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New Twists on Old Monsters

Monsters to add to your fifth edition campaign

Dungeons
ON DEMAND

New Monsters At a Glance

Bugbear ascetic. A bugbear that forgoes weapons and armor, but is every bit as much of a threat. While not as physically menacing as other bugbears, they're surprisingly fast and incredibly agile, employing hit and run tactics in combat.

Bullywug swamp-shaper. A bullywug with a touch of magic ability. They're capable melee fighters when aided by their magic, and are great for providing cover or attacking at range.

Cave fisher. An old favorite, created for fifth edition. This subterranean lurker clings to walls and traps prey with an adhesive filament it shoots from its snout. Perfect for surprise encounters.

Ghast Defiler. Where this ghast goes, death follows. It is imbued with abyssal energy that oozes out of it, poisoning creatures and making it difficult to heal. It can also unleash its dark power in the form of a ranged attack to provide some combat diversity.

Goblin Biter. These goblins carry no weapons, but file their teeth into sharp fangs. They run into combat, leaping and grabbing onto their targets, biting at them viciously.

Goblin Wild-Soul. Goblin sorcerers aren't common, but those born with a touch of magic are invaluable assets to the goblin horde. They're not adept at controlling their magic, however...

Hobgoblin Slave Driver. A cruel hobgoblin that uses a pack of slaves to shield him. They make for interesting encounters where the PCs would want to spare the slaves but kill the slaver.

Kenku Crowspeaker. This kenku has developed druidic magic, and has bonded to a murder of crows that follows it everywhere. Crowspeakers are surprising tacticians, able to communicate telepathically with other birds, and forgo its action to let its flock attack. It's also aided by practical, if not too flashy, spells.

Kobold Trueblood. These winged kobolds have received more gifts from Tiamat, developing colored scales and curved horns that indicate their draconic heritage. Truebloods also pack a breath weapon and damage immunity, giving players a handful to deal with when they encounter them.

Werebat (Lycanthrope). This shapechanger isn't brutish, but its ability to fly and detect threats make it unique among other lycanthropes. Useful to when throwing a wrench into expectations.

Nymph. Another old favorite, brought to life in the new edition. The nymph is nature's own manifestation of beauty. These fey are reclusive and good natured, but are a terror in combat if provoked. They are accomplished spell casters, and just looking upon their splendor is a risk.

Ettin Skeleton. A more deadly complement to the skeletons already presented, this hulking monstrosity is every bit as strong and deadly as it was when it still drew breath.

Skeleton Mage. These skeletons have a small amount of magic in their arsenal. They're ideal to use as artillery or leaders of packs of undead for low level adventures.

Thri-kreen Dunewalker. The thri-kreen are an interesting race of insectoid desert nomads. The dunewalker variant presents a thri-kreen ranger, capable of summoning a giant scorpion to its side to aid it combat. They're expert martial fighters an innate psions. Use them in packs against high level PCs, or a single one as its own encounter for lower levels.

Zombie Giant Constrictor Snake. In a world where anything can become a zombie, this undead anaconda is no exception. Every bit as tough as a living snake, with undead resilience.

BUGBEAR ASCETIC

Medium humanoid (goblinoid), chaotic evil

Armor Class: 16 (unarmored defense)

Hit Points: 28 (5d8+5)

Speed: 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 15 (+2) | 17 (+3) | 13 (+1) | 8 (-1) | 16 (+3) | 10 (+0) |

Skills: Acrobatics +5, Athletics +4, Stealth +7, Survival +3,

Senses: darkvision 60 ft., passive Perception 13

Languages: Common, Goblin

Challenge: 1 (200 XP)

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.

Step of the Wind. The bugbear may use the Disengage or Dash action as a bonus action on each of its turns.

Actions

Multiattack. The bugbear makes two unarmed strike attacks.

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

BULLYWUG SWAMP-SHAPER

Medium humanoid (bullywug), neutral evil

Armor Class: 15 (hide armor, shield)

Hit Points: 17 (3d8+3)

Speed: 20 ft., swim 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 10 (+0) | 12 (+1) | 13 (+1) | 9 (-1) | 13 (+1) | 7 (-2) |

Skills: Medicine +3, Stealth +3,

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 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 1st-level spellcaster. It's spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The bullywug has the following druid spells prepared:

Cantrips (at will): *poison spray*, *shillelagh*

1st level (2 slots): *create or destroy water*, *fog cloud*

Actions

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

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

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

CAVE FISHER

Medium beast, unaligned

Armor Class: 18 (natural armor)

Hit Points: 77 (9d10+27)

Speed: 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 18 (+4) | 14 (+2) | 17 (+3) | 5 (-3) | 14 (+2) | 7 (-2) |

Skills: Perception +5, Stealth +5

Senses: darkvision 60 ft., passive Perception 15

Languages: -

Challenge: 5 (1,800 XP)

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

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

Adhesive (Filament Only). The cave fisher's filament adheres to anything that touches it. A Huge or smaller creature adhered to the filament is also grappled by it (escape DC 15). Ability checks made to escape the this grapple have disadvantage.

Actions

Multiattack. The cave fisher makes an attack with its filament, uses Reel, and makes two attacks with its claws.

Claw. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+4) bludgeoning damage.

Filament. *Ranged Weapon Attack.* +5 to hit, range 60 ft., one target. *Hit:* The target is grappled (escape DC 15). Ability checks made to escape the this grapple have disadvantage. While the cave fisher has a target grappled by its filament, it cannot use its filament again.

The filament can be attacked and severed. It has an AC of 13, 10 hit points, resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and immunity to poison and psychic damage. If reduced to 0 hit points the target is freed of the grapple, and the filament is severed. The cave fisher cannot use its filament during its next turn.

Reel. The cave fisher pulls a creature grappled by its filament up to 25 feet straight toward it.

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Cave fishers are large insectoids that have adapted to life underground. It appears as a cross between a crab and a spider, with a stone-like chitinous shell of overlapping plates and eight legs. It has a long snout, from which it can fire an adhesive filament. It uses this filament to hunt prey, and to set traps.

GHAST DEFILER

Medium undead, chaotic evil

Armor Class: 15 (natural armor)

Hit Points: 54 (12d8)

Speed: 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 17 (+3) | 17 (+3) | 10 (+0) | 13 (+1) | 10 (+0) | 8 (-1) |

Damage Resistances: necrotic

Damage Immunities: poison

Condition Immunities: charmed, exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 10

Languages: Common

Challenge: 3 (700 XP)

Abyssal Aura. The area around the ghastr is filled with the horrid energy of the abyss. Water boils, plants wilt, and the air is filled with noxious fumes. Any creature that starts its turn within 5 feet of the ghastr must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned, any healing effect that would restore hit points to the creature is halved. The target can repeat the saving throw at the end of each of its turns. On a successful saving throw, the creature is immune to the ghastr's Abyssal Aura for 24 hours.

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

Actions

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

Claws. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 12 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.

Death Bolt. *Ranged Spell Attack.* +2 to hit, range 30 ft., one target. *Hit:* 6 (1d12) necrotic damage. The ghastr can use its action on each of its turns for the next minute to automatically deal 1d12 necrotic damage to the target. It loses this ability if it uses its action to do anything else, if the target moves more than 30 feet from the ghastr, or the target gains total cover from the ghastr.

GOBLIN BITER

Small humanoid (goblinoid), neutral evil

Armor Class: 13 (leather armor)

Hit Points: 7 (2d6)

Speed: 30 ft.

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

Skills: Stealth +6

Senses: darkvision 60 ft., passive Perception 9

Languages: Common, Goblin

Challenge: 1/4 (50 XP)

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

Actions

Multiattack. The goblin makes two attacks, one latch on and one bite.

Latch On. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target that is Medium-sized or larger. *Hit:* The goblin latches on to the target, moving into its space. When the target moves, the latching goblin moves with it. A goblin latching onto a target has advantage on bite attacks against it. A target can remove a goblin from latching onto it the same way it could end a grapple.

A Medium-sized creature that has a goblin latched onto it has disadvantage on Dexterity checks, attacks, and saving throws, and moves at half speed. A Medium-sized creature can have up to two goblins latched onto it at a time. This limit doubles for each size category past Medium (four for Large, eight for Huge, etc).

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage. A goblin latching onto a target has advantage on bite attacks against it.

GOBLIN WILD-SOUL

Small humanoid (goblinoid), neutral evil

Armor Class: 13 (leather armor)

Hit Points: 21 (6d6)

Speed: 30 ft.

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

Skills: Stealth +6

Senses: darkvision 60 ft., passive Perception 9

Languages: Common, 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.

Uncontrolled Magic. If the goblin rolls a natural 1 when rolling to hit with one of its innate spells, then it explodes from uncontrolled magic energy. Each creature within 5 feet of the goblin must succeed a DC 11 Dexterity saving throw, or suffer 2d6 damage as

a result from the explosion. This damage is the same type that would have been dealt by the spell the goblin attempted to use.

Innate Spellcasting. The goblin's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *fire bolt*, *ray of frost*, *shocking grasp*
1/day: *chromatic orb* (cold, fire, or lightning type only)

Actions

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

HOBGOBLIN SLAVE DRIVER

Medium humanoid (goblinoid), lawful evil

Armor Class: 16 (chain mail)

Hit Points: 22 (4d8 + 4)

Speed: 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 13 (+1) | 14 (+2) | 12 (+1) | 10 (+0) | 10 (+0) | 9 (-1) |

Senses: darkvision 60 ft., passive Perception 10

Languages: Common, Goblin

Challenge: 1 (200 XP)

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

Slaves. The hobgoblin is joined by 1d6 enslaved *commoners*, of varied races. The slaves count as the hobgoblin's allies and take their action during the hobgoblin's turn, during which the hobgoblin instructs how they should act (no action required). The slaves are usually collared or shackled in some manner.

While adjacent to one or more slaves, the hobgoblin gains +1 AC and has advantage on saving throws against spells and effects that require line of sight to target it.

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.

Whip. *Melee Weapon Attack.* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Net. *Ranged Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* The target is restrained until it is freed. The net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

KENKU CROWSPEAKER

Medium humanoid (kenku), chaotic neutral

Armor Class: 13

Hit Points: 13 (3d8)

Speed: 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 16 (+3) | 10 (+0) | 10 (+1) | 13 (+1) | 11 (+0) |

Skills: Deception +4, Perception +2, Stealth +5

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 he has surprised.

Flock. The kenku can link to the minds of other avian creatures. It may communicate telepathically with other kenku it can see within 100 feet of it. Additionally, each kenku crowspeaker is a leader of a *swarm of ravens*. During its turn, it may forfeit its action to allow its swarm within 100 feet of it to make an attack.

Mimicry. The kenku can mimic any sound he has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Spellcasting. The kenku is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The kenku has the following druid spells prepared:

Cantrips (at will): *shillelagh*, *thorn whip*
1st level (2 slots): *entangle*, *animal friendship*

Actions

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

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KOBOLD TRUEBLOOD

Medium humanoid (kobold), lawful evil

Armor Class: 16 (natural armor)

Hit Points: 21 (6d6)

Speed: 30 ft., fly 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|--------|---------|
| 9 (-1) | 16 (+3) | 11 (+0) | 10 (+1) | 9 (-1) | 10 (+0) |

Damage Immunities: acid, cold, fire, lightning, or poison (see *draconic heritage*)

Senses: passive Perception 9

Languages: Common, Draconic

Challenge: 1 (200 XP)

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

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

Draconic Heritage. The kobold has descended from a chromatic dragon. Its breath weapon and damage immunity type correspond to the type of dragon it descends from.

| Dragon type | Damage type |
|-------------|-------------|
| Black | Acid |
| Blue | Lightning |
| Green | Poison |
| Red | Fire |
| White | Cold |

Trueblood kobolds develop a hue to their scales and curvature to their horns in correspondence to this dragon type as well.

Actions

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

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

Dragonbreath (Recharge 6). The kobold exhales a breath weapon similar to that of the dragon it descends from. Green, red, and white trueblood kobolds exhale their breath weapon in a 15-foot cone. Black and blue trueblood kobolds exhale their breath weapon in a 15-foot line that is 5 feet wide. Each creature in the area must make a DC 11 Dexterity saving throw, taking 11 (3d6) damage of the type indicated by their *draconic heritage*, or half as much on a successful one.

LYCANTHROPE - WEREBAT

Medium humanoid (human, shapechanger), neutral evil

Armor Class: 13

Hit Points: 44 (8d8 + 8)

Speed: 30 ft. (fly 30 ft. in bat form, fly 40 ft. in hybrid form)

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

Skills: Perception +2, Stealth +5

Damage Immunities: bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered.

Senses: blindsight 60 ft. (bat or hybrid form only), passive Perception 13

Languages: Common (can't speak in bat form)

Challenge: 3 (700 XP)

Shapechanger. The werebat can use its action to polymorph into a bat-humanoid hybrid or into a bat, or back into its human 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.

Echolocation. The werebat cannot use its blindsight while deafened.

Keen Hearing. The werebat has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

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

Bite (Bat or Hybrid Form Only). *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with werebat lycanthropy.

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

Rapier (Human Form Only). *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

NYMPH

Medium fey, neutral good

Armor Class: 12 (16 with *barkskin*)

Hit Points: 82 (15d8 + 15)

Speed: 30 ft.

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

Saving Throws: Wis +6, Cha +8

Senses: darkvision 60 ft., passive Perception 9

Languages: Common, Elvish, Sylvan

Challenge: 5 (1,800 XP)

Innate Spellcasting. The nymph's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day: *entangle*, *charm person*

1/day: *dimension door*

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

Unearthly Beauty. When a creature that can see the nymph starts its turn within 30 feet of it, the nymph can force it to make a DC 14 Constitution saving throw if the nymph isn't incapacitated. If the saving throw is failed by 5 or more, the creature is instantly blinded and incapacitated. Otherwise, a creature that fails its saving throw is exhausted (level 3). The exhausted creature must repeat the saving throw at the end of its next turn, becoming blinded on a failure or ending the effect on a success. A creature incapacitated in this manner can be roused by a friendly creature using its action to rally it, but the blindness lasts until the creature is freed by a *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 nymph until the start of its next turn, when it can avert its eyes again. If the creature looks at the nymph in the meantime, it must immediately make the save.

Nymphs are immune to the effect of their own unearthly beauty, but not of other nymphs.

Spellcasting. The nymph is a 7th-level spellcaster. It's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The nymph has the following druid spells prepared:

Cantrips (at will): *resistance*, *thorn whip*

1st level (4 slots): *cure wounds*, *longstrider*, *speak with animals*

2nd level (3 slots): *barkskin*, *moonbeam*

3rd level (3 slots): *conjure animals*, *water breathing*

4th level (1 slots): *hallucinatory terrain*

Actions

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

Sling. *Ranged Weapon Attack.* +5 to hit, range 30/120 ft., one target *Hit:* 5 (1d4 + 3) bludgeoning damage.

SKELETON - ETTIN SKELETON

Large undead, lawful evil

Armor Class: 12

Hit Points: 85 (10d10 + 30)

Speed: 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|--------|---------|--------|
| 21 (+5) | 8 (-1) | 17 (+3) | 6 (-2) | 10 (+0) | 8 (-1) |

Damage Vulnerabilities: bludgeoning

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 14

Languages: understands Giant and Orc but can't speak

Challenge: 4 (1,100 XP)

Two Heads. The skeleton has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The skeleton makes two attacks: one with its battleaxe and one with its morning star.

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.

SKELETON - SKELETON MAGE

Medium undead, lawful evil

Armor Class: 12 (15 with *mage armor*)

Hit Points: 26 (4d8 + 8)

Speed: 30 ft.

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

Damage Vulnerabilities: bludgeoning

Damage Immunities: poison

Condition Immunities: exhaustion, poisoned

Senses: darkvision 60 ft., passive Perception 9

Languages: understands Common but can't speak

Challenge: 1 (200 XP)

Spellcasting. The skeleton is a 1st-level spellcaster. It's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The skeleton has the following sorcerer spells prepared:

Cantrips (at will): *acid splash*, *fire bolt*, *shocking grasp*

1st level (2 slots): *color spray*, *mage armor*

Actions

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

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THRI-KREEN DUNEWALKER

Medium humanoid (thri-kreen), chaotic neutral

Armor Class: 15 (natural armor)

Hit Points: 65 (10d8 + 20)

Speed: 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 14 (+2) | 15 (+2) | 15 (+2) | 10 (+0) | 16 (+3) | 9 (-1) |

Skills: Perception +5, Stealth +6, Survival +6

Senses: darkvision 60 ft., passive Perception 16

Languages: Thri-kreen

Challenge: 4 (1,100 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.

Colossus Slayer. When the thri-kreen hits a creature with a weapon attack, it takes an extra 1d8 damage if it was below its hit point maximum. The thri-kreen can only deal this extra damage once per turn.

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.

Innate Spellcasting (Psionics). The thri-kreen's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material components:

At will: *mage hand* (the hand is invisible)

2/day: *blur*, *magic weapon*

1/day: *invisibility* (self only)

Actions

Multiattack. The thri-kreen makes two gythka attacks or two chatkcha attacks.

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

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

Whirlwind Attack. *Melee Weapon Attack.* +5 to hit, reach 5 ft., any number of creatures within reach. *Hit:* 6 (1d8 + 2) slashing damage.

Summon Giant Scorpion (1/Day). The thri-kreen magically summons a giant scorpion. The summoned giant scorpion appears in an unoccupied space within 60 feet of its summoner and acts as an ally of its summoner. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

ZOMBIE - GIANT CONSTRICTOR SNAKE

Huge undead, neutral evil

Armor Class: 12

Hit Points: 60 (8d12 + 8)

Speed: 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|--------|
| 19 (+4) | 14 (+2) | 13 (+1) | 1 (-5) | 10 (+0) | 3 (-4) |

Saving Throws: Wis +3

Damage Immunities: poison

Condition Immunities: poisoned

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

Languages: -

Challenge: 3 (700 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes two attacks: one with its bite and one with its constrict if able.

Bite. *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the zombie can't constrict another target.

