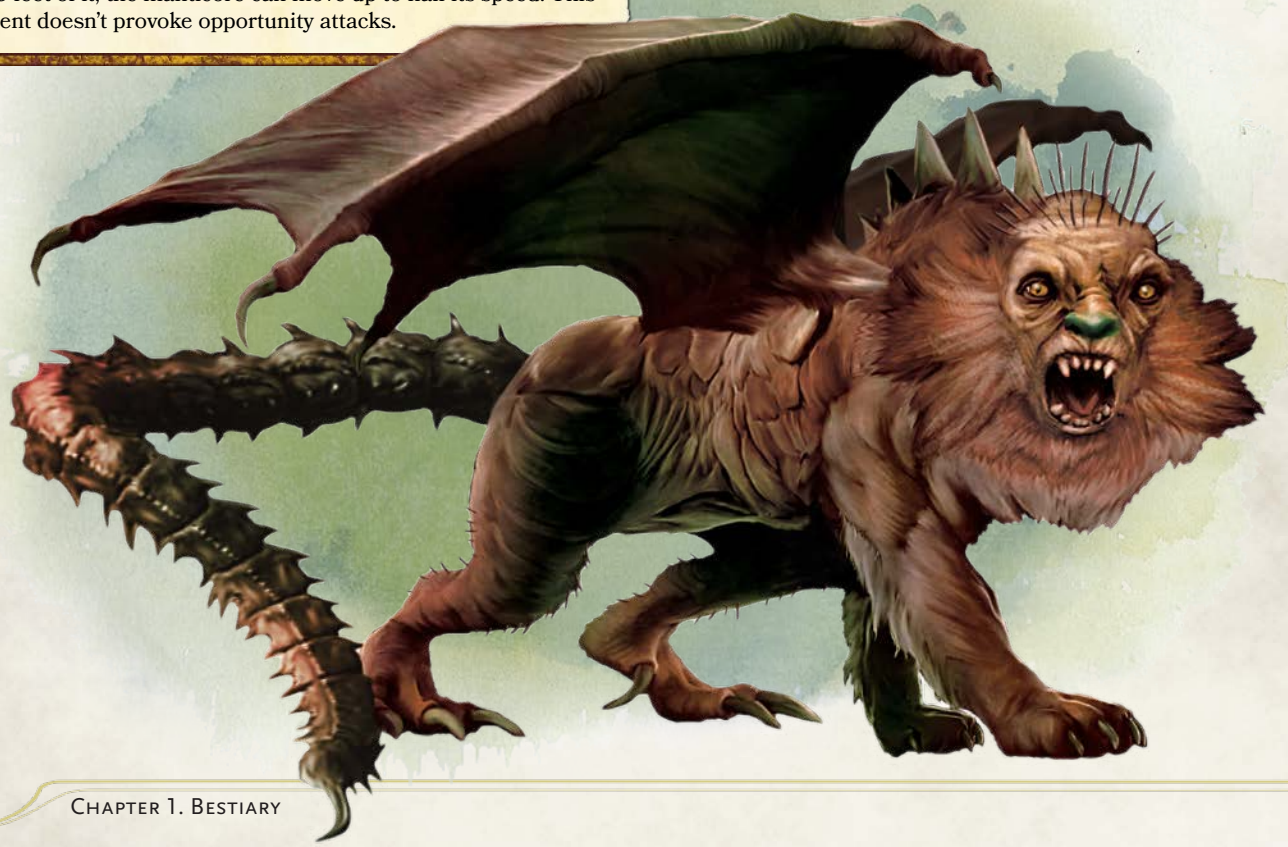
Actions

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:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) percing damage.

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

Tail Spike. *Ranged Weapon Attack:* +7 to hit, range 100/120 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.



Medusa, Ancient

Ancient Medusa

Said to be where all common medusa have come from, the ancient medusa is a legendary creature. Once the most alluring mortal in the known world, she believed she was even more beautiful than the gods. Angered, the gods transformed her into a hideous, snake-haired monster and then cursed her, ensuring that nobody else would ever behold her form again, lest they turn to stone.

Dangerous Combatant. She is a deadly foe to face in combat. Aside from the obvious danger of being turned into stone, she is an accomplished sorcerer and an expert marksman with the longbow. Her very blood is poisonous, and when it hits the ground, a swarm of snakes spring from it and attack her foes.

Medusa, Ancient

Large monstrosity, lawful evil

Armor Class 17 (natural armor)
Hit Points 220 (21d10 + 105)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	20 (+5)	14 (+2)	15 (+2)	21 (+4)

Saving Throws Dex +10, Con +11, Wis +8, Cha +10
Skills Deception +10, Insight +8, Perception +8, Stealth +10
Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 120 ft., passive Perception 18
Languages Common
Challenge 17 (18,000 XP)

Blood of the Serpents. A creature that hits the medusa with a melee attack that deals piercing or slashing damage and is within 5 feet of it takes 5 (1d10) poison damage. Additionally, a swarm of snakes (MM p.338) appears in an unoccupied space within 5 feet of the medusa, and acts as an ally of the medusa.

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

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 18 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 spell or other magic.

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 curse, affected by its own gaze.

Spellcasting. The medusa is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *chill touch, minor illusion, mending, poison spray, shape water*
1st level (4 slots): *shield, thunderwave*
2nd level (3 slots): *hold person, misty step*
3rd level (3 slots): *counterspell, fire ball*
4th level (3 slots): *charm monster, dimension door, vitriolic sphere*
5th level (2 slots): *cone of cold, enervation*
6th level (1 slot): *globe of invulnerability*

Sorcery Points. The medusa has 12 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the medusa casts a spell that forces a creature to make a saving throw to resist the spell's effects, the medusa can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the medusa casts a spell that has a casting time of 1 action, the medusa can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell: When the medusa casts a spell, it can spend l sorcery point to cast the spell without any somatic or verbal components.

Actions

Multiattack. The medusa makes either three melee attacks - one with its snake hair, one with its scimitar, and one to constrict - or three ranged attacks with its longbow.

Snake Hair. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage plus 21 (6d6) poison damage.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage plus 10 (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the medusa can't constrict another target.

Longbow. *Ranged Weapon Attack:* +10 to hit, range 60 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 10 (3d6) poison damage.

Legendary Actions

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

Attack. The medusa makes a scimitar or longbow attack or uses Constrict.

Force Petrifying Gaze (Costs 2 Actions). The medusa forces a creature grappled and restrained by it to meet its gaze. The target must succeed on a DC 18 Constitution saving throw or become petrified (see *Petrifying Gaze*).

Cast a Spell (Costs 2 Actions). The medusa casts a spell from its list of prepared spells, using a spell slot as normal.



Merfolk

Presented in this section are three merfolk nonplayer character examples: the merfolk priest, merfolk scout, and merfolk shaman.



Merfolk Priest

Medium humanoid (merfolk), neutral evil

Armor Class 11
Hit Points 38 (7d8 + 7)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	11 (+0)	16 (+3)	12 (+1)

Skills Perception +5, Religion +4
Senses passive Perception 15
Languages Aquan, Common
Challenge 2 (450 XP)

Amphibious. The merfolk can breathe air and water.

Spellcasting. The merfolk is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, mending, thaumaturgy*
1st level (4 slots): *bless, cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *aid, hold person, lesser restoration, spiritual weapon*
3rd level (3 slots): *beacon of hope, mass healing word, revivify, spirit guardians*
4th level (1 slot): *control water*

Actions

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

Reactions

Divine Boon. When a creature within 30 feet of the merfolk and is visible to the merfolk hits with a melee attack, the merfolk can expend a spell slot to cause the target's melee attack to magically deal an extra 7 (2d6) radiant damage to a target on a hit. If the merfolk expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Merfolk Scout

Medium humanoid (merfolk), neutral evil

Armor Class 13
Hit Points 27 (5d8 + 5)
Speed 10 ft., swim 40 ft.

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

Skills Perception +3, Stealth +7
Senses passive Perception 13
Languages Aquan, Common
Challenge 1 (200 XP)

Amphibious. The merfolk can breathe air and water.

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

Sneak Attack (1/Turn). The merfolk 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 merfolk that isn't incapacitated and the merfolk doesn't have disadvantage on the attack roll.

Actions

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.

Merfolk Shaman

Medium humanoid (merfolk), neutral evil

Armor Class 11
Hit Points 52 (8d8 + 16)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	11 (+0)	16 (+3)	12 (+1)

Skills Perception +5, Religion +4
Senses passive Perception 15
Languages Aquan, Common
Challenge 2 (450 XP)

Amphibious. The merfolk can breathe air and water.

Spellcasting. The merfolk is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, frostbite, shape water, thunderclap*
1st level (4 slots): *healing word, entangle, thunderwave*
2nd level (3 slots): *healing spirit, hold person*
3rd level (3 slots): *tidal wave, wall of water*
4th level (2 slots): *control water, watery sphere*

Actions

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

Change Shape (Recharges after a Short or Long Rest). The merfolk magically polymorphs into a giant sea horse or giant octopus, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. 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.

Merrow

Champion

The merrow champion is an abominable and cruel creature. It is the mightiest of its kind and often leads them in raiding merfolk and seaside communities.

Shaman

A practioner of druidic magic, the merrow shaman can channel and manipulate water. It can also transform itself into a hunter shark.

Merrow Champion

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	8 (-1)	10 (+0)	9 (-1)

Skills Athletics +8, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Aquan, Common
Challenge 7 (2,900 XP)

Amphibious. The merrow can breathe air and water.

Indomitable (2/Day). The merrow rerolls a failed saving throw. It must use the new roll.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the merrow can regain 15 hit points.

Actions

Multiattack. The merrow makes three attacks: one with its bite and one with its claws or harpoon, and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. The target is also paralyzed while poisoned in this way. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Harpoon. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 5) piercing damage plus 10 (3d6) poison 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.

Merrow Shaman

Large monstrosity, chaotic evil

Armor Class 13 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	8 (-1)	16 (+3)	9 (-1)

Skills Perception +6, Religion +5
Senses darkvision 60 ft., passive Perception 16
Languages Aquan, Common
Challenge 5 (1,800 XP)

Amphibious. The merrow can breathe air and water.

Spellcasting. The merrow is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, shape water, thunderclap*
1st level (4 slots): *bane, entangle, thunderwave*
2nd level (3 slots): *blindness/deafness, hold person, moonbeam*
3rd level (3 slots): *call lightning, tidal wave, wall of water*
4th level (2 slots): *control water, watery sphere*

Actions

Multiattack. The merrow makes two attacks: one with its bite and one with its claws or harpoon.

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

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Harpoon. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) lightning 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.

Change Shape (Recharges after a Short or Long Rest). The merrow magically polymorphs into a hunter shark, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. 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.



Greater Mimic

Large monstrosity (shapechanger), neutral

Armor Class 13 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	6 (-2)	14 (+2)	8 (-1)

Skills Stealth +7
Damage Immunities acid
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 7 (2,900 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 creature adhered to the mimic is also grappled by it (escape DC 15). Ability checks made to escape this grapple have disadvantage.

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

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

Multiattack. The mimic makes three attacks: two with its pseudopods and one with its bite or acid spit.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 5 ft. one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft. one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 9 (2d8) acid damage.

Acid Spit. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 18 (4d8) acid damage.

Greater Mimic

The greater mimic is an advanced form of mimic. It normally assumes the form of large-sized objects such as a giant-sized chest, a king-sized bed, or a carriage.

During combat, it can attack twice with its pseudopods and bite those who are close enough to reach, or spit acid at distant targets.



Enormous Mimic

The enormous mimic is the stuff of nightmares. It is able to assume to take the form of huge structures. It is said that a single enormous mimic devoured an entire legion of soldiers without getting caught when it assumed the form of a garrison.

Mimic, Enormous

Huge monstrosity (shapechanger), neutral

Armor Class 14 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	7 (-2)	15 (+2)	8 (-1)

Skills Stealth +11
Damage Immunities acid
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 12
Languages ----
Challenge 13 (10,000 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 creature adhered to the mimic is also grappled by it (escape DC 17). Ability checks made to escape this grapple have disadvantaged.

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

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

Multiattack. The mimic makes four attacks: two with its pseudopods and one with its bite or acid spit.

Pseudopod. *Melee Weapon Attack:* +12 to hit, reach 5 ft. one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft. one target. *Hit:* 20 (3d8 + 7) bludgeoning damage plus 13 (3d8) acid damage, and if the target is Medium or smaller, it is grappled (escape DC 17). Until this grapple ends, the mimic can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spit. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 27 (6d8) acid damage.

Swallow. The mimic 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 mimic, and it takes 21 (6d6) acid damage at the start of each of the mimic's turns. A mimic can have only up to one Medium or two Small creatures swallowed at a time.

If the mimic takes 30 damage or more on a single turn from the swallowed creature, the mimic must succeed on a DC 16 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 mimic. If the mimic dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.



Mind Flayers

Presented in this section are three mindflayer nonplayer character examples: the mind flayer assassin, the mind flayer sorcerer, and the mind flayer warlock.

Mind Flayer Assassin

The mind flayer assassins are a rare breed in the illthid community. There are only a few in every colony, and almost all directly serve the Elder Brain or an Ulitharid.

Psionic Killers. While their kin have dedicated their lives in gathering knowledge to improve their arcane and psionic abilities, mind flayer assassins focus on developing their ability to bring down foes quickly and as quietly as possible.

Soul Knives. Mind flayer assassins are able to create psionic blade-like energy projections from their fists. They use this to keep their targets off-balance, making them unable to react in combat.



Mind Flayer Assassin

Medium aberration, lawful evil

Armor Class 15 (studded leather)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	19 (+4)	15 (+2)	15 (+2)

Saving Throws Dex +6, Int +7, Wis +5
Skills Deception +8, Insight +7, Investigation +7, Perception +8, Persuasion +8, Stealth +9
Senses darkvision 120 ft., passive Perception 18
Languages Deep Speech, Undercommon, telepathy 120 ft.
Challenge 8 (3,900 XP)

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

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

Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). The mind flayer can innately cast the following spells, without providing material components:

At will: *detect thoughts, levitate*
1/day each: *dominate monster, plane shift* (self only)

Soul Knives. As a bonus action, the mind flayer can create scintillating knives of energy that project from both of its fists. It can't hold anything in its hands while manifesting these blades. It can dismiss them as a bonus action.

Sneak Attack (1/Turn). The mind flayer deals an extra 10 (3d6) 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 mind flayer that isn't incapacitated and the mind flayer doesn't have disadvantage on the attack roll.

Actions

Multiattack. The mind flayer makes three attacks: one with its tentacles and two with its soul knives.

Soul Knife. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) psychic damage, and the target can't take reactions until the end of the mind flayer's next turn.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Mind Flayer Sorcerer

Medium aberration, lawful evil

Armor Class 15 (breastplate)
Hit Points 77 (14d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	15 (+2)	19 (+4)

Saving Throws Int +8, Wis +6, Cha +8
Skills Arcana +8, Deception +8, Insight +6, Perception +6, Persuasion +8, Stealth +5
Senses darkvision 120 ft., passive Perception 16
Languages Deep Speech, Undercommon, telepathy 120 ft.
Challenge 9 (5,000 XP)

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

Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 16). The mind flayer can innately cast the following spells, without providing material components:

At will: *detect thoughts, levitate*
1/day each: *dominate monster, plane shift* (self only)

Spellcasting. The mind flayer is an 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *blade ward, dancing lights, mage hand, ray of frost, shocking grasp*
1st level (4 slots): *shield, thunderwave*
2nd level (3 slots): *mirror image, ray of enfeeblement*
3rd level (3 slots): *counterspell, lightning bolt, slow*
4th level (3 slots): *greater invisibility, vitriolic sphere*
5th level (2 slots): *cone of cold, dominate person*

Sorcery Points. The mind flayer has 10 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the mind flayer casts a spell that forces a creature to make a saving throw to resist the spell's effects, it can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the mind flayer casts a spell that has a casting time of 1 action, the mind flayer can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell: When the mind flayer casts a spell, it can spend 1 sorcery point to cast the spell without any somatic or verbal components.

Actions

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mind Flayer Warlock

Medium aberration, lawful evil

Armor Class 15 (breastplate)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	14 (+2)	19 (+4)	17 (+3)	19 (+4)

Saving Throws Int +8, Wis +7, Cha +8
Skills Arcana +8, Deception +8, Insight +7, Perception +7, Persuasion +8, Stealth +5
Senses darkvision 120 ft., passive Perception 17
Languages Deep Speech, Undercommon, telepathy 120 ft.
Challenge 9 (5,000 XP)

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

Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 16). The mind flayer can innately cast the following spells, without providing material components:

At will: *detect thoughts, levitate*
1/day each: *dominate monster, plane shift* (self only)

Spellcasting. The mind flayer is an 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, guidance, mage hand, minor illusion, prestidigitation, shocking grasp*
1st level-5th level (4 5th-level slots): *armor of Agathys, arms of Hadar, crown of madness, clairvoyance, contact other plane, dimension door, dissonant whispers, dominate beast, Evard's black tentacles, telekinesis, vampiric touch*
1/day each: *circle of death, maddening darkness, power word pain*

Whispering Aura. At the start of each of the mind flayer's turns, each creature of its choice within 5 feet of it must succeed on a DC 16 Wisdom saving throw or take 14 (4d6) psychic damage, provided that the mind flayer isn't incapacitated.

Actions

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mind Flayer Warlock

The mind flayer warlock is almost always a servant of the Great Old One. It uses its warlock spells to great effect, such as immobilizing its targets with Evard's black tentacles or positioning itself with dimension door before unleashing its mind blast the next turn.



Minotaurs

Berserker

The minotaur berserker is a ferocious combatant able to charge recklessly into a throng of foes, hoping to cleave through several of them with its massive greataxe. Even after it is struck with a fatal blow, the minotaur can still make one final lunging strike at its attacker before dropping dead.

Savage Bull of Baphoment

On very rare instances, Baphomet the Prince of Beasts would instill its essence in a minotaur. It would transform into what is called a Savage Bull of Baphomet - a poweful, feral version of the minotaur.



Minotaur Berserker

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +9
Senses darkvision 60 ft., passive Perception 19
Languages Abyssal
Challenge 5 (1,800 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 16 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 during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The minotaur makes two attacks: one with its greataxe and one with gore. It can use Cleaving Swing in place of one attack.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Cleaving Swing (Recharges 5-6). The minotaur swings its greataxe, and each creature within 5 feet of it must succeed on a DC 16 Dexterity saving throw. On a failed save, the target takes 18 (2d12 + 5) slashing damage, or half as much damage on a successful one.

Reactions

Death Strike. In response to being reduced to 0 hit points by an attack and the attack is not a critical hit, the minotaur can move up to half its speed and make one melee attack with advantage before dying or falling unconscious.

Minotaur Savage Bull of Baphomet

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	18 (+4)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +9
Senses darkvision 60 ft., passive Perception 19
Languages Abyssal
Challenge 7 (2,900 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 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed up to 15 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 during that turn, but attack rolls against it have advantage until the start of its next turn.

Relentless (Recharges after a Short or Long Rest). If the minotaur takes 25 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The minotaur makes three attacks: two with its claws and one with gore.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Shaman

A few minotaurs are born with the gift to harness nature's magic and serve as spiritual advisors to the tribe's chieftain.

Warrior

Warriors are minotaurs trained with the use of armor and shields.



Minotaur Shaman

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	18 (+4)	10 (+0)

Skills Perception +10, Survival +7
Senses darkvision 60 ft., passive Perception 20
Languages Abyssal
Challenge 6 (2,300 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 16 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 during that turn, but attack rolls against it have advantage until the start of its next turn.

Spellcasting. The minotaur is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, thorn whip*
1st level (4 slots): *earth tremor, entangle, thunderwave*
2nd level (3 slots): *hold person, spike growth*
3rd level (3 slots): *dispel magic, erupting earth*
4th level (2 slots): *freedom of movement, stoneskin*

Actions

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

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

Minotaur Warrior

Large monstrosity, chaotic evil

Armor Class 19 (splint, shield)
Hit Points 85 (10d10 + 30)
Speed 30 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 4 (1,100 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 during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

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

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

Mummies



Presented here are three examples of giant mummies: the ettin mummy, the hill giant mummy, and the ogre mummy. When some civilizations emtomb their nobility, they will also include a mummified giant which would serve as the tomb's guardian.

Undead Nature. A mummy doesn't require air, food, drink, or sleep.

Ettin Mummy

Large undead, lawful evil

Armor Class 11 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	19 (+4)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +4
Skills Perception +8
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 18
Languages Giant, Orc
Challenge 9 (5,000 XP)

Two Heads. The mummy has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The mummy can use its Dreadful Glare twice (once for each head) and makes two rotting fist attacks.

Rotting Fist. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 12 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Hill Giant Mummy

Huge undead, lawful evil

Armor Class 11 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	21 (+5)	5 (-3)	9 (-1)	12 (+1)

Saving Throws Wis +3
Skills Perception +3
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Giant
Challenge 10 (5,900 XP)

Actions

Multiattack. The mummy can use its Dreadful Glare and makes two rotting fist attacks.

Rotting Fist. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 12 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.



Ogre Mummy

Large undead, lawful evil

Armor Class 11 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	18 (+4)	5 (-3)	7 (-2)	12 (+1)

Saving Throws Wis +0
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 4 (1,100 XP)

Actions

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Royal Sorcerer

When an emperor or king dies and is mummified, some of its most trusted advisors are also mummified and emtombed with them to serve as guardians. The royal sorcerer mummy is an example.



Royal Sorcerer Mummy

Medium undead, lawful evil

Armor Class 10 (13 with *mage armor)*
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Con + 7**,** Wis +5, Cha +8
Skills Arcana +5, Deception +8
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages the languages it knew in life
Challenge 10 (5,900 XP)

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

Spellcasting. The mummy is an 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *acid splash, friends, mage hand, minor illusion, poison spray, ray of frost*
1st level (4 slots): *mage armor, shield*
2nd level (3 slots): *blur, ray of enfeeblement*
3rd level (3 slots): *counterspell, enemies abound, lightning bolt*
4th level (3 slots): *dimension door, greater invisibility*
5th level (2 slots): *cloudkill, cone of cold*

Sorcery Points. The mummy has 10 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the mummy casts a spell that forces a creature to make a saving throw to resist the spell's effects, it can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the mummy casts a spell that has a casting time of 1 action, the mummy can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell: When the mummy casts a spell, it can spend l sorcery point to cast the spell without any somatic or verbal components.

Actions

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 14 (4d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Myconids



Guard

Myconid guards watch over the myconid workers, protecting them from intruders and predators.

Devoted

The myconid devoted serves as the healer of the myconid. Aside from its other spore abilities, it can also release spores that heal the wounds of multiple targets.

Myconid Guard

Medium plant, lawful neutral

Armor Class 13 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+2)	10 (+0)	13 (+1)	7 (-2)

Skills Perception + 3
Senses darkvision 120 ft., passive Perception 13
Languages —
Challenge 1 (200 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

Actions

Multiattack. The myconid makes two fist attacks. It can replace one of its fist attacks with Pacifying Spores.

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

Pacifying Spores (3/Day). The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be stunned 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.

Rapport Spores. A 20-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

Myconid Devoted

Medium plant, lawful neutral

Armor Class 12 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+2)	10 (+0)	14 (+2)	7 (-2)

Senses darkvision 120 ft., passive Perception 12
Languages —
Challenge 1 (200 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

Actions

Multiattack. The myconid uses either its Healing Spores or Pacifying Spores, then makes a stipe staff attack.

Stipe Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) bludgeoning damage plus 7 (2d6) poison damage.

Healing Spores (3/Day). A 10-foot radius of spores extends from the myconid. These spores can go around corners and affect only living creatures. Affected creatures regain 7 (2d6) hit points.

Pacifying Spores (3/Day). The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be stunned 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.

Rapport Spores. A 20-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

Reactions

Self-Sacrifice. When a creature within 5 feet of the myconid is hit by an attack, the myconid swaps places with that creature and is hit instead.

Nagas, Ancient

Presented in this section are the ancient versions of the bone, spirit, and guardian naga.

Ancient Bone Naga

Huge monstrosity, lawful evil

Armor Class 16 (natural armor)
Hit Points 104 (11d12 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	16 (+3)	16 (+3)	17 (+3)

Saving Throws Int +7, Wis +7, Cha +7
Damage Immunities poison
Condition Immunities charmed, exhaustion, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common plus one other language
Challenge 9 (5,000 XP)

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

Spellcasting. The naga is a 10th-level spellcaster (spell save DC 15, +7 to hit with spell attacks) that needs only verbal components to cast its spells.

If the naga was a guardian naga in life , its spellcasting ability is Wisdom, and it has the following cleric spells 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*

If the naga was a spirit naga in life , its spellcasting ability is Intelligence, and it has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, ray of frost*
1st level (4 slots) : *charm person, detect magic, 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

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage plus 14 (4d6) poison damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Legendary Actions

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

Tail. The naga makes a tail attack.
Bite (Costs 2 Actions). The naga makes a bite attack.
Cast a Spell (Costs 2 Actions). The naga casts a spell from its list of innate spells, using a spell slot as normal.

Ancient Spirit Naga

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+4)	17 (+3)	16 (+3)	17 (+3)

Saving Throws Dex +8, Con +9, Wis +8, Cha +8
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Celestial, Common
Challenge 13 (10,000 XP)

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

Rejuvenation. If it dies, the naga returns to life in ld6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Spellcasting. The naga is a 14th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks) and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, ray of frost*
1st level (4 slots) : *charm person, detect magic, sleep*
2nd level (3 slots): *detect thoughts, hold person, misty step*
3rd level (3 slots): *dispel magic, lightning bolt, water breathing*
4th level (3 slots): *blight, dimension door*
5th level (2 slots): *dominate person, telekinesis*
6th level (1 slot): *chain lightning, disintegrate*
7th level (1 slot): *finger of death, symbol*

Actions

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage, and the target must make a DC 18 Constitution saving throw, taking 40 (9d8) poison damage on a failed save, or half as much damage on a successful one.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Legendary Actions

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

Tail. The naga makes a tail attack.
Bite (Costs 2 Actions). The naga makes a bite attack.
Cast a Spell (Costs 2 Actions). The naga casts a spell from its list of innate spells, using a spell slot as normal.



Ancient Guardian Naga

Huge monstrosity, lawful good

Armor Class 19 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	20 (+5)	17 (+3)	20 (+5)	19 (+4)

Saving Throws Dex +9, Con +10, Int +8, Wis +10, Cha +9
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Celestial, Common
Challenge 15 (13,000 XP)

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

Rejuvenation. If it dies, the naga returns to life in ld6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Spellcasting. The naga is a 15th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks) and it needs only verbal components to cast its spells. It has the following cleric spells 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, zone of truth*
3rd level (3 slots): *bestow curse, clairvoyance, dispel magic*
4th level (3 slots): *banishment, freedom of movement*
5th level (2 slots): *flame strike, geas*
6th level (1 slot): *heal, true seeing*
7th level (1 slot): *divine word, resurrection*
8th level (1 slot): *holy aura*

Actions

Multiattack. The naga makes two attacks: one with its bite and one with its tail. It can replace a bite attack with Spit Poison.

Bite. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage, and the target must make a DC 18 Constitution saving throw, taking 54 (12d8) poison damage on a failed save, or half as much damage on a successful one.

Spit Poison. *Ranged Weapon Attack:* +9 to hit, reach 20 ft./40 ft., one target. *Hit:* The target must make a DC 18 Constitution saving throw, taking 54 (12d8) poison damage on a failed save, or half as much damage on a successful one.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Legendary Actions

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

Tail. The naga makes a tail attack.
Bite (Costs 2 Actions). The naga makes a bite attack.
Spit Poison (Costs 2 Actions). The naga uses Spit Poison.
Cast a Spell (Costs 2 Actions). The naga casts a spell from its list of innate spells, using a spell slot as normal.

Nightmare, Cauchemar

Cauchemar

The cauchemar is a larger and more dangerous nightmare. It perpetually projects an aura of dread and can exhale a cone of sulfurous smoke that can nauseate those who are unfortunate enough to get caught in it. They are normally the steeds of large fiend commanders and blackguards.

Cauchemar

Huge fiend, neutral evil

Armor Class 14 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	10 (+3)	14 (+2)	16 (+3)

Damage Immunities fire
Senses darkvision 60 ft., passive Perception 12
Languages understands Abyssal, Common, and Infernal but can't speak
Challenge 8 (3,900 XP)

Aura of Dread. A creature hostile to the cauchemar that starts its turn within 20 feet of the cauchemar must succeed on a DC 14 Wisdom saving throw, unless the cauchemar is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target can't perform any actions except move up to half its speed. If a creature's saving throw is successful, the creature is immune to the cauchemar's Aura of Dread for the next 24 hours.

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

Illumination. The cauchemar sheds bright light in a 15-foot radius and dim light for an additional 15 feet.

Actions

Multiattack. The cauchemar makes two attacks: one with its bite and one with its hooves.

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 10 (3d6) fire damage.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage plus 10 (3d6) fire damage.

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

Sulfur Breath (Recharge 5-6). The cauchemar exhales nauseating sulfurous smoke in a 15-foot cone. The smoke spreads around corners, and its area is heavily obscured. Each creature in that area must succeed on a DC 16 Constitution saving throw. On a failed save, the creature takes 14 (4d6) fire damage and spends its action on each of its turns retching and reeling 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. Creatures that don't need to breathe or are immune to fire automatically succeed on this saving throw. On a successful save, the creature takes half as much damage and does not suffer any other effects.



Nothics

Eye of Vecna

An eye of Vecna was once a necromancer wizard who tirelessly sought the secrets of Lichdom. In the end, it failed and was cursed to become a dark and grotesque form of nothic. It can cause a creature's flesh to decay and rot with a mere stare.



Nothic Eye of Vecna

Medium aberration, neutral evil

Armor Class 17 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft., climb 30 ft.

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

Skills Arcana +6, Insight +6, Perception +6, Religion + 6, Stealth +6
Senses truesight 120 ft., passive Perception 16
Languages Undercommon
Challenge 8 (3,900 XP)

Decaying Gaze. When a creature starts its turn within 30 feet of the nothic and is able to see the nothic's eye, the nothic can magically force it to make a DC 13 Constitution saving throw, unless the nothic is incapacitated.

On a failed save, the creature takes 21(6d6) necrotic damage and 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.

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

Actions

Multiattack. The nothic uses its Decaying Gaze and makes two claw attacks.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 10 (3d6) necrotic damage.

Decaying Glare. The nothic targets one creature it can see within 30 feet of it. The target must succeed on a DC 13 Constitution saving throw against this magic or take 21 (6d6) necrotic damage and 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.

Mind Twitch (Recharge 5-6). The nothic chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Intelligence saving throw, or it takes 21 (4d8 + 3) psychic damage and must use their reaction to move up to half its speed to a space of the nothic's choice that the nothic can see. This movement provokes opportunity attacks. Constructs and undead are immune to this effect.

Weird Insight. The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothic's Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

Nothic Mindblight

Medium aberration, neutral evil

Armor Class 16 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	14 (+2)	12 (+1)	8 (-1)

Skills Arcana +5, Insight +7, Perception +4, Stealth +6
Senses truesight 120 ft., passive Perception 14
Languages Undercommon
Challenge 5 (1,800 XP)

Insanity Gaze. When a creature starts its turn within 30 feet of the nothic and is able to see the nothic's eye, the nothic can magically force it to make a DC 13 Intelligence saving throw, unless the nothic is incapacitated.

On a failed save, the creature must use its action to move up to its speed and make a melee weapon attack against a creature of the nothic's choice that the nothic can see. Constructs and undead are immune to this effect.

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

Actions

Multiattack. The nothic uses its Rotting Gaze and makes two claw attacks.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) psychic damage.

Rotting Gaze. The nothic targets one creature it can see within 30 feet of it. The target must succeed on a DC 13 Constitution saving throw against this magic or take 14 (4d6) necrotic damage.

Mind Rot (Recharge 5-6). The nothic chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Intelligence saving throw, or it takes 15 (3d8 + 2) psychic damage, has disadvantage to attack rolls, ability checks, and saving throws, and can't use reactions until the end of the nothic's next turn. If the target is a spellcaster that has unused spell slots, it also expends 1d4 spell slots (chosen at random). Constructs and undead are immune to this effect.

Weird Insight. The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothic's Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

Mindblight

The mindblight was a wizard enchanter before it was cursed to become a nothic. Those foolish enough to look at it risk becoming temporarily mind controlled by the mindblight.



Ogres

Bruiser

The ogre bruiser cares about nothing else but inflicting pain to its foes before finishing them with its greatclub.

Champion of Vaprak

Vaprak, the god of trolls and ogres, will sometimes implant his divine essence into an ogre infant. This causes the infant to grow into a monstrous ogre with the ability to regenerate wounds like a troll and smite its foes. Such a creature normally leads its kin to battle.

Chieftain

The ogre chieftain is the largest and most intimidating ogre in its tribe. While it sees itself as a commander and tactician in battle, it is not a particularly good one as it merely bullies its troops into action.

Shaman

The ogre shaman is the spiritual leader of an ogre tribe and is second only to its chieftain. In combat, it would support its kin as healer and unleash the powers of the earth against its foes.

Skirmisher

Leaner but quicker than the average ogre, the skirmisher prefers to attack from afar and use hit and run tactics.

Ogre Bruiser

Large giant chaotic evil

Armor Class 11 (hide armor)
Hit Points 104 (11d10 + 44)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	18 (+4)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 4 (1,100 XP)

Actions

Multiattack. The ogre makes two melee attacks. It can use its Cleaving Swing in place of one of its greatclub attacks, if available.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+ 5) bludgeoning damage and the target gains disadvantage on its next attack roll until the end of its next turn.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Cleaving Swing (Recharges 5-6). The ogre swings its greatclub, and every creature within 5 feet of it must succeed on a DC 15 Dexterity saving throw. The target takes 14 (2d8 + 5) bludgeoning damage on a failed save, or half as much damage on a successful one.

Ogre Champion of Vaprak

Large giant, chaotic evil

Armor Class 16 (chain mail)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	6 (-2)	8 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Giant
Challenge 7 (2,900 XP)

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

Indomitable (2/Day). The ogre rerolls a failed saving throw. It must use the new roll.

Wrathful Smite (Recharge 4-6). As a bonus action, the ogre deals an extra 10 (3d6) necrotic damage when it hits a target with a melee attack and the target must succeed on a DC 11 Wisdom saving throw or become frightened until the end of the ogre's next turn.

Actions

Multiattack. The ogre makes two melee attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Ogre Chieftain

Large giant, chaotic evil

Armor Class 17 (splint)
Hit Points 136 (13d10 + 65)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	6 (-2)	8 (-1)	10 (+0)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Giant
Challenge 8 (3,900 XP)

Bark Orders. As a bonus action, the ogre targets one ally it can see within 30 feet of it. If the target can see and hear the ogre, the target can use its reaction to move up to half its speed and make one melee weapon attack with disadvantage on the attack roll.

Actions

Multiattack. The ogre makes two melee attacks. It can use its Cleaving Swing in place of one of its spiked greatclub attacks.

Spiked Greatclub. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+ 6) bludgeoning damage plus 4 (1d8) piercing damage. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 17 Constitution saving throw or be stunned until the end of its next turn.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Cleaving Swing (Recharges 5-6). The ogre swings its spiked greatclub, and every creature within 5 feet of it must succeed on a DC 17 Dexterity saving throw. The target takes 15 (2d8 + 6) bludgeoning damage plus 4 (1d8) piercing damage on a failed save, or half as much damage on a successful one.



Ogre Shaman

Large giant chaotic evil

Armor Class 12 (hide armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	14 (+2)	7 (-2)

Senses darkvision 60 ft., passive Perception 12
Languages Common, Giant
Challenge 4 (1,100 XP)

Spellcasting. The ogre is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, thorn whip*
1st level (4 slots): *earth tremor, entangle, healing word*
2nd level (3 slots): *hold person, spike growth*
3rd level (3 slots): *bestow curse, erupting earth*

Actions

Multiattack. The ogre makes two melee or ranged attacks.

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+ 5) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Ogre Skirmisher

Large giant chaotic evil

Armor Class 14 (hide armor)
Hit Points 67 (9d10 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	14 (+2)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 3 (700 XP)

Skirmish Advantage. The ogre gains advantage on the first attack roll of its turn if it has moved to a space at least 15 feet from the space it occupied at the start of its turn.

Actions

Multiattack. The ogre makes two melee or ranged attacks.

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.

Reactions

Skirmisher. When an enemy the ogre can see ends its turn within 5 feet of it, the ogre can move up to half its speed. This movement doesn't provoke opportunity attacks.



Warhulk

The warhulk is a large ogre that has mastered the use of the giant flail. In combat, it can move and swing its flail around and hit multiple foes.

Skullcrusher

Ogres normally just wear loincloths and hide as armor, but not the skullcrusher. They can wear plate armor and shields, and prefer to use giant morningstars as weapons, which they use to crush skulls with. Unlike their kin, skullcrusher ogres are more disciplined and are trained to follow orders during battle.

Ogre Warhulk

Large giant, chaotic evil

Armor Class 17 (splint)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+6)	8 (-1)	18 (+4)	5 (-3)	8 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Giant
Challenge 6 (2,300 XP)

Actions

Multiattack. The ogre makes two melee attacks.

Great Flail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Whirling Flail (Recharge 5-6). The ogre warhulk moves up to half its speed and targets each creature within 10 feet of it during its movement. Each target must succeed on a DC 17 Dexterity saving throw or take 17 (2d10 + 6) bludgeoning damage and be knocked prone.

Skullcrusher Ogre

Large giant, lawful evil

Armor Class 20 (plate, shield)
Hit Points 93 (11d10 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	8 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Giant
Challenge 5 (1,800 XP)

Skullcrush. If the ogre scores a critical hit against a creature with a melee attack, the creature is stunned until the end of the ogre's next turn.

Actions

Multiattack. The ogre makes two melee attacks.

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

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Oni



Night Haunter

The night haunter is an insidious oni that prefers to slay its victims in their sleep.

The Bogeyman. The oni night haunter begins by assuming a humanoid form appropriate to its surroundings, and befriends a fellow traveler before entering a town or village. After successfully injecting itself into a community and winning the trust of the people around it, it starts haunting them one by one in their dreams. It prioritizes targeting the children first, as these are its favorite to devour. Only when it has slain one using its Nightmare Haunting ability does it materialize and feast on the victim's corpse. It continues to repeat this process until it has slain and devoured as many victims as it can before attracting unwanted attention to itself.

Oni Night Haunter

Large giant, lawful evil

Armor Class 16 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Dex + 5, Con + 6, Wis +4, Cha +6
Skills Arcana +5, Deception +9, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Giant
Challenge 8 (3,900 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 14). The oni can innately cast the following spells, without providing material components:

At will: *darkness, invisibility*
2/day: *charm person, ray of enfeeblement, sleep*
1/day each: *cone of cold, gaseous form, plane shift* (self only)

Magic Weapons. The oni's weapon attacks are magical.

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

Soul Devourer. The oni devours the souls of the victims it has slain through its Nightmare Haunting. Only through a *wish* spell, or by slaying the oni, can the victims' souls be free and willing to be resurrected.

Actions

Multiattack. The oni makes two attacks, either with its claws or with its morningstar.

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

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. If the target is a creature, it must succeed on a DC 14 Wisdom saving throw or fall unconscious. The creature remains unconscious for 1 minute, or until it takes damage, or someone uses an action to shake or slap the creature awake.

Change Shape. The oni magically 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 morningstar reverts to its normal size.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the oni magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic 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 the oni gains 3d10 temporary hit points. The oni's temporary hit points last for 12 hours. The reduction to the target's hit point maximum lasts until removed by the greater restoration spell or similar magic.

Reactions

Fade into Mist (Recharge 5-6). When hit by an attack roll, the attack instead misses and the oni turns into a gaseous form and moves up to 60 feet away to an unoccupied space it can see. While in this form, the oni can enter the space of another creature and has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. It remains in this form until the start of its next turn.



Oni Magi

Oni magi are advanced oni that have improved combat and spellcasting abilities. These oni prefer to recruit, unite, and command humanoid and giant tribes against civilized folk with the aim of enslaving and devouring them. They are often found working with ogres, trolls, and hill giants.

Oni Magi

Large giant, lawful evil

Armor Class 16 (chain mail)
Hit Points 161 (19d10 + 57)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	18 (+4)	12 (+1)	16 (+3)

Saving Throws Dex + 4, Con + 7, Wis +5, Cha +7
Skills Arcana +8, Athletics +8, Deception +11, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Giant
Challenge 11 (7,200 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 15). The oni can innately cast the following spells, without providing material components:

At will: *darkness, invisibility*
2/day each: *charm person, cone of cold, gaseous form, sleep*

Magic Weapons. The oni's weapon attacks are magical.

Spellcasting. The oni is a 14th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks) and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mage hand, minor illusion*
1st level (4 slots) : *detect magic, ice knife, shield*
2nd level (3 slots): *dragon's breath, scorching ray, misty step*
3rd level (3 slots): *dispel magic, erupting earth, thunder step*
4th level (3 slots): *dimension door, stoneskin*
5th level (2 slots): *dominate person, steel wind strike*
6th level (1 slot): *chain lightning, tenser's transformation*
7th level (1 slot): *symbol, whirlwind*

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

Swift Caster (Recharge 5-6). When the oni casts a spell, it can choose to change the casting time of that spell to 1 bonus action.

Actions

Multiattack. The oni makes two attacks, either with its claws or its spiked chain or spiked chain slam.

Claw (Oni Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Spiked Chain. *Melee Weapon Attack*: +8 to hit, reach 20 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, and the target is grappled (escape DC 18). While a creature is grappled this way, the oni can't use one of its spiked chain attacks.

Spiked Chain Slam. The oni slams a Large or smaller creature grappled by its spiked chain into another creature or a solid surface within 20 feet. Both creatures must succeed on a DC 18 Strength saving throw or take 15 (2d10 + 4) bludgeoning damage and be stunned until the end of its next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Change Shape. The oni magically 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.

Reactions

Fade into Mist (Recharge 5-6). When hit by an attack roll, the attack instead misses and the oni turns into a gaseous form and moves up to 60 feet away to an unoccupied space it can see. While in this form, the oni can enter the space of another creature and has resistance to nonmagical damage, and it has advantage on 5trength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. It remains in this form until the start of its next turn.

Oni Lord

The oni lord, also known as the oni omo, is a powerful ogre mage that rules over all other oni in its territory. It is a highly intelligent battle commander and spends most of its time organizing and planning excursions into enemy communities.

It lives in a well-guarded magical keep created by its *mighty fortress* spell, where it keeps all its treasure and enslaved concubines. He is never without his oni magi bodyguards.



Oni Lord

Large oni, lawful evil

Armor Class 17 (splint)
Hit Points 199 (21d10 + 84)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	18 (+4)	20 (+5)	14 (+2)	18 (+4)

Saving Throws Dex + 5, Con + 9**,** Wis +7, Cha +9
Skills Arcana +10, Deception +14, Perception +7
Senses darkvision 60 ft., passive Perception 17
Languages Common, Giant
Challenge 16 (15,000 XP)

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 17). The oni can innately cast the following spells, without providing material components:

At will: *darkness, invisibility*
2/day each: *charm person, cone of cold, gaseous form, sleep*

Magic Weapons. The oni's weapon attacks are magical.

Spellcasting. The oni is a 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks) and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mage hand, minor illusion*
1st level (4 slots) : *detect magic, ice knife, shield*
2nd level (3 slots): *dragon's breath, scorching ray, misty step*
3rd level (3 slots): *dispel magic, erupting earth, thunder step*
4th level (3 slots): *charm monster, dimension door, stoneskin*
5th level (2 slots): *dominate person, steel wind strike, synaptic static*
6th level (1 slot): *chain lightning, Tenser's transformation*
7th level (1 slot): *symbol, whirlwind*
8th level (1 slot): *mighty fortress, power word stun*

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

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

Swift Caster (Recharge 5-6). When the oni casts a spell, it can choose to change the casting time of that spell to 1 bonus action.

Actions

Multiattack. The oni makes two attacks, either with its claws or its greatsword.

Claw (Oni Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Greatsword. *Melee Weapon Attack*: +10 to hit, reach 20 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Change Shape. The oni magically 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 greatsword, which shrinks so that it can be wielded in humanoid form . If the oni dies, it reverts to its true form, and its greatsword reverts to its normal size.

Legendary Actions

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

Attack. The oni makes a claw or greatsword attack.
Command. The oni targets one ally it can see within 30 feet of it. If the target can see and hear the oni, the target can make one weapon attack as a reaction and gains advantage on the attack roll.
Cast a Spell (Costs 2 Actions). The oni casts a spell from its list of innate or prepared spells, using a spell slot as normal.

Reactions

Fade into Mist (Recharge 5-6). When hit by an attack roll, the attack instead misses and the oni turns into a gaseous form and moves up to 60 feet away to an unoccupied space it can see. While in this form, the oni can enter the space of another creature and has resistance to nonmagical damage, and it has advantage on 5trength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. It remains in this form until the start of its next turn.



Oni Yama-uba

The oni yama-uba, also known as the demon hag, is a bloodthirsty, cunning, and very patient hunter. It is a devourer of human flesh, and is particularly fond of eating children, especially the very portly ones.

Two-Faced Killers. It always appears as a female hermit or solitary crone living deep in the forested mountains. When encountered, it appears friendly and accommodating, offering real food and its home as a safe refuge to spend the night. It will even offer healing to any wounded, providing them with healing salves. Once it has earned the trust of its would-be victims, the oni yama-uba then finds ways to draw out and divide the group. Once it has isolated one or two victims away from its companions, it reveals its true form and attacks.

Oni Yama-Uba

Large giant, lawful evil

Armor Class 16 (natural armor)
Hit Points 144 (17d10 + 51)
Speed 30 ft., fly 30 ft.

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

Saving Throws Dex + 6, Con + 7, Wis +5, Cha +8
Skills Arcana +6, Deception +12, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Giant
Challenge 9 (5,000 XP)

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the oni and can see the oni's true form must make a DC 16 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 oni 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 oni's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the oni'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 oni.

Innate Spellcasting. The oni's innate spellcasting ability is Charisma (spell save DC 16). The oni can innately cast the following spells, without providing material components:

At will: *darkness, invisibility*
2/day: *charm person, ray of enfeeblement, spirit guardians, sleep*
1/day each: *cone of cold, gaseous form*

Magic Weapons. The oni's weapon attacks are magical.

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 claw attacks.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 10 (3d6) poison damage.

Death Glare. The oni targets one frightened creature she can see within 30 feet of her. If the target can see the oni, it must succeed on a DC 16 Wisdom saving throw against this magic or drop to 0 hit points.

Change Shape. The oni magically 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. If the oni dies, it reverts to its true form.

Maddening Cackle (Recharge 5-6). Each creature within 30 feet of the oni and able to hear the oni must succeed on a DC 16 Charisma saving throw. On a failed save, the target takes 17 (3d8 + 4) psychic damage, and must use its reaction to move up to half its speed and make a melee weapon attack against one creature of the oni's choice that the oni can see. Constructs and undead are immune to this effect.

Reactions

Fade into Mist (Recharge 5-6). When hit by an attack roll, the attack instead misses and the oni turns into a gaseous form and moves up to 60 feet away to an unoccupied space it can see. While in this form, the oni can enter the space of another creature and has resistance to nonmagical damage, and it has advantage on 5trength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. It remains in this form until the start of its next turn.



Oozes

Presented in this section are the enlarged versions of the black pudding, gelatinous cube, gray ooze, and ochre jelly.

Monstrous Black Pudding

Huge ooze, unaligned

Armor Class 7
Hit Points 187 (15d12 + 90)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	5 (-3)	22 (+6)	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 7 (2,900 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 nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent cumulative penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

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

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

Actions

Multiattack. The pudding makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Reactions

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. Large or smaller puddings attack only once per turn and deal only half their normal damage.

Monstrous Gelatinous Cube

Huge ooze, unaligned

Armor Class 6
Hit Points 162 (12d12 + 84)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	3 (-4)	24 (+7)	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 5 (1,800 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 15 Strength check, and the creature making the attempt takes 14 (4d6) acid damage. The cube can hold only one Huge, two Large, 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

Multiattack. The cube makes two pseudopod attacks.

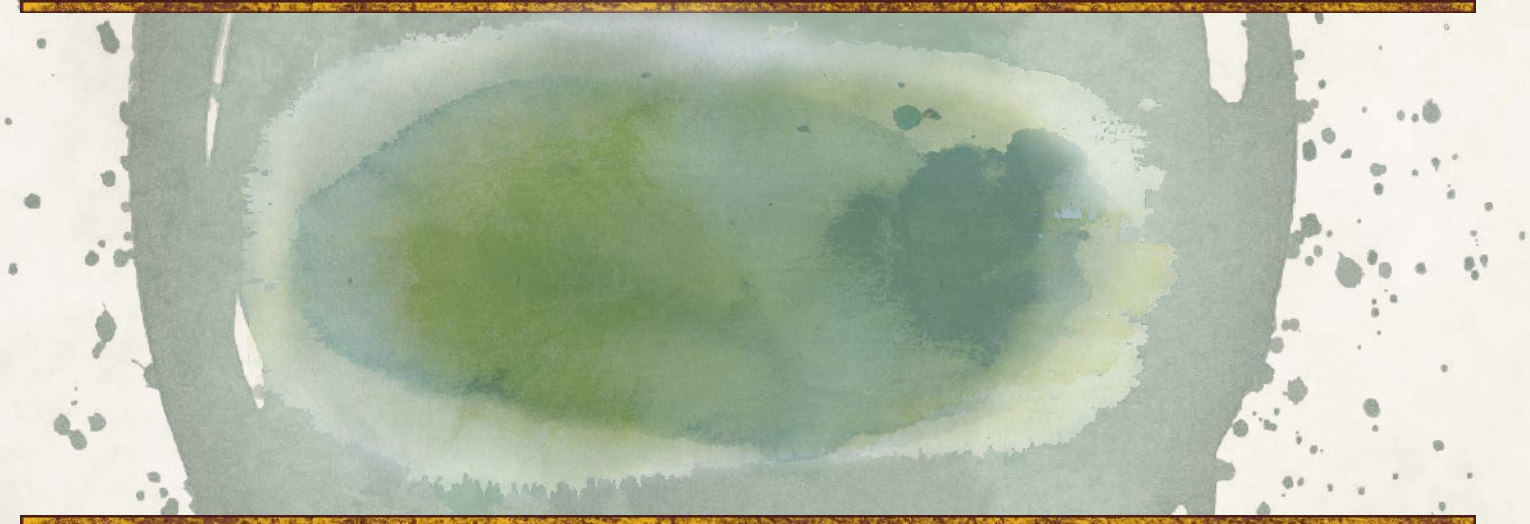
Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (4d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, takes 14 (4d6) acid damage at the start of each of the cube's turns, and the cube can't use this pseudopod to attack another creature.

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 15 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 14 (4d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 28 (8d6) 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 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.



Monstrous Gray Ooze

Large ooze, unaligned

Armor Class 8
Hit Points 52 (5d10 + 25)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

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 2 (450 XP)

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

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

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

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

Actions

Multiattack. The ooze makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing non magical 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.

Monstrous Ochre Jelly

Huge jelly, unaligned

Armor Class 8
Hit Points 94 (9d12 + 36)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	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 4 (1,100 XP)

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

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

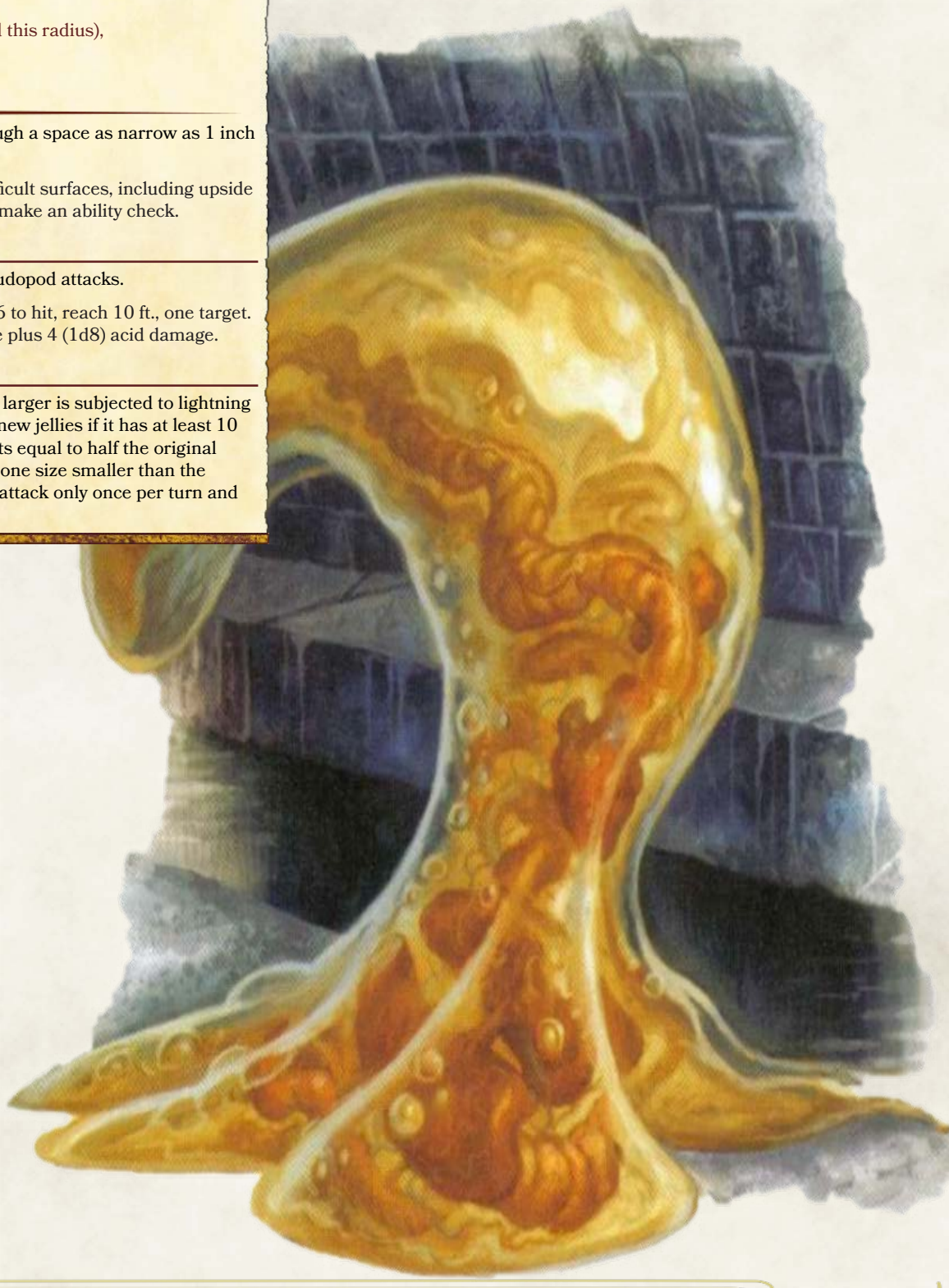
Actions

Multiattack. The jelly makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 4 (1d8) acid damage.

Reactions

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



Orcs

Presented in this section are the common orcish archetypes. They are the following: the archer, berserker, brigand, champion of Gruumsh, raider, scout, sorcerer, wardrummer, wolf shaman, and witchblade.

Orc Archer

Medium humanoid (orc), chaotic evil

Armor Class 15 (studded leather)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	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 orc can move up to its speed toward a hostile creature it can see.

Actions

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

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



Orc Berserker

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)
Hit Points 42 (5d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	7 (-2)	11 (+0)	10 (+0)

Skills Athletics +6, Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 2 (450 XP)

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

Reckless. At the start of its turn, the orc 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

Multiattack. The orc makes two attacks with its greataxe or javelin.

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

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

Orc Brigand

Medium humanoid (orc), chaotic evil

Armor Class 15 (studded leather)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2, Stealth +7
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1 (200 XP)

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

Cunning Action. The orc can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Sneak Attack (1/Turn). The orc deals an extra 3 (1d6) 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 orc that isn't incapacitated and the orc doesn't have disadvantage on the attack roll.

Actions

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

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



Orc Champion of Gruumsh

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	12 (+1)	12 (+1)

Skills Athletics +8, Intimidation +4, Religion +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 7 (2,900 XP)

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

Divine Fury (Recharges after a Long Rest). As a bonus action, the orc can magically infuse its attacks with divine energy. For 1 minute, the first creature the orc hits on each of its turns with a weapon attack takes 9 (1d6 + 6) necrotic damage.

Indomitable (2/Day). The orc rerolls a failed saving throw. It must use the new roll.

Relentless (Recharges after a Short or Long Rest). If the orc takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Zealous Presence (Recharges after a Short or Long Rest). As a bonus action, the orc unleashes a battle cry infused with divine energy. Up to ten other creatures of its choice within 60 feet of it that can hear it gain advantage on attack rolls and saving throws until the start of its next turn.

Actions

Multiattack. The orc makes three attacks with its greatsword or javelin.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Orc Raider

Medium humanoid (orc), chaotic evil

Armor Class 16 (hide armor, shield)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1 (200 XP)

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

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

Distracting Strike (1/Turn). When the orc hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the orc has advantage if the attack is made before the start of the orc's next turn.

Actions

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

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Champion of Gruumsh

The most fanatic warriors devout to Gruumsh can become champions of the orc god. They charge headlong into battle with no care for themselves, believing that their god will protect them as long as they kill their enemies.

The sight of a champion of Gruumsh running amok can inspire the champion's allies into a bloodlusted rage.



Orc Scout

Medium humanoid (orc), chaotic evil

Armor Class 16 (studded leather)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2, Stealth +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1 (200 XP)

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

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

Skirmish Advantage. The orc gains advantage on the first attack roll of its turn if it has moved to a space at least 15 feet from the space it occupied at the start of its turn.

Actions

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

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

Reactions

Skirmisher. When an enemy the orc can see ends its turn within 5 feet of it, the orc can move up to half its speed. This movement doesn't provoke opportunity attacks.

Orc Sorcerer

Medium humanoid (orc), chaotic evil

Armor Class 12 (15 with *mage armor)*
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Skills Arcana +4, Intimidation +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 5 (1,800 XP)

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

Spellcasting. The orc is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, minor illusion, poison spray*
1st level (4 slots): *mage armor, shield, thunderwave*
2nd level (3 slots): *Aganazzar's scorcher, scorching ray*
3rd level (3 slots): *fear, fireball*

Sorcery Points. The orc has 6 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When the orc rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. It must use the new rolls. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Quickened Spell: When the orc casts a spell that has a casting time of 1 action, the giant can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Spear. *Melee or Ranged Weapon Attack:* +5 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.

Orc Wardrummer

Medium humanoid (orc), chaotic evil

Armor Class 14 (studded leather)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

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

Skills Intimidation +5, Performance +5
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1 (200 XP)

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

War Drums. An ally that starts its turn within 60 feet of the orc and can hear the orc gains advantage on ability checks and saving throw rolls until the start of its next turn, provided the orc isn't incapacitated.

Actions

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

Rouse Ally. The orc targets one ally within 60 feet of it and can hear the orc. The target gains advantage on attack rolls until the start of its next turn.

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of this orc that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Incite Allies (1/Day). Up to three allies within 60 feet of the orc and can hear the orc can use its reaction to move up to half its speed and make one melee weapon attack.



Orc Wolf Shaman

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

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

Skills Intimidation +3, Perception 6, Nature +6
Senses darkvision 60 ft., passive Perception 16
Languages Common, Orc
Challenge 5 (1,800 XP)

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

Spellcasting. The orc is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, produce flame, thorn whip*
1st level (4 slots): *charm person, entangle, healing word*
2nd level (3 slots): *beast sense, heat metal, spike growth*
3rd level (3 slots): *call lightning, conjure animals (wolves), erupting earth, stinking cloud*
4th level (3 slots): *charm monster, confusion, greater invisibility, polymorph*
5th level (2 slots): *contagion, cloudkill, wrath of nature*
6th level (1 slot): *bones of the earth*

Nature's Fury. When the orc casts a druid spell, it can make one wolf claw attack as a bonus action.

Actions

Multiattack. The orc makes two wolf claw attacks.

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

Change Shape (Recharges after a Short or Long Rest). The orc magically polymorphs into a dire wolf, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. 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.

Wolf Shaman

The orc wolf shaman is a shapeshifting druid often seen wearing a dire wolf's skin as a cloak, with the dire wolf's head as its cowl. During melee combat, it uses its wolf claws, electrically-charged fist weapons fashioned to look like a dire wolf's claws, to rake its enemies with.

Witchblade

The orc witchblade is a powerful warlock hexblade. It serves its tribe as executioner and protects it from supernatural attacks and monsters. Despite the services it provides to its tribe, its brethren shuns the witchblade because of their superstitious nature. Thus, the witchblade is often a solitary creature.

Orc Witchblade

Medium humanoid (orc), chaotic evil

Armor Class 18 (breastplate, shield)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

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

Skills Arcana +4, Deception +6, Intimidation +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 6 (2,300 XP)

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

Spellcasting. The orc is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, infestation, mage hand, poison spray*
1st level-5th level (3 5th-level slots): *blink, blur, cone of cold, dimension door, dispel magic, elemental weapon, hellish rebuke, misty step, shield, staggering smite, wrathful smite*
1/day each: *circle of death*

Hexblade's Curse (Recharges after a Short or Long Rest). As a bonus action, the orc targets a creature it can see within 30 feet of it. The target is cursed for 1 minute. The curse ends early if the target dies, the orc dies, or it is incapacitated. Until the curse ends, the orc gains the following benefits:

- It deals an extra 3 damage on damage rolls against the cursed target.
- Any attack roll it makes against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, the orc regains 14 hit points.

Actions

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

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

Reactions

Armor of Hexes. When hit by an attack roll by a creature cursed by the orc's Hexblade's Curse, roll a d6. On a roll of 4 or higher, the attack instead misses the orc, regardless of its roll.

Otyughs

Lifeleech Otyugh

The lifeleech otyugh is a grotesque form of otyugh that has mutated through arcane means to become a subterranean guardian that can combat healing magic. The otyugh does this by feeding on the magical healing energy intended for a creature near it. In addition to this ability, the otyugh can attack with multiple tentacles.



Lifeleech Otyugh

Large aberration, neutral

Armor Class 14 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	7 (-2)	14 (+2)	7 (-2)

Saving Throws Con +7
Skills Perception +8, Stealth +6
Senses darkvision 120 ft., passive Perception 18
Languages Otyugh
Challenge 7 (2,900 XP)

Garbage Camouflage. The otyugh has advantage on Dexterity (Stealth) checks made to hide in garbage, offal, or sewer terrain.

Limited Telepathy. The otyugh can magically 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 five attacks. one with its bite and four with its tentacles. It can replace two of its tentacle attacks with tentacle slam.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 16 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.

Reactions

Lifeleech. When a creature within 30 feet of the otyugh is targeted by a spell that allows the creature to regain hit points, it instead targets the otyugh. If an otyugh regains hit points as a result of this, it gains advantage on all attack rolls and saving throws until the end of its next turn.

Neo-Otyugh

Huge aberration, neutral

Armor Class 15 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	23 (+6)	9 (-1)	16 (+3)	9 (-1)

Saving Throws Con +10
Skills Perception +11, Stealth +8
Senses darkvision 120 ft., passive Perception 21
Languages Common, Otyugh
Challenge 12 (8,400 XP)

Garbage Camouflage. The otyugh has advantage on Dexterity (Stealth) checks made to hide in garbage-filled or sewer terrain.

Limited Telepathy. The otyugh can magically 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.

Stench. Any creature that starts its turn within 10 feet of the otyugh must succeed on a DC 18 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the otyugh's Stench for 24 hours.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 +5) piercing damage. If the target is a creature, it must succeed on a DC 18 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:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 9 (2d8) piercing damage. If the target is Large or smaller, it is grappled (escape DC 15) 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 17 Constitution saving throw or take 19 (4d6 + 5) 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.

Reactions

Meat Shield. The otyugh uses its grappled victims as a shield against melee attacks. If the grappled creature is Medium or smaller, the otyugh adds 3 to its AC against one melee attack that would hit it. If the grappled creature is Large, the otyugh adds 5 to its AC against one melee attack that would hit it. If the attack misses the otyugh as a result, the melee attack instead hits the grappled creature. To do so, the otyugh must see the attacker and must be grappling with a creature.



Neo-Otyugh

The neo-otyugh is larger, more cunning, and very dangerous when compared to the normal otyugh. Its horrendous, foul-smelling bloated mass is nearly 15 feet in diameter.

Meat Shield. After it has successfully grappled a victim caught by its tentacle, the neo-otyugh can use it as a shield against an impending melee hit. This results in the attack hitting the victim instead of the otyugh.

Owlbears

Dire Owlbear

The dire owlbear is a monstrous version of the owlbear. It is so strong that it can savagely knock a huge creature down with its powerful rending claws.

Dire Owlbear

Huge monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	21 (+5)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages ----
Challenge 8 (3,900 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The owlbear makes three attacks: two with its claws and one with its beak. If both claw attacks hit a Huge or smaller creature, the target takes an extra 9 (2d8) slashing damage and must succeed on a DC 18 Strength saving throw or be knocked prone.

Beak. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.



Great Horned Owlbear

The great horned owlbear can unleash an ear-shattering screech that momentarily stuns its victims, providing it with an opening to attack.

Ironfeather Owlbear

The ironfeather owlbear has razor sharp, iron-like feathers that protects the creature like heavy armor. It can unfurl its wings and use them like cleaving axes and hurl loose feathers like knives against its prey.

Winterclaw Owlbear

Found only in arctic areas, the winterclaw owlbear is a creature that projects a deadly frost aura. It can also unleash an icy breath that can freeze its victims to death.

Great Horned Owlbear

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages ---
Challenge 4 (1,100 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Stunning Screech (Recharge 5-6). As a bonus action, the owlbear emits a shrill, earsplitting screech. Each creature within 20 feet of the owlbear and able to hear the screech succeed on a DC 13 Constitution saving throw or be stunned until the end of its next turn.

Actions

Multiattack. The owlbear uses Stunning Screech. It then makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Ironfeather Owlbear

Large monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages ---
Challenge 6 (2,300 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. It can use its Wing Cleave in place of its claws.

Beak. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Wing Cleave (Recharge 4-6). The owlbear unfurls and swipes its swings around, and every creature within 10 feet of it must succeed on a DC 17 Dexterity saving throw. On a failed save, a creature takes 17 (2d10 + 6) slashing damage. On a successful save, the creature takes half as much damage.

Ironfeather Spray (Recharge 5-6). The owlbear flings razor-sharp feathers in a 30-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw, taking 28 (4d10 + 6) slashing damage on a failed save, or half as much damage on a successful one.

Winterclaw Owlbear

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages ---
Challenge 5 (1,800 XP)

Aura of Chilling Frost. A creature that starts its turn within 10 feet of the owlbear takes 7 (2d6) cold damage and can't use reactions until the end of the owlbear's next turn.

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:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 3 (1d6) cold damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage plus 7 (2d6) cold damage.

Cold Breath (Recharge 5-6). The owlbear breathes cold in a 15-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw, taking 28 (8d6) cold damage on a failed save, or half as much damage on a successful one.

Perytons

Alpha

The peryton alpha is the master of its flock and leads them in their hunt for humanoid flesh and hearts. It is more cunning than the usual peryton.

Dire Peryton

This oversized, extremely rare peryton is normally solitary, and preys on not just humanoids, but large humanoids as well.



Peryton Alpha

Medium monstrosity, chaotic evil

Armor Class 13 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 20 ft., fly 60 ft.

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

Skills Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses passive Perception 16
Languages understands Common and Elvish but can't speak
Challenge 4 (1,100 XP)

Dive Attack. If the peryton is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

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

Keen Sight and Smell. The peryton has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Packmaster. A peryton ally that starts its turn within 30 feet of this peryton and that can see and hear this peryton gains Pack Tactics until the start of its next turn, provided this peryton isn't incapacitated.

Actions

Multiattack. The peryton makes one gore attack and one talon attack.

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

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

Dire Peryton

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	9 (-1)	14 (+2)	10 (+0)

Skills Perception +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Senses passive Perception 18
Languages understands Common and Elvish but can't speak
Challenge 5 (1,800 XP)

Dive Attack. If the peryton is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 13 (3d8) damage to the target. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

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

Keen Sight and Smell. The peryton has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The peryton makes one gore attack and one talon attack.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (4d4 + 5) piercing damage.

Pixies

Court Trickster

This pixie functions as a bard in the pixie nobility. It recites poems, sings songs, and indulges in witty banter with like-minded pixie. As with all pixies, it is opposed to violence but can defend itself and its kin with spells and other tricks.

Pixie Queen

The pixie queen is the benevolent ruler of all pixies in her territory. She will help adventurers if it furthers the cause of good but will always prioritize a non-violent resolution in any conflict. If pressed, or must save her kind, she can unleash an array of warlock spells to thwart her foes and buy enough time for her and her pixies to escape.

Pixie Court Trickster

Tiny fey, neutral good

Armor Class 15
Hit Points 17 (7d4)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	10 (+0)	10 (+0)	14 (+2)	19 (+4)

Skills Perception +4, Performance +8, Stealth +9
Senses passive Perception 14
Languages Sylvan
Challenge 1 (200 XP)

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

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 14). The pixie can innately cast the following spells, without providing material components:

At will: *druidcraft*
1/day each: *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, polymorph, sleep*

Spellcasting. The pixie is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, minor illusion, vicious mockery*
1st level (4 slots): *charm person, dissonant whispers, silent image, thunderwave*
2nd level (3 slots): *enthrall, hold person, suggestion*
3rd level (3 slots): *catnap, enemies abound, major image*
4th level (1 slot): *charm monster*

Actions

Superior Invisibility. The pixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

Reactions

Distracting Taunt (3/Day). The pixie magically imposes disadvantage to a creature's attack roll, ability check, or saving throw. To do so, the creature must be within 30 feet of the pixie and must be visible and be able to hear to the pixie.

Pixie Queen

Tiny fey, neutral good

Armor Class 16
Hit Points 52 (15d4 + 15)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	22 (+6)	12 (+1)	10 (+0)	14 (+2)	21 (+5)

Saving Throws Dex +8, Wis +4, Cha +7
Skills Perception +4, Performance +7, Stealth +10
Senses passive Perception 14
Languages Sylvan
Challenge 4 (1,100 XP)

Agonizing Blast. When the pixie casts *eldritch blast*, she adds her Charisma modifier to the damage it deals on a hit.

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 15). The pixie can innately cast the following spells, without providing material components:

At will: *druidcraft*
1/day each: *confusion, conjure fey, dancing lights, detect evil and good, detect thoughts, dispel magic, dominate monster, entangle, fly, phantasmal force, plane shift, polymorph, sleep*

Spellcasting. The pixie is an 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *blade ward, eldritch blast, friends, mage hand, minor illusion, prestidigation, vicious mockery*
1st level-5th level (3 5th-level slots): *armor of agathys, blink, charm monster, dimension door, dominate beast, dominate person, enemies abound, faerie fire, greater invisibility, hold monster, misty step, seeming*

Actions

Superior Invisibility. The pixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the pixie turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.



Purple Worms

Purple Worm Hatchling

The purple worm larva is more commonly encountered than its bigger versions, as it tends to attack easy prey such as livestock and beasts of burden. Due to its size, it is only able to swallow small creatures.

Young Purple Worm

Despite being a young purple worm, this specimen is still big enough to cause tremendous harm to the local population.

Young Purple Worm

Huge monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 115 (11d12 + 44)
Speed 40 ft., burrow 25 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	18 (+4)	1 (-5)	8 (-1)	4 (-3)

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9
Languages ---
Challenge 8 (3,900 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

Actions

Multiattack. The worm makes two attacks: one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 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 14 (4d6) acid damage at the start of each of the worm's turns.

If the worm takes 20 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 14 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 5 feet of movement, exiting prone.

Tail Stinger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Purple Worm Hatchling

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	14 (+2)	1 (-5)	8 (-1)	4 (-3)

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9
Languages ---
Challenge 3 (700 XP)

Actions

Multiattack. The worm makes two attacks: one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. If the target is a Small or smaller creature, it must succeed on a DC 12 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 7 (2d6) acid damage at the start of each of the worm's turns.

If the worm takes 10 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 12 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 5 feet of movement, exiting prone.

Tail Stinger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.



Quaggoths



Alpha

The quaggoth alpha is the leader of its pack. It is normally the largest male of its group. In combat, it can unleash a psychic battle cry that enhances its allies' fighting prowess momentarily.

Thonot

The quaggoth thonot are psionic healers who provide support for a quaggoth war party.

Quaggoth Alpha

Medium humanoid (quaggoth), chaotic neutral

Armor Class 13 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	8 (-1)	14 (+2)	9 (-1)

Skills Athletics +7
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Undercommon
Challenge 5 (1,800 XP)

Reckless. At the start of its turn, the quaggoth 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.

Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

Battle Roar (Recharges after a Short or Long Rest). As a bonus action, the quaggoth unleashes a battle cry infused with psychic energy. Up to ten other creatures of its choice within 60 feet of it that can hear it gain advantage on attack rolls and deals an extra 7 (2d6) psychic damage to any target it hits with a melee attack until the start of the quaggoth's next turn.

Actions

Multiattack. The quaggoth makes two maul attacks.

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

Quaggoth Thonot

Medium humanoid (quaggoth), chaotic neutral

Armor Class 13 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	6 (-2)	14 (+2)	7 (-2)

Skills Athletics +5
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Undercommon
Challenge 3 (700 XP)

Innate Spellcasting (Psionics). The quaggoth's innate spellcasting ability is Wisdom (spell save DC 12). The quaggoth can innately cast the following spells, without providing material components:

At will: *feather fall, mage hand* (the hand is invisible)
1/day each: *cure wounds, enlarge/reduce, heat metal, mirror image*

Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

Actions

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6 + 3) bludgeoning damage plus 7 (2d6) psychic damage.

Rakshasa



Ak'chazar

These rakshasa have white tiger fur and appear gaunt and thinner than the the usual rakshasa. Instead of enchantments and illusions, the ak'chazar specialized in necromancy. They animate and control the undead, letting them do all the dirty deeds they want done while they stay secretly behind the scenes, their presence unknown to their victims.

Rakshasa Ak'chazar

Medium fiend, lawful evil

Armor Class 16 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 40 ft.

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

Skills Arcana +7, Deception +10, Insight +8
Damage Vulnerabilities piercing from magic weapons wielded by good creatures
Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal
Challenge 15 (13,000 XP)

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

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, without providing material components:

At will: *detect thoughts, disguise self, mage hand, toll the dead*
3/day each: *animate dead, blindness/deafness, contagion, create undead, detect magic, enervation, ray of enfeeblement*
1/day each: *Abi-Dalzim's horrid wilting, finger of death, harm, magic jar*

Actions

Multiattack. The rakshasa uses Command Undead. It then makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus (7) 2d6 necrotic damage, and the target is cursed if it is a creature. The cursed target is unable to regain hit points. The curse lasts until it is lifted by a remove curse spell or similar magic.

Command Undead. The rakshasa targets one undead ally it can see within 30 feet of it and gives it a telepathic command. If the target is not incapacitated, the target can use its reaction to move up to half its speed and make one weapon attack.

Pain Wave (Recharges 5-6). The rakshasa magically emits nerve-wracking negative energy. Each creature within 20 feet of the rakshasa must succeed on a DC 18 Constitution saving throw. On a failed save, the target takes 36 (8d8) necrotic damage and is stunned until the end of the rakshasa's next turn. On a successful save, the target takes half as much damage and isn't stunned.



Naztharune

Appearing as a black-furred tiger, the naztharune are agile and stealthy rogue warriors that specialize in assassination. Unlike the typical rakshasa that prefers to work behind the scenes, the naztharune gets its hands, or paws, dirty.

Master Assassins. They may not have the same level of arcane ability as their brethren, but they hardly need it as they are almost invisible when they operate. Masters of stealth that can wink in and out of the darkness, the naztharune is a perfect killer. Its mark never sees it coming.

Rakshasa Naztharune

Medium fiend, lawful evil

Armor Class 17 (natural armor)
Hit Points 110 (13d8 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	18 (+4)	14 (+2)	16 (+3)	20 (+5)

Skills Deception +10, Insight +8, Stealth +14
Damage Vulnerabilities piercing from magic weapons wielded by good creatures
Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal
Challenge 15 (13,000 XP)

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

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

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

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). The rakshasa can innately cast the following spells, without providing material components:

At will: *detect thoughts, disguise self, mage hand*

3/day each: *detect magic, invisibility, shadow blade*

Shadow Stealth. While in dim light or darkness, the rakshasa can take the Hide action as a bonus action.

Shadow Step. While in dim light or darkness, the rakshasa can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Sneak Attack (1/Turn). The rakshasa 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 rakshasa that isn't incapacitated and the rakshasa doesn't have disadvantage on the attack roll.

Actions

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

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) 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.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one creature. *Hit:* 8 (1d8 + 4) 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.

Maharajah

The rakshasa maharajah is an ancient and powerful fiend that sees itself as the ultimate overlord and brilliant mastermind of any organization, the grand manipulator and genius schemer that nobody is aware of. Even those that work directly with it may not know of its true nature.

Agent of Asmodeus. For important campaigns into the material plane where a more subtle and indirect approach is required, the archdevil Asmodeus sends a rakshasa maharajah to organize and undertake it.

In combat, the rakshasa maharajah can be a terrifying creature to face, with its array of abilities and spells that can confuse, mislead, and bend a foe's will to do its bidding. Its mere touch can drive a creature senseless.



Rakshasa Maharajah

Medium fiend, lawful evil

Armor Class 16 (natural armor)
Hit Points 153 (18d8 + 72)
Speed 40 ft.

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

Skills Deception +11, Insight +9, Religion +8
Damage Vulnerabilities piercing from magic weapons wielded by good creatures
Damage Immunities bludgeoning, piercing, and slashing from non magical weapons
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal
Challenge 19 (22,000 XP)

Aura of Misdirection. Whenever a creature that is within 30 feet of the rakshasa targets the rakshasa with an attack, spell, or other ability, it must succeed on a DC 19 Intelligence saving throw, unless the rakshasa is incapacitated. On a failed save, the affected creature regards every creature it can see, other than the rakshasa, as enemies until the start of its next turn. It then chooses another target at random from among the enemies it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to. If a creature's saving throw is successful, the creature is immune to the rakshasa's Aura of Misdirection for the next 24 hours.

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

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

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The rakshasa can innately cast the following spells, without providing material components:

At will: *detect thoughts, disguise self, mage hand, minor illusion*
3/day each: *blur, charm person, detect magic, dissonant whispers, fly, invisibility, major image, mirror image, suggestion*
1/day each: *dominate person, mislead, plane shift, psychic scream, synaptic static, true seeing, weird*

Actions

Multiattack. The rakshasa makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 14 (4d6) psychic damage, and the target's Intelligence score is reduced by 1d6. The target is stunned if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a short or long rest or if a *Greater Restoration* or similar spell is cast on it.

Word of Discord (Recharge 5-6). Each creature within 60 feet of the rakshasa and can hear the rakshasa must succeed on a DC 19 Charisma saving throw, or take 32 (6d8 + 5) psychic damage and must use its reaction to make a melee weapon attack against one creature of the rakshasa's choice that the rakshasa can see. Constructs and undead are immune to this effect.

Legendary Actions

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

Claw. The rakshasa makes a claw attack.
Move. The rakshasa moves up to half its speed without provoking opportunity attacks.
Cast a Spell (Costs 2 Actions). The rakshasa casts a spell from its list of innate spells, using a spell slot as normal.



Zakya

Zakya rakshasa are probably the least machiavellan and subtle of all rakshasa types. They see themselves as elite warriors that supplement their impressive martial abilities with their spells.

Rakshasa Zakya

Medium fiend, lawful evil

Armor Class 18 (scale mail, shield)
Hit Points 123 (13d8 + 65)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	11 (+0)	14 (+2)	18 (+4)

Skills Athletics +9, Deception +9, Insight +7
Damage Vulnerabilities piercing from magic weapons wielded by good creatures
Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 12
Languages Common, Infernal
Challenge 14 (11,500 XP)

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

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The rakshasa can innately cast the following spells, without providing material components:

At will: *chill touch, true strike*
3/day each: *vampiric touch*

Actions

Multiattack. The rakshasa makes three melee attacks or three ranged attacks.

Longsword. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 9 (2d8) necrotic damage.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) bludgeoning damage plus 9 (2d8) necrotic damage. If the target is Large or smaller, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a remove curse spell or similar magic.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Reactions

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

Remorhaz

Ancient Remorhaz

The rare ancient remorhaz is a monstrous creature that spends most of its time hibernating, active only for a few weeks to hunt for prey before returning to sleep. However, those few weeks can spell disaster to any established community and natural ecosystem within its territory, as the ancient remorhaz is as voracious as its younger cousins. In fact, younger remorhaz stay clear from the ancient one, as they are still considered food to it.

Ancient Remorhaz

Gargantuan monstrosity, unaligned

Armor Class 20 (natural armor)
Hit Points 402 (23d20 + 161)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	25 (+7)	5 (-3)	10 (+0)	6 (-2)

Damage Immunities cold, fire
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages ---
Challenge 19 (22,000 XP)

Burst Forth (Recharges after a Short or Long Rest). As a bonus action, the remorhaz breaks through solid ground or wall, showering the area with debris. Each creature within 20 feet of the remorhaz must succeed on a DC 23 Strength saving throw, taking 33 (7d6 + 9) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 14 (4d6) fire damage.

Actions

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 58 (9d10 + 9) piercing damage plus 14 (4d6) fire damage. If the target is a creature, it is grappled (escape DC 19). 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 Large 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 28 (8d6) acid damage at the start of each of the remorhaz's turns. If the remorhaz takes 40 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 17 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 20 feet of movement, exiting prone.





Revenant

Avenger

When a paladin dies after being betrayed, and its quest left unfulfilled, it can sometimes rise as a revenant avenger. Unlike the standard revenant, the avenger retains its skills as a paladin.

Revenant Avenger

Medium undead, neutral

Armor Class 18 (plate)
Hit Points 153 (18d8+72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Str +8, Con +8, Wis +7, Cha +8
Damage Resistances necrotic, psychic
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, stunned
Senses darkvision 60 ft., passive Perception 13
Languages any languages it knew in life
Challenge 10 (5,900 XP)

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

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another humanoid corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a wish spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The revenant is immune to effects that turn undead.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

Smite (1/Turn). As a bonus action, when the revenant hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 2d8 radiant or necrotic damage to the target. If the revenant expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st (maximum 5d8).

Spellcasting. The revenant is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *bane, hunter's mark, wrathful smite*
2nd level (3 slots): *branding smite, hold person, misty step*
3rd level (2 slots): *blinding smite, haste*

Actions

Multiattack. The revenant makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 18 (4d6 + 4) damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) slashing damage.

Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 16 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

Reactions

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

Roc

Young Roc

Adventurers are probably going to encounter young rocs more often than an adult roc, as the younger ones are more likely to attack medium-sized smaller prey, as well as steeds, beasts of burden, and livestock.



Young Roc

Huge monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 114 (12d12 + 36)
Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	16 (+3)	3 (-4)	10 (+0)	8 (-2)

Saving Throws Dex +3, Con +6, Wis +3
Skills Perception +3
Senses passive Perception 13
Languages ----
Challenge 5 (1,800 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:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

Talons. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage, slashing damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

Ropers



Ancient Roper

Very rarely do ropers live to become ancient ropers, as they have a lot of competition in the Underdark. But those that live to reach that age can be very frightening. They are larger and more cunning, have become more resistant to magic, and can attack with more tendrils than the younger roper.

Ancient Roper

Huge monstrosity, neutral evil

Armor Class 21 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	21 (+5)	8 (-1)	18 (+4)	6 (-2)

Saving Throws Str +10, Con +9, Wis +8
Skills Perception +8, Stealth +7
Senses darkvision 60 ft., passive Perception 18
Languages —
Challenge 11 (7,200 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 21; 20 hit points). Destroying a tendril deals no damage to the roper, but reduces its number of tendrils. A tendril can also be broken if a creature takes an action and succeeds on a DC 17 Strength check against it. A lost tendril regrows after 24 hours.

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

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 six attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 33 (6d8 + 6) piercing damage.

Tendril. *Melee Weapon Attack:* +10 to hit, reach 60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage and the target is grappled (escape DC 16). Until the grapple ends, the target is restrained, has disadvantage on Strength checks and Strength saving throws, and takes 5 (1d4 + 3) bludgeoning damage at the start of each of the roper's turns, and the roper can't use the same tendril on another target.

Reel. The roper pulls each creature grappled by it up to 30 feet straight toward it.

Urophion

Large aberration, lawful 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)	16 (+3)	16 (+3)	14 (+2)

Saving Throws Con +7, Int +7, Wis +7, Cha +6
Skills Perception +7, Stealth +7
Senses darkvision 60 ft., passive Perception 14
Languages ---
Challenge 9 (5,000 XP)

False Appearance. While the urophion remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The urophion can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points). Destroying a tendril deals no damage to the urophion, but reduces its number of tendrils. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it. A lost tendril regrows after 24 hours.

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

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

Innate Spellcasting (Psionics). The urophion's innate spellcasting ability is Intelligence (spell save DC 15). The urophion can innately cast the following spells, without providing material components:

At will: *detect thoughts, suggestion*

Actions

Multiattack. The urophion makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

Tendril. *Melee Weapon Attack:* +8 to hit, reach 50 ft., one target. *Hit:* 5 (1d4 + 3) psychic damage and the target is grappled (escape DC 14) and must succeed on a DC 15 Intelligence saving throw or be stunned until the end of the urophion's next turn. Until this grapple ends, the urophion can automatically hit the target with its tendril, and the roper can't make the same tendril attack other targets.

Extract Brain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one incapacitated humanoid grappled by the urophion. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the urophion kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The urophion magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 21 (4d8 + 3) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reel. The urophion pulls each creature grappled by it up to 30 feet straight toward it.

Urophion

When a roper is infected with an illithid tadpole, it transforms into a urophion. They are created by the mind flayers to serve as guards.

A urophion sees itself as intelligent equals to the mind flayer, but are treated as social outcasts and are usually shunned and ignored by other illithids. This may cause some urophion to become insane. Others may escape their servitude, and wander off into the Underdark. If they encounter an intelligent creature, they may not automatically be hostile, as it longs to have a decent conversation. That is, until it begins to crave its brain.



Rust Monster

Dire Rust Monster

Of the most feared creatures a group of adventurers will ever face, the dire rust monster is probably one of the few they will dread the most.

Unlike the more common rust monster, the dire rust monster has the ability to corrode magical metal, such as weapons and armor. In fact, it prefers and relishes such items as it has a more unique taste than the common nonmagical metal.



Dire Rust Monster

Large monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	3 (-4)	14 (+2)	7 (-2)

Senses darkvision 60 ft., passive Perception 12
Languages ----
Challenge 3 (700 XP)

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical 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.

When a creature hits the rust monster with a magical weapon made of metal and deals damage, it must succeed on a DC 13 Wisdom saving throw with advantage on the roll. On a failed save, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Ammunition made of metal that hits the rust monster is destroyed after dealing damage.

Actions

Multiattack. The rust monster attacks twice, one with its bite and one with its antennae.

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

Antennae. The rust monster corrodes a 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 13 Dexterity saving throw to avoid the rust monster's touch. If the object is magical, the creature has advantage on the saving throw.

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 shield 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.

Sahuagin

Presented in this section are various archetypes of sahuagin. They are the following: champion of Sekolah, harpooner, high priestess, hunter, reaver, sea witch, and storm sorceress.



Sahuagin Champion of Sekolah

Large humanoid (sahuagin), lawful evil

Armor Class 16 (breastplate)
Hit Points 102 (12d8 + 48)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Str +8, Con +7, Wis +4
Skills Athletics +8, Perception +7, Religion +4
Senses darkvision 120 ft., passive Perception 17
Languages Sahuagin
Challenge 7 (2,900 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 he needs to be submerged at least once every 4 hours to avoid suffocating.

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

Smite (1/Turn). As a bonus action, when the sahuagin hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 2d8 necrotic damage to the target. If the sahuagin expends a spell slot of 2nd level or higher, the extra necrotic damage increases by 1d8 for each level above 1st (maximum 5d8).

Spellcasting. The sahuagin is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *bane, hunter's mark, wrathful smite*
2nd level (3 slots): *branding smite, hold person, misty step*
3rd level (2 slots): *blinding smite, haste*

Indomitable (2/Day). The sahuagin rerolls a failed saving throw. It must use the new roll.

Actions

Multiattack. The sahuagin makes three attacks: one with his bite and two with his claws or trident.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 +5) piercing damage if used with two hands to make a melee attack.

Sahuagin Harpooner

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+ 2)	12 (+1)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5
Senses darkvision 120 ft., passive Perception 15
Languages Sahuagin
Challenge 1 (200 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 he needs to be submerged at least once every 4 hours to avoid suffocating.

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

Actions

Multiattack. The sahuagin makes two attacks: one with its bite and one with its claws or harpoon.

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

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

Harpoon. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it must succeed on a Strength contest against the sahuagin or be pulled up to 15 feet toward the sahuagin.



Sahuagin High Priestess

Medium humanoid (sahuagin), lawful evil

Armor Class 13 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 30 ft., swim 40 ft.

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

Skills Perception +9, Religion +7
Senses darkvision 120 ft., passive Perception 19
Languages Sahuagin
Challenge 5 (1,800 XP)

Aura of Exsanguination. At the start of each of the sahuagin's turns, each creature of its choice that doesn't have all its hit points within 10 feet of the sahuagin must succeed on a DC 13 Constitution saving throw or take 10 (3d6) damage, provided that the sahuagin isn't incapacitated. Constructs, elementals, and undead are immune to this effect.

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 he needs to be submerged at least once every 4 hours to avoid suffocating.

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

Spellcasting. The sahuagin is a 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *mending, poison spray, sacred flame, thaumaturgy*
1st level (4 slots): *bless, detect magic, divine favor, guiding bolt, shield of faith*
2nd level (3 slots): *blindness/deafness, hold person, magic weapon, silence, spiritual weapon (trident)*
3rd level (3 slots): *crusader's mantle, dispel magic, mass healing word, spirit guardians, tongues*
4th level (3 slots): *banishment, control water, freedom of movement, guardian of faith, locate creature*
5th level (2 slots): *dispel evil/good, hold monster, mass cure wounds*
6th level (1 slot): *harm, heroes' feast*

Actions

Multiattack. The sahuagin makes two attacks: one with her bite and one with her claws or trident.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +4 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.



Sahuagin Hunter

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5, Survival +3
Senses darkvision 120 ft., passive Perception 15
Languages Sahuagin
Challenge 2 (450 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 he needs to be submerged at least once every 4 hours to avoid suffocating.

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

Stealthy. On each of its turns, the sahuagin can use a bonus action to take the Hide action.

Slay Foe (1/Turn). The sahuagin deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Multiattack. The sahuagin makes two attacks: one with its bite and one with its claws or spear.

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

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

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

Sahuagin Reaver

Medium humanoid (sahuagin), lawful evil

Armor Class 13 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+ 1)	15 (+2)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5, Stealth +4
Senses darkvision 120 ft., passive Perception 15
Languages Sahuagin
Challenge 2 (450 XP)

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

Cunning Action. The sahuagin can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

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

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

Sneak Attack (1/Turn). The sahuagin 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 sahuagin that isn't incapacitated and the sahuagin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The sahuagin makes two attacks: one with its bite and one with its claws or javelin.

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

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

Sahuagin Sea Witch

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)
Hit Points 60 (11d8 + 11)
Speed 30 ft., swim 40 ft.

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

Skills Arcana +4, Perception +7
Senses darkvision 120 ft., passive Perception 17
Languages Sahuagin
Challenge 6 (2,300 XP)

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

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

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

Spellcasting. The sahuagin is an 11th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains her expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

Cantrips (at will): *eldritch blast, guidance, mage hand, minor illusion*
1st level-5th level (3 5th-level slots): *charm monster, detect thoughts, dissonant whispers, dominate person, enervation, Evard's black tentacles, greater invisibility, hold monster, misty step, phantasmal force, synaptic static*
1/day: *circle of death*

Whispering Aura. At the start of each of the sahuagin's turns, each creature of her choice within 5 feet of her must succeed on a DC 14 Wisdom saving throw or take 10 (3d6) psychic damage, provided that the sahuagin isn't incapacitated.

Actions

Multiattack. The sahuagin makes two attacks: one with her bite and one with her claws or spear.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 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, plus 10 (3d6) psychic damage.

Sahuagin Storm Sorceress

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor, 15 with *mage armor*)
Hit Points 66 (12d8 + 12)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	13 (+1)	13 (+1)	18 (+4)

Skills Arcana +4, Perception +7
Senses darkvision 120 ft., passive Perception 17
Languages Sahuagin
Challenge 7 (2,900 XP)

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

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

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

Heart of the Storm. Whenever the sahuagin casts a spell other than a cantrip that deals lightning or thunder damage, a stormy aura surrounds it. In addition to the spell's effects, creatures of its choice within 10 feet of it take 10 (3d6) lightning or thunder damage (sahuagin' choice).

Spellcasting. The sahuagin is an 11th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She has the following sorcerer spells prepared:

Cantrips (at will): *mage hand, blade ward, ray of frost, shape water*
1st level (4 slots): *mage armor, thunderwave*
2nd level (3 slots): *gust of wind, misty step, shatter*
3rd level (3 slots): *lightning bolt, tidal wave*
4th level (3 slot): *ice storm, storm sphere*
5th level (2 slot): *control winds, synaptic static*
6th level (1 slot): *chain lightning*

Sorcery Points. The sahuagin has 11 sorcery points. She can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the sahuagin casts a spell that forces a creature to make a saving throw to resist the spell's effects, she can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the sahuagin casts a spell that has a casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Multiattack. The sahuagin makes two attacks: one with her bite and one with her claws or trident.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +4 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, plus 10 (3d6) lightning damage.

Salamanders

Captain

A salamander captain trains flamebrothers to become warriors. It is usually encountered as part of a guard patrol.

Flamebrother

When a fire snake first matures into a salamander form, it becomes a flamebrother. It resembles a salamander adult, but half its normal size. It is at this age that they begin their training as warriors and they often serve as guards.



Salamander Captain

Large elemental, neutral evil

Armor Class 15 (natural armor)
Hit Points 97 (13d10 + 26)
Speed 30 ft.

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

Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 11
Languages Ignan
Challenge 6 (2,300 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).

Distracting Strike (1/Turn). When the salamander hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the salamander has advantage if the attack is made before the start of the salamander's next turn.

Actions

Multiattack. The salamander makes two attacks: one with its spear and one with its tail. It can use Maneuver Allies in place of one attack.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 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.

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of this salamander that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Reactions

Command Retaliation. In response to a creature missing the salamander with a melee attack and the attacker is visible to the salamander, it can target an ally within 5 feet of the creature. If the ally can see and hear the salamander, it uses its reaction to make one melee weapon attack against the creature with advantage on the attack roll.

Salamander Flamebrother

Medium elemental, neutral evil

Armor Class 15 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	9 (-1)	10 (+0)	10 (+0)

Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 10
Languages Ignan
Challenge 3 (700 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

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

Actions

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

Spear. *Melee or Ranged Weapon Attack:* +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, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) 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.

Noble

The salamander nobles are the elite of the salamander society. They are the natural leaders of the salamanders and rule like cruel tyrants. They are more cunning and intelligent and even have arcane abilities, setting them far apart from the common salamander.



Salamander Noble

Large elemental, neutral evil

Armor Class 16 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	18 (+4)

Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 11
Languages Ignan
Challenge 9 (5,000 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 7 (2d6) fire damage on a hit (included in the attack).

Innate Spellcasting. The salamander's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The salamander can innately cast the following spells, without providing material components:

At will: *fire bolt, mage hand*
3/day each: *burning hands, fireball, flaming sphere*
1/day each: *conjure elemental (fire), dispel magic, wall of fire*

Actions

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

Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) fire damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) 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.

Satyrs



Beguiler

The satyr beguiler is a warlock of the fey. They often operate as mercenaries, and though not evil, are unscrupulous enough to work with hags and oni as long as they are paid.

Trickster

The mischievous satyr trickster is a bard. It loves to pull pranks on unsuspecting victims, such as adventurers. It is susceptible to flattery, however, and will indulge itself in conversations about the arts, especially if it can find an opportunity to recite poetry or sing songs, especially the erotic ones.

Satyr Beguiler

Medium fey, chaotic neutral

Armor Class 15 (studded leather)
Hit Points 60 (11d8 + 11)
Speed 40 ft.

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

Skills Perception +2, Performance +7, Stealth +5
Senses passive Perception 12
Languages Common, Elvish, Sylvan
Challenge 4 (1,100 XP)

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

Spellcasting. The satyr is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *dancing lights, eldritch blast, friends, mage hand, minor illusion, prestidigation, vicious mockery*
1st level-5th level (3 5th-level slots): *blink, charm person, crown of madness, dimension door, dispel magic, fear, hold monster, misty step, phantasmal force, seeming, synaptic static*
1/day: *mental prison*

Actions

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

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

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

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the satyr turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

Satyr Trickster

Medium fey, chaotic neutral

Armor Class 15 (studded leather)
Hit Points 40 (9d8)
Speed 40 ft.

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

Skills Perception +2, Performance +7, Stealth +5
Senses passive Perception 12
Languages Common, Elvish, Sylvan
Challenge 3 (700 XP)

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

Spellcasting. The satyr is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13). It has the following bard spells prepared:

Cantrips (at will): *mage hand, minor illusion, vicious mockery*
1st level (4 slots): *charm person, dissonant whispers, silent image, sleep*
2nd level (3 slots): *enthrall, hold person, suggestion*
3rd level (3 slots): *catnap, enemies abound, major image*
4th level (3 slot): *charm monster, greater invisibility*
5th level (1 slot): *mislead*

Actions

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

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

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

Reactions

Distracting Taunt (3/Day). The satyr magically imposes disadvantage to a creature's attack roll, ability check, or saving throw. To do so, the creature must be within 30 feet of the satyr and must be visible and be able to hear to the satyr.

Scarecrow



Eldritch Scarecrow

The scarecrow is normally created by its animator after it has summoned and bound an evil spirit to it. But on very rare occasions, the evil spirit summoned is that of a restless and vengeful warlock or hag. As soon as it is bound to the scarecrow, it becomes an eldritch scarecrow, and it is free to do its will. The first thing it normally does is destroy its animator. If the animator is stronger, it will bide its time, acting as a normal scarecrow, until it has the upper hand. As soon as the eldritch scarecrow is free, it sets out and plans its revenge on those that have slain it.

Eldritch Scarecrow

Medium construct, chaotic evil

Armor Class 11
Hit Points 66 (12d8 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	12 (+1)	12 (+1)	16 (+3)

Skills Arcana +4, Deception +6, Perception +4
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious
Senses passive Perception 14
Languages any languages it knew in life
Challenge 6 (2,300 XP)

Agonizing Blast. When the scarecrow casts *eldritch blast*, it adds its Charisma modifier to the damage it deals on a hit.

False Appearance. While the scarecrow remains motionless , it is indistinguishable from an ordinary, inanimate scarecrow.

Spellcasting. The scarecrow is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, guidance, mage hand, minor illusion*
1st level-5th level (3 5th-level slots): *blight, detect thoughts, dissonant whispers, enervation, Evard's black tentacles, fear, greater invisibility, hold monster, misty step, phantasmal force, synaptic static*
1/day: *circle of death*

Whispering Aura. At the start of each of the scarecrow's turns, each creature of its choice within 5 feet of it must succeed on a DC 14 Wisdom saving throw or take 10 (3d6) psychic damage, provided that the scarecrow isn't incapacitated.

Actions

Multiattack. The scarecrow makes two claw attacks and uses Horrifying Glare.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage. If the target is a creature, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of the scarecrow's next turn.

Horrifying Glare. The scarecrow targets one creature it can see within 30 feet of it. If the target can see the scarecrow, the target must succeed on a DC 14 Wisdom saving throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed. If the saving throw fails by 5 or more, the creature's hit points drop to 0.

Shadow



Greater Shadow

A greater shadow is a malevolent and advanced version of the standard shadow, having slain hundreds of victims over the centuries of its existence. It is often encountered leading a pack of shadows.

Greater Shadow

Large undead, chaotic evil

Armor Class 13
Hit Points 51 (6d10 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	17 (+3)	8 (-1)	12 (+1)	10 (+0)

Skills Stealth +5 (+7 in dim light or darkness)
Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened , grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 4 (1,100 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.

Shadow Step. While in dim light or darkness, the shadow can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage, and the target's Strength score is reduced by 1d6. 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 humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.



Shambling Mound

Ancient

A shambling mound left unchecked will consume everything around it and eventually grow into an ancient shambler, a huge, monstrous version of the shambling mound.

Zuggtmoy-Touched

Zuggtmoy will sometimes instill her essence into a shambling mound, thus infecting it with her spores. This monster turns evil, and its natural impulse is to find creatures to infect it with its spores and poison.

Ancient Shambling Mound

Huge plant, unaligned

Armor Class 17 (natural armor)
Hit Points 276 (24d12 + 120)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	5 (-3)	12 (+1)	5 (-3)

Skills Stealth +3
Damage Resistances cold, fire
Damage Immunities lightning
Condition Immunities blinded, deafened, exhaustion
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages —
Challenge 12 (8,400 XP)

Lightning 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 17), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) 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 17 Constitution saving throw at the start of each of the mound's turns or take 19 (3d8 + 6) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have up to two creatures engulfed at a time.

Zuggtmoy-Touched Shambling Mound

Large plant, neutral evil

Armor Class 16 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	5 (-3)	12 (+1)	5 (+3)

Skills Stealth +3
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 9 (5,000 XP)

Death Burst. The shambling mound explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 28 (8d6) poison damage and become infected with a disease on a failed save. Creatures immune to the poisoned condition are immune to this disease.

Spores invade an infected creature's system, killing the creature in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it sprouts 2d4 Tiny gas spores that grow to full size in 7 days.

Lightning 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 17), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 4 (1d8) poison 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 17 Constitution saving throw at the start of each of the mound's turns or take 14 (2d8 + 5) bludgeoning damage plus 4 (1d8) poison damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

Shield Guardian



Runic Shield Guardian

The extremely rare runic shield guardian can only be created by the most powerful and gifted of artificers and archmages. It is an advanced version of the shield guardian that has an array of devastating abilities it can use to help protect the wearer of the guardian's amulet.

Runic Shield Guardian

Large construct, unaligned

Armor Class 19 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	9 (-1)	12 (+1)	5 (-3)

Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11
Languages understands commands given in any language but can't speak
Challenge 11 (7,200 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet 0f the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 12 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 5th level or lower. To do so, the wearer must cast the spell on the guardian. The spell 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 spellcaster, the guardian casts a stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

Actions

Multiattack. The shield guardian makes two fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 3 (1d6) lightning damage.

Concussion Projectile (Recharges after a Long Rest). The shield guardian shoots from its shoulder a magically-charged projectile that explodes at a point it can see within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must succeed on a DC 17 Constitution saving throw. On a failed save, the target takes 18 (4d8) thunder damage and is stunned until the end of its next turn, or half as much damage and isn't stunned on a successful one.

Flame Jets (Recharges after a Long Rest). The shield guardian shoots searing flames from its fingertips in a 15-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Shock Burst (Recharges after a Long Rest). Lightning erupts from the shield guardian, striking creatures close to it. Each creature within 5 feet of the shield guardian must succeed on a DC 17 Dexterity saving throw. On a failed save, the target takes 21 (6d6) lightning damage, or half as much damage on a successful one.

Reactions

Force Field. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +4 bonus to the wearer's AC and saving throw if the guardian is within 5 feet of the wearer.

Self-Sacrifice (Recharge 5-6). When the wearer of the guardian's amulet is hit by an attack, the shield guardian swaps places with the wearer and is hit instead. To do so, the shield guardian must be within 5 feet of the wearer.

Skeletons

Presented in this section are various types and archetypes of skeletons.

Undead Nature. A skeleton doesn't require air, food, drink, or sleep.

Baneguard

Baneguards are skeletons animated by clerics of Bane to serve as guards for Bane's temples and churches. Some continue to haunt the ruins of such places. They are able to cast magic missiles and blink effortlessly.

Burning

Burning skeletons are animated skeletons that radiate supernatural fire. When destroyed, it explodes in a fiery burst that can take its slayer with it.

Decrepit

A decrepit skeleton is the animated remains of skeletons of very poor condition, or an animated skeleton that has slowly rotted and fallen into disrepair.

Direguard

Direguards are an advanced and more powerful version of the baneguard. They are animated by high level clerics of Bane.



Baneguard Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands all languages it knew in life but can't speak
Challenge 1 (200 XP)

Innate Spellcasting. The skeleton's innate spellcasting ability is Wisdom (spell save DC 11). The skeleton can innately cast the following spells, requiring no spell components:

At will: *magic missile* (creates two missiles)
3/day: *blink*

Actions

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

Burning Skeleton

Medium undead, lawful evil

Armor Class 12
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 fire, 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 1/2 (100 XP)

Death Burst. The skeleton explodes when it drops to 0 hit points. Each creature within 5 feet of it must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) fire damage.

Heated Body. A creature that touches the skeleton or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

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

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 3 (1d6) fire damage.



Decrepit Skeleton

Medium undead, lawful evil

Armor Class 11
Hit Points 5 (1d8 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	13 (+1)	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 1/8 (25 XP)

Actions

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

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Direguard Skeleton

Medium undead, lawful evil

Armor Class 15 (armor scraps, shield)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	6 (-2)	13 (+1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses blindsight 60 ft., passive Perception 11
Languages understands all languages it knew in life but can't speak
Challenge 2 (450 XP)

Battle Magic. When the skeleton casts a spell, it can make one weapon attack as a bonus action.

Innate Spellcasting. The skeleton's innate spellcasting ability is Wisdom (spell save DC 11). The skeleton can innately cast the following spells, requiring no spell components:

At will: *magic missile* (creates three missiles)
3/day: *blink*

Actions

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

Skeleton Captain

Medium undead, lawful evil

Armor Class 17 (chain shirt, shield)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	7 (-2)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands all languages it knew in life but can't speak
Challenge 1 (200 XP)

Phalanx Formation. The skeleton has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a skeleton ally wielding a shield.

Actions

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

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Call to Attack. Up to three allied skeletons within 30 feet of this skeleton that can see it can each use their reaction to make one weapon attack.

Skeleton Champion

Medium undead, lawful evil

Armor Class 18 (plate)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

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

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands all languages it knew in life but can't speak
Challenge 5 (1,800 XP)

Indomitable (2/Day). The skeleton rerolls a failed saving throw. It must use the new roll.

Spellcasting. The skeleton is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13). It has the following paladin spells prepared, and requires no spell components:

1st level (4 slots): *bane, hunter's mark, wrathful smite*
2nd level (3 slots): *branding smite, hold person, misty step*
3rd level (2 slots): *blinding smite, haste*

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

Actions

Multiattack. The skeleton makes three melee attacks or uses Lunging Strike.

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

Lunging Strike. The skeleton moves 10 feet and makes two melee attacks.

Skeleton Knight

Medium undead, lawful evil

Armor Class 18 (plate)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	9 (-1)	11 (+0)	10 (+0)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands all languages it knew in life but can't speak
Challenge 2 (450 XP)

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

Actions

Multiattack. The skeleton makes two melee attacks.

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

Lunging Strike. The skeleton moves 10 feet and makes one melee weapon attack.

Skeleton Warrior

Medium undead, lawful evil

Armor Class 15 (armor scraps, shield)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	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 1/2 (100 XP)

Phalanx Formation. The skeleton has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a skeleton ally wielding a shield.

Actions

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Megaraptor Skeleton

Large undead, unaligned

Armor Class 13 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	17 (+3)	1 (-5)	12 (+1)	2 (-4)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP)

Pounce. If the skeleton 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 skeleton can make one bite attack against it as a bonus action.

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing Damage. .

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.



Tyrannosaurus Skeleton

Huge undead, unaligned

Armor Class 13 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	19 (+4)	1 (-5)	12 (+1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 5 (1,800 XP)

Pounce. If the skeleton 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 skeleton can make one bite attack against it as a bonus action.

Actions

Multiattack. The skeleton makes two attacks: one with its bite and one with it s 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.

Wolf Skeleton

Large undead, unaligned

Armor Class 14 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	1 (-5)	12 (+1)	2 (-4)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP)

Pack Tactics. The skeleton has advantage on attack rolls against a creature if at least one of the skeleton'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:* 8 (2d4 + 3) piercing Damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



Adult Dragon Skeleton

Huge undead, lawful evil

Armor Class 20 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	15 (+2)	13 (+1)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12
Languages understands Common, Draconic but can't speak
Challenge 10 (5,900 XP)

Actions

Multiattack. The skeleton can use its Frightful Presence. It then 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.

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

Frightful Presence. Each creature of the skeleton's choice that is within 120 feet of the skeleton and aware of it must succeed on a DC 13 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 skeleton's Frightful Presence for the next 24 hours.

Legendary Actions

The skeleton can take three 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 skeleton regains spent legendary actions at the start of its turn.

Detect. The skeleton makes a Wisdom (Perception) check.
Tail Attack. The skeleton makes a tail attack
Wing Attack (Costs 2 Actions). The skeleton swings and strikes with its skeletal appendages that used to hold its wing membrane. Each creature within 15 feet of the skeleton must succeed on a DC 18 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage.

Ancient Dragon Skeleton

Gargantuan undead, lawful evil

Armor Class 22 (natural armor)
Hit Points 385 (22d20 + 154)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	17 (+3)	15 (+2)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13
Languages understands Common, Draconic but can't speak
Challenge 15 (13,000 XP)

Actions

Multiattack. The skeleton 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 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the skeleton's choice that is within 120 feet of the skeleton and aware of it must succeed on a DC 15 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 skeleton's Frightful Presence for the next 24 hours.

Legendary Actions

The skeleton can take three 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 skeleton regains spent legendary actions at the start of its turn.

Detect. The skeleton makes a Wisdom (Perception) check.
Tail Attack. The skeleton makes a tail attack
Wing Attack (Costs 2 Actions). The skeleton swings and strikes with its skeletal appendages that used to hold its wing membrane. Each creature within 15 feet of the skeleton must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage.



Young Dragon Skeleton

Large undead, lawful evil

Armor Class 19 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	13 (+1)	11 (+0)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 11
Languages understands Common, Draconic but can't speak
Challenge 5 (1,800 XP)

Actions

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

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

Claw. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.



Bugbear Skeleton

Medium undead, lawful evil

Armor Class 17 (hide armor, shield)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	4 (-3)	11 (+0)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common, Goblin but can't speak
Challenge 1 (200 XP)

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

Actions

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) slashing 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.

Ettin Skeleton

Large undead, lawful evil

Armor Class 13 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	17 (+3)	2 (-4)	10 (+0)	4 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common, Giant but can't speak
Challenge 3 (700 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.

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.

Fire Giant Skeleton

Huge undead, lawful evil

Armor Class 18 (plate)
Hit Points 162 (13d12 + 78)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	23 (+6)	6 (-2)	14 (+2)	9 (-1)

Damage Vulnerabilities bludgeoning
Damage Immunities fire, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands Giant but can't speak
Challenge 7 (2,900 XP)

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Frost Giant Skeleton

Huge undead, lawful evil

Armor Class 16 (patchwork armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	5 (-3)	10 (+0)	8 (-1)

Damage Vulnerabilities bludgeoning
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Giant but can't speak
Challenge 6 (2,300 XP)

Actions

Multiattack. The giant makes two greataxe attacks.

Greataxe. *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.

Goblin Skeleton

Small undead, chaotic evil

Armor Class 16 (leather armor, shield)
Hit Points 7 (2d6)
Speed 30 ft.

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

Damage Vulnerabilities bludgeoning
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Common, Goblin but can't speak
Challenge 1/4 (50 XP)

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

Actions

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

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



Gnoll Skeleton

Medium undead, lawful evil

Armor Class 16 (hide armor, shield)
Hit Points 22 (5d8)
Speed 30 ft.

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

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Gnoll but can't speak
Challenge 1/2 (100 XP)

Rampage. When the skeleton reduces a creature to 0 hit points with a melee attack on its turn, the skeleton 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 target. *Hit:* 4 (1d4 + 2) piercing damage.

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

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

Hobgoblin Skeleton

Medium undead, lawful evil

Armor Class 18 (chain mail, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common, Goblin but can't speak
Challenge 1/2 (100 XP)

Martial Advantage (1/Turn). The skeleton 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 skeleton and that ally isn't incapacitated.

Actions

Longsword. *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.

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

Hill Giant Skeleton

Huge undead, lawful evil

Armor Class 14 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	1 (-5)	9 (-1)	2 (-2)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Giant but can't speak
Challenge 4 (1,100 XP)

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Rock. *Ranged Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.



Ogre Skeleton

Large undead, lawful evil

Armor Class 12 (hide armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Common, Giant but can't speak
Challenge 2 (450 XP)

Actions

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

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

Orc Skeleton

Medium undead, lawful evil

Armor Class 14 (hide armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	2 (-4)	11 (+0)	10 (+0)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common, Orc but can't speak
Challenge 1/2 (100 XP)

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

Actions

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

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Slaadi



White Slaad

When a death slaad matures to a certain age, it retreats and hibernates. During this period, it slowly metamorphosizes into a fearsome white slaad. This creature is a deadlier version of the death slaad, physically stronger and able to cast more potent spells.

White Slaad

Large aberration, chaotic evil

Armor Class 19 (natural armor)
Hit Points 209 (22d10 + 88)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	19 (+4)	16 (+3)	12 (+1)	18 (+4)

Skills Arcana +8, Perception +6
Damage Resistances acid, cold, fire, lightning, thunder
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 16
Languages Slaad, telepathy 60 ft.
Challenge 13 (10,000 XP)

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 17). The slaad can innately cast the following spells, without providing material components:

At will: *detect magic, detect thoughts, invisibility (self only), mage hand, major image*
3/day each: *dispel magic, fear, greater invisibility, fireball, fly, tongues*
1/day each: *cloudkill, finger of death, plane shift, power word stun*

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, 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.

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

Magic Weapons. The slaad's weapon attacks are magical.

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

Actions

Multiattack. The slaad makes three attacks: one with its bite and two with its claws. If both claw attacks hit the same creature, the target takes an extra 7 (2d6) slashing damage and must succeed on a DC 19 Constitution saving throw or be stunned until the end of its next turn.

Bite. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 7 (2d6) acid damage.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (2d6) acid damage.

Acid Spittle. *Ranged Weapon Attack:* +9 to hit, range 60 ft., one target. *Hit:* 21 (6d6) acid damage plus 10 (3d6) acid damage at the end of the target's next turn. *Miss:* 10 (3d6) acid damage.

Black Slaad

The final state of the slaadi evolution is the dreaded black slaad, which is what the white slaad transforms into after a century. It is a powerful chaotic being with an array of deadly abilities and spells.



Black Slaad

Large aberration, chaotic evil

Armor Class 20 (natural armor)
Hit Points 276 (24d10 + 144)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	22 (+6)	16 (+3)	12 (+1)	18 (+4)

Skills Arcana +9, Perception +7
Damage Resistances acid, cold, fire, lightning, thunder
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 18
Languages Slaad, telepathy 60 ft.
Challenge 18 (20,000 XP)

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 19). The slaad can innately cast the following spells, without providing material components:

At will: *detect magic, detect thoughts, invisibility (self only), mage hand, major image*
3/day each: *circle of death, dispel magic, fear, fly, tongues*
1/day each: *finger of death, plane shift, maddening darkness, power word kill*

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, 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.

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

Magic Weapons. The slaad's weapon attacks are magical.

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

Actions

Multiattack. The slaad makes three attacks: one with its tongue and two with its claws. If both claw attacks hit the same creature, the target takes 9 (2d8) slashing damage and must succeed on a DC 21 Constitution saving throw or be stunned until the end of its next turn.

Tongue. *Melee Weapon Attack*: +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage plus 7 (2d6) necrotic damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage plus 7 (2d6) necrotic damage.

Chaos Spittle. *Ranged Weapon Attack:* +12 to hit, range 60 ft., one target. *Hit:* Roll 1d8 to determine what effect happens:

1. The target takes 35 (10d6) fire damage.
2. The target takes 35 (10d6) acid damage.
3. The target takes 35 (10d6) lightning damage.
4. The target takes 35 (10d6) poison damage.
5. The target takes 35 (10d6) cold damage.
6. The target is restrained. It must then make a DC 20 Constitution saving throw at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petritied condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.
7. The target is blinded. It must then make a DC 20 Wisdom saving throw at the start of the slaad's next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of existence of the DM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.)
8. Two effects. Roll twice more, rerolling any 8.

Legendary Actions

The slaad can take three 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 slaad regains spent legendary actions at the start of its turn.

Tongue. The slaad makes a tongue attack.
Move. The slaad moves up to half its speed without provoking opportunity attacks.
Chaos Spittle (Costs 2 Actions). The slaad makes an acid spittle attack.
Cast a Spell (Costs 2 Actions). The slaad casts a spell from its list of innate spells, using a spell slot as normal.

Spectre



Dread Spectre

The dread spectre is a larger and more terrifying version of the spectre. It perpetually radiates an aura of dread that only a few can resist.

Dread Spectre

Large undead, chaotic evil

Armor Class 13
Hit Points 75 (10d10 + 20)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	15 (+2)	12 (+1)	12 (+1)	16 (+3)

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages any languages it knew in life
Challenge 5 (1,800 XP)

Aura of Dread. A creature hostile to the spectre that starts its turn within 20 feet of the spectre must succeed on a DC 17 Wisdom saving throw, unless the spectre is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target can't perform any actions except move up to half its speed. If a creature's saving throw is successful, the creature is immune to the spectre's Aura of Dread for the next 24 hours.

Incorporeal Movement. The spectre can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if she ends her 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 Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* Hit: 24 (6d6 + 3) necrotic 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 creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Sphinx

Criosphinx

The criosphinx is an ill-tempered and ill-mannered ram-headed sphinx whose only objective is to become the alpha of its territory. It spends most of its time driving off other male sphinxes and hunting for a gynosphinx to mate with.

Hieracosphinx

The hieracosphinx is an evil, self-serving falcon or hawk-headed sphinx. They are least intelligent of the sphinxes and spend most of their time competing against the criosphinx to mate with a gynosphinx.

Criosphinx

Large monstrosity, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 175 (18d10 + 76)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	10 (+0)	12 (+1)	11 (+0)

Skills Athletics +10, Perception +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 15
Languages Common, Sphinx
Challenge 11 (7,200 XP)

Diving Charge. If the sphinx is flying and dives least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 17 (2d10 + 6) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength or knocked prone. If the target's saving throw fails by 5 or more, the target is also stunned until the end of its next turn.

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

Actions

Multiattack. The sphinx makes two attacks: two with its claws and one to gore. If both claw attacks hit the same creature, the target takes an extra 9 (2d8) slashing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) percing damage.

Goring Rush (Recharge 5-6). The sphinx moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the sphinx enters must succeed on a DC 18 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the sphinx's path. On a failed save, the creature takes 17 (2d10 + 6) bludgeoning damage and falls prone. If the sphinx remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the sphinx. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 18 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the sphinx and is no longer restrained.

Hieracosphinx

Large monstrosity, chaotic evil

Armor Class 17 (natural armor)
Hit Points 144 (17d10 + 51)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	6 (-2)	16 (+3)	12 (+1)

Skills Perception +11, Survival +7, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 21
Languages Common, Sphinx
Challenge 9 (5,000 XP)

Dive Attack. If the sphinx is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target.

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

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

Magic Weapons. The sphinx's weapon attacks are magical.

Actions

Multiattack. The sphinx makes two attacks: one with its beak and one with its claws. If both claw attacks hit the same creature, the target takes an extra 9 (2d8) slashing damage.

Beak. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) percing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Stunning Screech (Recharge 5-6). As a bonus action, the sphinx emits a shrill, earsplitting screech. Each creature within 60 feet of the sphinx and able to hear the screech succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn.

Sprites



Keeper of the Grove

The keeper of the grove is a sprite with druidic abilities. It is normally the overall leader of its community.

Warden of the Grove

The warden of the grove is the primary defender of its community, and leads other sprites to fight if needed.

Sprite Keeper of the Grove

Tiny fey, neutral good

Armor Class 15 (leather armor)
Hit Points 45 (10d4 + 20)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	14 (+2)	14 (+2)	17 (+3)	11 (+0)

Skills Perception +5, Stealth +8, Survival +5
Senses passive Perception 15
Languages Common, Elvish, Sylvan
Challenge 3 (700 XP)

Spellcasting. The sprite is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, poison spray, thorn whip*
1st level (4 slots): *animal friendship, cure wounds, entangle, thunderwave*
2nd level (3 slots): *healing spirit, moonbeam, pass without trace*
3rd level (3 slots): *call lightning, wind wall*
4th level (3 slots): *confusion, hallucinatory terrain*
5th level (2 slot): *insect plague, wrath of nature*

Actions

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

Shortbow. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for l 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 magically knows the creature's current emotional state. If the target fails a DC l0 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

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

Sprite Warden of the Grove

Tiny fey, neutral good

Armor Class 16 (leather armor)
Hit Points 31 (9d4 + 9)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	12 (+1)	14 (+2)	14 (+2)	11 (+0)

Skills Perception +4, Stealth +9, Survival +4
Senses passive Perception 14
Languages Common, Elvish, Sylvan
Challenge 2 (450 XP)

Spellcasting. The sprite is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12). It has the following ranger spells prepared:

1st level (4 slots): *ensnaring strike, hunter's mark*
2nd level (3 slots): *animal messenger, spike growth*
3rd level (2 slots): *conjure barrage, lightning arrow*

Slay Foe (1/Turn). The sprite deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points

Actions

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

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

Shortbow. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for l 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 magically knows the creature's current emotional state. If the target fails a DC l0 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

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



Stirges

Shadow Stirge

A stirge that has been corrupted by an essence of the Shadowfell becomes a shadow stirge. It takes advantage of its shadow stealth feature and anesthetic proboscis to drain blood from its victims without getting noticed.

Swarm of Stirges

A swarm of stirges act like a school of deadly piranha. Once they detect the scent of blood, they are drawn to it and swarm the victim, sucking its blood until none is left.

Shadow Stirge

Tiny beast, unaligned

Armor Class 15 (natural armor)
Hit Points 3 (1d4 + 1)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	12 (+1)	2 (-4)	8 (-1)	6 (-2)

Skills Stealth +8
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1/4 (50 XP)

Anesthetic Proboscis. If the stirge hits a creature with its blood drain attack without being detected, the target will not notice the damage and the stirge can remain attached. This requires a successful Dexterity (Stealth) check against the target's Wisdom (Perception), rolled secretly by the DM.

Shadow Stealth. While in dim light or darkness, the stirge can take the Hide action as a bonus action.

Actions

Blood Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) 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 6 (1d4 + 4) 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.

Swarm of Stirges

Medium swarm of Tiny beasts, unaligned

Armor Class 14 (natural armor)
Hit Points 36 (8d8)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	3 (-4)	8 (-1)	6 (-2)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 3 (700 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 claw. The swarm can't regain hit points or gain temporary hit points.

Actions

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 23 (8d4 + 3) piercing damage, and the swarm attaches to the target. While attached, the swarm doesn't attack. Instead, at the start of each of the swarm's turns, the target loses 23 (8d4 + 3) hit points due to blood loss.

The swarm can detach itself by spending 5 feet of its movement. It does so after it drains 80 hit points of blood from the target or the target dies. A creature, including the target, can use its action to try to detach the swarm by succeeding in a DC 13 Strength check.

Succubus



Dark Whisperer

This succubus secretly learned the bardic arts from the College of Whispers to supplement and enhance their arcane abilities of manipulation and mind control.

Succubus Dark Whisperer

Medium fiend (shapechanger), chaotic evil

Armor Class 15 (natural armor)
Hit Points 82 (15d8 + 15)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Saving Throws Dex +7, Wis +4, Cha +8
Skills Deception +8, Insight +4, Perception +4, Persuasion +8, Stealth +7
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Common, Infernal, telepathy 60 ft.
Challenge 7 (2,900 XP)

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend 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.

Spellcasting. The fiend is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16). It has the following bard spells prepared:

Cantrips (at will): *friends, minor illusion, prestidigitation, vicious mockery*
1st level (4 slots): *charm person, healing word, dissonant whispers, thunderwave*
2nd level (3 slots): *enthrall, hold person*
3rd level (3 slots): *fear, fireball, major image*
4th level (3 slots): *confusion, greater invisibility, polymorph*
5th level (2 slots): *destructive wave, dominate person*
6th level (1 slot): *mass suggestion*

Telepathic Bond. The fiend 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.

Dark Whispers. The fiend can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the fiend, the target must succeed on a DC 16 Charisma saving throw or be frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from the fiend by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the fiend, the creature can repeat the saving throw. On a success, the effect ends.

Psychic Blades (3/day). The fiend deals an extra 17 (5d6) damage when it hits a target with a weapon attack.

Actions

Claw (Fiend Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 17 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend'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 fiend's Charm for the next 24 hours. The fiend can have only one target charmed at a time. If it charms another, the effect on the previou s target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 16 Constitution saving throw against this magic, 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 fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

Tarrasque

The tarrasque presented here is a more challenging variant the DM can choose to use.



Tarrasque (Variant)

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 nonmagical weapons
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 fail s a saving throw, it can choose to succeed instead.

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

Reflective Carapace. Any time the tarrasque is targeted by a *magic missile* spell, a line spell, or a spell 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:* 28 (4d8 + 10) piercing damage. If the attack roll succeeds by 5 or more, the target must make a DC 20 Constitution saving throw or be stunned until the end of its next turn.

Tail. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone. If a creature fails its saving throw by 5 or more, it is also pushed up to 60 feet away from the tarrasque. If a pushed target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was pushed. If the target is pushed at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

Disintegration Breath (Recharge 6). The tarrasque exhales devastating force energy in a 240-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking takes 75 (10d6 + 40) force damage on a failed save, or half as much on a successful one. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell.

Earthquake Stomp (Recharge 6). Each creature on the ground within 60 feet of the tarrasque must succeed on a DC 20 Strength saving throw. If a target is within 30 feet of the tarrasque, it has disadvantage on its saving throw. On a failed save, the target takes 54 (8d10 +10) bludgeoning damage and is pushed up to 20 feet and knocked prone, or half as much damage and isn't pushed and knocked prone on a successful one.

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 th e 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 outsjde the tarrasque, and it takes 56 (l6d6) acid damage at the start of each of th e 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 three 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.



Thri-Kreen

Psi-Warrior

Some thri-kreen have evolved to have psionic abilities. It uses these to supplement its martial abilities.

Sandstalker

Sandstalkers are thri-kreen rangers that have mastered surviving in the desert's sandy terrain. They are excellent trackers and hunters.

Thri-Kreen Psi-Warrior

Medium humanoid (thri-kreen), chaotic neutral

Armor Class 15 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Thri-Kreen, telepathy 60 ft.
Challenge 2 (450 XP)

Chameleon Carapace. The thri-kreen can change the color of its carapace to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

Innate Spellcasting (Psionics). The thri-kreen's innate spellcasting ability is Wisdom. The thri-kreen can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)
2/day each: *blur, magic weapon*
1/day: *invisibility* (self only)

Standing Leap. The thri-kreen's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.on sight.

Actions

Multiattack. The thri-kreen makes two melee attacks or two ranged attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw on each of its turns , ending the effect on itself on a success.

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

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

Thri-Kreen Sandstalker

Medium humanoid (thri-kreen), chaotic neutral

Armor Class 16 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +5, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Thri-Kreen, telepathy 60 ft.
Challenge 3 (700 XP)

Chameleon Carapace. The thri-kreen can change the color of its carapace to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

Desert Strider. Moving through nonmagical difficult desert or sandy terrain doesn't cost the thri-kreen extra movement.

Spellcasting. The thri-kreen is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11). It has the following ranger spells prepared:

1st level (4 slots): *ensnaring strike, hunter's mark*
2nd level (3 slots): *locate animals or plants, spike growth*
3rd level (2 slots): *conjure barrage, lightning arrow*

Stealthy. On each of its turns, the thri-kreen can use a bonus action to take the Hide action.

Standing Leap. The thri-kreen's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.on sight.

Slay Foe (1/Turn). The thri-kreen deals an extra 13 (3d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Multiattack. The thri-kreen makes two melee attacks or two ranged attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw on each of its turns , ending the effect on itself on a success.

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

Chatkcha. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Treants

Blackroot

The blackroot was once a mighty treant keeper of the grove that was corrupted by a coven of elder hags. Now it is an undead creature that feeds on flesh and life energy. It stands over 18-feet tall and appears as a dead oak tree with a huge maw filled with sharp teeth and limbs that end with claws. It perpetually radiates an aura of death and can cast devastating necromantic spells.

Keeper of the Grove

The keeper of the grove is an advanced treant that has druidic abilities. It lives its existence as the natural guardian of its woodland domain.

Blackroot Treant

Huge undead, neutral evil

Armor Class 17 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	21 (+5)	12 (+1)	18 (+4)	12 (+1)

Saving Throws Con + 10, Int +6, Wis +9
Damage Resistances bludgeoning, piercing
Damage Vulnerabilities fire
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common, Druidic, Elvish, Sylvan
Challenge 13 (10,000 XP)

Aura of Blight. A living creature that starts its turn within 10 feet of the treant takes 7 (2d6) necrotic damage.

False Appearance. While the treant remains motionless, it is indistinguishable from a normal dead tree.

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

Innate Spellcasting. The treant's innate spellcasting ability is Wisdom (spell save DC 17). The treant can innately cast the following spells, without providing material components:

At will: *darkness, detect thoughts*
3/day each: *blight, enervation, negative energy flood*
1/day each: *Abi-Dalzim's horrid wilting*

Actions

Multiattack. The treant makes two slam attacks.

Rotting Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic 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.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/180 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Animate Dead Trees (1/Day). The treant magically animates one or two dead trees it can see within 60 feet of it. These dead trees have the same statistics as a normal treant, except they have Intelligence and Charisma scores of 1, they can't speak, they have only the Slam action option, and have the undead type. An animated dead tree acts as an ally of the treant. The dead 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 dead tree.

Treant Keeper of the Grove

Huge plant, chaotic good

Armor Class 16 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	18 (+4)	12 (+1)

Saving Throws Con + 9, Int +5, Wis +8
Damage Resistances bludgeoning, piercing
Damage Vulnerabilities fire
Senses passive Perception 14
Languages Common, Druidic, Elvish, Sylvan
Challenge 11 (7,200 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.

Spellcasting. The treant is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, thorn whip*
1st level (4 slots): *entangle, fog cloud, goodberry, healing word, purify food and drink*
2nd level (3 slots): *barkskin, hold person, healing spirit, moonbeam, spider climb*
3rd level (3 slots): *call lightning, daylight, erupting earth, plant growth, protection from energy*
4th level (3 slots): *call woodland beings, divination, freedom of movement, guardian of nature, hallucinatory terrain*
5th level (2 slots): *commune with nature, tree stride, wrath of nature*
6th level (1 slot): *druid grove*
7th level (1 slot): *mirage arcane*

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 magically 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.



Troglodytes

Presented in this section are various archetypes of troglodytes. They are the following: brute, chieftain, marauder, and shaman.

Troglodyte Brute

Medium humanoid (troglodyte), chaotic evil

Armor Class 12 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	6 (-2)	8 (-1)	6 (-2)

Skills Stealth +2
Senses darkvision 60 ft., passive Perception 9
Languages Troglodyte
Challenge 2 (450 XP)

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

Chameleon Skin. The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

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

Actions

Multiattack. The troglodyte makes two attacks: one with its bite and one with its greatclub.

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

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Troglodyte Chieftain

Large humanoid (troglodyte), chaotic evil

Armor Class 15 (breastplate)
Hit Points 95 (10d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	8 (-1)	12 (+1)	8 (-1)

Skills Stealth +3
Senses darkvision 60 ft., passive Perception 11
Languages Troglodyte
Challenge 4 (1,100 XP)

Chameleon Skin. The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 14 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

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

Skull Thump (1/turn). Once per turn, when the troglodyte hits a creature with a melee weapon attack and has advantage on the attack roll, it can attempt to stun it. The target must make a DC 14 Constitution saving throw or be stunned until the end of its next turn.

Actions

Multiattack. The troglodyte makes two attacks: one with its bite and one with its greatclub.

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

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

Acid Spit (Recharge 6). The troglodyte spits acid in a line that is 15 feet long and 5 feet wide. Each creature in that line must succeed on a DC 14 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

War Whoop (Recharges after a Long Rest). Each troglodyte ally that is within 30 feet of the troglodyte, can hear the troglodyte, can make one melee weapon attack.



Troglodyte Marauder

Medium humanoid (troglodyte), chaotic evil

Armor Class 13 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +4
Senses darkvision 60 ft., passive Perception 10
Languages Troglodyte
Challenge 1 (200 XP)

Chameleon Skin. The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

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

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

Distracting Strike (1/Turn). When the troglodyte hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the troglodyte has advantage if the attack is made before the start of the troglodyte's next turn.

Actions

Multiattack. The troglodyte makes two attacks: one with its bite and one with its spear.

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

Spear. *Melee 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.

Troglodyte Shaman

Medium humanoid (troglodyte), chaotic evil

Armor Class 11 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	8 (-1)	15 (+2)	7 (-2)

Skills Stealth +2
Senses darkvision 60 ft., passive Perception 12
Languages Troglodyte
Challenge 2 (450 XP)

Chameleon Skin. The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

Spellcasting. The troglodyte is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, thorn whip*
1st level (4 slots): *entangle, healing word, snare, thunderwave*
2nd level (3 slots): *heat metal, spider climb, spike growth, web*
3rd level (3 slots): *erupting earth, gaseous form, stinking cloud*

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

Actions

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

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

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

Trolls

Cave Troll

Cave trolls are larger, more feral versions of the common troll and have adapted to living in the Underdark or underground caves. They only come to the surface, and only at night, to hunt if food is scarce. They hate and fear sunlight, as it burns their skin. The corpse of a cave troll that dies from exposure to sunlight turns to stone.

Cave Troll

Large giant, chaotic evil

Armor Class 16 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	7 (-2)	10 (+0)	7 (-2)

Skills Perception +3
Senses darkvision 120 ft., passive Perception 13
Languages Giant
Challenge 7 (2,900 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, or radiant damage from sunlight, 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.

Sunlight Hypersensitivity. The troll takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks. If a troll dies from sunlight, its corpse turns into stone.

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws. If both claw attacks hit the same creature, the target takes an extra 9 (2d8) slashing damage and must succeed on a DC 16 Constitution saving throw or be stunned until the end of its next turn.

Bite. Melee *Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claw. Melee *Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.



Fell Troll

The fell troll is a giant cousin of the troll. It is meaner, stronger, and often bullies the smaller trolls. It becomes the natural leader of any troll tribe.

Forest/Jungle Troll

These forest or jungle troll are medium-sized trolls. They are weaker than normal trolls but more than make up for it with their cunning and sheer numbers. As their name suggests, they are normally found only in forests and jungles.



Fell Troll

Huge giant, chaotic evil

Armor Class 17 (natural armor)
Hit Points 150 (12d12 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	22 (+6)	8 (-1)	11 (+0)	7 (-2)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Giant
Challenge 10 (5,000 XP)

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

Overbearing. As a bonus action, the troll can make a kick attack against a creature that is Medium or smaller.

Regeneration. The troll regains 15 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:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Claw. Melee *Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage and if the target is a Medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, the troll can automatically hit the target with its claw, and the troll can't use one of its claw attacks against other targets.

Kick. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 13 (2d6 + 6) bludgeoning damage and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Ragdoll Slam. The troll slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 18 Strength saving throw or take 20 (4d6 + 6) bludgeoning damage and be stunned until the end of the troll's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Forest/Jungle Troll

Medium giant, chaotic evil

Armor Class 16 (natural armor)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	9 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages Giant
Challenge 2 (450 XP)

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

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

Regeneration. The troll regains 5 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 two attacks: one with its bite and one with its spear.

Bite. Melee *Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage plus 3 (1d6) poison damage.

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage, or 11 (2d8 + 2) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) poison damage.



Ice Troll

The ice troll is a slightly weaker version of the common troll. They make their lair in arctic caves and subterranean tunnels underneath glaciers. They prefer to use weapons than their stubby claws and are often employed by frost giants and other intelligent creatures as guards.

Mountain Troll

The massive, hulking mountain troll is the largest and most powerful species of troll. Fortunately, they are very rare. They fear nothing and will eat almost anything alive as long as they can fit it in their mouths. Other giants dislike and shun them.

Ice Troll

Large giant, chaotic evil

Armor Class 16 (natural armor)
Hit Points 66 (7d10 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	7 (-2)	8 (-1)	6 (-2)

Skills Perception +1
Damage Vulnerabilities fire
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 9
Languages Giant
Challenge 4 (1,100 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 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 two attacks: one with its bite and one with its maul.

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

Maul. Melee *Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) bludgeoning damage plus 7 (2d6) cold damage.

Mountain Troll

Huge giant, chaotic evil

Armor Class 18 (natural armor)
Hit Points 189 (14d12 + 98)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	6 (-2)	8 (-1)	6 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Giant
Challenge 12 (8,400 XP)

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

Overbearing. As a bonus action, the troll can make a kick attack against a creature that is Medium or smaller.

Regeneration. The troll regains 20 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 greatclub. It can use Cleaving Swing in place of one of its greatclub attacks, if available.

Bite. Melee *Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage.

Greatclub. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the attack roll succeeds by 5 or more, the target must make a DC 19 Strength saving throw or be pushed up to 20 feet, knocked prone, and be stunned until the end of its next turn.

Kick. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 17 (3d6 + 7) bludgeoning damage and the target must succeed on a DC 19 Strength saving throw or be knocked prone.

Cleaving Swing (Recharges 5-6). The troll swings its greatclub, and each creature within 10 feet of it must succeed on a DC 19 Dexterity saving throw. The target takes 20 (3d8 + 7) bludgeoning damage on a failed save, or half as much damage on a successful one.

Scrag

Scrags are slightly smaller trolls that have evolved to aquatic life. Their hands have become webbed and thinner and are now used more for swimming than rending targets. Their skin has become scalier and tougher, and their mouths have turned into giant maws aimed at catching and swallowing prey while swimming. While their diet now consists mostly of fish and aquatic reptiles, they still prefer and relish humanoid flesh, especially human and elven flesh. When they spot a boat with people in it, they immediately surround and board it in the hopes of getting at least one bite before their kin tears and shreds the victims apart until nothing is left.

War Troll

War trolls are trolls that have been trained from a young age with the use of weapons and armor. They are normally employed by fire giants and evil cloud giants.



Scrag

Large giant, chaotic evil

Armor Class 16 (natural armor)
Hit Points 66 (7d10 + 28)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +1
Senses darkvision 60 ft., passive Perception 11
Languages Giant
Challenge 4 (1,100 XP)

Amphibious. The scrag can breathe air and water.

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

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

Actions

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

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

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

War Troll

Large giant, chaotic evil

Armor Class 18 (plate)
Hit Points 115 (11d10 + 55)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	21 (+5)	9 (-1)	10 (+0)	8 (-1)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Giant
Challenge 8 (3,900 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 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 greatsword. It can use Cleaving Swing in place of one of its greatsword attacks, if available.

Bite. Melee *Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Greatsword. Melee *Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Cleaving Swing (Recharges 5-6). The troll swings its greatsword, and each creature within 10 feet of it must succeed on a DC 18 Dexterity saving throw. The target takes 19 (4d6 + 5) slashing damage on a failed save, or half as much damage on a successful one.

Reactions

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

Umber Hulks



Horrid Umber Hulk

When an umber hulk grows to a huge size, it becomes a truly horrid umber hulk. It is far stronger and more savage with its attacks than the typical umber hulk, and can burst forth from the ground to knock unsuspecting victims prone.

A single horrid umber hulk once decimated a whole dwarven mine and left no one alive.

Horrid Umber Hulk

Huge monstrosity, chaotic evil

Armor Class 20 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	20 (+5)	9 (-1)	12 (+1)	10 (+0)

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 11
Languages Umber Hulk
Challenge 12 (8,400 XP)

Confusing Gaze. When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 16 Charisma saving throw, unless the umber hulk is incapacitated.

On a failed save, the creature can't take reactions until the start of its next turn and rolls a d10 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 to 7, the creature takes no action but uses all its movement to move in a random direction. On a 8 to 10, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

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 umber hulk until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk in the meantime, it must immediately make the save.

Tunneler. The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 8-foot-high tunnel in its wake.

Burst Forth (Recharges after a Short or Long Rest). As a bonus action, the umber hulk breaks through solid ground or wall, showering the area with debris. Each creature within 15 feet of the umber hulk must succeed on a DC 19 Strength saving throw, taking 24 (5d6 + 7) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Actions

Multiattack. The umber hulk makes three attacks: two with its claws and one with its mandibles. If both claw attacks hit the same creature, the target takes an extra 9 (2d8) slashing damage and must succeed on a DC 19 Constitution saving throw or be stunned until the end of its next turn.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Mandibles. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage and if the target is a Medium or smaller creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the umber hulk can automatically hit the target with its mandibles, and the umber hulk can't use its mandibles against other targets.

Rhinoceros Umber Hulk

Although slower, this bulkier and thicker armored species of umber hulk has a horn like a rhinoceros beetle which it uses to gore and ram its prey with.

Rhinoceros Umber Hulk

Large monstrosity, chaotic evil

Armor Class 19 (natural armor)
Hit Points 123 (13d10 + 60)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	18 (+4)	9 (-1)	10 (+0)	10 (+0)

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 10
Languages Umber Hulk
Challenge 7 (2,900 XP)

Charge. If the umber hulk 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 18 (4d8) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Confusing Gaze. When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk is incapacitated.

On a failed save, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 to 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 to 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

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 umber hulk until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk in the meantime, it must immediately make the save.

Tunneler. The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 10-foot-high tunnel in its wake.

Burst Forth (Recharges after a Short or Long Rest). As a bonus action, the umber hulk breaks through solid ground or wall, showering the area with debris. Each creature within 10 feet of the umber hulk that is surprised must succeed on a DC 17 Strength saving throw, taking 23 (5d6 + 6) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Actions

Multiattack. The umber hulk makes three attacks: two with its claws and one with its mandibles.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

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

Gore. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage.

Tiger Umber Hulk

This is a slightly smaller and leaner species of umber hulk that has green and purple striped carapace. What it lacks in muscle it more than makes up for its rapaciousness and quickness. It also has glands along its abdomen that can spray a foul, highly acidic gas that can stun and nauseate its victims.

Tiger Umber Hulk

Large monstrosity, chaotic evil

Armor Class 19 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	9 (-1)	12 (+1)	10 (+0)

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 11
Languages Umber Hulk
Challenge 6 (2,300 XP)

Confusing Gaze. When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk is incapacitated.

On a failed save, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 to 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 to 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

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 umber hulk until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk in the meantime, it must immediately make the save.

Pounce. If the umber hulk moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the umber hulk can make one bite attack against it as a bonus action.

Tunneler. The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 10-foot-high tunnel in its wake.

Actions

Multiattack. The umber hulk makes three attacks: two with its claws and one with its mandibles. If both claw attacks hit the same creature, the target takes an extra 9 (2d8) slashing damage

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

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

Stink Spray (Recharge 5-6). The umber hulk emits nauseating acid in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw. On a failed save, the target takes 27 (6d8) acid damage and is poisoned until the end of its next turn. A poisoned target spends its turn retching and reeling. Creatures that don't need to breathe ar are immune to poison automatically succeed on this saving throw. On a successful save, the target takes half as much damage and isn't poisoned.

Unicorn



Dread Unicorn

The dread unicorn, also known as the black unicorn, is a unicorn infused with the fiendish essence of Bane. They are often used as steeds by baneliches, powerful blackguards and clerics of Bane, and death knights.

Dread Unicorn

Large fiend, lawful evil

Armor Class 12 (natural armor)
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 Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities charmed, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, 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 Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 14) . The unicorn can innately cast the following spells, requiring no components:

At will: detect evil and good, druidcraft, pass without trace
1/day each: dispel evil and good, entangle, ray of enfeeblement

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

Magic Weapons. The unicorn's weapon attacks are magical.

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.

Horn of Death (2/Day). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and the target must succeed on a DC 14 Constitution. On a failed save, the target takes 24 (7d6) necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.

Teleport (1/Day). The unicorn magically 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.
Shadow Shield (Costs 2 Actions). The unicorn creates a wavering, shadowy shield around itself or another creature it can see within 60 feet of it. Until the end of the unicorn's next turn, any creature has disadvantage on attack rolls against the target. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.
Disrupt Life (Costs 3 Actions). Each living creature within 10 feet of the unicorn must make a DC 14 Constitution saving throw against this magic, taking 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one.



Vampire

Vampire Lord

Even more powerful than the vampire is the ancient Vampire Lord, said to be amongst the first of its kind. They are stronger, more cunning, and resilient than the normal vampire. Presented here is the blackguard variant of the Vampire Lord.

Vampire Lord (Blackguard)

Medium undead (shapechanger), lawful evil

Armor Class 20 (*+2 plate*)
Hit Points 199 (21d8 + 105)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	17 (+3)	19 (+4)	18 (+4)

Saving Throws Con +11, Dex +10, Wis +10, Cha +10
Skills Perception +10, Stealth +10
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 120 ft., passive Perception 20
Languages the languages it knew in life
Challenge 19 (22,000 XP)

Cunning Action. The vampire can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

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

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

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

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 radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Smite (1/Turn). As a bonus action, when the vampire hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 2d8 necrotic damage to the target. If the vampire expends a spell slot of 2nd level or higher, the extra necrotic damage increases by 1d8 for each level above 1st (maximum 5d8).

Spellcasting. The vampire is a 19th-level spell caster. Its spellcasting ability is Charisma (spell save DC 18). It has the following paladin spells prepared:

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

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

Vampire Weaknesses. The vampire has the following flaws:

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

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

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

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

Actions

Multiattack (Vampire Form Only). The vampire makes three attacks, only one of which can be a bite attack. It can use its Charm in place of one of attack.

Warhammer (Vampire Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) bludgeoning damage plus 4 (1d8) necrotic damage. If the attack roll succeeds by 5 or more, the target must make a DC 19 Constitution saving throw or be stunned until the end of its next turn.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 8 (1d6 + 5) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 18 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willin g target for the vampire's bite attack.

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

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

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.
Attack. The vampire makes one warhammer attack or unarmed strike.
Bite (Costs 2 Actions). The vampire makes one bite attack.
Cast a Spell (Costs 3 Actions). The vampire casts a spell from its list of prepared spells, using a spell slot as normal.

Vampire Spawns



Presented in this section are two vampire spawn archetypes, the assassin and sorceress. They are advanced versions of the standard vampire spawn.

Vampire Spawn Assassin

Medium undead (shapechanger), lawful evil

Armor Class 16 (studded leather)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

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

Saving Throws Dex +7, Wis +3
Skills Perception +3, Stealth +10
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 8 (3,900 XP)

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

Cunning Action. The vampire can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

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

Sneak Attack (1/Turn). The vampire deals an extra 17 (5d6) 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 vampire that isn't incapacitated and the vampire doesn't have disadvantage on the attack roll.

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 radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:
Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.
Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.
Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.
Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. ***Hit:*** 9 (2d4 + 4) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 15).

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

Bite. *Melee Weapon Attack:* +7 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 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Vampire Spawn Sorceress

Medium undead (shapechanger), lawful evil

Armor Class 15 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	18 (+4)

Saving Throws Dex +6, Wis +3
Skills Perception +3, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 8 (3,900 XP)

Regeneration. The vampire regains 10 hit points at the start of her turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spellcasting. The vampire is an 11th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She has the following sorcerer spells prepared:

Cantrips (at will): *mage hand, infestation, ray of frost, toll of the dead*
1st level (4 slots): *charm person, mage armor*
2nd level (3 slots): *hold person, mirror image, misty step*
3rd level (3 slots): *catnap, lightning bolt*
4th level (3 slot): *charm monster, greater invisibility*
5th level (2 slot): *dominate person, synaptic static*
6th level (1 slot): *circle of death*

Sorcery Points. The vampire has 11 sorcery points. She can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the vampire casts a spell that forces a creature to make a saving throw to resist the spell's effects, she can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the vampire casts a spell that has a casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

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

Vampire Weaknesses. The vampire has the following flaws:

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

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

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

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

Actions

Multiattack. 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 15).

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) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Vampire Spawn Warrior

Medium undead (shapechanger), lawful evil

Armor Class 16 (chain shirt)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +5, Wis +3
Skills Perception +3, Stealth +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 6 (2,300 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 radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

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

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

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

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

Actions

Multiattack. The vampire makes two attacks: two with its claws or once with its claws and once with its bite. Alternatively, it can make two greatsword attacks.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. ***Hit:*** 9 (2d4 + 4) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 15).

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

Bite. *Melee Weapon Attack:* +7 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 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Water Weird



Monstrous Water Weird

The monstrous water weird is a larger species of the water weird. It is able to attack with pseudopods which it uses to grab and pull victims into the water to drown.

Monstrous Water Weird

Huge elemental, neutral

Armor Class 13
Hit Points 119 (14d10 + 42)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	17 (+3)	12 (+1)	10 (+0)	10 (+0)

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses blindsight 30 ft., passive Perception 10
Languages understands Aquan but doesn't speak
Challenge 7 (2,900 XP)

Invisible in Water. The water weird is invisible while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

Actions

Multiattack. The water weird makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature. Hit: 19 (4d6 + 5) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 17) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and can't use this pseudopod to attack other targets.



Wights

Presented in this section are various advanced versions of the standard wight.

Wight Captain

Medium undead, neutral evil

Armor Class 17 (half plate)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

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

Skills Perception +3, Stealth +4
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons 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 4 (1,100 XP)

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

Distracting Strike (1/Turn). When the wight hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the wight has advantage if the attack is made before the start of the wight's next turn.

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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.

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

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

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of this captain that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Reactions

Directed Strike (3/Day). When a creature the wight can see within 30 feet of it makes an attack roll, and the creature can hear the wight, the wight grants advantage to that roll.

Wight Champion

Medium undead, neutral evil

Armor Class 20 (plate, shield)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	13 (+1)	16 (+3)

Skills Perception +4, Stealth +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 7 (2,900 XP)

Indomitable (2/Day). The wight rerolls a failed saving throw. It must use the new roll.

Smite (1/Turn). As a bonus action, when the wight hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 2d8 necrotic damage to the target. If the wight expends a spell slot of 2nd level or higher, the extra necrotic damage increases by 1d8 for each level above 1st (maximum 5d8).

Spellcasting. The wight is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14). It has the following paladin spells prepared, and requires no spell components:

1st level (4 slots): *bane, hunter's mark, wrathful smite*
2nd level (3 slots): *branding smite, hold person, misty step*
3rd level (2 slots): *blinding smite, haste*

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

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

Actions

Multiattack. The wight makes two melee attacks or two ranged attacks. It can use its Life Drain in place of one melee attack.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) necrotic damage. The target must succeed on a DC 15 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.

Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Wight Hexblade

Medium undead, neutral evil

Armor Class 14 (studded leather)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

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

Saving Throws Int +3, Wis +4, Cha +6
Skills Perception +4, Stealth +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 8 (3,900 XP)

Spellcasting. The wight is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, infestation, mage hand, poison spray*
1st level-5th level (3 5th-level slots): *blink, blur, cone of cold, dimension door, dispel magic, elemental weapon, hellish rebuke, misty step, shield, staggering smite, wrathful smite*
1/day each: *circle of death*

Hexblade's Curse (Recharges after a Short or Long Rest). As a bonus action, the wight targets a creature it can see within 30 feet of it. The target is cursed for 1 minute. The curse ends early if the target dies, the wight dies, or it is incapacitated. Until the curse ends, the wight gains the following benefits:

- It deals an extra 3 damage on damage rolls against the cursed target.
- Any attack roll it makes against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, the wight regains 14 hit points.

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

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) necrotic damage. The target must succeed on a DC 15 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.

Longsword. *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, plus 4 (1d8) cold damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Reactions

Armor of Hexes. When hit by an attack roll by a creature cursed by the wight's Hexblade's Curse, roll a d6. On a roll of 4 or higher, the attack instead misses the warlock, regardless of its roll.

Wight Warlock

Medium undead, neutral evil

Armor Class 12
Hit Points 104 (16d8 + 32)
Speed 30 ft.

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

Skills Perception +5, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages the languages it knew in life
Challenge 9 (5,000 XP)

Spellcasting. The wight is an 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, guidance, mage hand, minor illusion, prestidigitation, shocking grasp*
1st level-5th level (4 5th-level slots): *armor of Agathys, blight, crown of madness, clairvoyance, contact other plane, detect thoughts, dimension door, dissonant whispers, dominate beast, telekinesis, vampiric touch*
1/day each: *circle of death, maddening darkness, power word pain*

Whispering Aura. At the start of each of the wight's turns, each creature of its choice within 5 feet of it must succeed on a DC 16 Wisdom saving throw or take 14 (4d6) psychic damage, provided that the wight isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the wight 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:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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.





Feral Wight

Medium undead, neutral evil

Armor Class 13
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	9 (-1)	13 (+1)	13 (+1)

Skills Perception +4, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 6 (2,300 XP)

Life Draining Touch. When a creature is hit by a wight's melee attack, it must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic 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.

Pounce. If the wight 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 15 Strength saving throw or be knocked prone. If the target is prone, the wight can make one bite attack against it as a bonus action.

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

Actions

Multiattack. The wight makes three attacks: one with its bite and two with its claws. If both claw attacks hit the same creature, the target takes an extra 3 (1d6) slashing damage and must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 +4) slashing damage plus 3 (1d6) necrotic damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 +4) slashing damage plus 3 (1d6) necrotic damage.

Frost Giant Wight

Huge undead, neutral evil

Armor Class 16 (patchwork armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Con +9, Wis +4, Cha +5
Skills Athletics +11, Perception +4, Stealth +4
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Giant
Challenge 11 (7,200 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

Multiattack. The wight makes two greataxe attacks. It can use its Life Drain in place of one greataxe attack.

Life Drain. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 14 (2d6 + 7) necrotic damage. The target must succeed on a DC 17 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.

Greataxe. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 26 (3d12 + 7) slashing damage.

Rock. Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. Hit: 29 (4d10 + 7) bludgeoning damage.



Mind Flayer Wight

Medium undead, neutral evil

Armor Class 16 (breastplate)
Hit Points 98 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	17 (+3)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +7, Cha +7
Skills Perception +7, Stealth +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages Deep Speech, Undercommon , telepathy 120 ft.
Challenge 9 (5,000 XP)

Life Draining Touch. When a creature is hit by a wight's melee attack, it must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic 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.

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

Innate Spellcasting (Psionics). The wight's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts, levitate*
1/day each: *dominate monster, plane shift (self only)*

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

Actions

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage plus 7 (2d6) necrotic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one incapacitated humanoid grappled by the wight. *Hit:* 55 (10d10) piercing damage plus 3 (1d6) necrotic damage. If this damage reduces the target to 0 hit points, the wight kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The wight magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 21 (4d8 + 3) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Will-o-Wisp

Dread Will-o-Wisp

The dread will-o-wisp is an ancient will-o-wisp that has consumed hundreds of lives over its existence. Far more than its advanced attacks, it has become even more dangerous because of its ability to affect the will of its possible prey, instilling suicidal thoughts and driving them to their deaths.



Dread Will-o-Wisp

Tiny undead, chaotic evil

Armor Class 20
Hit Points 63 (18d4 + 18)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	30 (+10)	12 (+1)	15 (+2)	16 (+3)	15 (+2)

Damage Immunities lightning, poison
Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 13
Languages the languages it knew in life
Challenge 5 (1,800 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 13 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

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

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficu lt 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 offeet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Whispers of Hope and Despair. A creature that starts its turn within 20 feet of the will-o-wisp must succeed on a DC 13 Wisdom saving throw, unless the will-o-wisp is incapacitated. On a failed save, the target is charmed until the start of its next turn. While charmed by the will-o-wisp, the target, during each of its turns, is unable to do any action except use a Dash action and move up to its speed to a space of the will-o-wisp's choice that the will-o-wisp can see. If the creature cannot reach it, it must move to the nearest possible space to the designated space. A target isn't compelleded to move into an obviously deadly hazard, such as a fire or pit, but it might not notice hidden hazards such as quicksand, and it will provoke opportunity attacks to move toward the space designated. Constructs and undead are immune to this effect.

Actions

Multiattack. The will-o-wisp uses its Shock twice.

Shock. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) lightning damage.

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



Wraiths

Dread Wraith

The fearsome dread wraith is a larger, more powerful, and spiteful wraith. It constantly radiates an aura of fear that causes those who are unable to resist it to immediately run and flee.

Dread Wraith

Large undead, neutral evil

Armor Class 13
Hit Points 126 (12d10 + 60)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	20 (+5)	13 (+1)	15 (+2)	16 (+3)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 12
Languages the languages it knew in life
Challenge 8 (3,900 XP)

Detect Life. The wraith can magically sense the presence of living creatures up to 120 feet away. It knows the general direction they're in but not their exact locations.

Fear Aura. A creature that starts its turn within 20 feet of the wraith must succeed on a DC 14 Wisdom saving throw, unless the wraith is incapacitated. On a failed save, the creature is frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from the wraith by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the wraith, the creature can repeat the saving throw. On a success, the effect ends. If a creature's saving throw is successful, the creature is immune to the wraith's Fear Aura for the next 24 hours.

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if she ends her 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 Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* Hit: 30 (6d8 + 3) necrotic damage. The target must succeed on a DC 16 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.

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.

Dread Wraith Lord

Dread wraith lords come from the restless spirits of once powerful tyrannical kings. These insane, evil, and malevolent spirits try to capture their former glory and rebuild armies of undead to take back what was once theirs, vowing revenge on the descendants of all those that brought about their downfall.

Dread Wraith Lord

Large undead, neutral evil

Armor Class 14
Hit Points 157 (15d10 + 75)
Speed 0 ft., fly 60 ft. (hover)

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

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 13
Languages the languages it knew in life
Challenge 13 (10,000 XP)

Detect Life. The wraith can magically sense the presence of living creatures up to 120 feet away. It knows the general direction they're in but not their exact locations.

Fear Aura. A creature that starts its turn within 20 feet of the wraith must succeed on a DC 16 Wisdom saving throw, unless the wraith is incapacitated. On a failed save, the creature is frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from the wraith by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the wraith, the creature can repeat the saving throw. On a success, the effect ends. If a creature's saving throw is successful, the creature is immune to the wraith's Fear Aura for the next 24 hours.

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if she ends her 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

Multiattack. The wraith uses Command Undead. It then makes two greatsword attacks. It can use its Life Drain in place of one greatsword attack.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage plus 4 (1d8) necrotic damage.

Life Drain. *Melee Spell Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* Hit: 35 (7d8 + 4) necrotic damage. The target must succeed on a DC 18 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.

Command Undead. The wraith targets one undead ally it can see within 30 feet of it and gives it a telepathic command. The target can use its reaction to move up to half its speed and make one weapon attack.

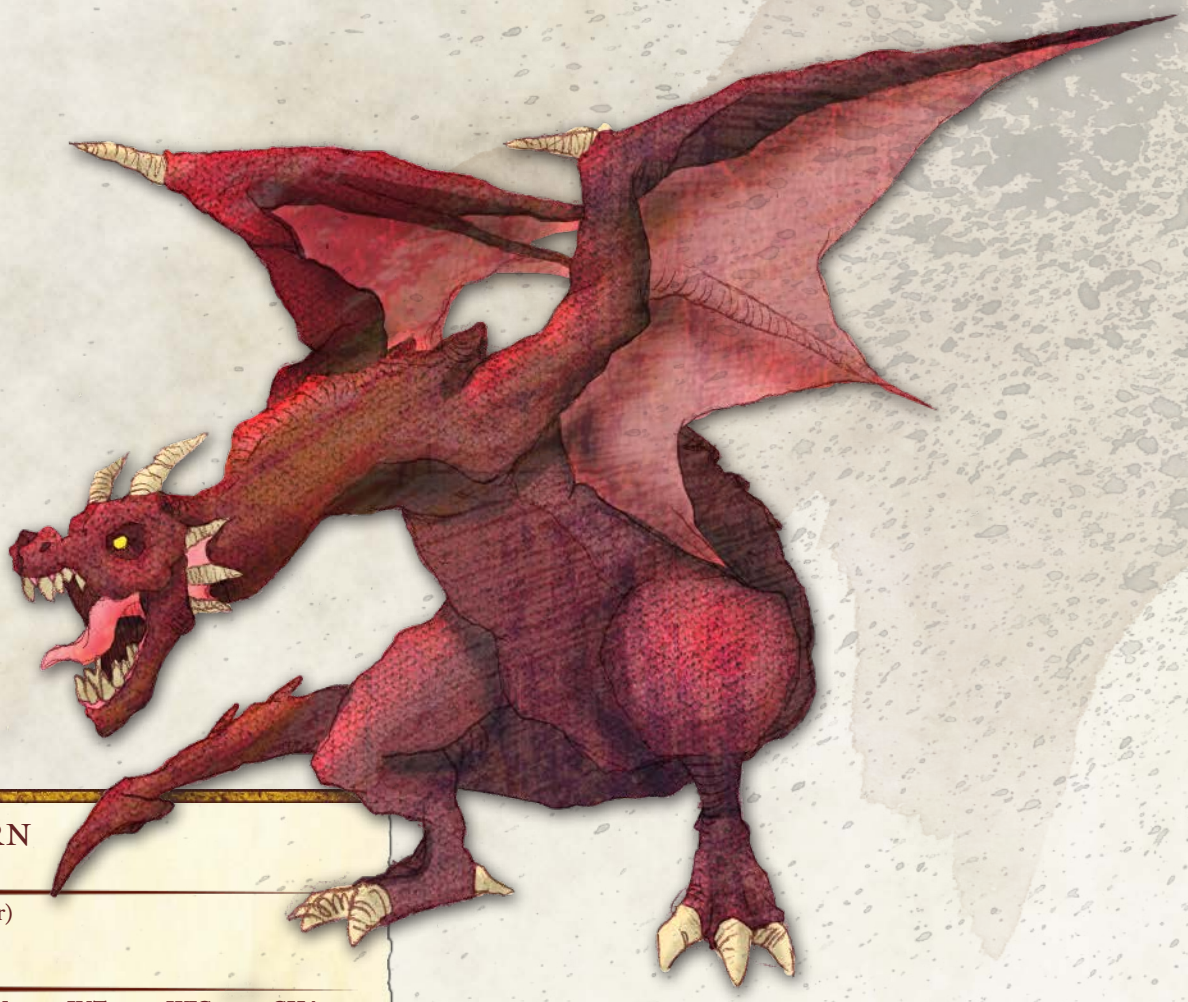
Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no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

Legendary Actions

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

Move. The wraith moves up to its speed without provoking opportunity attacks.
Attack. The wraith makes one greatsword attack.
Command. The wraith uses Command Undead.
Life Drain (Costs 2 Actions). The wraith uses Life Drain.
Disrupt Life (Costs 3 Actions). Each living creature within 20 feet of the wraith must make a DC 18 Constitution saving throw against this magic, taking 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one.

Wyvern



Ancient Wyvern

Huge dragon, unaligned

Armor Class 14 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+10)	20 (+5)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages ----
Challenge 12 (8,400 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:* +10 to hit, reach 10 ft., one creature. *Hit:* 13 (2d6 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Stinger. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 13 (2d6 + 6) piercing damage. The target must make a DC 17 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The wyvern can take three 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 wyvern regains spent legendary actions at the start of its turn.

Detect. The wyvern makes a Wisdom (Perception) check.
Bite. The wyvern makes a bite attack.
Sting (Costs 2 Actions). The wyvern attacks with its stinger.
Wing Attack (Costs 2 Actions). The wyvern beats its wings. Each creature within 15 feet of the wyvern must succeed on a DC 18 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The wyvern can then fly up to half its flying speed.

Ancient Wyvern

Very rarely do wyverns reach an age where they can grow to a huge size. They are often slain by by chromatic dragons before they can get any bigger. But when they do survive long enough to reach an ancient age, they make very deadly foes.

Xorn

Edler Xorn

The elder xorn is larger and less patient than its brethren. Whereas a normal xorn may attempt to negotiate for treasure, an elder xorn will simply demand for it. It gets easily agitated when its demand is ignored, and may outright attack. Due to its size, it often craves for treasure constantly. It can sniff out and pinpoint the location of treasure, and uncontrollably goes into a savage frenzy when it detects anyone carrying a large amount of treasure.

Elder Xorn

Large elemental, neutral

Armor Class 20 (natural armor)
Hit Points 137 (11d10 + 77)
Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	24 (+7)	12 (+1)	11 (+0)	12 (+1)

Skills Perception +8, Stealth +4
Damage Resistances piercing and slashing from nonmagical weapons that aren't adamantine
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 18
Languages Terran
Challenge 9 (5,000 XP)

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

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

Treasure Frenzy. The xorn has advantage on melee attack rolls against a creature that is carrying or holding more than 500 gold pieces worth of gems and precious metals.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

Actions

Multiattack. The xorn makes three claw attacks and one bite attack.

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.



Yetis



Shaman

Yeti shamans are druids that can draw and manipulate the arctic cold. They are often the leaders of their tribe, or serve as advisors to the abominable yeti.

Snowstalker

Snowstalkers are yeti hunters and scouts that are nearly invisible in snowy terrain. Their victims never realize they are already right beside them, already too late to react.

Yeti Shaman

Large monstrosity, chaotic evil

Armor Class 12 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	9 (-1)	16 (+3)	7 (-2)

Skills Perception +6, Stealth +4
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 16
Languages Yeti
Challenge 5 (1,800 XP)

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

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

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

Cantrips (at will): *druidcraft, frostbite, mending, shape water*
1st level (4 slots): *earth tremor, ice knife, healing word, thunderwave*
2nd level (3 slots): *hold person, spike growth, warding wind*
3rd level (3 slots): *dispel magic, erupting earth, sleet storm, slow*
4th level (3 slots): *charm monster, freedom of movement, ice storm, stoneskin*
5th level (1 slot): *commune with nature, cone of cold, wrath of nature*

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

Actions

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks .

Claw. Melee *Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (ld6 + 4) slashing damage plus 4 (ld8) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 14 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

Yeti Snowstalker

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	9 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Survival +3, Stealth +5
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 13
Languages Yeti
Challenge 4 (1,100 XP)

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

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

Stealthy. On each of its turns, the yeti can use a bonus action to take the Hide action.

Snow Strider. Moving through nonmagical difficult snowy terrain doesn't cost the yeti extra movement.

Slay Foe (1/Turn). The yeti deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

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

Actions

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks .

Claw. Melee *Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (ld6 + 5) slashing damage plus 3 (ld6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

Yuan-Ti

Abomination Champion

An abomination champion is a terrifying blackguard that often leads and commands yuan-ti soldiers. They normally worship Sseth, but a few worship other demon lords.



Yuan-ti Abomination Champion

Large monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 18 (breastplate, shield)
Hit Points 171 (18d10 + 72)
Speed 40 ft.

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

Saving Throws Str +9, Con +8, Wis +7, Cha +8
Skills Perception +7, Stealth +6
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 17
Languages Abyssal, Common, Draconic
Challenge 11 (7,200 XP)

Indomitable (2/Day). The yuan-ti rerolls a failed saving throw. It must use the new roll.

Shapechanger. The yuan-ti can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Abomination Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 16). The yuan-ti can innately cast the following spells, without providing material components:

At will: animal friendship (snakes only)
3/day: suggestion
1/day: fear

Spellcasting. The yuan-ti is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It has the following paladin spells prepared:

1st leve l (4 slots): *command, compelled duel, thunderous smite*
2nd level (3 slots): *branding smite, hold person*
3rd level (3 slots): *dispel magic, haste*
4th level (3 slots): *banishment, staggering smite*
5th level (1 slot): *banishing smite, destructive wave*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Smite (1/Turn). As a bonus action, when the yuan-ti hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 2d8 radiant or necrotic damage to the target. If the yuan-ti expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st (maximum 5d8).

Actions

Multiattack (Abomination Form Only). The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage plus 10 (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target *Hit:* 12 (2d6 + 5) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target

Scimitar (Abomination Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Longbow (Abomination Form Only). *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 10 (3d6) poison damage.



Malison Junglestalker

The yuan-ti malison junglestalker is an exceptional ranger and gifted archer. It is able to slither through the densest jungle without difficulty while remaining nearly invisible to the naked eye.

Yuan-ti Malison Junglestalker

Large monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 14
Hit Points 97 (15d8 + 30)
Speed 30 ft.

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

Skills Deception +6, Perception +5, Survival +5, Stealth +7
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Common, Draconic
Challenge 5 (1,800 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Abomination Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 14). The yuan-ti can innately cast the following spells, without providing material components:

At will: animal friendship (snakes only)
3/day: suggestion

Jungle Strider. Moving through nonmagical difficult jungle terrain doesn't cost the yuan-ti extra movement.

Spellcasting. The yuan-ti is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13). It has the following ranger spells prepared:

1st level (4 slots): *ensnaring strike, hunter's mark*
2nd level (3 slots): *cordon of arrows, spike growth*
3rd level (2 slots): *conjure barrage, lightning arrow*

Stealthy. On each of its turns, the yuan-ti can use a bonus action to take the Hide action.

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Slay Foe (1/Turn). The yuan-ti deals an extra 13 (3d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Multiattack (Abomination Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can can constrict only once.

Bite (Snake Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target

Scimitar (Yuan-ti Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Longbow (Abomination Form Only). *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage.



Yugoloth

Baernoloth

This horrid and lanky creature stands 9-foot tall and weighs about 500 pounds. Its gaunt oversized head looks like that of a horse's skull, with thin skin barely covering it. Necrotic ooze drips from its foul maw. Disgusting warts and pus-filled sores riddle its leathery hide. Its gangly limbs end in terrible claws that can rip flesh like knife through butter.

Reclusive Lords. It is said that the baernoloths were the first yugoloths, or were the creators of the yugoloths. Whether that is true or not, the baernoloth all but vanished, leaving the ultroloths in charge. The baernoloths went to the Gray Waste, and now live as reclusive hermits in well-guarded towers. They no longer interact with other yugoloths, except for ultroloths, who pay tribute to them, in return for the baernoloth's wisdom and guidance. Ultroloths may command armies of yugoloths, but it is the baernoloths that secretly provide direction to the ultroloths.

Collector of Secrets. Not unlike arcanoloths, baernoloths collect secret lores and answers to mysteries that they can use for their own ends. They also appear to know more about other fiends; in particular, their strengths and weaknesses that they can exploit. It is often for this reason that ultroloths seek them out.

Fiendish Sadists. If there is one thing that baernoloths love more than acquiring secrets, it is to torture intelligent beings. Even when they are trying to extract information, witnessing intense agony and fear from their victims appears to give them more satisfaction than acquiring the information itself. So much so that they bring back their victims from the brink of death by curing them fully of their wounds, only to repeat the torture once again.

Baernoloth

Large fiend (yugoloth), neutral evil

Armor Class 20 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	20 (+5)	17 (+3)	21 (+5)

Skills Arcana +10, Deception +10, Insight +8, Perception +8
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non magical weapons
Damage Immunities acid, poison
Condition Immunities charmed, frightened, poisoned
Senses truesight 120 ft., passive Perception 18
Languages Abyssal, Infernal, telepathy 120 ft.
Challenge 16 (15,000 XP)

Innate Spellcasting. The baernoloth's innate spellcasting ability is Charisma (spell save DC 18). The baernoloth can innately cast the following spells, without providing material components:

At will: *alter self, clairvoyance, cure wounds, darkness, detect magic, detect thoughts, dispel magic, invisibility* (self only), *suggestion*
3/day each: *cloudkill, dimension door, fear, synaptic static*
1/day each: *power word pain, symbol, weird*

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

Magic Weapons. The baernoloth's weapon attacks are magical.

Pain Echo (1/Turn). As a bonus action, the baernoloth targets one creature within 60 feet. The target takes psychic damage equal to the amount of damage it took from the baernoloth's last melee attack that hit it within the past 24 hours and must make a DC 18 Wisdom saving throw or be frightened until the end of the baernoloth's next turn.

Actions

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

Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 9 (2d8) necrotic damage. If the target is a creature, it must succeed on a DC 18 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 spell or other magic.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit*: 11 (2d6 + 4) slashing damage.

Teleport. The baernoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Mass Pain Echo (Recharge 5-6). Each creature within 60 feet of the baernoloth takes psychic damage equal to the amount of damage it took from the baernoloth's last melee attack that hit it within the past 24 hours and must make a DC 18 Wisdom saving throw or be frightened until the end of the baernoloth's next turn.

Legendary Actions

The baernoloth can take three 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 baernoloth regains spent legendary actions at the start of its turn.

Claw. The baernoloth makes a claw attack.
Bite (Costs 2 Actions). The baernoloth makes a bite attack.
Teleport (Costs 2 Actions). The baernoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.
Cast a Spell (Costs 3 Actions). The baernoloth casts a spell from its list of innate spells, using a spell slot as normal.

Zombies

Feral Zombie

While zombies are corpses animated by spellcasters, a feral zombie is created from a cannibal's corpse and magically cursed by a priest of Orcus. Orcus's aim is to spread undeath, and the feral zombie is one of the ways to do it rapidly.

Spore Zombie

A spore zombie is created through a foul ritual by clerics of Zuggtmoy. These zombies are infected by fungal spores which they spread to creatures they attack to create more spore zombies.



Feral Zombie

Medium undead, chaotic evil

Armor Class 8
Hit Points 9 (2d8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	10 (+0)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 1/2 (100 XP)

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

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

Pounce. If the feral zombie moves at least 20 feet straight toward a creature and then hits it with its claws on the same turn, that target must succeed on a DC 11 Strength saving throw or be knocked prone.

Create Feral Zombie. A creature slain by the feral zombie rises as a feral zombie.

Actions

Multiattack. The feral zombie 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:* 3 (1d4 + 1) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or be diseased. The diseased target can't regain hit points and must make a DC 10 Constitution saving throw every hour or its hit point maximum decreases by 3 (1d6). If the disease reduces the target's hit point maximum to 0, the target dies, and its corpse turns into a feral zombie. The disease lasts until removed by a *lesser restoration* spell or similar magic.

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

Spore Zombie

Medium undead, neutral evil

Armor Class 9
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	12 (+1)	3 (-4)	6 (-2)	5 (-3)

Damage Vulnerabilities fire, radiant
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 1 (200 XP)

Infect. Each time a creature is hit by a spore zombie's melee attack, it must succeed on a DC 12 Constitution saving throw or be diseased. The diseased target can't regain hit points, and its hit point maximum decreases by 4 (1d8) for every hour that elapse. If the disease reduces the target's hit point maximum to 0, the target dies, and its corpse turns into a spore zombie. The disease lasts until removed by a *lesser restoration* spell or similar magic.

Sunlight Hypersensitivity. The spore zombie takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The spore zombie 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:* 3 (1d4 + 1) piercing damage.

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

Appendix A: Miscellaneous Creatures



Cave Bear

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages ---
Challenge 3 (700 XP)

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

Actions

Multiattack. The bear makes three attacks: one with its bite and two with its claws. If both claw attacks hit a Large or smaller creature, the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage.

Dire Bear

Huge beast, unaligned

Armor Class 14 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	18 (+4)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages ---
Challenge 6 (2,300 XP)

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

Actions

Multiattack. The bear makes three attacks: one with its bite and two with its claws. If both claw attacks hit a Large or smaller creature, the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 +7) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Dire Rat

Medium beast, unaligned

Armor Class 13
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	2 (-4)	12 (+1)	4 (-3)

Senses darkvision 60 ft., passive Perception 11
Languages ---
Challenge 1/2 (100 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:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Giant Assassin Bug

Medium beast, unaligned

Armor Class 12
Hit Points 16 (3d8 + 3)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	2 (-4)	12 (+1)	3 (-4)

Skills Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages ---
Challenge 1/2 (100 XP)

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

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

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

Actions

Rostrum Stab. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, the assassin bug attaches to the target, and the target must make a DC 11 Constitution saving throw or be poisoned for 1 minute. The target is paralyzed while poisoned in this way. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. While attached, the assassin bug doesn't attack. Instead, at the start of each of the assassin bug's turns, the target loses 6 (1d8 + 2) hit points due to blood loss. The assassin bug can detach itself by spending 5 feet of its movement. It does so after it drains 30 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the assassin bug.

Giant Army Ant

Small beast, unaligned

Armor Class 13 (natural armor)
Hit Points 11 (2d6 + 4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	3 (-4)

Senses darkvision 60 ft., passive Perception 11
Languages ---
Challenge 1/4 (50 XP)

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

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

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage. If the bite hits a creature, the ant can make a sting attack as a bonus action.

Sting. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.



Giant Bullfrog

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	2 (-4)	11 (+0)	3 (-4)

Skills Perception + 2**,** Stealth +3
Senses darkvision 30 ft., passive Perception 12
Languages ---
Challenge 2 (450 XP)

Amphibious. The bullfrog can breathe air and water.

Standing Leap. The bullfrog's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Sticky Tongue. The bullfrog has advantage on Strength (Athletics) checks when contesting against a creature's attempt to escape a grapple.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the bullfrog can't bite another target.

Swallow. The bullfrog 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 bullfrog, and it takes 7 (2d6) acid damage at the start of each of the bullfrog's turns. The bullfrog can have only one Medium target or two Small targets swallowed at a time.

If the bullfrog takes 10 damage or more on a single turn from a creature inside it, the bullfrog must succeed on a DC 12 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 bullfrog. If the bullfrog dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Giant Caecilia

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft., burrow 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	1 (-5)	8 (-1)	4 (-3)

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9
Languages ---
Challenge 2 (450 XP)

Amphibious. The caecilia can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the caecilia can't bite another target.

Swallow. The caecilia 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. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the caecilia, and it takes 7 (2d6) acid damage at the start of each of the caecilia's turns.

If the caecilia takes 10 damage or more on a single turn from a creature inside it, the caecilia must succeed on a DC 12 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 caecilia. If the caecilia dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.



Giant Leech

Large beast, unaligned

Armor Class 11 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	1 (-5)	8 (-1)	4 (-3)

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9
Languages ---
Challenge 1 (200 XP)

Amphibious. The leech can breathe air and water.

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, the leech attaches to the target, and the target is grappled (escape DC 13). While attached, the leech doesn't attack. Instead, at the start of each of the leech's turns, the target loses 7 (1d8 + 3) hit points due to blood loss. The leech can detach itself by spending 5 feet of its movement. It does so after it drains 60 hit points of blood from the target or the target dies.

Giant Praying Mantis

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 30 ft., climb 30 ft., fly 10 ft.

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

Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages ---
Challenge 2 (450 XP)

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

Actions

Grabbing Claws. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.*Hit:* 9 (2d4 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the mantis can't use its grabbing claws or flicking claws on another target.

Flicking Claws. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be pushed up to 20 feet and is knocked prone.

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



Giant Robber Fly

Medium beast, unaligned

Armor Class 14
Hit Points 22 (4d8 + 4)
Speed 10 ft., fly 60 ft.

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

Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages ---
Challenge 1 (200 XP)

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

Actions

Proboscis. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, the robber fly attaches to the target, and the target must make a DC 11 Constitution saving throw or be poisoned for 1 minute. The target is paralyzed while poisoned in this way. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. While attached, the robber fly doesn't attack. Instead, at the start of each of the robber fly's turns, the target loses 8 (1d8 + 4) hit points due to blood loss. The robber fly can detach itself by spending 5 feet of its movement. It does so after it drains 40 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the robber fly.



Giant Slug

Large beast, unaligned

Armor Class 12 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 20 ft., climb 20 ft.

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

Senses blindsight 30 ft., darkvision 60 ft., tremorsense 60 ft., passive Perception 9
Languages ---
Challenge 3 (700 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) acid damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the slug can't bite another target.

Swallow. The slug 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. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the slug, and it takes 7 (2d6) acid damage at the start of each of the slug's turns.

If the slug takes 20 damage or more on a single turn from a creature inside it, the slug must succeed on a DC 14 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 slug. If the slug dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Acid Glob Spit. *Ranged Weapon Attack:* +6 to hit, range 60 ft., one target. *Hit:* 18 (4d8) acid damage and if the target is a creature, it must succeed on a DC 14 Strength saving throw or be restrained until the end of its next turn.

Giant Spitting Cobra

Large beast, unaligned

Armor Class 16 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	17 (+3)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2
Senses blindsight 10 ft., passive Perception 12
Languages ---
Challenge 3 (700 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Poison Spit. *Ranged Weapon Attack:* +6 to hit, range 60 ft., one target. *Hit:* 10 (3d6) poison damage and if the target is a creature, it must succeed on a DC 13 Constitution 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.



Giant Tarantula

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 30 ft., burrow 5 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +5
Senses blindsight 10 ft., darkvision 30 ft., tremorsense 60 ft. passive Perception 10
Languages ---
Challenge 3 (700 XP)

Spider Climb. The tarantula 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 tarantula knows the exact location of any other creature in contact with the same web.

Web Walker. The tarantula ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 13 (3d8) 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.

Shed Hairs (Recharges after a Short or Long Rest). Each creature within 10 feet of the tarantula must make a DC 13 Constitution saving throw. On a failed save, the creature becomes poisoned for 1 minute. A creature spends its action on each of its turns retching and reeling while poisoned in this way. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

Giant Tiger Beetle

Medium beast, unaligned

Armor Class 16 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 40 ft.

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

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 11
Languages ---
Challenge 1 (200 XP)

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

Pounce. If the tiger beetle moves at least 30 feet straight toward a creature and then hits it with a bite attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage.

Giant Velvet Worm

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

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

Skills Stealth +5
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11
Languages —
Challenge 3 (700 XP)

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

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage plus 10 (3d6) acid damage.

Web Spray (Recharge 5-6). The velvet worm spits webbing in a line that is 60 feet long and 10 feet wide. Each creature in that line must succeed on a DC 13 Dexterity saving throw or be restrained by webbing. As an action, the restrained creature can make a DC 13 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage and and immunity to bludgeoning, poison, and psychic damage.

Giant Wolverine

Large beast, unaligned

Armor Class 12
Hit Points 47 (5d10 + 20)
Speed 30 ft.

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

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 2 (450 XP)

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

Relentless (Recharges after a Short or Long Rest). If the wolverine takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The wolverine makes three attacks: one with its bite and two with its claws. If both claw attacks hit a Large or smaller creature, the target takes an extra 4 (1d8) slashing damage and must succeed on a DC 14 Strength saving throw or be knocked prone.

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

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



Greenvise

The greenvise is a giant carnivorous plant that faintly resembles a venus flytrap, except it has a large maw filled with rows of thorn-like teeth. It is a very patient hunter, planting itself along paths and trails and near similar-looking plants. It waits for prey to approach its vicinity before unleashing its death fog. Once it has trapped its victims, it picks them off one by one with its tendrils.



Greenvise

Huge plant, unaligned

Armor Class 15 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	4 (-3)	20 (+5)	4 (-3)	8 (-1)	4 (-3)

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 9
Languages ---
Challenge 7 (2,900 XP)

False Appearance. While the greenvise remains motionless, it is indistinguishable from an ordinary giant plant.

Actions

Multiattack. The greenvise makes three attacks: one with its bite attack and two with its tendrils.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be swallowed by the greenvise. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the greenvise, and it takes 14 (4d6) acid damage at the start of each of the greenvise's turns.

If the greenvise takes 20 damage or more on a single turn from a creature inside it, the greenvise 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 greenvise. If the greenvise dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Tendril. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 16), restrained until the grapple ends, and is pulled up to 15 feet toward the greenvise. The greenvise has two tendrils, each of which can grapple one target.

Death Fog (Recharges after a Short or Long Rest). The greenvise emits a greenish, acidic mist that fills 30-foot radius sphere centered on the greenvise that lasts for 1 minute. The fog spreads around corners, and its area is heavily obscured. A creature that starts its turn within 30 feet of the greenvise must succeed on a DC 16 Constitution saving throw. On a failed save, the target takes 7 (2d6) acid damage, 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 until the start of the creature's next turn. On a successful save, the target takes half as much damage and suffers no other effects. The greenvise is immune to the effects of its death fog.

Hatori

The hatori are giant crocodile-like monstrosities that live in loose sandy terrain typically found in deserts and beaches. Instead of legs, hatori have giant muscular paddle-like fins that they use to 'swim' through the sand. They lurk just underneath the sand near caravan trails and burst forth when it is close enough to seize prey with their massive jaws.



Hatori

Huge beast, unaligned

Armor Class 17 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 20 ft., (40 ft. in desert or sandy terrain)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	18 (+4)	2 (-4)	11 (+0)	7 (-2)

Skills Perception + 3, Stealth +5
Senses darkvision 30 ft., passive Perception 13
Languages ---
Challenge 6 (450 XP)

Ambusher. In the first round of combat, the hatori has advantage on attack rolls against any creature it has surprised.

Hold Breath. The hatori can hold its breath for 30 minutes.

Sand Camouflage. The hatori has advantage on Dexterity (Stealth) checks made to hide in desert or sandy terrain.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the hatori can't bite another target.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one target not grappled by the hatori. Hit: 15 (2d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Swallow. The hatori 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 hatori, and it takes 14 (4d6) acid damage at the start of each of the hatori's turns. The hatori can have only one Medium target or two Small targets swallowed at a time.

If the hatori takes 20 damage or more on a single turn from a creature inside it, the hatori must succeed on a DC 14 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 hatori. If the hatori dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Monstrous Centipede

Huge beast, unaligned

Armor Class 16 (natural armor)
Hit Points 92 (8d12 + 40)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	20 (+5)	1 (-5)	8 (-1)	3 (-4)

Senses blindsight 30 ft., passive Perception 9
Languages ---
Challenge 4 (1,100 XP)

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

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 12 (2d6 + 5) piercing damage, and the target must succeed on a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Monstrous Poisonous Snake

Huge beast, unaligned

Armor Class 15 (natural armor)
Hit Points 85 (9d12 + 27)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	17 (+3)	2 (-4)	10 (+0)	3 (-4)

Skills Perception + 3
Senses blindsight 10 ft., passive Perception 13
Languages ---
Challenge 5 (1,800 XP)

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Monstrous Scorpion

Huge beast, unaligned

Armor Class 16 (natural armor)
Hit Points 85 (9d12 + 27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	1 (-5)	9 (-1)	3 (-4)

Senses blindsight 60 ft., passive Perception 9
Languages ---
Challenge 7 (2,900 XP)

Actions

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

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) bludgeoning damage, and the target is grappled (escape DC 14) . The scorpion has two claws, each of which can grapple only one target.

Sting. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much damage on a successful one.

Monstrous Spider

Huge beast, unaligned

Armor Class 15 (natural armor)
Hit Points 85 (9d12 + 27)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages ---
Challenge 4 (1,100 XP)

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

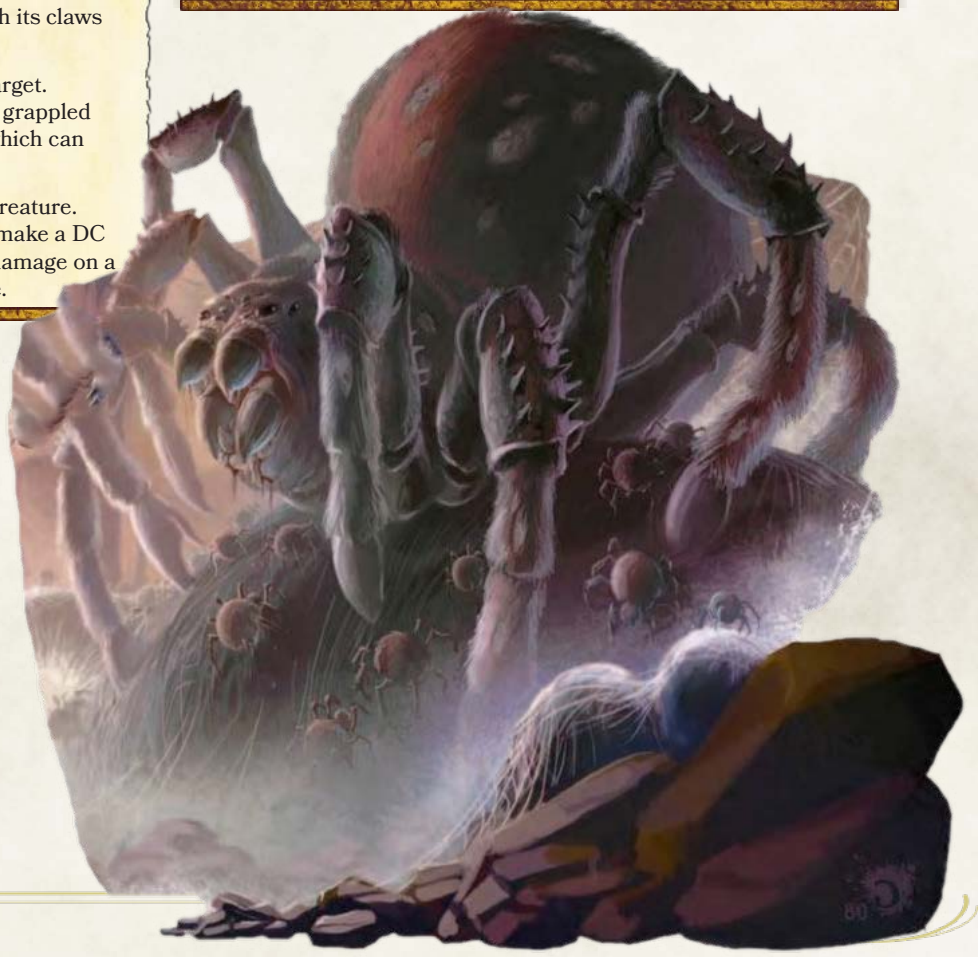
Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

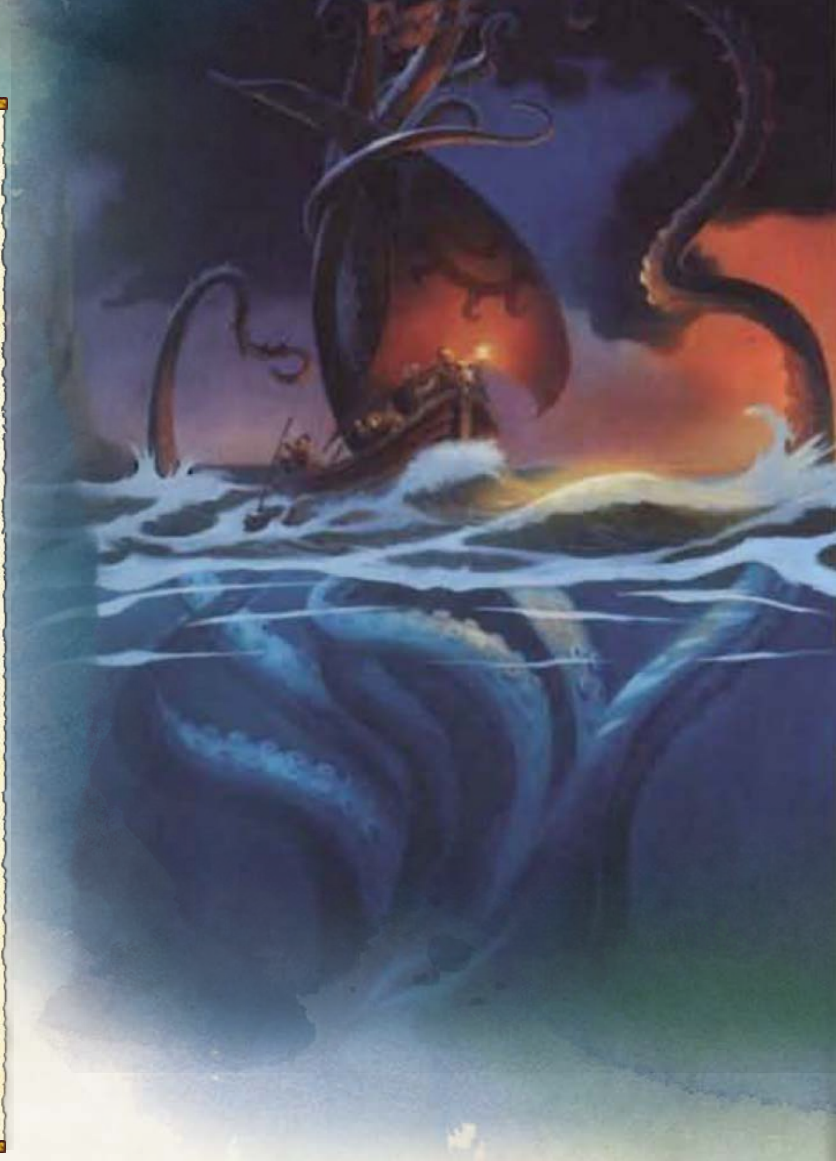
Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage, and the target must make a DC 14 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.

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).





Monstrous Squid

Huge beast, unaligned

Armor Class 13 (natural armor)
Hit Points 171 (18d12 + 54)
Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	17 (+3)	3 (-4)	10 (+0)	4 (-3)

Skills Perception +6, Stealth +4
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 8 (3,900 XP)

Hold Breath. While out of water, the squid can hold its breath for 1 hour.

Underwater Camouflage. The squid has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The squid can breathe only underwater.

Actions

Multiattack. The squid makes two tentacle attacks. If it has a creature grappled, it can also attack with its beak.

Tentacle. Melee Weapon Attack: +8 to hit, reach 20 ft., one target. Hit: 15 (3d6 + 5) bludgeoning damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the squid can't use its tentacles on another target.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target it is grappling. *Hit:* 18 (3d8 + 5) slashing damage.

Ink Cloud (Recharges after a Short or Long Rest). A 30-foot radius cloud of ink extends all around the squid 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 squid can use the Dash action as a bonus action.

Monstrous Tarantula

Huge beast, unaligned

Armor Class 14 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 30 ft., burrow 5 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7
Senses blindsight 10 ft., darkvision 30 ft., tremorsense 60 ft. passive Perception 10
Languages —
Challenge 7 (2,900 XP)

Spider Climb. The tarantula 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 monstrous tarantula knows the exact location of any other creature in contact with the same web.

Web Walker. The tarantula ignores movement restrictions caused by webbing.

Actions

Multiattack. The tarantula makes two attacks: one with its forelegs and one with its bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 19 (3d8 + 6) piercing damage, and the target must make a DC 16 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.

Forelegs. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6 + 6) bludgeoning damage, and the target must make a DC 17 Strength saving throw or be knocked prone.

Shed Hairs (Recharges after a Short or Long Rest). Each creature within 10 feet of the tarantula must make a DC 16 Constitution saving throw. On a failed save, the creature becomes poisoned for 1 minute. A creature spends its action on each of its turns retching and reeling while poisoned in this way. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.



Sea Serpent

Gargantuan monstrosity, neutral

Armor Class 15 (natural armor)
Hit Points 198 (12d20 + 72)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	22 (+6)	8 (-1)	16 (+3)	14 (+2)

Saving Throws Dex +8, Con +11, Wis +8
Skills Perception +8
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 18
Languages Draconic
Challenge 13 (10,000 XP)

Hold Breath. The sea serpent can hold its breath for 1 hour.

Actions

Multiattack. The sea serpent makes three attacks: one with its bite, one to constrict, and one with its tail.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) percing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one Huge or smaller creature. *Hit:* 23 (3d10 + 7) bludgeoning damage. The target is grappled (escape DC 17) if the sea serpent isn't already constricting a creature, and the target is restrained until this grapple ends.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Poison Breath (Recharge 5-6). The sea serpent exhales a line of poison that is 40 feet long and 10 feet wide. Each creature in that line must succeed on a DC 19 Dexterity saving throw, taking 66 (12d10) poison damage on a failed save, or half as much damage on a successful one.

Swallow. The sea serpent makes one bite attack against a Large 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 sea serpent, and it takes 28 (8d6) acid damage at the start of each of the sea serpent's turns. A sea serpent can have only up to one Large or two Medium creatures swallowed at a time.

If the sea serpent takes 40 damage or more on a single turn from the swallowed creature, the sea serpent 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 sea serpent. If the sea serpent dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.



Sword Spider

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 30 ft., burrow 5 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +5
Senses blindsight 10 ft., darkvision 30 ft., tremorsense 60 ft. passive Perception 10
Languages ----
Challenge 5 (1,800 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

Multiattack. The spider makes three attacks: two with its forelegs and one with its bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Foreleg. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) slashing damage.

Deadly Leap. If the spider jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 27 (5d8 + 5) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the spider's space into an unoccupied space of the creature's choice. If no unoccupied space is with in range, the creature instead falls prone in the spider's space.



Winter Wolf Alpha

Huge monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	18 (+4)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +7, Stealth +4
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 17
Languages ---
Challenge 7 (2,900 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.

Savage Howl (Recharge 5-6). As a bonus action, the wolf emits a terrifying howl that also rallies its allies. Each ally that is within 30 feet of it, can hear it, and not already affected by *Savage Howl* gain advantage on attack rolls and saving throw rolls until the start of the wolf's next turn. All other creatures within 30 feet 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 wolf *Savage Howl* for the next 24 hours.

Actions

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

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 15 Dexterity saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a successful one.

Worg Alpha

Large monstrosity, neutral evil

Armor Class 14 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages ---
Challenge 2 (450 XP)

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

Pack Tactics. The worg 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.

Packmaster. If the worg isn't incapacitated, any worg or wolf ally that starts its turn within 30 feet of the worg and that can see or hear the worg gains Pack Tactics until the start of its next turn.

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 13 Strength saving throw or be knocked prone.

Appendix B: NonPlayer Characters



Arcane Guard and Knight

These spellcasting warriors are able to enhance their offensive and fighting capabilities with their sorcerous magic. They also take advantage of their quickened spell feature in order to maximize their efficiency in combat.

Arcane Guard

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

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

Skills Perception +3
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 4 (1,100 XP)

Spellcasting. The arcane guard is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, minor illusion, true strike*
1st level (4 slots): *shield, thunderwave*
2nd level (3 slots): *blur, mirror image, scorching ray*
3rd level (2 slots): *haste*, *lightning bolt*

Sorcery Points. The arcane guard has 5 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When the arcane guard rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. It must use the new rolls. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Quickened Spell: When the arcane guard casts a spell that has a casting time of 1 action, the giant can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Rapier. *Melee Weapon Attack*: +5 to hit, one target. *Hit:* 7 (1d8 + 3) piercing damage.

Arcane Knight

Medium humanoid (any race), any alignment

Armor Class 17 (half plate)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

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

Saving Throws Con +5, Wis +4, Cha +6
Skills Perception +4
Senses passive Perception 14
Languages any two languages
Challenge 7 (2,900 XP)

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

Spellcasting. The arcane knight is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, mage hand, minor illusion, true strike*
1st level (4 slots): *shield, thunderwave*
2nd level (3 slots): *blur, mirror image, scorching ray*
3rd level (3 slots): *haste*, *lightning bolt*
4th level (1slot): *stoneskin*

Sorcery Points. The arcane knight has 7 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When the arcane knight rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. It must use the new rolls. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Quickened Spell: When the arcane knight casts a spell that has a casting time of 1 action, the giant can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Multiattack. The arcane knight makes two melee attacks.

Glaive. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Reactions

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

Blight Druid

Medium humanoid (any race), neutral evil

Armor Class 14 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

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

Saving Throws Dex +5, Con +5, Wis +6
Skills Perception +6, Survival +6
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Spellcasting. The druid is an 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, poison spray, produce flame, thorn whip*
1st level (4 slots): *charm person, entangle, healing word*
2nd level (3 slots): *beast sense, heat metal, Melf's acid arrow, ray of enfeeblement, spike growth*
3rd level (3 slots): *erupting earth, dispel magic, meld into stone, stinking cloud, vampiric touch*
4th level (3 slots): *blight, confusion, Evard's black tentacles, polymorph*
5th level (2 slots): *antilife shell, contagion, cloudkill, enervation*
6th level (1 slot): *wall of thorns*

Actions

Sickle. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 14 (4d6) poison damage.

Blight Touch (3/Day). *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* The target must succeed on a DC 14 Constitution saving throw. The target takes 10 (3d6) poison damage plus 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one.

Blight Druid

The blight druid lives to corrupt all life and spread blight and decay. It is typically a worshipper of Talona, but some worship Moander, Shar, or Zuggtmoy.



Variant Rules: Blight Land

Below is the list of circle spells available to the circle druid who gains access to the Blight land type.

Blight

Druid Level	Circle Spells
3rd	*Melf's acid arrow, ray of enfeeblement*
5th	*stinking cloud, vampiric touch*
7th	*blight, Evard's black tentacles*
9th	*cloudkill, enervation*

Bodyguard

Medium humanoid (any race), any alignment

Armor Class 18 (breastplate, shield)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

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

Skills Intimidation +2, Perception +3
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 2 (450 XP)

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the bodyguard can regain 9 hit points.

Actions

Multiattack. The bodyguard makes two melee attacks.

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

Reactions

Protection. When an attacker the bodyguard can see makes an attack roll against a creature within 5 feet of the bodyguard, the bodyguard can impose disadvantage on the attack roll.

Bodyguard, Elite

Medium humanoid (any race), any alignment

Armor Class 19 (half plate, shield)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +6, Con +4, Wis +4
Skills Intimidation +2, Perception +4
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 4 (1,100 XP)

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the bodyguard can regain 16 hit points.

Actions

Multiattack. The bodyguard makes two three melee attacks.

Longsword. *Melee Weapon Attack*: +6 to hit, one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands..

Reactions

Intercept Attack. In response to another creature within 5 feet of it being hit by an attack roll, the bodyguard gives that creature a +5 bonus to its AC against that attack, potentially causing a miss. To use this ability, the bodyguard must be able to see the creature and the attacker.

Self-Sacrifice. When a creature within 5 feet of the bodyguard is hit by an attack, the bodyguard swaps places with that creature and is hit instead.



Bounty Hunter

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

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

Saving Throws Dex +5, Int +3
Skills Perception +4, Stealth +7, Survival +4
Senses passive Perception 14
Languages any two languages
Challenge 2 (450 XP)

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

Cunning Action. The bounty hunter can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Nonlethal Strike. If a creature's hit points drop to 0 from the bounty hunter's attack, the bounty hunter can choose to knock the creature unconscious at 0 hit points instead of leaving it dying.

Sneak Attack (1/Turn). The bounty hunter 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 bounty hunter that isn't incapacitated and the bounty hunter doesn't have disadvantage on the attack roll.

Actions

Rapier. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Hunting Bolas. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage and the target must succeed on a DC 13 Strength saving throw or be restrained and knocked prone. As an action, the restrained creature can make a DC 13 Strength check, escaping on a success. The effect ends if the hunting bolas is destroyed. The hunting bolas has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Bounty Hunter, Elite

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

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

Saving Throws Strength +4, Dex +7, Wis +5
Skills Perception +8, Stealth +10, Survival +5
Senses passive Perception 18
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

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

Cunning Action. The bounty hunter can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Nonlethal Strike. If a creature's hit points drop to 0 from the bounty hunter's attack, the bounty hunter can choose to knock the creature unconscious at 0 hit points instead of leaving it dying.

Sneak Attack (1/Turn). The bounty hunter 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 bounty hunter that isn't incapacitated and the bounty hunter doesn't have disadvantage on the attack roll.

Actions

Multiattack. The bounty hunter makes two melee attacks or two ranged attacks.

Rapier. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Hunting Bolas. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one creature. *Hit:* 6 (1d4 + 4) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be restrained and knocked prone. As an action, the restrained creature can make a DC 15 Strength check, escaping on a success. The effect ends if the hunting bolas is destroyed. The hunting bolas has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.



Captain

Medium humanoid (any race), any alignment

Armor Class 17 (scale mail, shield)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

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

Saving Throws Str +5, Con +4
Skills Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 2 (450 XP)

Actions

Multiattack. The captain makes two melee attacks or two ranged attacks. It can use its Command or Maneuver Allies in place of one attack.

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

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

Command. The captain targets one ally it can see within 30 feet of it. If the target can see and hear the captain, the target can make one weapon attack as a reaction.

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of this captain that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Reactions

Directed Strike (2/day). When a creature the captain can see within 30 feet of it makes an attack roll, and the creature can hear the captain, the captain grants advantage to that roll.



Dark Whisperer

Medium humanoid (any race), any non-good

Armor Class 15 (studded leather)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	13 (+1)	12 (+1)	17 (+3)

Saving Throws Dex +5, Cha +5
Skills Deception +5, Perception +3, Stealth +5
Senses passive Perception 13
Languages any two languages
Challenge 3 (700 XP)

Dark Whispers. The dark whisperer can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the dark whisperer, the target must succeed on a DC 13 Charisma saving throw or be frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from the dark whisperer by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the dark whisperer, the creature can repeat the saving throw. On a success, the effect ends.

Psychic Blades (3/day). The dark whisperer deals an extra 10 (3d6) damage when it hits a target with a weapon attack.

Spellcasting. The dark whisperer is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *minor illusion, thunderclap, vicious mockery*
1st level (4 slots): *charm person, dissonant whispers, earth tremor, thunderwave*
2nd level (3 slots): *blindness/deafness, hold person*
3rd level (3 slots): *nondetection, enemies abound, major image*

Actions

Rapier. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 10 (3d6) poison damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Death Priest

Medium humanoid (any race), any non-good

Armor Class 17 (half plate)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	17 (+3)	10 (+0)

Saving Throws Con +6, Wis +6, Cha +3
Skills Perception +6, Religion +6
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 7 (2,900 XP)

Spellcasting. The death priest is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, toll the dead, thaumaturgy*
1st level (4 slots): *bane, false life, inflict wounds, ray of sickness*
2nd level (3 slots): *blindness/deafness, gentle repose, hold person, ray of enfeeblement*
3rd level (3 slots): *animate dead, bestow curse, vampiric touch*
4th level (3 slots): *banishment, blight, death ward*
5th level (2 slots): *antilife shell, cloudkill, flame strike*
6th level (1 slot): *circle of death*
7th level (1 slot): *symbol*

Mortal Strike. As a bonus action, when the death priest hits a creature with a weapon attack, it can expend a spell slot to deal an extra 1d8 necrotic damage to the target, and the target must succeed on a DC 14 Wisdom 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. If the death priest expends a spell slot of 2nd level or higher, the extra necrotic damage increases by 1d8 for each level above 1st (maximum 5d8).

Actions

Scythe. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target.
Hit: 8 (1d10 + 3) slashing damage.



Divine Trickster

Medium humanoid (any race), any non-lawful

Armor Class 15 (studded leather)
Hit Points 77 (14d8 + 14)
Speed 30 ft., burrow 5 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	12 (+1)	17 (+3)	14 (+2)

Saving Throws Dex +6, Wis +6, Cha +5
Skills Deception +6, Religion +7, Stealth +6
Senses passive Perception 13
Languages any two languages
Challenge 6 (2,300 XP)

Cunning Action. The divine trickster can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Divine Strike. Once on each of the divine trickster's turns when it hits a creature with a weapon attack, it can cause the attack to deal an extra 1d8 poison damage to the target.

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

Spellcasting. The divine trickster is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *mending, poison spray, toll the dead, thaumaturgy*
1st level (4 slots): *charm person, command, disguise self, guiding bolt, healing word*
2nd level (3 slots): *blindness/deafness, mirror image, pass without trace, silence*
3rd level (3 slots): *bestow curse, blink, dispel magic. feign death*
4th level (3 slots): *banishment, dimension door, freedom of movement, polymorph*

Sneak Attack (1/Turn). The divine trickster 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 divine trickster that isn't incapacitated and the divine trickster doesn't have disadvantage on the attack roll.

Actions

Rapier. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target.
Hit: 6 (1d8 + 3) piercing damage plus 14 (4d6) poison damage.

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the divine trickster turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

Dread Lord of Bane

Medium humanoid (any race), lawful evil

Armor Class 20 (plate, shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

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

Saving Throws Con +8, Wis +10, Cha +7
Skills Intimidation +7, Perception +10, Religion +11
Senses passive Perception 20
Languages any two languages
Challenge 13 (10,000 XP)

Aura of Dread. A creature hostile to the dread lord of Bane that starts its turn within 20 feet of the dread lord of Bane must succeed on a DC 18 Wisdom saving throw, unless the dread lord of Bane is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target can't perform any actions except move up to half its speed. If a creature's saving throw is successful, the creature is immune to the dread lord of Bane's Aura of Dread for the next 24 hours.

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

Smite (1/Turn). As a bonus action, when the dread lord of Bane hits a creature with a weapon attack, it can expend a 1st level spell slot to deal an extra 2d8 necrotic damage and the target must succeed on a DC 18 Wisdom saving throw or become frightened until the end of its next turn. The creature is paralyzed while frightened. If the dread lord of Bane expends a spell slot of 2nd level or higher, the extra necrotic damage increases by 1d8 for each level above 1st (maximum 5d8).

Spellcasting. The dread lord of Bane is a 17th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, sacred flame, thaumaturgy, toll the dead*
1st level (4 slots): *bane, command*
2nd level (3 slots): *augury, hold person, zone of truth*
3rd level (3 slots): *bestow curse, dispel magic, spirit guardians*
4th level (3 slots): *banishment, guardian of faith, freedom of movement*
5th level (2 slots): *contagion, dispel evil and good, flame strike*
6th level (1 slot): *blade barrier, harm*
7th level (1 slot): *divine word, fire storm*
8th level (1 slot): *antimagic field*
9th level (1 slot): *gate*

Actions

Multiattack. The dread lord of Bane makes two morningstar attacks or two longbow attacks.

Morningstar. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) necrotic damage.

Legendary Actions

The dread lord of Bane 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 dread lord of Bane regains spent legendary actions at the start of its turn.

Attack. The dread lord of Bane makes a weapon attack.
Move. The dread lord of Bane moves up to half its speed.
Bane/Command. The dread lord of Bane casts *bane* or *command*, using a spell slot as normal.
Cast a Spell (Costs 2 Actions). The dread lord of Bane casts a spell from its list of prepared spells, using a spell slot as normal.

Dreadmaster

Medium humanoid (any race), lawful evil

Armor Class 18 (plate)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

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

Saving Throws Str +8, Con +7, Wis +5, Cha +7
Skills Intimidation +7, Perception +5, Religion +4
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 10 (5,900 XP)

Aura of Dread. A creature hostile to the dreadmaster that starts its turn within 20 feet of the dreadmaster must succeed on a DC 15 Wisdom saving throw, unless the dreadmaster is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target can't perform any actions except move up to half its speed. If a creature's saving throw is successful, the creature is immune to the dreadmaster's Aura of Dread for the next 24 hours.

Smite (1/Turn). As a bonus action, when the dreadmaster hits a creature with a weapon attack, it can expend a 1st level spell slot to deal an extra 2d8 necrotic damage and the target must succeed on a DC 15 Wisdom saving throw or become frightened until the end of its next turn. The creature is paralyzed while frightened. If the dreadmaster expends a spell slot of 2nd level or higher, the extra necrotic damage increases by 1d8 for each level above 1st (maximum 5d8).

Spellcasting. The dreadmaster is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15). It has the following paladin spells prepared:

1st level (4 slots): *bane, command, hunter's mark*
2nd level (3 slots): *branding smite, hold person*
3rd level (3 slots): *crusader's mantle, haste*
4th level (2 slots): *dimension door, staggering smite*

Actions

Multiattack. The dreadmaster makes two heavy morningstar attacks or two longbow attacks. It can use Command Ally in place of one weapon attack.

Heavy Morningstar. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage plus 13 (3d8) necrotic damage.

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

Command Ally. The dreadmaster targets an ally within 30 feet that can see and hear the dreadmaster. The target uses its reaction to move up to half its speed and make one melee attack.

Dreadmaster's Presence (1/Day). Each ally within 30 feet of the dreadmaster, can see the dreadmaster, and not already affected by Dreadmaster's Presence gain advantage on attack rolls until the start of the dreadmaster's next turn. Each creature of the dreadmaster's choice that is within 30 feet of it, can see it, and not already affected by Dreadmaster's Presence become frightened until the start of the dreadmaster's next turn.

Dreadmaster

Dreadmasters are blackguards serving the god Bane. They often lead Zhentarim troops and the Church of Bane into battle.

Dread Companion. Dreadmasters always have a special beast or monstrous companion known as a dread beast that has absolute loyalty to its dreadmaster. Typical dread beasts are displacer beasts, hell hounds, and nightmares.

Foe Hunter

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

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

Saving Throws Strength +3, Dex +6, Wis +4
Skills Perception +4, Survival +4, Stealth +6
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 4 (1,100 XP)

Spellcasting. The foe hunter is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12). It has the following ranger spells prepared:

1st level (4 slots): *ensnaring strike, hunter's mark*
2nd level (3 slots): *silence, spike growth*
3rd level (3 slots): *conjure barrage, lightning arrow*
4th level (1 slot): *freedom of movement, grasping vine*

Stealthy. On each of its turns, the foe hunter can use a bonus action to take the Hide action.

Slay Foe (1/Turn). The foe hunter deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points. If the creature's hit points drop to 0, the foe hunter can choose to knock the creature unconscious instead of leaving it dying.

Actions

Multiattack. The foe hunter makes two melee attacks or two ranged attacks.

Rapier. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

Frostmaiden of Auril

Medium humanoid (any race), any evil

Armor Class 15 (breastplate)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

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

Saving Throws Con +5, Wis +6, Cha +3
Skills Perception +6, Religion +6, Survival +6
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

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

Cantrips (at will): *mending, resistance, toll the dead, thaumaturgy*
1st level (4 slots): *armor of Agathys, fog cloud, inflict wounds*
2nd level (3 slots): *gust of wind, hold person, Snilloc's snowball swarm*
3rd level (3 slots): *bestow curse, gaseous form, sleet storm*
4th level (3 slots): *banishment, control water, ice storm*
5th level (1 slot): *cone of cold, contagion, control winds*

Auril's Kiss. As a bonus action, when the frostmaiden hits a creature with a weapon attack, it can expend a spell slot to deal an extra 1d8 cold damage to the target, and the target must succeed on a DC 14 Constitution saving throw or be restrained and can't use reactions until the end of its next turn. If the frostmaiden expends a spell slot of 2nd level or higher, the extra cold damage increases by 1d8 for each level above 1st (maximum 5d8).

Actions

Handaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Frostmaiden of Auril

Frostmaidens are evil divine casters who worship Auril, the Goddess of Winter. They often have silvery or snow-shite hair and pale-bluish skin. An uncomfortable cold aura emanates from them, and frost appears on the ground's surface where they tread. They either live alone as hermits in arctic areas or snow-capped mountains, or with tribes of cold-type creatures like yeti and frost giants.

Variant Rules: Frost Domain

Below is the list of domain spells available to the cleric who has chosen the Frost domain as their divine domain.

Frost Domain Spells

Cleric Level	Spells
1st	*armor of Agathys, fog cloud*
3rd	*gust of wind, Snilloc's snowball swarm*
5th	*gaseous form, sleet storm*
7th	*control water, ice storm*
9th	*cone of cold, control winds*



Hexblade

Medium humanoid (any), any alignment

Armor Class 18 (scale mail, shield)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

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

Saving Throws Con +5, Wis +3, Cha +6
Skills Arcana +4, Deception +6, Intimidation +6
Senses darkvision 60 ft., passive Perception 10
Languages any two languages
Challenge 7 (2,900 XP)

Spellcasting. The hexblade is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, infestation, mage hand, poison spray*
1st level-5th level (3 5th-level slots): *blink, blur, cone of cold, dimension door, dispel magic, elemental weapon, hellish rebuke, misty step, shield, staggering smite, wrathful smite*
1/day each: *circle of death*

Hexblade's Curse (Recharges after a Short or Long Rest). As a bonus action, the hexblade targets a creature it can see within 30 feet of it. The target is cursed for 1 minute. The curse ends early if the target dies, the hexblade dies, or it is incapacitated. Until the curse ends, the hexblade gains the following benefits:

- It deals an extra 3 damage on damage rolls against the cursed target.
- Any attack roll it makes against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, the hexblade regains 14 hit points.

Actions

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

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

Reactions

Armor of Hexes. When hit by an attack roll by a creature cursed by the hexblade's Hexblade's Curse, roll a d6. On a roll of 4 or higher, the attack instead misses the hexblade, regardless of its roll.



Hex Knight

Medium humanoid (any), any alignment

Armor Class 19 (half plate, shield)
Hit Points 180 (24d8 + 72)
Speed 30 ft.

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

Saving Throws Con +8, Wis +6, Cha +10
Skills Arcana +6, Deception +10, Intimidation +10
Senses darkvision 60 ft., passive Perception 11
Languages any two languages
Challenge 16 (15,000 XP)

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

Spellcasting. The hex knight is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, infestation, mage hand, poison spray*
1st level-5th level (4 5th-level slots): *blink, blur, cone of cold, dimension door, dispel magic, elemental weapon, hellish rebuke, misty step, shield, staggering smite, wrathful smite*
1/day each: *circle of death, forcecage, foresight, maddening darkness*

Eldritch War Magic. When the hex knight uses its action to cast a spell or cantrip, it can make one weapon attack as a bonus action.

Hexblade's Curse (Recharges after a Short or Long Rest). As a bonus action, the hex knight targets a creature it can see within 30 feet of it. The target is cursed for 1 minute. The curse ends early if the target dies, the hex knight dies, or it is incapacitated. Until the curse ends, the hex knight gains the following benefits:

- It deals an extra 5 damage on damage rolls against the cursed target.
- Any attack roll it makes against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, the hex knight regains 20 hit points.

Actions

Multiattack. The hex knight makes two melee attacks.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 14 (4d6) necrotic damage and the target gains disadvantage to its attack rolls and saving throws until the end of the Hex Knight's next turn.

Legendary Actions

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

Attack. The hex knight makes a weapon attack.
Cantrip. The hex knight casts a cantrip.
Move. The hex knight moves up to half its speed.
Cast a Spell (Costs 2 Actions). The hex knight casts a spell from its list of prepared spells, using a spell slot as normal.

Reactions

Armor of Hexes. When hit by an attack roll by a creature cursed by the hex knight's Hexblade's Curse, roll a d6. On a roll of 4 or higher, the attack instead misses the hex knight, regardless of its roll.

High Inquisitor

Medium humanoid (any), any lawful

Armor Class 20 (plate, shield)
Hit Points 165 (22d8 + 66)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	16 (+3)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Con +8, Wis +6, Cha +8
Skills Intimidation +8, Perception +6, Religion +5
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 16 (15,000 XP)

Aura of Judgement. A creature hostile to the high inquisitor that is within 15 feet of the high inquisitor has disadvantage on saving throws against being frightened, provided that the high inquisitor isn't incapacitated.

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

Spellcasting. The high inquisitor is a 19th-level spell caster. Its spellcasting ability is Charisma (spell save DC 16). It has the following paladin spells prepared:

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

Smite (1/Turn). As a bonus action, when the high inquisitor hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 2d8 necrotic or radiant damage to the target, and the target must succeed in a DC 16 Wisdom saving throw or be frightened the end of its next turn. If the high inquisitor expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st (maximum 5d8).

Actions

Multiattack. The high inquisitor makes three melee attacks. It can use Glare of Reckoning in place of one melee attack.

Flail. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 13 force damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d10 - 1) piercing damage.

Glare of Reckoning. The high inquisitor targets one frightened creature it can see within 30 feet of it. The target must make a DC 16 Wisdom saving throw. On a failure, the target is paralyzed until the high inquisitor deals damage to it, or until the end of the high inquisitor's next turn.

Legendary Actions

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

Attack. The high inquisitor makes a weapon attack.
Move. The high inquisitor moves up to half its speed.
Glare. The high inquisitor uses its Glare of Reckoning.
Cast a Spell (Costs 2 Actions). The high inquisitor casts a spell from its list of prepared spells, using a spell slot as normal.

Inquisitor

Medium humanoid (any), any lawful

Armor Class 19 (splint, shield)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Con +6, Wis +3, Cha +4
Skills Intimidation +5, Perception +4, Religion +3
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Aura of Judgement. A creature hostile to the inquisitor that is within 10 feet of the inquisitor has disadvantage on saving throws against being frightened, provided that the inquisitor isn't incapacitated.

Smite (1/Turn). As a bonus action, when the inquisitor hits a creature with a weapon attack, it can expend a 1st level spell slot to deal 2d8 necrotic or radiant damage to the target, and the target must succeed in a DC 13 Wisdom saving throw or be frightened the end of its next turn. If the inquisitor expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st (maximum 5d8).

Spellcasting. The inquisitor is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13). It has the following paladin spells prepared:

1st level (4 slots): *bane, command, hunter's mark*
2nd level (3 slots): *hold person, misty step*
3rd level (2 slots): *crusader's mantle, fear*

Actions

Multiattack. The inquisitor makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 30/120 ft., one target. *Hit:* 4 (1d10 - 1) piercing damage.

Marshal

Medium humanoid (any race), any alignment

Armor Class 18 (breastplate, shield)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

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

Saving Throws Str +6, Con +5, Wis +4
Skills Perception +4
Senses passive Perception 14
Languages any two languages
Challenge 5 (1,800 XP)

Marshal Allies. Unless the marshal is incapacitated, it and creatures of its choice within 30 feet of it have advantage on saving throws against being frightened.

Rallying Cry (1/Day). Each creature of the marshal's choice that is within 30 feet of it, can hear it, and not already affected by Rallying Cry gain advantage on attack rolls and saving throws until the start of the marshal's next turn. The marshal can then make one attack as a bonus action.

Actions

Multiattack. The marshal makes three melee attacks or three ranged attacks. It can use its Command or Maneuver Allies in place of one attack.

Longsword. *Melee Weapon Attack*: +6 to hit, one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Command. The marshal targets one ally it can see within 30 feet of it. If the target can see and hear the marshal, the target can make one weapon attack as a reaction.

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of this marshal that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Reactions

Directed Strike (3/day). When a creature the marshal can see within 30 feet of it makes an attack roll, and the creature can hear the marshal, the marshal grants advantage to that roll.



Sergeant

Medium humanoid (any race), any alignment

Armor Class 16 (scale mail, shield)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

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

Skills Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1 (200 XP)

Actions

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

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

Command. The sergeant targets one ally it can see within 30 feet of it. If the target can see and hear the sergeant, the target can make one weapon attack as a reaction.

Maneuver Allies (Recharge 5-6). Up to four allies within 60 feet of this sergeant that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.



Shadow Fist Initiate

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

Armor Class 15
Hit Points 45 (7d8 + 14)
Speed 40 ft.

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

Saving Throws Dex +5, Con +4, Wis +4
Skills Perception +4, Stealth +7
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 3 (700 XP)

Innate Spellcasting. The shadow fist's innate spellcasting ability is Wisdom. The shadow fist can innately cast the following spells, without providing material components:

1/day each: *darkness, darkvision, pass without trace, silence*

Shadow Stealth. While in dim light or darkness, the shadow fist can take the Hide action as a bonus action.

Shadow Step. While in dim light or darkness, the shadow fist can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Unarmored Defense. While the shadow fist is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Sneak Attack (1/Turn). The shadow fist deals an extra 3 (1d6) 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 shadow fist that isn't incapacitated and the shadow fist doesn't have disadvantage on the attack roll.

Stunning Strike (3/Day). Once per turn, when the shadow fist hits a creature with a melee weapon attack, it can force the creature to make a DC 12 Constitution saving throw or be stunned until the end of the creature's next turn.

Actions

Multiattack. The shadow fist makes three attacks: one with its shortsword and two of which can be an unarmed strike or a dart attack.

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

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

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

Shadow Fist

The shadow fist is a monastic organization of pragmatic monk assasins that follow the way of the shadow. Though not inherently evil, they often clash with good organizations and adventuring parties.

Shadow Fist Assassin

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

Armor Class 17
Hit Points 84 (13d8 + 26)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	11 (+0)	16 (+3)	12 (+1)

Saving Throws Str +5, Dex +8, Con +6, Wis +7
Skills Perception +7, Stealth +12
Senses passive Perception 17
Languages any one language (usually Common)
Challenge 12 (8,400 XP)

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

Cunning Action. The shadow fist can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

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

Innate Spellcasting. The shadow fist's innate spellcasting ability is Wisdom. The shadow fist can innately cast the following spells, without providing material components:

1/day each: *darkness, darkvision, pass without trace, silence*

Shadow Step. While in dim light or darkness, the shadow fist can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Unarmored Defense. While the shadow fist is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Sneak Attack (1/Turn). The shadow fist 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 shadow fist that isn't incapacitated and the shadow fist doesn't have disadvantage on the attack roll.

Stunning Strike (4/Day). Once per turn, when the shadow fist hits a creature with a melee weapon attack, it can force the creature to make a DC 15 Constitution saving throw or be stunned until the end of the creature's next turn.

Actions

Multiattack. The shadow fist makes three attacks: one with its shortsword and two of which can be an unarmed strike or a dart attack.

Shortsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

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

Dart. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Shadow Fist Master

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

Armor Class 19
Hit Points 150 (20d8 + 60)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Str +7, Dex +11, Con +9, Wis +10
Skills Perception +10, Stealth +17
Senses passive Perception 20
Languages any two languages
Challenge 17 (18,000 XP)

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

Cunning Action. The shadow fist can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

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

Innate Spellcasting. The shadow fist's innate spellcasting ability is Wisdom. The shadow fist can innately cast the following spells, without providing material components:

1/day each: *darkness, darkvision, pass without trace, silence*

Shadow Step. While in dim light or darkness, the shadow fist can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Unarmored Defense. While the shadow fist is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Sneak Attack (1/Turn). The shadow fist deals an extra 17 (5d6) 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 shadow fist that isn't incapacitated and the shadow fist doesn't have disadvantage on the attack roll.

Stunning Strike (7/Day). Once per turn, when the shadow fist hits a creature with a melee weapon attack, it can force the creature to make a DC 17 Constitution saving throw or be stunned until the end of the creature's next turn.

Actions

Multiattack. The shadow fist makes four attacks: one with its shortsword and three of which can be an unarmed strike or a dart attack.

Shortsword. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +11 to hit, range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Cloak of Shadows. While in dim light or darkness, the shadow fist becomes invisible until it makes an attack. cast a spell, or is in an area of bright light.

Reactions

Uncanny Dodge. The shadow fist halves the damage that it takes from an attack that hits it. The shadow fist must be able to see the attacker.

Skald

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

Armor Class 15 (studded leather)
Hit Points 78 (12d8 +24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	10 (+0)	10 (+0)	17 (+3)

Saving Throws Dex +6, Con +5, Cha +6
Skills Deception +9, Perception +6, Performance +9, Stealth +6
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 6 (2,300 XP)

Reckless. At the start of its turn, the skald 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.

Spellcasting. The skald is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14). It has the following bard spells prepared:

Cantrips (at will): *mage hand, minor illusion, vicious mockery*
1st level (4 slots): *dissonant whispers, healing word, heroism, longstrider*
2nd level (3 slots): *blur, hold person, shatter*
3rd level (3 slots): *catnap, fear, haste*
4th level (3 slot): *confusion, freedom of movement*
5th level (1 slot): *mass cure wounds*

Inspiring Strike (1/Day). As a bonus action, when the skald hits a creature with a weapon attack, the skald can target up to three allies it can see within 30 feet of it. If the target can see and hear the skald, the target can move up to half its speed and make one weapon attack as a reaction.

Actions

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

Battleaxe. *Melee Weapon Attack*: +6 to hit, one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Reactions

Distracting Taunt (3/Day). The skald magically imposes disadvantage to a creature's attack roll, ability check, or saving throw. To do so, the creature must be within 30 feet of the skald and must be visible and be able to hear to the skald.

Skirmisher

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

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

Skills Perception +3, Stealth +5
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 1 (200 XP)

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

Skirmish Advantage. The skirmisher gains advantage on the first attack roll of its turn if it has moved to a space at least 15 feet from the space it occupied at the start of its turn.

Actions

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

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

Reactions

Skirmisher. When an enemy the skirmisher can see ends its turn within 5 feet of it, the skirmisher can move up to half its speed. This movement doesn't provoke opportunity attacks.



Skirmisher Elite

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

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

Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 4 (1,100 XP)

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

Skirmish Advantage. The skirmisher gains advantage on the first attack roll of its turn if it has moved to a space at least 15 feet from the space it occupied at the start of its turn.

Sneak Attack (1/Turn). The skirmisher deals an extra 10 (3d6) 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 skirmisher that isn't incapacitated and the skirmisher doesn't have disadvantage on the attack roll.

Actions

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

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

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

Reactions

Skirmisher. When an enemy the skirmisher can see ends its turn within 5 feet of it, the skirmisher can move up to half its speed. This movement doesn't provoke opportunity attacks.



Storm Priest

Medium humanoid (any race), any chaotic

Armor Class 15 (breastplate)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

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

Saving Throws Con +5, Wis +6, Cha +3
Skills Perception +6, Religion +3, Survival +6
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 5 (1,800 XP)

Spellcasting. The storm priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *mending, resistance, toll the dead, thaumaturgy*
1st level (4 slots): *fog cloud, inflict wounds, thunderwave*
2nd level (3 slots): *gust of wind, hold person, shatter*
3rd level (3 slots): *bestow curse, call lightning, sleet storm*
4th level (3 slots): *banishment, control water, ice storm*
5th level (1 slot): *control winds, destructive wave, insect plague*

Actions

Spear. *Melee Weapon Attack:* +5 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, plus 4 (1d8) thunder damage.

Reactions

Wrath of the Storm (3/day). When a creature within 5 feet of the storm priest hits the storm priest with an attack, and the storm priest can see the creature, the storm priest can magically force the creature to make a DC 14 Dexterity saving throw. The creature takes 9 (2d8) lightning or thunder damage on a failed save, and half as much damage on a successful one.

Stormlord

Medium humanoid (any race), any chaotic

Armor Class 16 (half-plate)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

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

Saving Throws Con +6, Wis +7, Cha +3
Skills Perception +7, Religion +3, Survival +7
Senses passive Perception 17
Languages any one language (usually Common)
Challenge 8 (3,900 XP)

Spellcasting. The stormlord is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *mending, resistance, toll the dead, thaumaturgy*
1st level (4 slots): *fog cloud, inflict wounds, thunderwave*
2nd level (3 slots): *gust of wind, hold person, shatter*
3rd level (3 slots): *bestow curse, call lightning, sleet storm*
4th level (3 slots): *banishment, control water, ice storm*
5th level (2 slots): *control winds, destructive wave, insect plague*
6th level (1 slot): *blade barrier*

Actions

Longsword. *Melee Weapon Attack*: +6 to hit, one target.
Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 4 (1d8) lightning damage.

Reactions

Wrath of the Storm (3/day). When a creature within 5 feet of the stormlord hits the stormlord with an attack, and the stormlord can see the creature, the stormlord can magically force the creature to make a DC 15 Dexterity saving throw. The creature takes 13 (3d8) lightning or thunder damage on a failed save, and half as much damage on a successful one.



Storm Sorcerer

Medium humanoid (any), any alignment

Armor Class 13 (16 with *mage amor*)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

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

Skills Arcana +3, Perception +4
Damage Resistances lightning, thunder
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 7 (2,900 XP)

Heart of the Storm. Whenever the storm sorcerer casts a spell other than a cantrip that deals lightning or thunder damage, a stormy aura surrounds it. In addition to the spell's effects, creatures of its choice within 10 feet of it take 5 lightning or thunder damage (storm sorcerer' choice).

Spellcasting. The storm sorcerer is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *mage hand, fire bolt, light, shocking grasp*
1st level (4 slots): *mage armor, thunderwave*
2nd level (3 slots): *gust of wind, misty step, shatter*
3rd level (3 slots): *lightning bolt, tidal wave*
4th level (3 slot): *ice storm, storm sphere*
5th level (2 slot): *control winds, synaptic static*
6th level (1 slot): *chain lightning*

Sorcery Points. The storm sorcerer has 11 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the storm sorcerer casts a spell that forces a creature to make a saving throw to resist the spell's effects, it can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the storm sorcerer casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.


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