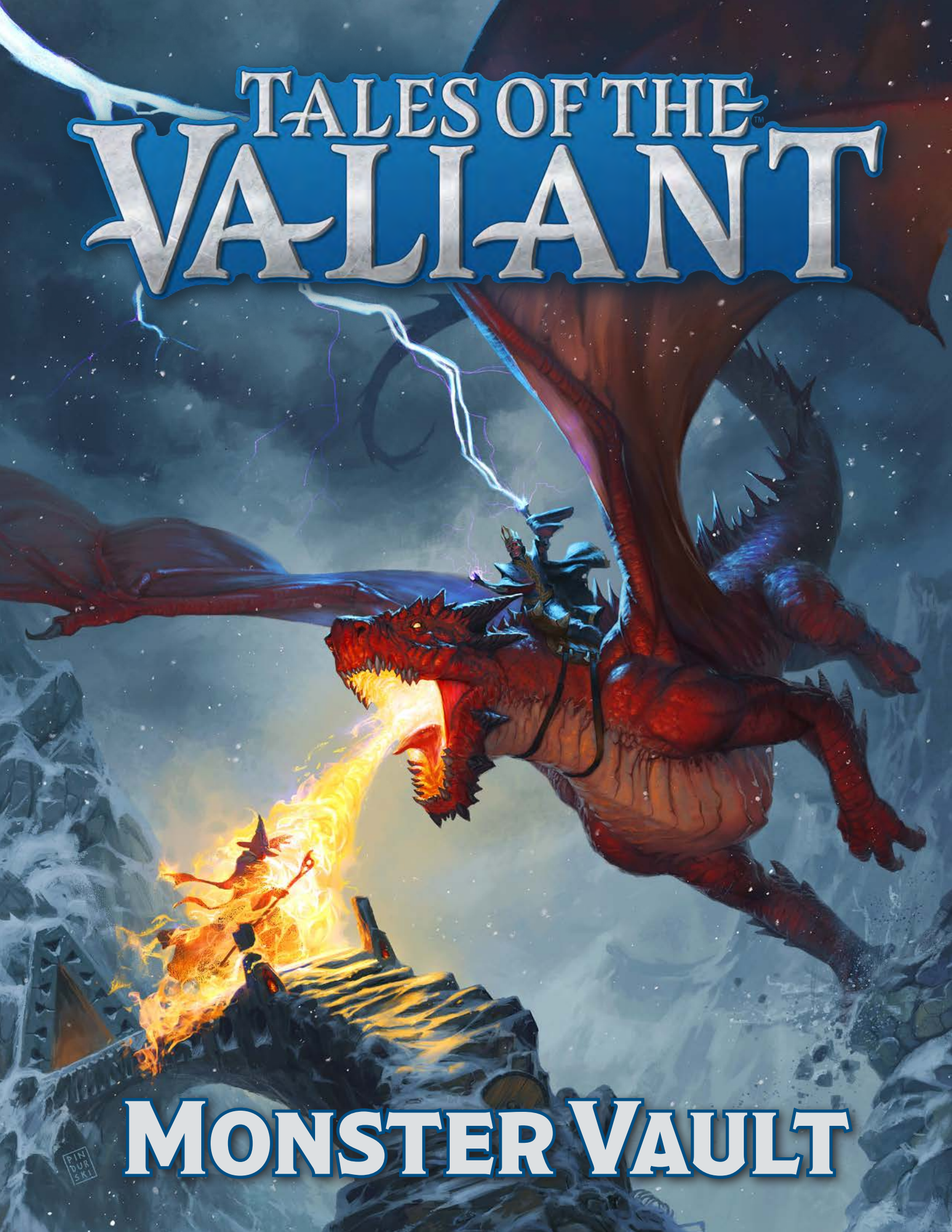
Tales of the Valiant



Monster Vault

Tales of the Valiant

MonsterVault



Kobold Press

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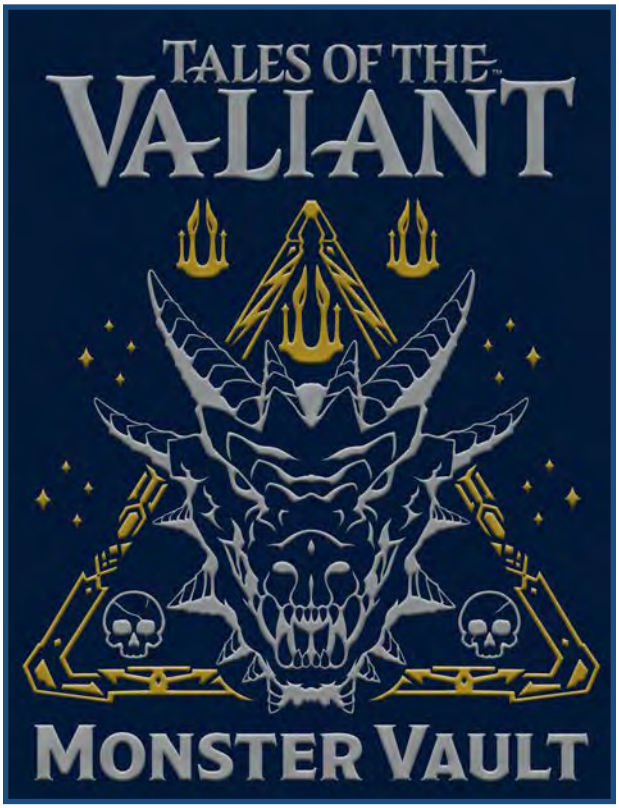
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A dragon breathes a gout of flame onto an unsuspecting wizard as its lich rider calls down a bolt of lightning in this art by Hugh Pindur.



On The Limited Edition Cover
A crowned dragon's head grins from inside a triangle of magic in this art by Addison Rankin.

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Introduction

Fantasy worlds are full of mysterious and magical creatures. Encounters with these monsters are a cornerstone of adventure in the **Tales of the Valiant**™ roleplaying game. Whether outwitting them or locked in deadly struggles, the monsters in this book serve as the foes and foils to your cast of player characters (PCs).

Every monster herein comes with a bounty of lore ready to inspire your next game. However, these entries are ultimately up to your interpretation. As the game master (GM), you arbitrate how these creatures inhabit your world and how they come into conflict with PCs in your game. Deciding where these monsters live, how they act, and what they want are key components in bringing them to life.

What Are Monsters?

Every being in a **Tales of the Valiant**™ game (including each PC) is a creature, especially when referenced in rules text. In descriptive text, the terms "creature" and "monster" are mostly interchangeable, but "monster" is primarily used to describe any creature that can be fought and potentially killed. This book is most valuable as a tool for running combat encounters, and it leans into the dangerous natures of the denizens covered within it. Most monsters are obvious threats to peaceful creatures, spreading terror and chaos until stopped by a band of valiant heroes.

Using This Book

Written primarily for GMs, this book features over 400 creatures to use in your games. For PCs, this book features a handful of familiars and beasts perfect for characters seeking companions or druids seeking animals and beasts for Wild Shape. If you are a player reading this book, check with your GM before selecting any of these creatures as familiars or companions for Wild Shape.

To use this book, you will need the **Tales of the Valiant**™ *Player's Guide* for the core rules of the **Tales of the Valiant**™ roleplaying game. Spell, disease, and magic item names that appear in *italics* without a page or book reference can be found in the *Player's Guide*.

What's in the Book?

Chapter 1 (Using Monsters) gives you guidance on building monster-centric encounters, including their roles and tactics. It provides optional rules for increasing the challenge of encounters (Doom) and strategies for altering existing monsters to better suit your needs (Modifying Monsters).

Chapter 2 (Understanding Monster Statistics) describes the elements of the monster stat blocks in this book.

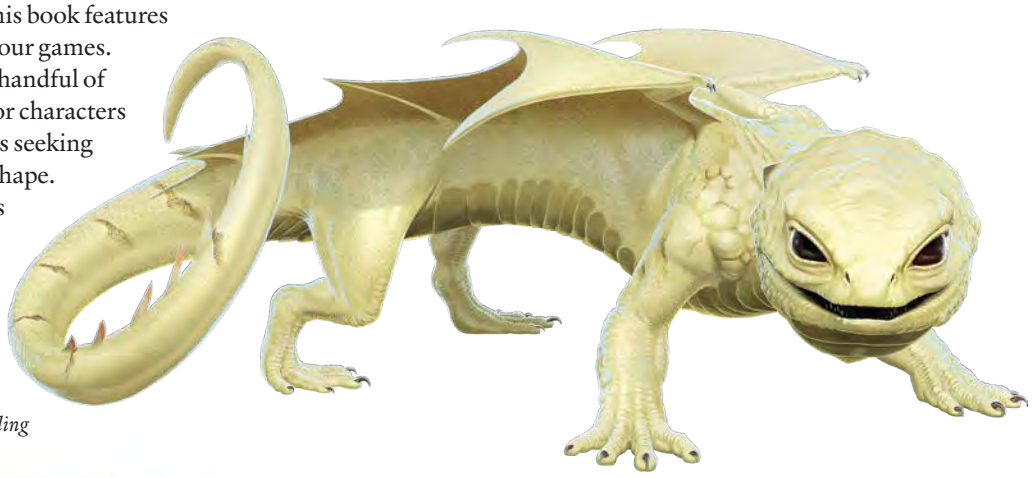
Chapter 3 (Understanding Terrain and Creature Types) includes a list of the common terrain types where monsters are encountered, and it details the common traits, themes, and allies of various creature types.

Chapter 4 (Monsters A to Z) features the lore and statistics for hundreds of fantasy monsters, from the familiar aboleth to the new wyrdling.

Animals Appendix adds almost 100 common animals, from bats to rats to cats and many more!

NPCs Appendix presents over two dozen stat blocks for non-player characters to fully flesh out your world, from acolytes and cultists to bards and knights.

Tables Appendix offers a dozen reference tables to find the exact monster you need for your game, listing monsters by challenge ratings, tags, and terrains.



Brass Dragon Wyrmling

CHAPTER 1: USING MONSTERS

This chapter shows you how to craft monster-centric encounters your players will love, including how to calculate the challenge of combat scenarios, an overview of monster roles, and basic strategies for creature customization.

Building Monster-Centric Encounters

Adventures are built from a series of encounters—each one like a scene in a movie or TV show. In some encounters, the PCs talk to NPCs. In others, the PCs explore a location. And in many encounters, the PCs fight monsters. This section focuses on the last of these: crossing swords with one's foes and staring into the burning eyes of one's enemy.

Understanding Challenge Rating

Every creature in this book has a challenge rating (CR) from 0 to 30 with fractional challenge ratings for low-challenge creatures like 1/8, 1/4, and 1/2. This challenge rating describes the relative difficulty of a creature when compared to other creatures. A CR 2 creature is less difficult than a CR 4 which is less difficult than a CR 8. This challenge rating also helps determine the potential difficulty of a combat encounter when comparing groups of monsters to groups of PCs.

Depending on the average level of the PCs, creatures within a range of CRs tend to work better than those outside of this range. If a creature's CR is too low, it provides very little challenge. Too high, and the creature can be frustrating to fight or even outright deadly to the PCs. The **PC Level to Creature CR** table shows the range of creature CRs that tend to match well against PCs of a given level. The lower number represents the lowest CR likely to challenge the PCs (often in large numbers of monsters), while the higher number represents the highest single creature CR the PCs can likely defeat in combat.

PC LEVEL TO CREATURE CR

PC LEVEL	SUITABLE CREATURE CRS
1	0–1/2
2–4	1/8–6
5–10	1–15
11–16	3–21
17–20	5–30

Don't shy away from using lower CR creatures than those listed if it makes sense for the situation. They might not prove much of a challenge but can still make sense given the story of the adventure. Plus, hewing through the occasional swarm of minions can be a fun shakeup for the PCs!

Building Combat Encounters

If you are running a pre-written adventure, combat encounters have likely already been designed for you—with groups of enemies already put together in a way appropriate for the level of the adventure and the events of the story. However, when creating your own adventures or spicing up published material, you may need to create your own combat encounters.

Go Easy at 1st Level

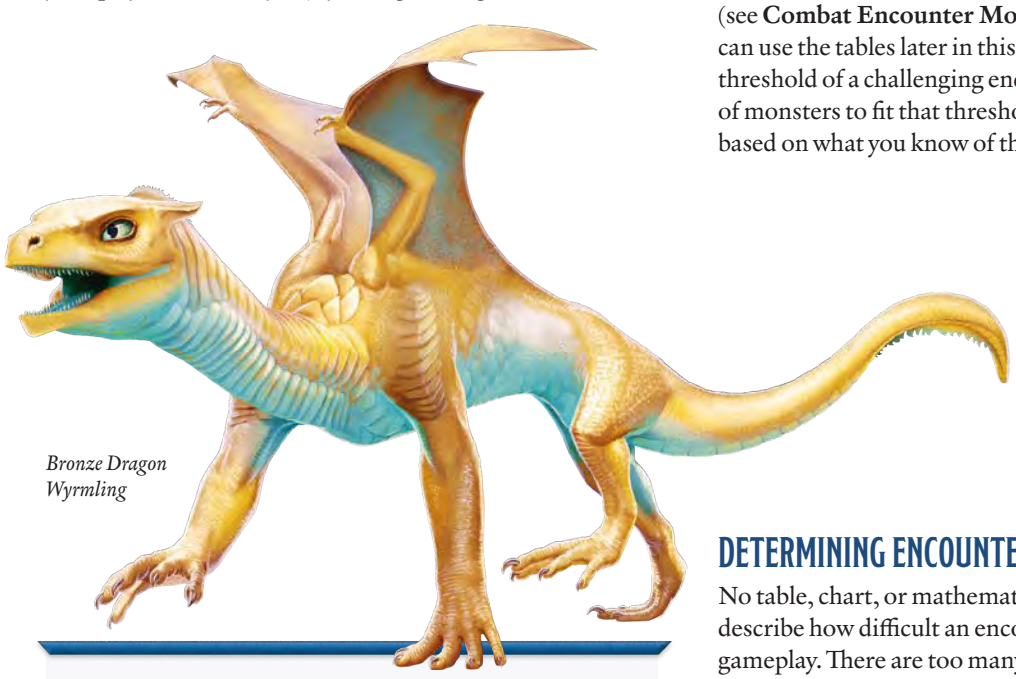
1st level PCs are more vulnerable than PCs at any other level in the game. When your players are just getting started, be careful with the monsters you choose in combat encounters. The best ways to avoid outright casualties at 1st level are sticking with monsters no higher than CR 1/4 and using fewer monsters than there are PCs. Monsters of CRs higher than 1/2 can often inflict enough damage to drop (or outright kill) a 1st level PC in a single turn. Be nice at 1st level. You have the whole rest of their adventuring career to bring the pain.

WHERE TO START?

There are three primary ways to start building a combat encounter. First, you can choose monsters that make sense based on the story and locations present in your game. PCs exploring an old tomb are likely to run into Undead like skeletons, zombies, or ghouls. PCs hanging around the seedy part of a city might run into Humanoid threats in the form of bandits, cultists, or spies. You can often improvise such combat encounters while running the game based on the choices of the PCs and the direction the story goes.

Another approach is to build combat encounters around the lore of a particular monster. Maybe you think it'd be cool if the PCs discovered a manticore nest or the lair of a medusa. Maybe you build a whole adventure around the swamps inhabited by a young black dragon. Reading through the monster entries in this book can give you your own ideas for adventures and encounters based on the details that you find most interesting.

A third approach is to think about the type of combat encounter you want to run. What kind of battle fits the situation, the pacing of the game, and is likely to excite your players? Will they enjoy facing two big brutes, a band of equally matched combatants, or a dozen smaller minions? When taking this approach, use the tables later in this section to choose the type of combat encounter and the appropriate monster difficulty. Then use the **Creatures by Terrain** tables in the Tables Appendix later in this book to see which monsters fit the environment and the encounter difficulty you're seeking.



Bronze Dragon Wyrmling

READ THIS BOOK

The most valuable tool you have for deciding which monsters to use in your adventures is this book. Read it to understand which monsters you have available, where these monsters live, what they want, which other monsters they pair well with, and what challenge they provide to the characters. You don't have to memorize every detail of every monster, but knowing generally what monsters you have available is tremendously helpful when deciding which to use.

CHOOSING THE NUMBER OF MONSTERS

Once you have an idea which monsters you want to use in your combat encounter, you must decide how many of them to include in the encounter. If you're building your encounter based on the story and situation, ask yourself how many monsters make sense given this situation. Some monsters are typically found alone. Others are found in small or large groups. Some monsters work in pairs or surround themselves with lieutenants or lackies (see **Monster Roles and Tactics** later in this chapter). Before worrying about the difficulty of a potential battle, ask how many monsters fit the situation in the game's fiction.

If you're designing an encounter to challenge the characters or around a particular combat encounter model (see **Combat Encounter Models** later in this section), you can use the tables later in this chapter to 1) determine the threshold of a challenging encounter, 2) choose the number of monsters to fit that threshold, and 3) modify the number based on what you know of the capabilities of the PCs.

DETERMINING ENCOUNTER DIFFICULTY

No table, chart, or mathematical equation can exactly describe how difficult an encounter will be during actual gameplay. There are too many variables in any combat encounter to know precisely how a challenge will play out, but understanding the variables will help you make a more accurate guess. These variables include:

- **Number of PCs.** More PCs have greater survivability and capability than fewer PCs, no matter the average PC level.
- **Synergy of PCs.** PC classes (or subclasses) can create powerful combinations when matched with each other. A party full of high-synergy pairings may need more of a challenge than a standard encounter challenge for their level.

- **Environment.** Some environments favor PCs or monsters, depending on the situation. In particular, some creatures have lair actions—powerful abilities a creature can use only while on its own home turf.
- **Experience Level of Players.** Experienced players who have played through many combat encounters can be extra effective when working as a team, regardless of the level of the PCs they play.
- **Magic Items, Spells, Abilities, and NPC Allies.** Some magic items, spells, and other PC abilities can dramatically change the difficulty of a battle. Similarly, any allied NPCs helping the party will lower the overall difficulty of combat encounters.
- **Monster Combinations.** Some monsters work particularly well with others, making them more dangerous than their individual CRs might suggest.
- **Well-Rested PCs.** PCs have more resources at their disposal when well rested compared to when they've already weathered a few battles. A party at full health, with all spells and healing resources at their disposal, can handle far more challenging encounters than that same party operating at partial power.

Keep in mind that any general encounter building guidelines are superseded by your experiences with your players. Understanding the patterns and capabilities of your group is critical to creating perfectly tailored challenges!

UNDERSTANDING ENCOUNTER DIFFICULTY

The following guidelines give you a gauge of encounter difficulty by setting clear benchmarks where combat encounters are likely to be challenging or dangerous. A benchmark functions like a warning gauge, indicting the point where a combat encounter becomes more difficult or deadly. The lower an encounter is under a given benchmark, the easier it is. The higher an encounter is over the benchmark, the more difficult it is.

Don't build all your combat encounters to be exactly at a given benchmark. The benchmark is designed to help determine when encounters might be challenging; it isn't a model to follow for every battle. While preparing encounters, mix easier encounters of a few low CR monsters along with more challenging battles against bigger or more numerous monsters. Mixing up encounter difficulty keeps your players better engaged, allowing them to enjoy the fun of devastating weaker foes and the thrill of struggling against challenging opponents.

CALCULATING CHALLENGING ENCOUNTER BENCHMARK

To find your group's challenging encounter benchmark, add up all the levels of the PCs in your group. Use that number to calculate your party's challenging encounter benchmark with one of the following equations:

- If the PCs are 1st–4th level, your benchmark is equal to 1/4 of total PC levels (rounded down)
- If the PCs are 5th–10th level, your benchmark is equal to 1/2 of total PC levels (rounded down)
- If the PCs are 11th–20th level, your benchmark is equal to 3/4 of total PC levels (rounded down)

For example, if you have five 7th level PCs, their total PC levels equal 35. Because they're 7th level, their challenging encounter benchmark equals 1/2 of their total levels, which makes the party's challenging encounter benchmark 17 (1/2 of 35 rounded down). If you have six characters of 3rd level, their total PC levels is 18, and the challenging benchmark is 4 (1/4 of 18 rounded down). If you have five characters of 13th level, their total PC levels is 65, and the challenging benchmark is 48 (3/4 of 65 rounded down).

CALCULATING AVERAGE PC LEVEL

Some of these calculations require that you know the average PC level for the group. If the PCs in your game are all the same level, the average party level is equal to that level. If, however, you have a group of PCs with different levels, you can determine the average party level by adding up all PCs levels and dividing this number by the number of PCs.

UNDERSTANDING ACTION ECONOMY

The number of monsters in a combat encounter has the biggest effect on the encounter's difficulty. The comparison of the number of total actions the PCs can take on a turn compared to the number of total actions the monsters can take on a turn is "action economy." Single monsters, even at higher CRs, are at a significant disadvantage against a group of PCs, because they have so few actions compared to all those available to a group of PCs. Likewise, when there are twice as many monsters as PCs, those PCs are at a disadvantage—even against weaker monsters. Groups with fewer creatures also represent fewer overall targets than a group with more creatures, making it easier to focus on these fewer enemies and end them quickly. Keep action economy in mind when building combat encounters. When the PCs have significantly more actions than their foes, they will be at a big advantage. If they have *fewer* actions than the monsters, the battle will be harder.

APPLYING THE BENCHMARK

To gauge a combat's difficulty, add up all the CRs of each individual monster you plan to have in the encounter, then compare that number to your party's challenging encounter benchmark. If the monster total CRs add up to a number larger than the benchmark, the battle is potentially difficult or dangerous. The higher the total CR number is above your benchmark, the more dangerous the battle is likely to be. Likewise, the lower the total CR number is below the benchmark, the less challenging the battle might be.

If the PCs in your group have powerful NPC sidekicks or seem to have too easy a time, pretend the group has an additional PC of the average party level. This increases the overall challenging benchmark as though the group is bigger than it is.

DETERMINING MAXIMUM CR FOR A SINGLE MONSTER

The challenging encounter benchmark defines the benchmark for a *group* of monsters. The benchmark doesn't determine the maximum CR of any single monster in the encounter. The highest CR for a challenging monster in a combat encounter is equal to the average level of the PCs for PCs of 2nd to 4th level, or 1.5 × the average level of the PCs if they're 5th level or above.

For example, the highest CR for any one of the monsters facing the group of five 7th level characters mentioned above is 10 (1.5 x 7 rounded down). The highest CR for a monster facing five 13th level PCs is 19. The highest CR for a challenging monster for the group of six 3rd level PCs is 3—since they're below 5th level.

You can go above the single monster CR number if the situation makes sense or if you know the PCs can defeat higher CR foes than this. Again, your own experience outweighs these formulas.

CHALLENGING BENCHMARK TABLE

The challenging encounter benchmark guidance earlier in this section is intended to be simple enough that you can do it in your head and write down the benchmark in your notes. Alternatively, the **Challenging Benchmarks by Average Level** table offers the combined monster CR total for a challenging encounter per average PC level. It also shows the minimum and maximum CRs for challenging monsters for each average level.

To use this table, find the row with the average level of your PCs. Then find the column with the number of PCs in the group. The number in that cell is the number of combined monster CRs for a challenging encounter. The Min CR column describes the likely minimum CR for a single creature that can pose a challenge to the PCs at this level. Creatures below this CR pose little to no challenge. The Max CR describes the likely maximum CR for a single creature the PCs can handle. Creatures above this CR could be extremely dangerous or deadly to the PCs at this level.

CHALLENGING BENCHMARKS BY AVERAGE LEVEL

AVERAGE PC LEVEL	3 PCS	4 PCS	5 PCS	6 PCS	7 PCS	MIN CR	MAX CR
1*	1/2	1/2	1/2	1	1	1/8	1/2
2	1	2	2	3	1	1/8	2
3	2	3	3	4	3	1/8	3
4	3	4	5	6	5	1/8	4
5	7	10	12	15	17	1/2	7
6	9	12	15	18	21	1	9
7	10	14	17	21	24	1	10
8	12	16	20	24	28	1	12
9	13	18	22	27	31	2	13
10	15	20	25	30	35	2	15
11	24	33	41	49	57	3	16
12	27	36	45	54	63	3	18
13	29	39	48	58	68	3	19
14	31	42	52	63	73	4	21
15	33	45	56	67	78	4	22
16	36	48	60	72	84	4	24
17	38	51	63	76	89	5	25
18	40	54	67	81	94	5	27
19	42	57	71	85	99	5	28
20	45	60	75	90	105	5	30

* See the sidebar **Go Easy at 1st Level** for more instructions on running combat for 1st level PCs.

If you find encounters on this chart to be too difficult for your party, pretend there is one less PC of the average PC level and use that column. Likewise, if encounters prove too easy with this chart, pretend there is one additional PC of the average PC level and use that column.



Copper Dragon Wyrmling

COMBAT ENCOUNTER MODELS

Combat encounters can take many forms in your game, but playing with different combinations of foes is key to creating a campaign full of engaging fights. When you create a new combat encounter, choose one of the following models to mix things up.

SINGLE BIG MONSTER

A group of heroes defying death in the face of a colossal monster is a classic fantasy trope that is easy to replicate in a combat encounter. However, a standard single monster is always at a disadvantage when facing an entire group of PCs (see **Understanding Action Economy** sidebar). A solo monster might be a solid threat when facing four or five PCs if its CR is either equal to the average level of the PCs for 1st to 4th level PCs or up to five higher than the average level of the PCs for PCs of 5th level or above. When the PCs reach 5th level, they can often neutralize a single creature with spells or class features—especially if the monster makes an unlucky roll or two. If you're looking to challenge PCs of 5th level or above, include more than a single standard monster, or make use of especially tough legendary monsters.

Legendary monsters—as in, creatures with legendary actions (see **Legendary Actions** in Chapter 2)—are designed to face a whole group of PCs even when their average level is 5th or above. If you're looking to challenge a group of PCs at 5th level or above with a single monster, consider using a legendary monster with a CR equal to the average PC level + 5.

BOSS AND LIEUTENANTS

An effective variation of the big boss monster encounter is to have the PCs square off against a boss accompanied by a few lieutenant monsters whose capabilities complement the boss. As an example, a mage could be paired with several veteran bodyguards, or a young red dragon could be backed up by several kobolds.

This boss and lieutenant model works well when a boss by themselves could otherwise be neutralized with a single spell or ability. Even in this situation, however, expect players to gang up on the boss first. For this model, the boss may have a CR of roughly half of the total challenging benchmark while the total CRs of the lieutenants equal the other half.

DOUBLE TROUBLE

One way to run a big monster without worrying about it getting pinned down and killed too easily is to use two big monsters. Two monsters of the same type keep the PCs' attention split, forcing them to protect their vulnerable allies. For this model, the two big monsters might each have a CR of roughly half the total CRs of the challenging encounter benchmark. If you have six PCs instead of four or five, consider adding a third big monster to the mix, each with a CR of 1/3 the total CRs of the challenging encounter benchmark.

MATCHED SET OF FOES

In this model, the PCs face a group of monsters roughly equivalent in number and power to themselves—such as five lower-level PCs facing five gnolls. Battles against a single type of foe like this are easy to run and provide a

RUN EASY ENCOUNTERS

It's tempting to fall into the trap of running only challenging combat encounters. Instead, mix in easier encounters against a few weak foes. It gives the PCs a chance to shine, easily taking down foes they once might have feared. Likewise, facing a weak foe opens up entertaining opportunities for roleplaying or exploration. Shifting between easy and hard combat encounters keeps your players excited and energized to see what's next, rather than wrung out by too many nailbiters.

good challenge for the PCs. For a challenging battle, such monsters should have a CR of roughly 1/4th the level of the PCs if they're 4th level or below, 1/2 of the level of the PCs if they're 5th to 10th level, and 3/4 the average PC level if they're 11th level or above.

HORDE OF MINIONS

Nothing's more fun than blasting down a horde of weaker monsters. Though each monster in the horde of minions model poses very little threat to the PCs, large numbers of them look scary when crawling over a bone-riddled hill. Such hordes can be deadly to PCs below 5th level but at 5th level and above, the PCs often have spells and abilities to deal with large groups of monsters. A horde can be challenging to PCs of 5th level and above when each member of the horde has a challenge rating 1/10 the average level of the PCs, assuming five monsters per PC.

WAVES OF MONSTERS

One very effective way to run memorable and challenging fights is to run waves of monsters instead of putting all the monsters out at once. Mix and match the encounter models above for each wave of a multi-wave fight. For example, a group of five 6th level PCs battling in the throne room of an underground crypt might face a horde of twenty skeletons first. Once most of the skeletons are dead, four ogre zombies bash through the walls. About halfway through this fight, the crypt's undead mage arrives, floating up from the bones atop the throne. Such waves of combatants push PCs to their limits without overwhelming them all at once.



Green Dragon Wyrmling

MONSTER ROLES AND TACTICS

When preparing encounters, consider the way monsters fight and what strengths or weaknesses each one brings to combat. Most monsters fall into one or more roles, which are categories based on their abilities and the tactics they favor. The roles covered here don't come with any inherent mechanics. They are simply tools to clarify the behaviors a monster might adopt when fighting solo or paired with creatures of different roles.

Most monsters in this book fall into one of these roles, but a monster's apparent role isn't always the only way to run that monster in a combat encounter. Any monster can fill any role—a monster with controller capabilities can operate as the leader in a fight, while a striker can easily be run as a controller, using its mobility to hinder and weaken a party. Sometimes a monster's stat block is flexible enough to fill any role and other times you might need to adjust its stat block to make it better suited to the role you want it to fulfill. See the **Modifying Monsters** section later in this chapter for how to adjust a monster to fit your needs.

CONTROLLER

Controllers use spells and abilities to hinder a party's ability to win a fight. These types of monsters will typically use such abilities at the expense of high damage output. Oftentimes, a controller's abilities can affect multiple creatures or entire areas rather than targeting individuals.

Controllers make exceptional lieutenants in the boss and lieutenants combat model (see **Combat Encounter Models**).

LEADER

Leaders enhance their allies, inspiring, healing injuries, or otherwise increasing their allies' natural capabilities. These monsters generally possess solid defenses and some damage output to help them weather combat, but they shine when fighting alongside others.

Due to their unique capabilities, leaders should always be paired with other monsters and work well when paired with creatures of any role.

SOLDIER

Soldiers rely on a balance of moderate damage output, plentiful hit points, and high ACs to directly engage with enemies or guard vulnerable allies. These monsters are typically straightforward, making them easier to run in large numbers.

Soldiers can stand on their own in a fight but are most effective when paired with a controller or leader. Since these monsters employ straightforward tactics and are easy to use in large numbers, they are ideal for the matched set of foes or horde of minions encounter models (see **Combat Encounter Models**).

STRIKER

Strikers utilize mobility and positioning to deal massive damage, typically at the expense of their own defense. Oftentimes, a striker's abilities take down opponents one at a time, as opposed to affecting multiple creatures or areas.

Many legendary creatures are strikers capable of acting alone, making them suitable for the single big monster combat encounter model (see **Combat Encounter Models**). More mundane strikers benefit hugely from the defenses provided by soldiers or leaders. Since strikers generally focus on single targets, they also synergize well with the crowd-control capabilities of a controller, making a truly terrifying pair.



Silver Dragon Wyrmling

Customizing Combat

As a GM, you can craft exciting combat encounters customized to the needs of your players and campaign. You can find additional guidance on this subject in the *Game Master's Guide* and other Kobold Press releases, but two of the most broadly used customization tools are included here for ease of use.

Optional Rule: Doom

At the start of each combat encounter, the GM gains a special resource called Doom based on the CR of the encounter, as detailed in the **Doom by Encounter Tier** table. The GM can use Doom to influence the results of creature die rolls, turning the tide on the PCs or helping a creature last just one turn longer. The GM can spend Doom in the following ways:

- Give a creature advantage on an attack roll.
- Give a PC disadvantage on a save.
- Once per encounter, refresh, recharge, or otherwise gain one additional use of a limited-use feature, such as a dragon's Breath Weapon, a legendary creature's Legendary Resistance, or a spell in a mage's Spellcasting.

Doom is optional and exists to give creatures some extra staying power against particularly powerful, crafty, or resourceful PCs. Keep in mind, Doom doesn't have to be used in every combat encounter. As a GM, consider using Doom in an encounter if:

- The combat encounter is likely the only combat encounter the PCs will face that day, and the PCs are well-rested.
- You have multiple experienced players.
- You have more than four players.
- Your players' characters have extra magic items, resources, optimized statistics, or similar aspects that make them tougher than average PCs.
- If the encounter is particularly significant to the story, such as the fight against the leader of an antagonistic organization working against the PCs, the final fight of a major story arc, or a climactic fight against a powerful antagonist.

DOOM BY ENCOUNTER TIER

ENCOUNTER CR	DOOM
0–4	1
5–8	2
9–12	3
13–16	4
17–20	5
21+	6

Modifying Monsters

This book contains monsters suitable for all manner of adventures and encounters, but it can't account for every possible scenario. When you can't find the perfect monster for your encounter, the easiest option is to find a comparable monster in this book, then use one of the following strategies to customize that monster to fit.

CUSTOMIZING ABILITIES AND TRAITS

You can often get a great customization by simply adjusting the statistics or traits. Each of these approaches is described below.

ALTERING STATISTICS

When you need a monster that doesn't exist, start by finding a comparable monster stat block in this book, then make a minor adjustment appropriate to the encounter. A lot can be accomplished simply by altering how a creature moves, senses its surroundings, survives, and so on.

Need a suitable mount for PCs exploring a volcanic dungeon? Take the giant lizard stat block and give it fire resistance. Need a kingdom of bird people? Take any Humanoid stat block and add a flying speed. Need a giant earthworm? Take the giant constrictor snake stat block and replace its swimming speed with a burrowing speed.

You can easily change any of the statistics in this list to alter an existing stat block:

- **Speed.** Adding a burrowing, flying, or swimming speed can make a monster compatible with almost any environment.
- **Resistant/Immune/Vulnerable.** Altering any of these condition or damage interactions can instantly shift where the monster lives or how it survives.
- **Senses.** Adding darkvision or tremorsense makes any creature better suited to underground or underwater areas.
- **Languages.** Switching known languages allows a monster to fit into any culture that fits your game. Giving a language to a creature that typically doesn't speak a language or giving it telepathy can add a quick magical twist to a monster.

Most of these kinds of changes to a monster's stat block don't alter its challenge. However, adding or removing conditions or damage types to which a monster is resistant, immune, or vulnerable can make a monster more or less powerful, depending on the encounter and the environment. For example, making a monster

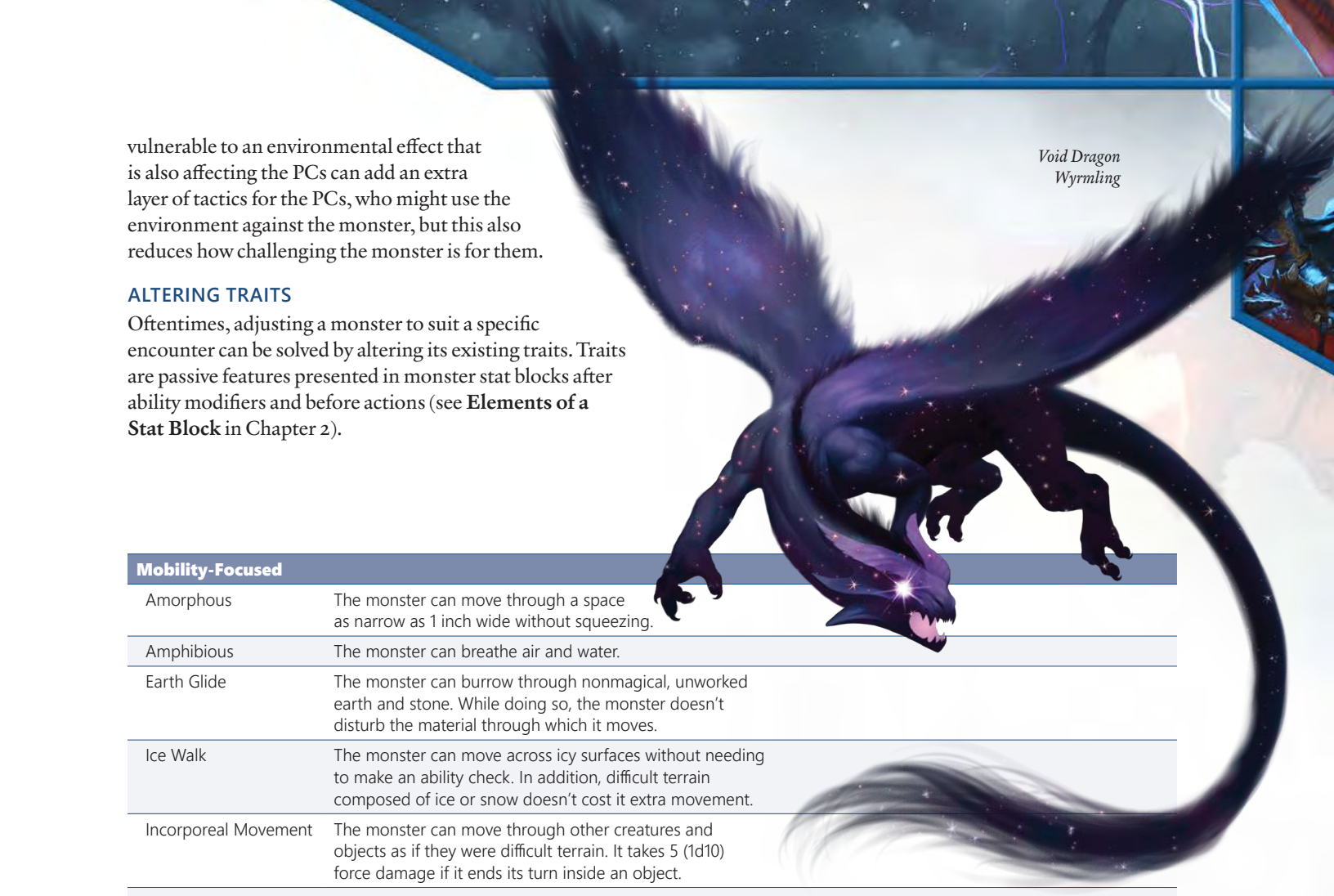
SAMPLE TRAITS

TRAIT NAME	DESCRIPTION
Attack-Focused	
Blood Frenzy	The monster has advantage on melee attack rolls against any creature that doesn't have all its HP.
Brutal	A melee weapon deals one extra die of its damage when the monster hits with it.
Charge	If the monster moves at least [1/2 its walking speed] feet straight toward a target and then hits it with a melee attack on the same turn, the target takes an extra [1d4 + STR] bludgeoning damage. If the target is a creature, it must succeed on a DC [8 + STR + PB] STR save or be knocked prone.
Grappler	The monster has advantage on attack rolls against any creature grappled by it.
Magic Weapons	The monster's weapon attacks are magical.
Pack Tactics	The monster has advantage on attack rolls against a creature if at least one of the monster's allies is within 5 feet of the creature and the ally isn't incapacitated.
Pounce	If the monster moves at least [1/2 its walking speed] feet straight toward a creature and then hits it with a melee attack on the same turn, that target must succeed on a DC [8 + STR + PB] STR save or be knocked prone. If the target is prone, the monster can make one melee attack against it as a bonus action.
Defense-Focused	
Evasion	If the monster is subjected to an effect that allows it to make a DEX save to take only half damage, the monster instead takes no damage if it succeeds on the save, and only half damage if it fails.
[Element] Absorption	Whenever the monster is subjected to [acid, cold, fire, lightning, or thunder] damage, it takes no damage and instead regains HP equal to the [acid, cold, fire, lightning, or thunder] damage dealt.
Flyby	The monster doesn't provoke opportunity attacks when it flies out of an enemy's reach.
Immutable Form	The monster is immune to any spell or effect that would alter its form.
Magic Resistance	The monster has advantage on saves against spells and other magical effects.
Stalwart	If the monster starts its turn afflicted by an ongoing effect that allows for a repeated save to end the effect, such as the *hold* spell or the poison from an ettercap's Bite, the monster can make the save at the start of the turn instead of the end and has advantage on the save.
Undead Fortitude	If damage reduces the monster to 0 HP, it must make a CON save with a DC equal to 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the monster drops to 1 HP instead.

vulnerable to an environmental effect that is also affecting the PCs can add an extra layer of tactics for the PCs, who might use the environment against the monster, but this also reduces how challenging the monster is for them.

ALTERING TRAITS

Oftentimes, adjusting a monster to suit a specific encounter can be solved by altering its existing traits. Traits are passive features presented in monster stat blocks after ability modifiers and before actions (see **Elements of a Stat Block** in Chapter 2).



Void Dragon Wyrmling

Mobility-Focused	
Amorphous	The monster can move through a space as narrow as 1 inch wide without squeezing.
Amphibious	The monster can breathe air and water.
Earth Glide	The monster can burrow through nonmagical, unworked earth and stone. While doing so, the monster doesn't disturb the material through which it moves.
Ice Walk	The monster can move across icy surfaces without needing to make an ability check. In addition, difficult terrain composed of ice or snow doesn't cost it extra movement.
Incorporeal Movement	The monster 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.
Running Leap	With a 10-foot running start, the monster can long jump up to 25 feet.
Spider Climb	The monster can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Standing Leap	The monster's long jump is up to [10 below walking speed] feet and its high jump is up to [half of long jump distance] feet, with or without a running start.
Web Walker	The monster ignores movement restrictions caused by webbing.

Statistics-Focused	
Devil's Sight	Magical darkness doesn't impede the monster's darkvision.
[Environment/terrain] Camouflage	The monster's Stealth is [base + 5] while in [type of] terrain.
False Appearance	While the creature remains motionless, it is indistinguishable from a relevant object or its surroundings.
Illumination	The monster sheds bright light in a 30-foot radius and dim light for an additional 30 feet.
Iron Scent	The monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.
Heightened [Sense]	The monster's Perception is [base + 5] when perceiving by [sense].
Limited Telepathy	The monster can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.
Mimicry	The monster can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC [10 + CHA] WIS (Insight) check.
Sunlight Sensitivity	While in sunlight, the monster has disadvantage on attack rolls, and its Perception is [base – 5] when perceiving by sight.
Transparent	While motionless, the monster's Stealth is [base + 5], even when it is in plain sight.
Treasure Sense	The monster can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

You can always design a trait from scratch, but borrowing an existing trait from a different monster often serves just as well. Most traits have little to no impact on a creature's CR but use your best judgment when adding traits. Adding too many traits can make a monster difficult to run in combat. A rare few traits (like Blood Frenzy or Magic Resistance) can significantly alter a monster's power level, especially in ideal environments (for instance, if a monster with Pack Tactics has a multitude of allies, it ensures almost every attack has advantage). In general, for every 5–8 damage a trait adds to the damage a monster can deal each round, increase the monster's CR by 1.

The **Sample Traits** table lists useful traits that can quickly alter a monster's capabilities. You can modify their wording to make sense for the monster you are customizing. For example, if you give a monster the False Appearance trait, you should specify what object that creature looks like when motionless, stating it appears like a statue, area rug, stalagmite, or other relevant example. Information that appears in [brackets] indicates what numbers on the monster's stat block you should use to calculate the trait's DC. For any trait requiring a monster's PB, see **Proficiency Bonus** in Chapter 2.

ADJUSTING CR

If you find the perfect monster to fit the adventure, but need to adjust it to be more or less powerful to fit the level of your PCs, you can adjust its statistics and CR. In general, for each CR you want to adjust a creature, either increase or reduce its HP by 10–15, the damage it deals each round by 5–8, and its AC by 1–2. For example, if you want to reduce the CR 5 bulette to a CR 3, reduce its HP to 78, each Bite attack to 12 piercing damage, and its AC to 15.

Adjusting statistics in this way doesn't truly reflect all the nuances that go into calculating CR, but it is a reliable quick fix for most scenarios that require a CR adjustment on the fly. Keep in mind that the bigger the gap between the current and desired CRs, the less accurate this adjustment is going to be. Higher CR creatures have access to more actions, higher circle spells, and other features that aren't easily reflected with simple mathematical adjustments. As a general rule, use this method for adjusting a CR no more than 5 steps above or below the creature's standard CR. If the CR gap is bigger than 5, finding an entirely different creature is your best option.



CHAPTER 2: UNDERSTANDING MONSTER STATISTICS

Rules for understanding the statistics of monsters (often called "creatures") are described in this chapter. If you're a Game Master (GM), look this over and familiarize yourself with the elements of a monster and its statistics before using it in your game.

Description and Lore. Each monster entry includes an italicized description of it as well as lore describing its origins, typical motives, and similar information. The italicized description at the top of each entry is written as if the player characters (PCs) just stumbled upon the creature, and the description often can be read aloud to your players when their characters first encounter it.

Behind-the-Scenes Calculations. The stat blocks in this book include all of the saves, DCs, attack rolls, and similar numbers already calculated to give you everything you need to effectively use the creature during a game session. The calculations listed in this chapter give you a behind-the-scenes look at how some of those numbers were derived.

Elements of a Stat Block

The information you need to use a creature in your game is organized into an easy-reference format called a statistics block or stat block. This section describes the meaning of the terms in a stat block and the contents of each heading within the stat block. Note that each creature's stat block has been written and organized with an eye toward making creatures faster and easier to use during your game, including displaying the precalculated results for ability checks, damage, ability scores, and other calculations.

Name

This is what most people call this kind of creature. Some creatures have alternate names, regional names, or even specific titles, all of which are included in its lore.

Challenge Rating (CR)

A creature's challenge rating (CR) tells you how great a threat the creature is. An appropriately equipped and well-rested party of four adventurers should be able to defeat a creature with a CR equal to its level without suffering any deaths. For example, a party of four 3rd-level characters should find a creature with a CR of 3 to be a worthy challenge, but not a deadly one.

Creatures that are significantly weaker than 1st-level characters have a challenge rating lower than 1. Creatures with a challenge rating of 0 are insignificant except in large numbers. Some creatures present a greater challenge than even a typical 20th-level party can handle. These creatures have a CR of 21 or higher and are specifically designed to test player skill.

A creature's CR is used to determine several aspects of the creature, such as the experience points (XP) it provides when defeated and its proficiency bonus (PB).

Experience Points (XP)

Experience points (XP) represent the knowledge a PC gains from completing tasks, fulfilling quest objectives, and a variety of other activities, including defeating

EXPERIENCE POINTS BY CHALLENGE RATING

CR	XP	CR	XP	CR	XP
0	10	9	5,000	21	33,000
1/8	25	10	5,900	22	41,000
1/4	50	11	7,200	23	50,000
1/2	100	12	8,400	24	62,000
1	200	13	10,000	25	75,000
2	450	14	11,500	26	90,000
3	700	15	13,000	27	105,000
4	1,100	16	15,000	28	120,000
5	1,800	17	18,000	29	135,000
6	2,300	18	20,000	30	155,000
7	2,900	19	22,000		
8	3,900	20	25,000		

creatures (see the *Player's Guide* for more information on XP and its impact on PCs). The number of experience points a creature is worth is based on its CR, as detailed in the Experience Points by Challenging Rating table. Typically, XP is awarded for defeating a creature, although the GM may also award XP for creatively avoiding or neutralizing the threat posed by the creature.

PROFICIENCY BONUS (PB)

Like PCs, creatures have a proficiency bonus (PB) based on their CR, as detailed in the Proficiency Bonus by Challenging Rating table. The PB is used to calculate many of the statistics within a creature's stat block, as described later in this chapter, but the PB doesn't actually appear in the stat block.

All statistics derived from a creature's PB have the PB already included in the stat block. **You don't need to add the PB to any number in a creature's stat block.** You might need a creature's PB for other things, however, such as the optional Harvesting rule (see **Chapter 1**) or when a creature casts a spell that requires an attack roll.

PROFICIENCY BONUS BY CHALLENGE RATING

CR	PB
0–4	+2
5–8	+3
9–12	+4
13–16	+5
17–20	+6
21–24	+7
25–28	+8
29+	+9

SIZE

This is the relative size of the creature. A creature can be Tiny, Small, Medium, Large, Huge, or Gargantuan. The Size Categories table shows how much space a creature of a particular size occupies on a battle map or grid.

SIZE CATEGORIES

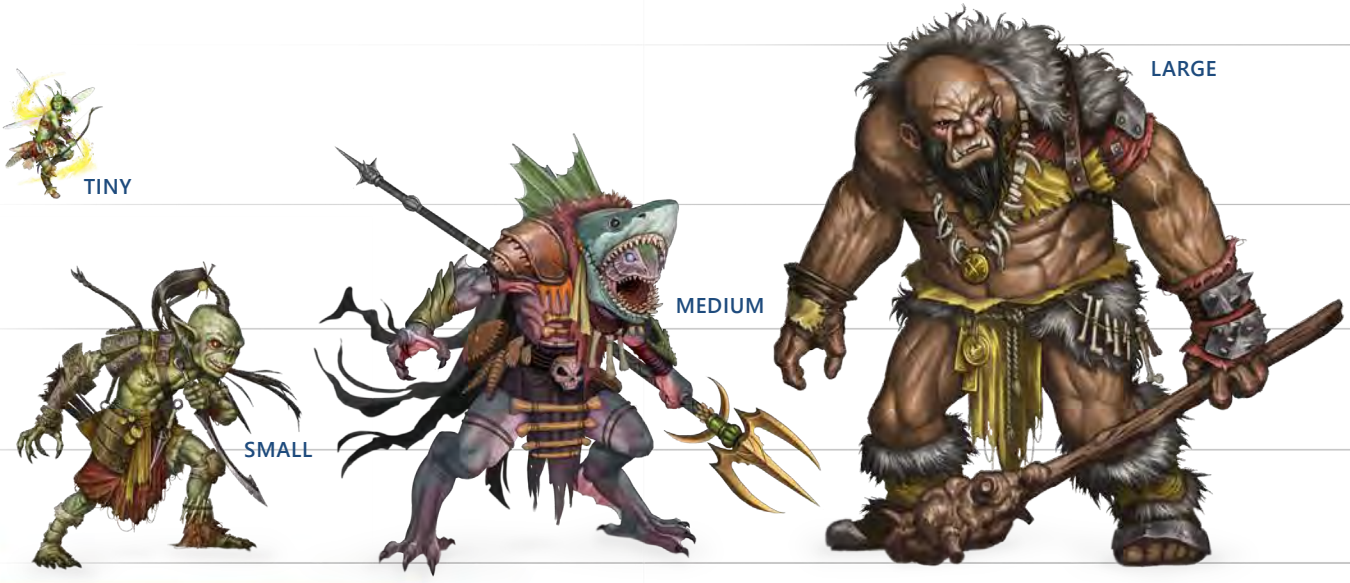
SIZE	SPACE	EXAMPLES
Tiny	2.5 x 2.5 ft.	Imp, sprite
Small	5 x 5 ft.	Giant rat, goblin
Medium	5 x 5 ft.	Orc, werewolf
Large	10 x 10 ft.	Hippogriff, ogre
Huge	15 x 15 ft.	Fire giant, treant
Gargantuan	20 x 20 ft. or larger	Kraken, purple worm

TYPE

A creature's type speaks to its fundamental nature. Certain spells, magic items, class features, and other effects interact in special ways with creatures of a particular type. For example, an *arrow of dragon slaying* deals extra damage to creatures of the Dragon type, such as red dragons, dragon turtles, and wyverns. Here is an overview of each of the creature types. For a more detailed look at creature types, see **Chapter 3**.

Aberrations are utterly alien beings. Many have innate magical abilities drawn from the creature's alien mind rather than the mystical forces of the world. Quintessential Aberrations are creatures like aboleths, chuul, and gibbering mouthers.

Beasts are living creatures of the natural world. Beasts include all varieties of wild animals, domesticated animals, and enormous creatures such as whales and dinosaurs.



Celestials dwell in higher realms outside of measurable or material reality. Many are servants of deities, serving as messengers or agents in the mortal realm and throughout the planes. Most lean innately toward forces of good and order. All of them strive to oppose or destroy Fiends. Celestials include beings like angels, couatls, and pegasi.

Constructs are made, not born. Often built of metal, stone, or wood, some are charged by their creators to follow a simple set of instructions, while others are given sentience and use independent thought. Golems, mechadrons, and clockwork creatures are iconic Constructs.

Dragons are large, reptilian creatures of ancient origin and tremendous power. True dragons are highly intelligent, have innate magic, and grow in power as they increase in age, called age categories. This creature type also includes creatures distantly related to true dragons, but less powerful, less magical, and often less intelligent, such as wyverns and pseudodragons.



Elementals are creatures born of raw elemental forces. Some creatures of this type are little more than animate masses of their respective elements, including the creatures simply called elementals. Others have biological forms infused with elemental energy. Elementals include beings like genies, azers, and invisible stalkers.

Fey are magical creatures closely tied to the forces of nature. They dwell in twilight groves and misty forests. In some worlds, they are closely tied to the Plane of Fey or Plane of Shadow. Fey include dryads, sprites, and satyrs.

Fiends dwell in lower realms outside of measurable or material reality. A few are servants of deities, but many more labor under the leadership of archdevils and demon princes. Priests and mages sometimes summon Fiends to the material world to do their bidding. Most Fiends lean innately toward forces of evil and chaos. All of them strive to oppose or destroy Celestials. Fiends include demons, devils, hell hounds, and rakshasas.

Giants are enormous, powerful beings that tower over most creatures. These titanic creatures are humanlike in shape, and many possess unique characteristics that allow them to thrive in the most brutal landscapes: biting blizzards, roiling volcanos, and raging storms. True giants include stone giants, fire giants, and cloud giants, but this creature type also includes ogres, ettins, and trolls.

Humanoids are usually bipedal and often warm-blooded, including humans and a prodigious variety of other lineages. The most common Humanoids are the lineages available to player characters (PCs), including humans, dwarves, elves, and halflings. Almost as numerous are beings like goblins, gnolls, and lizardfolk.

Monstrosities are frightening, abnormal, unnatural creatures that are almost never benign. Some are the result of magical experimentation gone awry (such as owlbears), others are the product of terrible curses (such as chimeras), and many are monstrous animals that dominate their natural habitats (such as ankhegs). Creatures that defy exact categorization and don't fit within another type are often included in the Monstrosity creature type.

Oozes are gelatinous predators typically without fixed forms. These often-mindless eating machines consume anything they can dissolve with their bodies' natural acids, living or otherwise. Black puddings and gelatinous cubes are among the most recognizable Oozes.

Plants are vegetable creatures, not ordinary flora. Most are ambulatory, and some are carnivorous. The quintessential Plants are the shambling mound and the treant. Fungal creatures such as shriekers and mycolids also fall into this category.

Undead are creatures that have previously died and been brought to a state of nightmarish undeath through necromantic magic, curses, or divine intervention. This creature type includes mindless animated corpses like zombies and skeletons, potent predators like vampires and ghouls, bodiless tormented souls like ghosts and wraiths, and powerful beings who sought undeath for greater power like liches and mummy lords.



CATEGORIES

Some creatures fall into categories that are a bit more specific than their creature types but not as game rule-related as tags (though some categories are the same as some tags, such as demon or golem). This categorization denotes the creatures are more closely related to each other than they are to other creatures of their same creature type, but there aren't many game rules that reference or rely on that category. However, categories can be helpful when determining which creatures are similar to each other, might be found together, or might work alongside each other. For example, bugbears, goblins, and hobgoblins are all part of the goblin family, regularly work together, and often inhabit the same areas. As such, they are listed as "Goblin, Creature Name" in this book.

TAGS

Creatures may have various tags that further specify their creature type. If a creature has a tag, it is listed in the creature's stat block in parentheses after size and type. Tags indicate creatures that can be targeted by specific spells, magic items, and other features available to PCs. For example, the *moonbeam* spell has special effects against creatures with the Shapechanger tag.

If a creature has a subtag, the creature is subject to effects related to both its tag and its subtag, though only the subtag is listed in its stat block. For example, a werewolf is both a Lycanthrope and a Shapechanger—though only Lycanthrope is listed in its stat block—and it is affected by spells, magic items, and other features that affect Shapechangers or Lycanthropes. The following are the most commonly used tags and their associated subtags:

Animal. A creature not of the Beast type but that shares enough characteristics with Beasts that it can be affected by spells, features, or other abilities that specifically target Beasts, such as the *speak with animals* spell.

Golem. A specific type of Construct that is almost always humanoid in shape, is typically crafted wholly out of a specific material, and has some magical connection to its creator. This connection might be that the golem was made from the remains of the creator's loved one, made with some of the creator's blood, made from an object with great sentimental significance to the creator, or made with some other object or material personal to the creator.

Outsider. A creature from another plane or realm not bound by laws of material or measurable reality. When an outsider is slain, its physical remains, other than any equipment it is wearing or carrying, disappear after 1 hour, and revives on its home plane. An outsider can be permanently destroyed only if it is slain on its home plane, or if a *wish* spell is cast after it is slain on the Material Plane. There are a wide range of Outsiders from a variety of planes and realms. Some of the most common Outsiders are Angels, Demons, and Devils, which are defined as the following:

- **Angel.** A specific kind of Celestial Outsider bound in service to gods of good and order.
- **Demon.** A specific type of Fiend Outsider bound to the forces of evil and chaos.
- **Devil.** A specific type of Fiend Outsider bound in service to gods or fiendish lords of evil and order.

Shapechanger. A creature capable of changing form, such as a werewolf, doppelganger, or vampire. This tag applies only to creatures with the natural ability to change their shape. It doesn't apply to creatures that use magic—whether or not that magic is innate to the creature—to change their shape, such as gold dragons.

- **Lycanthrope.** A specific kind of Humanoid Shapechanger that changes its shape due to an animalistic curse called lycanthropy, allowing the creature to transform to and from a Beast form, its Humanoid form, and a hybrid of the two. The curse is typically passed by an attack from another Lycanthrope or by the creature having a Lycanthrope parent. Though all Lycanthropes are Shapechangers, not all Shapechangers are Lycanthropes.

ARMOR CLASS (AC)

Armor class (AC) represents the creature's defenses. The higher the number, the more difficult the creature is to hit in combat. The kind of armor a creature uses (if any) or any special defenses a creature has (if any) are placed in parentheses after the AC value to help you alter the creature's AC if the armor is removed or the special defense is negated.

The AC included in each stat block has been calculated using the following formula. Keep in mind that AC is calculated before proficiency bonus (PB) is added to the Ability Modifiers, as explained in the Ability Modifiers section later in this chapter:

AC = 10 + DEX modifier + any additional bonuses (from equipment, natural armor, or special traits)

HIT POINTS (HP)

Hit points (HP) represent the health and vitality of the creature. The higher the number, the harder it is to kill or knock out the creature. Unlike PCs, creatures typically die or are destroyed when reduced to 0 HP.

SPEED

A creature's speed defines how far it can move during a single round of combat. If the creature has multiple ways to move (such as swimming or flying), those are also listed in this section.

All creatures have a walking speed, simply called speed. Creatures with no ground-based movement have a walking speed of 0 feet. Some creatures have one or more of the following additional ways to move.

BURROW

A creature with a burrowing speed can move through sand, earth, mud, or ice. A creature can't burrow through solid rock unless it has a trait that allows it to do so. A creature can't drag a grappled creature along with it while burrowing, unless it has the ability to leave a tunnel when it burrows.

CLIMB

A creature with a climbing speed can move on vertical surfaces with no check required. The creature doesn't need to spend extra movement to climb.

FLY

A creature with a flying speed can move by flying. Some creatures can hover, which makes them hard to knock out of the air. Such a creature stops hovering when it dies. If a creature can hover, the word "hover" appears in parentheses after its flying speed.

SWIM

A creature with a swimming speed can move easily through liquid and doesn't need to spend extra movement to swim.

Player Advice: Unlike most creatures, creatures with a swimming speed don't have disadvantage on melee weapon attacks while underwater. For more information about underwater combat, see **Combat** in Chapter 6 of *Player's Guide*.

USING DIFFERENT SPEEDS

If a creature has more than one speed, such as a walking and flying speed, it can switch back and forth between its speeds during its move. Whenever the creature switches, subtract the distance the creature has already moved from the new speed. The result determines how much farther the creature can move. If the result is 0 or less, the creature can't use the new speed during the current move.

For example, if a creature has a speed of 30 and a flying speed of 60, the creature could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

PERCEPTION

The Perception Value shows how observant the creature is, regardless of whether it's actively observing its surroundings. This Perception Value is calculated using a creature's Wisdom (WIS).

A PC attempting to hide from, sneak around, or stage a surprise attack against a creature must make a DEX (Stealth) check. If the result is equal to or higher than the creature's Perception Value, the PC succeeds and remains undetected. If it is lower, the PC fails, and the creature detects the character. For example, a goblin has a Perception Value of 9. A PC's DEX (Stealth) check result must be a 9 or better for the PC to successfully sneak past the goblin.

The Perception Value included in each stat block has been calculated using the following formula. Some creatures are naturally perceptive, which allows them to add their PB or even double their PB when calculating their Perception Value. In such cases, the Perception Value in the stat block already includes that bonus.

Perception Value = 10 + WIS modifier

STEALTH

The Stealth Value shows how readily a creature evades notice—either to sneak around or stage a surprise attack. Stealth is calculated using a creature's Dexterity (DEX).

A PC searching for unseen foes must make a WIS (Perception) check. If the result is equal to or higher than the creature's Stealth score, the PC succeeds and detects signs of the creature. If it is lower, the PC fails, and the creature remains undetected. For example, a goblin has a Stealth Value of 14. A PC's WIS (Perception) check result must be a 14 or better to detect the goblin when it is trying to hide from the PC.

The Stealth Value included in each stat block has been calculated using the following formula. Some creatures are naturally stealthy, which allows them to add their PB or even double their PB when calculating their Stealth Value. In such cases, the Stealth Value in the stat block already includes that bonus.

Stealth Value = 10 + DEX modifier

Hiding. When a monster takes the Hide action, it doesn't roll a DEX (Stealth) check. Instead, it uses the Stealth Value in its stat block.

VULNERABLE, RESISTANT, AND IMMUNE

Some creatures are vulnerable, resistant, or immune to certain kinds of damage or conditions. Particular creatures are even vulnerable, resistant, or immune to damage from nonmagical attacks. A magical attack is an attack delivered by a spell, a magic item, or another magical source.

Multiple Protective Sources. Multiple instances of a creature being resistant or vulnerable to a type of damage count as only one instance. For example, if a creature has resistance to fire damage, such as a from its natural capabilities or the *protection from energy* spell, as well as resistance to nonmagical damage, such as from the *gaseous form* spell, the damage of a nonmagical fire is reduced by half against the creature, not reduced by three-quarters.

Conditions and Damage. Each creature has only one line for each of the following categories. This means that a creature resistant to cold damage and the grappled condition lists both cold and grappled in the Resistant line. In many cases, a creature being vulnerable, resistant, or immune to a condition or type of damage is due to its creature type, which is noted as the associated trait's

name in the appropriate category line and detailed in the traits section of the stat block. For example, the ettercap's Monstrosity Resilience trait makes it resistant to exhaustion and the frightened condition. The ettercap's Resistant line, therefore, lists Monstrosity Resilience.

VULNERABLE

If a creature is vulnerable to a type of damage and it takes damage of that type, the damage is doubled against the creature. For example, a creature vulnerable to fire damage takes double damage from a *fireball* spell or flaming oil.

A creature that is vulnerable to a condition has disadvantage on checks and saves made to avoid becoming affected by that condition or to end it.

RESISTANT

If a creature is resistant to a type of damage and it takes damage of that type, the damage is halved (rounded down) against the creature.

A creature that is resistant to a condition has advantage on checks and saves made to avoid becoming affected by that condition or to end it.

IMMUNE

If a creature is immune to a type of damage, it doesn't take damage of that type or lose hit points when subjected to that type of damage. If a spell, class feature, or other effect deals damage of a type to which a creature is immune and has an extra effect, such as causing the charmed or frightened condition, the creature doesn't take that damage, but it might still be subjected to that extra effect. For example, a creature immune to slashing damage would be immune to the slashing damage of a ghoul's Claws, but it might still become paralyzed if it fails the Claws' CON save.

A creature that is immune to a condition automatically succeeds on checks and saves to avoid the condition and otherwise can't be affected by that condition.

SENSES

Creatures primarily perceive the world by sight. This is called vision. Creatures usually have secondary senses of hearing, smell, and touch that also allow them to interact with the environment, but vision is considered the "standard" primary sense.

If a creature has no unusual sensory capacity, the Senses section is marked with "—" and denotes a creature can see as an average human.

If a creature has one of the following specialized senses that allows it to perceive in some way other than "standard" vision, it is noted in the Senses line, followed by a radius in feet that defines the sense's maximum range.

Senses and Targeting. When a creature targets another with an attack, effect, or other feature, the creature must be able to see or sense the target with at least one of its listed senses, and the target can't be behind total cover (see **Chapter 6** of the *Player's Guide*), unless that attack, effect, or feature states otherwise.

DARKVISION

A creature with darkvision can see in nonmagical darkness. The creature can see in dim light within the radius as if it were bright light and can see in darkness as if it were dim light. A creature can't discern color in darkness, only shades of gray. Many nocturnal creatures and creatures that live underground have this special sense.

Player Advice: A PC with the invisible condition has advantage on DEX (Stealth) checks made to hide from or sneak past a creature that relies on sight-based senses. Keep in mind that invisibility doesn't completely mask a creature's presence—invisibility doesn't suppress the sound of footsteps or the smell of nervous sweat. The invisible condition grants no benefits when sneaking past a creature while within range of its non-sight-based senses like keensense or tremorsense (assuming the creature has such a sense).

KEENSENSE

A creature with keensense can precisely perceive its surroundings using some other sense than vision. Creatures without vision, such as morlocks and gelatinous cubes, typically have this special sense, as do creatures with echolocation or other extraordinary sense, such as bats and true dragons.

If a creature has no other form of sensing, it has a parenthetical note to this effect, indicating that the radius of its keensense defines the maximum range of its perception.

Player Advice: Creature vision follows the same rules as PC vision. Assuming there are no obstacles and adequate bright light (like sunlight), a creature can see about 2 miles in any direction or until the landscape or other obstruction blocks its view. Rain typically reduces maximum visibility to 1 mile, and foggy conditions can cut visibility down to 300 feet or less.

TREMORSENSE

A creature with tremorsense can detect and pinpoint the source of vibrations if it and the source are in contact with the same ground or similar solid substance. Tremorsense can't be used to detect flying creatures or creatures with the Incorporeal Movement trait. A creature with tremorsense is considered to have line of sight to any creature in contact with the same ground as it, although obstacles between the creature and its target can still provide the target with cover. Many burrowing creatures, such as ankhegs and purple worms, have this special sense.

TRUESIGHT

A creature with truesight can see clearly in normal and magical darkness, see invisible creatures and objects, automatically detect and succeed on saves against visual illusions, and perceive the original form of a shapechanger or creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane within range. Powerful or exceptionally magical creatures, such as balors and solars, have this special sense.

LANGUAGES

The languages that a creature can speak are listed in alphabetical order. If a creature can understand a language but can't speak it, that is noted on this line. A "—" indicates that a creature neither speaks nor understands any language. Most languages are specific to a particular heritage or culture; a few are based on faith, commerce, or traveler's tongues. Some of the creatures in this book know or speak the Machine Speech or Void Speed languages, which can be substituted for other languages if these languages don't fit in your world.

Machine Speech. This is a language of Constructs and is made up of clicks, whistles, scrapes, and clangs. It is often difficult to understand and nearly impossible to speak for most creatures that aren't Constructs. If Machine Speech isn't a language in your world, you can substitute Machine Speech with any language specific to machines or Constructs and understood almost exclusively by them.

Void Speech. This is a language of the corrupt realms beyond the mortal world and often used in malign magic. It is spoken by vile things that are often malevolent toward Humanoids and their allies and by those who seek to bring about the ruinous apocalypse of the dark gods. If Void Speech isn't a language in your world, you can substitute Void Speech with any ancient language with an evil or apocalyptic reputation or with Deep Speech.

TELEPATHY

Telepathy is a magical ability that allows a creature to mentally communicate with another creature within a specified range. A telepathic creature can start or end a telepathic conversation at will, without using an action, like talking. A telepathic creature doesn't need to see a contacted creature to communicate, it only needs to be in range.

A telepathic creature can communicate with a creature that doesn't have telepathy. The contacted creature doesn't need to share a language with the telepathic creature to communicate, but it must understand at least one language. The contacted creature can receive and respond to telepathic messages, but it can't start or end telepathic communication.

Contact breaks if two creatures are no longer within range of each other or if the telepathic creature contacts a different creature. While a telepathic creature is incapacitated, it can't start telepathy, and any contact ends.

A creature in an *antimagic field* or in any location where magic doesn't function can't send or receive telepathic messages.

ABILITY MODIFIERS

Every creature has six ability modifiers: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). These modifiers are used to determine pre-calculated elements of a stat block, such as attack and damage. More importantly, the GM uses them whenever a creature must make:

- A save. The GM rolls a d20 and adds the relevant ability modifier.
- An ability check. The GM rolls a d20 and adds whichever ability modifier is most relevant.

If a creature is particularly good at checks and saves involving a certain ability, the creature's proficiency bonus (PB) has already been added into the ability modifiers presented in the stat block. **You don't need to add PB to any number in a stat block**—it is already included.

TRAITS

Traits are a creature's special characteristics that are likely to be relevant in combat. These are often passive features the creature has, such as the ability to breathe underwater or increased Stealth in particular types of terrain. In a stat block, traits appear after a creature's ability modifiers but before any actions.

Is It Magical or Not? Creatures have a variety of magical and nonmagical traits and other features. If a trait or feature is described as working like a spell, then it is considered magical and doesn't function inside an area where magic doesn't function, such as the area of the *antimagic field* spell. If a trait or feature doesn't name a spell

or if that trait or feature's text states it isn't magical, then it can function normally regardless of if magic functions in an area. For example, the storm giant's Influence Weather trait and the lich's Levitate bonus action are both described as working like specific spells and are therefore magical.

ACTIONS

When a creature takes its action, it can choose from the options in the Actions section of its stat block or use one of the actions available to all creatures, such as the Dash or Hide action, as described in **Combat** in Chapter 6 of *Player's Guide*.

MELEE AND RANGED ATTACKS

The most common actions that a creature takes in combat are melee and ranged attacks. These can be spell attacks or weapon attacks, where the "weapon" might be a manufactured item or a natural weapon, such as a claw or tail spike.

Creature vs. Target. The target of a melee or ranged attack is usually either one creature or one target. The difference is that a "target" can be a creature, object, or structure. This designator on an attack reflects the creature's natural inclination, but it doesn't mean a tyrannosaurus rex can't or won't bite at a door to get to a creature it can smell on the other side. This designator helps reflect that a creature like a tyrannosaurus rex isn't likely to strategically attack pillars of a building to make the building collapse on its prey or to otherwise attack an object or structure in a way that isn't directly related to reaching its prey.

Hit. Any damage dealt and other effects that occur when an attack hits a target are described after the "Hit:" notation.

Ammunition. A creature carries enough ammunition to make its ranged attacks. A creature generally has 2d4 pieces of ammunition for a thrown weapon attack, and 2d10 pieces of ammunition for a projectile weapon, such as a bow or crossbow.

Spell Attacks and Antimagic. A creature in an *antimagic field* or in any location where magic doesn't function can't cast spells or make spell attacks. Similarly, targets in an *antimagic field* are immune to the damage and effects of spell attacks and spells from outside of the field.

MULTIATTACK

A creature that can make multiple attacks on its turn has the Multiattack action. A creature can't use Multiattack when making an opportunity attack, which must be a single melee attack.

SPELLCASTING

A creature with the Spellcasting action can cast spells through innate magical talent. Unless noted otherwise, a spell of 1st circle or higher is always cast at its lowest possible circle and can't be cast at a higher circle. If a creature has a cantrip where its spellcaster level matters and no level is given, use the creature's challenge rating.

A creature doesn't adhere to the tenets, restrictions, or requirements of specific spellcasting classes, sources of magic, or similar spellcasting structures found among player characters, as a creature's spellcasting is unique to the creature. A creature's spells can't be swapped out with other spells.

SPELL SAVE DCS AND SPELLS WITH ATTACKS

The Spellcasting action always lists the creature's spellcasting ability and the spell save DC for its spells. When a spell listed in this action requires an attack roll, use the creature's spellcasting ability modifier + the creature's PB to determine the creature's total attack bonus. The creature's PB can be found in the table on page 18.

SPELL COMPONENTS

The Spellcasting action always notes if the creature doesn't need to use a particular type of spell component, such as material components. If no exception is listed in the creature's Spellcasting action, the creature must provide all necessary components to cast the spell. For the purposes of casting a spell, a creature needs free use of at least one limb to produce gestures for somatic components rather than specifically free use of one hand.

BONUS ACTIONS

If a creature can do something special with its bonus action, that information is contained here. If a creature has no special bonus action, this section is absent.

REACTIONS

If a creature can do something special with its reaction, that information is contained here. If a creature has no special reaction, this section is absent.

LIMITED USAGE

Some traits or actions have restrictions on the number of times they can be used. Common examples:

X/Day. This means a special ability can be used a limited number of times in a day, where "X" is a number (often 1 or 3). The creature must finish a long rest to regain expended uses. For example, "1/Day" means a special ability can be used once and then the creature must finish a long rest to use it again.

Recharge X–Y. This means a creature can use a special ability once. Afterward, the ability has a random chance of recharging during each round of combat. "X" and "Y" are values on a d6 (often 5 and 6). At the start of each of the creature's turns, roll a d6. If the result is in the range of numbers in the recharge notation, the creature regains the use of the special ability. The ability also recharges when the creature finishes a short or long rest. For example, "Recharge 5–6" means a creature can use the special ability once. Then, at the start of the creature's turn, it regains the use of that ability if it rolls a 5 or 6 on a d6.

Recharge after a Short or Long Rest. This means that a creature can use a special ability once and then must finish a short or long rest to use it again.

Situational. This covers a lot of territory where an ability can be used only after a certain requirement is met. This information always appears in parentheses. For example, Vicious Bound (44 HP or Fewer) means a creature can't use the Vicious Bound action unless it has 44 hit points (HP) or fewer remaining.

EQUIPMENT

A stat block rarely refers to equipment, other than a creature's armor or weapons. A creature that customarily wears clothes, such as a Humanoid, is assumed to be dressed appropriately.

As the GM, you can equip creatures with additional gear and trinkets as desired. You decide how much of a creature's equipment is recoverable after it is slain and whether any of that equipment is still usable. A battered suit of armor made for a creature is rarely usable by someone else, for instance.

If a spellcasting creature needs material components to cast its spells, assume that it has what it needs to cast the spells in its stat block.

LEGENDARY CREATURES

A legendary creature can do things that ordinary creatures can't. It can take special actions outside its turn, and it might exert magical influence for miles around. If a creature assumes the form of a legendary creature, such as through a spell, it doesn't gain that form's legendary actions, lair actions, or regional effects.

LEGENDARY ACTIONS

A legendary creature can take a certain number of special actions—called legendary actions—outside its turn. Only one legendary action option can be used at a time and only at the end of another creature's turn. A creature regains its spent legendary actions at the start of its turn. It doesn't have to use them, and it can't use them while incapacitated or otherwise unable to take actions. If surprised, it can't use them until after its first turn in the combat.

LAIRS

A legendary creature might have a section describing its lair and the special effects it can create while there, either by act of will or simply by being present. Such a section applies only to a legendary creature that spends a great deal of time in its lair.

LAIR ACTIONS

If a legendary creature has lair actions, it can use them to harness the ambient magic in its lair. On initiative count 20 (losing all initiative ties), it can use one of its lair action options. It can't do so while incapacitated or otherwise unable to take actions. If surprised, it can't use one until after its first turn in the combat.

REGIONAL EFFECTS

The mere presence of a legendary creature can have strange and wondrous effects on its environment, as noted in this section. Regional effects end abruptly or dissipate over time when the legendary creature dies.

CHAPTER 3: UNDERSTANDING TERRAIN AND CREATURE TYPES

This chapter describes where creatures might be encountered, and it gives guidance on typical allies, traits, and encounter locations for each creature type. If you are looking for inspiration for an adventure site or for the kinds of allies your favorite monster might have, you'll find it here.

Terrain

Because most creatures can inhabit multiple types of terrain, the creatures in this book have been divided into the terrains they inhabit in the Creatures by Terrain appendix rather than duplicated in the various terrains listed here. See that appendix for the broadest lists showing which creatures would best fit an encounter and its terrain.

Arctic

The cold regions of the world include tundra, taiga, ice, snow, glaciers, and iceberg-filled waters–and frequently get even more dangerous in winter. Arctic terrain features cold winters and cool summers, and most of its water falls in the form of snow. Arctic and subarctic life is adapted to short growing seasons, extreme cold, and long periods of sunlight and cold darkness. Examples of creatures and adventure locations in arctic terrain include:

- Icy caverns carved into a glacier are home to a white dragon or a family of frost giants.
- A bleak, flat land of endless snow hiding camouflaged dangers, like remorhazes or winter wolves.
- Cold waters filled with icebergs, orcas, and the occasional polar bear.

Badlands

The rocky, arid regions and wastelands of the world seem to attract strange creatures able to survive on little but air and carrion. Badlands terrain features towering, eroded rock, sparse vegetation, and infrequent rains. Badlands terrain also encompasses magic-blasted wastelands, which are characterized by magical storms, alchemical rivers, and mutated vegetation. Examples of creatures and adventure locations in badlands terrain include:

- A rocky outcropping dotted with the burrows of lizards and poisonous snakes.
- A magically blasted, sparsely covered forest filled with eerie lights and the void-infused music of the selang.
- A "forest" of tall, eroded rocks that serve as the base of operations for a group of goblins and their worg companions.

Coastal

Where land meets water, along a freshwater lake or a storm-driven ocean, marine life and land blend into unusual forms that are home along the shore. Coastal terrain includes land shaped by waves or shifting tides, as well as water shaping sandy beaches, sea caves, and rocky cliffs. A mix of salt and fresh water may shape salt marshes, seaweed forests, or tidal lagoons. Coastal life requires adaptations to surviving on land and in water, to high winds, and to rich nutrients, often carried by the water. Examples of creatures and adventure locations in coastal terrain include:

- A sea hag and her sahuagin allies live in sea caves in a rocky cliffside, alternating dry and underwater as the tides shift.
- A beach dotted with tidepools inhabited by giant crabs is the favored hunting ground of a young bronze dragon. Enormous cracked shells litter the beach.
- A thriving coral reef where a local humanoid fishing village casts their nets daily and merfolk sing at high tide.

DESERT

The dry, barren regions of the world still hold monstrous life. Deserts receive little to no precipitation and often feature great sand dunes, dust storms, and stony plains—as well as cracked plains of mud or even expanses of glass or lava. Desert life is adapted to harsh, dry environments with scarce food and water; it depends on hardy prey or hardy plant life, like cactuses, to survive. Examples of creatures and adventure locations in desert terrain include:

- Shimmering, endless sand hides a shady giant scorpion cave, a sunstone for poisonous snakes, and a bulette near a dry creekbed.
- An ancient, abandoned temple worn down by countless sandstorms is home to a mummy lord and his chanting mummy priests.
- A dusty valley at the edge of the grasslands is home to a pride of lions and an ancient androsphinx that loves to hunt scorpions.

FARMLAND

Land used for crops or livestock is usually tended by humanoids, and that land supports small villages and towns. It features cultivated cropland, crafted irrigation, and pastures for grazing livestock. Farmland life is characterized by being part of humanoid agriculture, such as labor animals, livestock animals, and edible plants, or by being adjacent to agriculture, such as pollinating fauna, livestock predators, and humanoid predators. Creatures found here are adapted to the presence of humanoids, thriving or stifled because of them. Examples of creatures and adventure locations in farmland include:

- A small town cemetery inhabited by a flock of ravens and a few ghouls who feast on the town's dead.
- A large field of melon crops filled with the buzzing of wings as giant wasps devour the melons and drink the sugary insides.
- An old farmhouse where a group of cultists meets with their fanatic cultist leader, who has a young goat bound and ready for sacrifice.



FOREST

Any land dominated by trees, regardless of climate, is a forest, from dry pinyon pineland to temperate oak forest to tropical jungle. The exact type of trees depends on temperature, the yearly rain, and soil drainage. Forest life features abundant plant and animal life that relies on the forest's trees for food, perches, ambush sites, safe cover, and shelter from wind and weather. Examples of creatures and adventure locations in forest terrain include:

- A logging camp on the edge of a temperate forest, where dryads and satyrs clash with logging humanoids.
- An enchanted glade in the heart of an ancient forest inhabited by a unicorn and the circle of druids dedicated to protecting it.
- A small, forest-covered cave that is home to an owlbear and its cubs.

GRASSLAND

Any land dominated by grasses and bushes, typically between forests and deserts. Grasslands feature sparse stands of trees and large swaths of their namesake grass, often standing 3 to 10 feet tall depending on rainfall. Grassland life features an abundance of large animals, such as elephants, rhinoceroses, and lions. The open nature of grassland terrain means most creatures interact as predator, prey, symbiotic helper, herd protectors, and so forth. Examples of creatures and adventure locations in grassland terrain include:

- A small seasonal watering hole is home to a pride of lions, a pair of rhinoceroses, a flock of axe beaks, and a young yellow dragon. They all drink in an uneasy truce during the dry season.
- A traveling pack of gnolls and their hyena companions make a temporary home in an abandoned human fort with sunbaked wooden walls and a muddy well—bones litter the ground before the fallen gate.
- A small gathering of trees provides shade from the midday heat to a herd of wild boars. A nesting pair of harpies roosts here each spring.

HILLS

Often called foothills or piedmont terrain, this is the hilly, elevated land near the base of mountains or mountain ranges. It often includes plateaus, gradual slopes, gullies or canyons, natural ridges, and small caves. Hills flora features shrubs, grasses, and sparse trees as the terrain shifts from grasslands to mountains, providing shelter for smaller fauna to hide from predators and enough space for larger fauna to freely roam. Hills terrain's ridges and small caves also allow for mingling between surface and underground flora and fauna. Examples of creatures and adventure locations in hills terrain include:

- A battle-scarred, humanoid fortress has been repurposed as a lair by an adult copper dragon.
- A musty cave filled with oddly shaped stones is home to a mated pair of basilisks and their clutch of eggs.
- A wood-walled hill giant settlement nestled in a small valley, along with their herd of enormous mountain goats.

MOUNTAIN

The highest elevations of the world feature exposed bedrock and sharp valleys. Mountain life is shaped by the terrain's elevation, with temperatures falling as elevation increases. While lower-elevation life resembles that found in hills, middle-elevation mountain life sees the most diversity with moderate temperatures and high rainfall encouraging dense forests and supporting a wide range of plants and monsters. High-elevation life requires adaptations to the low temperatures, drier climate, and short growing seasons. Examples of creatures and adventure locations in mountain terrain include:

- Small, bubbling lava flows along a stony ridge that is home to a colony of magma mephits.
- A snow-covered, ancient dwarven settlement carved into a mountainside serves as the lair of an adult silver dragon that remembers the dwarves of long ago.
- A large circular arena worn smooth by generations of stone giant competitions in boulder-tossing, swrestling, rock carving, and sorcery.

PLANAR

Planar terrain encompasses all realities and environments outside of the Material Plane. Planar life features the overarching aspect of that plane. For example, the Plane of Water is filled with life adapted to surviving in water, particularly magical water, while the Abyss is dominated by demons and other life adapted to ever-shifting chaos. In planes ruled by deities or other powerful, extraplanar entities, the native, non-sentient flora and fauna are often shaped by the whims of that entity, changing color, shape, temperament, and similar characteristics at a moment's notice. Examples of creatures and adventure locations in planar terrain include:

- A battlefield where armies of angels and devils clash—the battle is ending, and the wounded seek assistance.
- A fiendish tavern on the border of the Abyss and the Hells, where fiends broker deals and sup the soul alcohol served by the night hag bartender.
- An ancient azer holds the secret to crafting a legendary weapon at a molten forge on the Plane of Fire.

SWAMP

Swamp terrain is any land that regularly floods or that has saturated soil or standing water. More importantly, it tends to be extremely fertile terrain, filled with wildlife that can feed enormous predators or support huge flocks of waterfowl or masses of croaking amphibians. Swamp terrain flourishes along rivers, deltas, and coasts as well as in areas with significant rainfall or groundwater such as rainforests or jungles. Swamp life is adapted to life on land and water, particularly stagnant water, which limits breathability and accumulates rich plant life alongside disease, parasites, and decaying plant matter. Aquatic and semi-aquatic flora and fauna dominate swamp terrain, and many fauna inhabit swamps seasonally or for certain life stages. Examples of creatures and adventure locations in swamp terrain include:

- A green hag's moss-covered hut at the base of a large cypress tree crawling with snakes and spiders.
- A shallow, muddy lake sparkling with the light of fireflies and will-o'-wisps and where a wight and its zombie minions lie in wait to ambush lost travelers.
- A copse of dogwood trees grown into the beginnings of circular "rooms" by a lairing young black dragon.

UNDERGROUND

All forms of caverns, sinkholes, and subterranean spaces are underground terrain, including underground rivers, lakes, and waterfalls as well as any vast underworld of linked tunnels and caverns. While most of this is formed by nature, underground terrain can include humanoid-made mines, tunnels, and dungeons. Underground life is adapted to limited resources and a lack of light, and fungi make up a prominent rung in the chain of life that sustains underground creatures. Examples of creatures and adventure locations in underground terrain include:

- A collection of beetle-shaped, stony huts along a narrow stone passageway, indicating an outpost along a route to a drow settlement.
- The ooze- and undead-filled dungeon beneath a lich's tower.
- A vast cavern filled with a towering, tree-like fungi forest tended by mycolids and home to giant bats.

UNDERWATER

All marine environments, regardless of type or salinity of water, count as underwater terrain. Underwater life features differing depths, with temperatures and light levels falling as depth increases. Shallower zones support significantly more flora and fauna, which rely on light and air. Deeper zones feature creatures adapted to cold, darkness, and underwater pressure, including life near deep-sea, hydrothermal vents. Examples of creatures and adventure locations in underwater terrain include:

- A seagrass meadow where a herd of hippocampus disturb resting crabs as they graze.
- A kelp forest inhabited by sharks, octopi, and swarms of quippers.
- A deep-sea trench that serves as the lair of a kraken, its territory littered with shipwrecks and whale bones.

URBAN

All settlements featuring buildings, walls, fences, streets, and similar structures constitute urban terrain, typically in the form of cities, villages, or towns. Urban terrain includes secondary elements, like sewers, bridges, graveyards, and ruins of structures or older settlements. Similar to farmland terrain, urban terrain life is habituated to humanoid activities and influence. Urban flora is typically purposefully placed, such as gardens, fruit-bearing trees, or decorative bushes, and fauna is typically linked to humanoid life, such as pets, labor animals, or pest animals. Examples of creatures and adventure locations in urban terrain include:

- A basement or attic laboratory where a master alchemist creates a flesh golem.
- A musician's academy filled with young bards and mage apprentices and secretly run by a virtuoso lich.
- The armory of a king's castle protected by dormant animated armors and flying swords.

Creature Types

A creature's type describes its fundamental nature. Certain spells, magic items, class features, and other effects interact in special ways with creatures of a particular type. For example, an *arrow of dragon slaying* deals extra damage to creatures of the Dragon type, such as red dragons, dragon turtles, and wyverns. This section includes definitions, allies, common traits and themes, and typical encounter locations for each of the creature types in this book. Each type section also includes a table of each creature of that type in this book along with its CR, its common allies, where you can find it in this book, and how to pronounce its name.

Pronunciation Key. Each creature includes guidance on how to pronounce its name. The guidance is written using phonetic spelling with no special characters for easier pronunciation.

ABERRATIONS

Aberrations are utterly alien beings with otherworldly senses, features, and minds. Many have innate magical abilities drawn from their alien mind rather than the mystical forces of the world. Though not all Aberrations are outsiders, their physiology is unusual and often entirely outside the bounds of the natural reality of the Material Plane. Even Aberrations native to the Material Plane often find the natural world chafing for one reason or another, as their physiology doesn't quite mesh well with the natural world. Quintessential Aberrations are creatures like aboleths, chuul, and gibbering mouthers.

ALLIES

Due to the alien and often extraplanar nature of most Aberrations, they work best with creatures that are better able to interact with and manipulate the material world. Sometimes this means allies that help with physical interactions with the world itself, though often it may mean social interactions with its inhabitants who would otherwise by terrified by the Aberration.

Because Aberrations are often innately magical, they frequently choose nonmagical allies. This helps them avoid the risk of their own magic being resisted, countered, or otherwise disrupted.

TRAITS AND THEMES

The key feature of Aberrations is their otherworldly physiology. This often includes powerful minds, writhing tentacles, and extra body parts, such as eyes, ears, and mouths. Many Aberrations scheme and manipulate others to gain power, some seek to bring the chaos of the Void to the Material Plane, and others are trapped on the Material Plane and simply strive to exist comfortably. Whatever the case, an Aberration's existence is often at odds with the natural workings of the world, causing the Aberration near-constant discomfort or causing the natural world to shun it, reality to warp around it, or nature to otherwise move away from it.

ENCOUNTER LOCATIONS

Most Aberrations aren't naturally part of the Material Plane and end up there due to an accident, as part of a plan to hunt creatures or sow chaos, as the result of a magical catastrophe or anomaly, or a similar translocation. Because of this, Aberrations are typically part of a larger scheme or plot. They might be the masterminds behind a decades-long scheme of disruption, they might seek magical power in places where the veil between the Void and the Material

ABERRATION	CR	ALLIES	PRONUNCIATION
Aboleth	10	Chuul, derro, sea hag, and coastal or water-dwelling Humanoids	ABB-oh-lehth
Chuul	4	Aboleth and coastal or water-dwelling Beasts	chool
Cloaker	8	Derro, drow, duergar, grick, vampire	KLOHK-ir
Gibbering Mouther	2	*	GIBB-ir-eeng MOWTH- ir
Insatiable Brood	3	*	ihn-SAY-shuh-buhl brood
Lantern Hagfish	1/8	*	LAN-turn HAG-fihsh
Mordovermis	3	*	morr-DOH-vir-mihs
Otyugh	5	Derro, drow, duergar	OH-tee-uhg (sometimes AW-tee-uhg)
Star Crow	1/4	Cultists, derro	star croh
Voidling	11	Cultists	VOYD-leeng
Voidling, Lesser	4	Cultists	VOYD-leeng, LEH-sir

*Typically encountered solo, with others of its kind, or rarely works with other creatures

Plane is thin, or they might seek to transform native creatures into Aberrations. In places where powerful magic tore the fabric of reality, Aberrations might pour through in great numbers in pursuit of outright conquest.

BEASTS

Beasts are living creatures of the natural world, fearsome, wild, and often deadly. Beasts include wild animals, domesticated animals, and enormous behemoths, such as whales and dinosaurs. Though animals are extremely varied in form, function, and appearance, the Beast creature type encompasses almost all of them.

ALLIES

Because most Beasts aren't overly intelligent, their allies tend to be others of their own kind, such as a pack of wolves. In other cases, they ally themselves with Humanoids or other creatures that use the Beasts, for instance as mounts or guardian animals. Because of the sheer variety of Beasts, they have the widest range of allies, making such allies too numerous to include in the table in this section.

TRAITS AND THEMES

The Beast category includes almost all real-world animals, in their full variety of shapes, sizes, and appearances, and each adapted to its environment and niche. As natural creatures, Beasts never cast spells or use magic, though some have unique adaptations to magical environments, such as being resistant to specific environmental damage or effects. Beasts also typically have less intelligence than many other creatures, operating almost entirely on instincts when hunting, eating, and sleeping.

ENCOUNTER LOCATIONS

Beasts are found anywhere on the Material Plane where a natural order of plants, animals, and climate exists. Beasts are rarely found near sites of unnatural magic or places where nature is destroyed, corrupted, or unwelcome. Similarly, Undead and sites imbued with necromantic magic unnerve or frighten most Beasts. Few Beasts are adapted to urban environments or life alongside Humanoids, and most avoid the noise of Humanoid cities.

CELESTIALS

Celestials dwell in higher realms outside of measurable or material reality, often called heavens or paradise worlds. Many are servants of divine powers, serving as messengers or agents in the mortal realm and throughout the planes. Most of them lean innately toward forces of good and order. All of them strive to oppose or destroy Fiends. Celestials include beings like angels, couatls, and unicorns.

Angel Tag. Angels are Outsider Celestials that are direct agents of good deities or operate on behalf of such deities. Some are even created by deities for specific tasks.

ALLIES

As agents of deities, goodness, or some other higher power, Celestials ally with similarly motivated creatures. A Celestial might aid a paladin on a mission from their shared deity, might form a temporary alliance with a creature seeking assistance to correct a great injustice, or might arrive at a pivotal moment in a battle to help a creature with a greater destiny only the Celestial understands. In many cases, the recipient of the Celestial's aid must prove worthiness—whether or not that recipient is even aware of the Celestial's tests. As otherworldly creatures, Celestials have their own opinions on what might be worth their aid, and they view the mortal realm with an immortal gaze. Their aid, whether earned or withheld, often has some greater purpose unfathomable to the mortal mind.

Whatever the case for their aid, Celestials that seek non-Celestial allies typically align themselves with Humanoids. Celestials are almost never found allied with Fiends, malicious creatures, or agents of foul deities.

BEAST	CR	PRONUNCIATION
Ape	1/2	ayp
Ape, Giant	7	ayp, jEYE-uhnt
Axe Beak	1/4	AKS beek
Baboon	0	ba-BOON
Badger	0	BAJ-ir
Badger, Giant	1/4	BAJ-ir, jEYE-uhnt
Bat	0	bat
Bat, Giant	1/4	bat, jEYE-uhnt
Bat, Swarm of Bats	1/4	bat, sworm uhv batz
Bear, Black	1/2	BAIR, blak
Bear, Brown	1	BAIR, brown
Bear, Polar	2	BAIR, POHL-ar
Boar	1/4	borr
Boar, Giant	2	borr, jEYE-uhnt
Camel	1/8	KAM-uhl
Cat	0	kat
Crab	0	krab
Crab, Giant	1/8	krab, jEYE-uhnt
Crocodile	1/2	krok-uh-dEYEl
Crocodile, Giant	5	krok-uh-dEYEl, jEYE-uhnt
Deer	0	deer
Dinosaur, Ankylosaurus	4	DEYE-nuh-sorr, ANG-kuh-loh-SORR-uhs
Dinosaur, Plesiosaurus	2	DEYE-nuh-sorr, PLEE-see-oh-SORR-uhs
Dinosaur, Triceratops	5	DEYE-nuh-sorr, TREYE-sair-uh-tahps
Dinosaur, Tyrannosaurus Rex	8	DEYE-nuh-sorr, TEYE-ran-noh-SORR-uhs reks
Dinosaur, Velociraptor	1/2	DEYE-nuh-sorr, veh-lah-seh-rap-tir
Eagle	0	ee-guhl
Eagle, Giant	1	ee-guhl, jEYE-uhnt
Elephant	4	ehl-uh-fuhnt
Elk	1/4	ehlk
Elk, Giant	2	ehlk, jEYE-uhnt
Frog	0	frawg
Frog, Giant	1/4	frawg, jEYE-uhnt
Frog, Giant Poisonous	1	frawg, jEYE-uhnt POY-zuhn-uhs
Goat	0	goht
Goat, Giant	1/2	goht, jEYE-uhnt
Hawk	0	hawk
Hawk, Blood	1/8	hawk, bluhd
Hippocampus	1	HIH-poh-KAM-puhs
Horse, Draft	1/4	horrs, draft
Horse, Riding	1/4	horrs, REYE-deeng
Horse, War	1/2	horrs, worr
Hyena	0	heye-EE-nuh
Hyena, Giant	1	heye-EE-nuh, jEYE-uhnt
Insect, Giant Centipede	1/4	IHN-sekt, jEYE-uhnt SIHN-tuh-peed
Insect, Giant Fire Beetle	0	IHN-sekt, jEYE-uhnt fEYEr BEE-tuhl

When a Celestial aids such a creature, it is either at the behest of some unknowable greater plan, or, more often, the Celestial was manipulated into believing the malicious creature was just and upstanding.

TRAITS AND THEMES

Many Celestials are creatures of light and goodness, both in ideals and in physicality. They often shed light, create radiance, promote life and growth, and similarly brighten or empower the world and creatures around them. Even Celestials that aren't angels often have angelic qualities, such as melodic voices, feathered wings, shining fur, glowing eyes, metallic skin, or similar. Though many Celestials have human-like forms and mannerisms, just as many are completely alien in appearance with bodies of holy fire, bodies covered in dozens of eyes in exacting formations, bodies made of concentric rings that emit an otherworldly melody, or bodies made up of other variations that seem bizarre to Humanoids, such as pure light or feathered serpents.

CELESTIAL	CR	ALLIES	PRONUNCIATION
Angel, Deva	10	Guardian nagas, righteous Humanoids, and other angels	AYN-juhl, DEE-vuh
Angel, Planetar	16	Other angels	AYN-juhl, PLAN-eh-tar
Angel, Solar	21	Other angels	AYN-juhl, SOH-lar
Couatl	4	*	koo-AH-tuhl
Pegasus	2	Angels, blink dogs, and righteous Humanoids	PEG-uh-suhs
Unicorn	5	Archdruids, druids, dryads, elves, and pure-hearted Humanoids	YOO-nuh-korrn

*Typically encountered solo, with others of its kind, or rarely works with other creatures

BEAST	CR	PRONUNCIATION
Insect, Giant Scorpion	3	IHN-sekt, jEYE-uhnt SKORR-pee-uhn
Insect, Giant Wasp	1/2	IHN-sekt, jEYE-uhnt wahsp
Insect, Scorpion	0	IHN-sekt, SKORR-pee-uhn
Insect, Swarm of Insects	1/4	IHN-sekt, sworm uhv IHN-sektz
Jackal	0	jak-uhl
Lion	1	lEYE-uhn
Lizard	0	LIH-zard
Lizard, Giant	1/4	LIH-zard, jEYE-uhnt
Mammoth	6	MAM-uhth
Mastiff	1/8	MAS-tihf
Mule	1/8	myool
Octopus	0	AHK-tuh-puhs
Octopus, Giant	1	AHK-tuh-puhs, jEYE-uhnt
Orca	3	orrk-uh
Owl	0	owl
Owl, Giant	1/4	owl, jEYE-uhnt
Panther	1/4	PAN-thir
Pony	1/8	POH-nee
Quipper	0	KWIP-ir
Quipper, Swarm of Quippers	1	KWIP-ir, sworm uhv KWIP-ir
Rat	0	rat
Rat, Giant	1/8	rat, jEYE-uhnt
Rat, Swarm of Rats	1/4	rat, sworm uhv ratz
Raven	0	RAY-vihn
Raven, Swarm of Ravens	1/4	RAY-vihn, sworm uhv RAY-vihnz
Rhinoceros	2	rEYE-nah-sur-uhs
Seahorse	0	see horrs
Seahorse, Giant	1/2	see horrs, jEYE-uhnt
Shark, Giant	5	shark, jEYE-uhnt
Shark, Hunter	2	shark, HUHN-tir
Shark, Reef	1/2	shark, reef
Snake, Constrictor	1/4	snayk, KUHN-stihk-tur
Snake, Flying	1/8	snayk, FLEYE-eeng
Snake, Giant Constrictor	2	snayk, jEYE-uhnt KUHN-stihk-tur
Snake, Giant Poisonous	1/4	snayk, jEYE-uhnt POY-zuhn-uhs
Snake, Poisonous	1/8	snayk, POY-zuhn-uhs
Snake, Swarm of Poisonous Snakes	2	snayk, sworm uhv POY-zuhn-uhs snaykz
Spider	0	spEYE-dir
Spider, Giant	1	spEYE-dir, jEYE-uhnt
Spider, Giant Wolf	1/4	spEYE-dir, jEYE-uhnt wulf
Stirge	1/8	sturj
Tiger	1	TEYE-gir
Tiger, Saber-Toothed	2	TEYE-gir, SAY-bur-tootht
Vulture	0	VUHL-tchur
Vulture, Giant	1	VUHL-tchur, jEYE-uhnt
Weasel	0	WEE-zuhl
Weasel, Giant	1/8	WEE-zuhl, jEYE-uhnt
Wolf	1/4	wulf
Wolf, Dire	1	wulf, dEYEr

ENCOUNTER LOCATIONS

Many Celestials aren't naturally from the Material Plane and visit only on specific missions with particular goals in mind. Because of this, Celestials encountered on the Material Plane are usually protecting or watching over sites dedicated to deities of light and goodness, quietly observing locales where events of cosmic significance are taking place, or encouraging mortals to rise up against tyranny and oppression.

CONSTRUCTS

Constructs are made, not born. Often built of metal, stone, or wood, some are charged by their creators to follow a simple set of instructions, while others are given sentience and think independently. Golems, mechadrons, and clockwork creatures are iconic Constructs.

Golem Tag. Golems are constructs that are almost always humanoid in shape, are typically crafted wholly out of a specific material, and have some magical connection to their creators. This connection might be that the golem was made from the remains of the creator's loved one, made with some of the creator's blood, made from an object with great sentimental significance to the creator, or made with some other object or material personal to the creator.

ALLIES

A Construct is a created being often with specific instructions imprinted into its consciousness during creation. As such, Constructs rarely choose their allies, at least initially. Constructs that still serve their creators are typically allied with those creators, their creator's allies and servitors, and other like-minded creatures. Constructs that no longer serve their creators—often due to the creator's death or imprisonment—might ally with creatures similar to their creators or with creatures serving the creator's goals. Constructs created for a specific purpose then left to it by their creators, such as a Construct instructed to

guard a location, ally with other creatures that align with that purpose, such as aiding and defending creatures in the guarded location.

TRAITS AND THEMES

Constructs can come in all shapes, sizes, and body styles as suited for the Constructs' primary purposes. Most Constructs have limited intelligence and devote themselves to endlessly carrying out their original directives—often over decades or even centuries—even if the current situation makes such directives out-of-date, irrelevant, or even dangerous. Constructs whose creators have long since perished might develop different quirks over the years, such as a fondness for a particular flower that grows in the locale the Construct inhabits or a protectiveness toward creatures that wear their creator's favorite color.

ENCOUNTER LOCATIONS

Constructs serve, aid, or protect specific people or locations, especially people and locations of magical significance, like an archmage or a temple. Because Constructs can often outlive their creators by centuries, Constructs are typically found in ancient ruins, hidden treasuries, forgotten wizard towers, in service to a monarch's bloodline, or even as seemingly decorative statues that remain motionless along a city's walls for centuries. Such inactive Constructs might awaken only when the city is in grave danger—or to clean the palace once a decade.

DRAGONS

As large, reptilian creatures of ancient origin and tremendous power, Dragons are both legendary and feared. True dragons are highly intelligent, have innate magic, and grow in power as they increase in age, called age categories. This creature type also includes creatures distantly related to true dragons, but less powerful, less magical, and often less intelligent, such as wyverns and pseudodragons

Drakes and Dragonettes. Drakes are a bit more "primitive" than their cousins—less evolved physically, intellectually, or magically as true dragons. Dragonettes are also not quite as evolved as their true dragon cousins, and they usually have a connection with Humanoids, often through bonding with spellcasters. Dragonettes are sometimes even magically bred by Humanoids for specific purposes or roles in Humanoid societies.

In a pale mirror of their true dragon cousins' affinity for specific treasures, drakes, dragonettes, and other dragons tend to have some type of theme or area of interest that defines them, such as the scorch drake's passion for collecting charred bones or the pseudodragon's curiosity about magical Humanoids.

ALLIES

As apex predators and powerful beings in general, Dragons, especially true dragons, view most other creatures as beneath them, leading alliances to be based on subjugation, willing service to the dragon, worship of the dragon, or

CONSTRUCT	CR	ALLIES	PRONUNCIATION
Animated Objects, Animated Armor	1	Humanoids, gargoyles, and other animated objects	AN-ih-mAYt-ed AHB-jeks, AN-ih-mAYt-ed AR-morr
Animated Objects, Flying Sword	1/4	Humanoids, gargoyles, and other animated objects	AN-ih-mAYt-ed AHB-jeks, FLEYE-eeng sorrd
Animated Objects, Rug of Smothering	2	Humanoids, gargoyles, and other animated objects	AN-ih-mAYt-ed AHB-jeks, ruhg uhv SMUH-thir-eeng
Golem, Clay	9	Acolytes, cultists, priests, and other religious Humanoids	GOH-lehm, clay
Golem, Flesh	5	Archmages, master alchemists, and other magically or alchemically inclined Humanoids	GOH-lehm, flesh
Golem, Iron	16	Spellcasting creatures	GOH-lehm, EYE-urn
Golem, Stone	13	Spellcasting creatures	GOH-lehm, stohn
Homunculus	0	Spellcasting Humanoids	huh-MUHN-kew-lUHs
Living Colossus	15	Acolytes, commoners, priests, and other Humanoids under its protection	LIHV-eeng koh-LAH-suhs
Mechadron, Dupladron	1/2	*	MEHK-uh-drAHn, DOO-pluh-drAHn
Mechadron, Solodron	1/8	*	MEKH-uh-drAHn, SOH-loh-drAHn
Mechadron, Tetradron	6	*	MEKH-uh-drAHn TEH-truh-drAHn
Mechadron, Tripladron	4	*	MEHK-uh-drAHn, TRIH-pluh-drAHn
Robot, Drone	1/2	*	ROW-baht, drohn
Robot, Warden	3	*	ROW-baht, WORR-dihn
Shield Guardian	7	Spellcasting Humanoids	shEEld GAR-dee-uhn

***Typically encountered solo, with others of its kind, or rarely works with other creatures**

DRAGON	CR	ALLIES	PRONUNCIATION
Dragon Turtle	17	Aboleths, merfolk, sahuagin, sila genies, and other sentient, water-dwelling creatures	DRAG-uhn TUR-tuhl
Dragon, Black, Adult	14	Lizardfolk and other swamp-dwelling Humanoids willing to serve	DRAG-uhn, blak, ad-UHLT
Dragon, Black, Ancient	21	Lizardfolk and other swamp-dwelling Humanoids willing to serve	DRAG-uhn, blak, AYN-chuhnt
Dragon, Black, Wyrmling	2	Lizardfolk and other swamp-dwelling Humanoids willing to serve	DRAG-uhn, blak, WURM-leeng
Dragon, Black, Young	7	Lizardfolk and other swamp-dwelling Humanoids willing to serve	DRAG-uhn, blak, yuhng
Dragon, Blue, Adult	16	Other blue dragons	DRAG-uhn, bloo, ad-UHLT
Dragon, Blue, Ancient	23	Other blue dragons	DRAG-uhn, bloo, AYN-chuhnt
Dragon, Blue, Wyrmling	3	Its progenitors	DRAG-uhn, bloo, WURM-leeng
Dragon, Blue, Young	9	Other blue dragons	DRAG-uhn, bloo, yuhng
Dragon, Brass, Adult	13	Humanoids, especially intellectual or urban Humanoids	DRAG-uhn, bras, ad-UHLT
Dragon, Brass, Ancient	20	Humanoids, especially intellectual or urban Humanoids	DRAG-uhn, bras, AYN-chuhnt
Dragon, Brass, Wyrmling	1	Its progenitors	DRAG-uhn, bras, WURM-leeng
Dragon, Brass, Young	6	Humanoids, especially intellectual or urban Humanoids	DRAG-uhn, bras, yuhng
Dragon, Bronze, Adult	15	Humanoids, especially those rebuilding or bettering their society	DRAG-uhn, brahnz, ad-UHLT
Dragon, Bronze, Ancient	22	Humanoids, especially those rebuilding or bettering their society	DRAG-uhn, brahnz, AYN-chuhnt
Dragon, Bronze, Wyrmling	2	*	DRAG-uhn, brahnz, WURM-leeng
Dragon, Bronze, Young	8	Humanoids, especially those rebuilding or bettering their society	DRAG-uhn, brahnz, yuhng
Dragon, Copper, Adult	14	Friendly rivals, martial Humanoids	DRAG-uhn, KAH-pir, ad-UHLT
Dragon, Copper, Ancient	21	Friendly rivals, martial Humanoids	DRAG-uhn, KAH-pir, AYN-chuhnt
Dragon, Copper, Wyrmling	1	*	DRAG-uhn, KAH-pir, WURM-leeng
Dragon, Copper, Young	7	Friendly rivals	DRAG-uhn, KAH-pir, yuhng
Dragon, Gold, Adult	17	Humanoids dedicated to enlightenment and the pursuit of knowledge	DRAG-uhn, gohld, ad-UHLT
Dragon, Gold, Ancient	24	Humanoids dedicated to enlightenment and the pursuit of knowledge	DRAG-uhn, gohld, AYN-chuhnt
Dragon, Gold, Wyrmling	3	*	DRAG-uhn, gohld, WURM-leeng
Dragon, Gold, Young	10	Other gold dragons, Humanoids dedicated to enlightenment and the pursuit of knowledge	DRAG-uhn, gohld, yuhng
Dragon, Green, Adult	15	Flesh golems, master alchemists, and other alchemically altered or proficient creatures	DRAG-uhn, green, ad-UHLT
Dragon, Green, Ancient	22	Flesh golems, master alchemists, and other alchemically altered or proficient creatures	DRAG-uhn, green, AYN-chuhnt
Dragon, Green, Wyrmling	2	*	DRAG-uhn, green, WURM-leeng
Dragon, Green, Young	8	Alchemically proficient or knowledgeable creatures	DRAG-uhn, green, yuhng
Dragon, Red, Adult	17	Fire giants and duergar, kobolds, and other mountain-dwelling Humanoids willing to serve	DRAG-uhn, red, ad-UHLT
Dragon, Red, Ancient	24	Fire giants and duergar, kobolds, and other mountain-dwelling Humanoids willing to serve	DRAG-uhn, red, AYN-chuhnt
Dragon, Red, Wyrmling	4	Duergar, kobolds, and other mountain-dwelling Humanoids willing to serve	DRAG-uhn, red, WURM-leeng

DRAGON	CR	ALLIES	PRONUNCIATION
Dragon, Red, Young	10	Duergar, kobolds, and other mountain-dwelling Humanoids willing to serve	DRAG-uhn, red, yuhng
Dragon, Silver, Adult	16	Humanoids, especially from established civilizations	DRAG-uhn, sihl-vir, ad-UHLT
Dragon, Silver, Ancient	23	Humanoids, especially from older or even ancient civilizations	DRAG-uhn, sihl-vir, AYN-chuhnt
Dragon, Silver, Wyrmling	2	Its progenitors	DRAG-uhn, sihl-vir, WURM-leeng
Dragon, Silver, Young	9	Other silver dragons and Humanoids, especially from young civilizations	DRAG-uhn, sihl-vir, yuhng
Dragon, Void, Adult	16	Spellcasting Humanoids willing to serve, Selang, voidlings, and other void-related creatures	DRAG-uhn, voyd, ad-UHLT
Dragon, Void, Ancient	24	Spellcasting Humanoids willing to serve, Selang, voidlings, and other void-related creatures	DRAG-uhn, voyd, AYN-chuhnt
Dragon, Void, Wyrmling	2	Selang, voidlings, and other void-related creatures	DRAG-uhn, voyd, WURM-leeng
Dragon, Void, Young	9	Selang, voidlings, and other void-related creatures	DRAG-uhn, voyd, yuhng
Dragon, White, Adult	13	*	DRAG-uhn, wEYEt, ad-UHLT
Dragon, White, Ancient	20	*	DRAG-uhn, wEYEt, AYN-chuhnt
Dragon, White, Wyrmling	2	Its progenitors	DRAG-uhn, wEYEt, WURM-leeng
Dragon, White, Young	6	*	DRAG-uhn, wEYEt, yuhng
Dragon, Yellow Adult	16	Grassland goblins	DRAG-uhn, YEHL-oh, ad-UHLT
Dragon, Yellow Ancient	21	Grassland goblins	DRAG-uhn, YEHL-oh, AYN-chuhnt
Dragon, Yellow Wyrmling	3	Its progenitors, grassland goblins	DRAG-uhn, YEHL-oh, WURM-leeng
Dragon, Yellow Young	9	Grassland goblins	DRAG-uhn, YEHL-oh, yuhng
Dragonette, Pseudodragon	1/4	Forest-dwelling Fey and spellcasting Humanoids	DRAG-uhn-net, SOO-doh-DRAG-uhn
Drake, Scorch	6	*	drayk, skorrch
Hydra	8	*	HY-druh
Wyvern	6	*	WEYE-vurn

*Typically encountered solo, with others of its kind, or rarely works with other creatures

out of the dragon's desire to help or protect the "lesser" creatures. Even the most benevolent true dragons see themselves as separate from those they aid. Most other types of dragons tend to be solitary, content with hunting prey and collecting the target of their obsession. Dragonettes are one of the few exceptions, preferring to ally with—and even serve—Humanoids, especially Humanoids with similar interests to the dragonette's obsession.

TRAITS AND THEMES

Dragons are scaly beasts often with breath weapons or similarly powerful exhalations, but they are otherwise as varied as the environments in which they are found. Most Dragons are uniquely adapted to their home environments, and dragons have lasting and often subtle impacts on their surroundings. The Dragon's chosen prey or its obsession shapes the territory around it, because the Dragon maintains that territory to expand its prey or to produce more of its object. In some cases, a Dragon strips territory of everything and moves on, but many prefer to tend their territory over many years.

Draconic Hoards. All Dragons create hoards or are keenly interested in a particular thing. True dragons have preferences based on the type of dragon they are, and their hoards contain a wide variety of similar items (all golden, all iron, or all magical, for instance). Drakes and dragonettes are much more focused in their obsessions, collecting only very specific things. A silver dragon might collect histories of various peoples, including texts, coins, statues, and similar aspects of those peoples, while a pseudodragon might covet just the hair ties used by a particular people or even treasure the people themselves, seeing their hoard as the number of friendships they can acquire and maintain.

ENCOUNTER LOCATIONS

True dragons are most often encountered in their lairs, though true dragons that enjoy meeting Humanoids or meddling in Humanoid affairs might be found disguised in the courts of kings, hidden among villagers at a festival, or excitedly observing a bustling city from a cliff above it. Drakes and other more instinct-driven Dragons are usually

encountered while hunting prey or indulging in their chosen obsession. Because dragonettes are very attached to Humanoids and Humanoid societies, they can be found perched on the shoulders of Humanoids, delivering messages across a city, or sleeping on the counter of a village shop.

ELEMENTALS

These creatures born of raw elemental chaos can be humanoid or bestial in shape, although true elementals, including the creatures simply called elementals, have no corporeal body beyond the elements from which they formed. Elementals include beings like azers, genies, invisible stalkers, and salamanders.

True Elementals. A "true" elemental is an animate mass of its origin element, such as an air elemental whose form is howling dust-filled wind or an earth elemental comprised completely of mud and stone. True elementals dissipate into unbound elemental magic when destroyed.

ALLIES

Elementals are most comfortable in areas that match their element and typically ally with creatures also comfortable in those environments. This means most Elementals ally with other Elementals, though many Elementals still find allies elsewhere, such as the azer's kinship with dwarves through a mutual love of crafting. Regardless of common ties, allies of Elementals almost always include creatures accustomed to exposure to the elements of their allied Elementals, preventing pain or even lasting harm to the ally. While humanoid and bestial elementals like genies or salamanders may create sprawling communities or have ties to various allies, true elementals are almost always found inexorably tied to the will of more intelligent Elementals or to spellcasters that have summoned them or otherwise bound them to service.

TRAITS AND THEMES

Elementals are infused or made of an element, and so their physiology is impervious to that element. Similarly, their bodies are adapted to harsh environments where their element is prevalent. For example, fire-based Elementals often have hair and hide incapable of catching fire, water-based Elementals often have thick hide that retains moisture, and earth-based elementals often have iron-hard bones or sandy or tar-like blood.

ENCOUNTER LOCATIONS

Elementals rarely appear on the Material Plane, though powerful elemental upheavals may create areas that spontaneously give rise to them (a tsunami might spawn a water elemental, for instance). Elementals gravitate to natural locations where their element is most common and use their affinity for that environment to defend themselves, inhabiting the darkest depths of the ocean, swimming through pools of lava, or racing the winds through a mountainous ravine.

ELEMENTAL	CR	ALLIES	PRONUNCIATION
Azer	2	Dwarves, fire giants	AY-zər
Elemental, Air	5	Cloud giants, djinn genies, harpies, giant eagles	eh-luh-MEN-tuhl, air
Elemental, Earth	5	Deep gnomes, hinn genies, stone giants	eh-luh-MEN-tuhl, urth
Elemental, Fire	5	Azers, efreet genies, fire giants, salamanders	eh-luh-MEN-tuhl, fEYEr
Elemental, Water	5	Merfolk, sila genies, storm giants	eh-luh-MEN-tuhl, wAH-tər
Gargoyle	2	Urban Humanoids	GAR-gOYl
Genie, Djinni	11	Air elementals	JEE-nee, jih-nee
Genie, Efreeti	11	Fire elementals	JEE-nee, eh-FREE-tee
Genie, Hinn	11	Earth elementals	JEE-nee, hIHn
Genie, Sila	11	Water elementals	JEE-nee, SEE-luh
Invisible Stalker	6	*	IHN-vih-zUH-buhl stah-kər
Magmin	1/2	Magma mephits, salamanders, spellcasting Humanoids	MAG-men
Mephit, Dust	1/2	Efreet, fire elementals	MEH-fiht, duhst
Mephit, Ice	1/2	Air elementals, frost giants	MEH-fiht, EYEs
Mephit, Magma	1/2	Demons, magmin	MEH-fiht, MAG-muh
Mephit, Steam	1/4	Spellcasting Humanoids, water elementals	MEH-fiht, stEEm
Salamander	5	Fire giants, magmin	SAL-uh-man-dər
Xorn	5	*	zorrn

*Typically encountered solo, with others of its kind, or rarely works with other creatures

FEY

Fey are magical creatures bound to the forces of nature itself. They dwell in twilight groves, misty forests, and in the unnoticed places surrounding civilization. Many Fey are enigmatic, ageless, and consumed with the need to collect and exchange secrets, though not all of them; some more harmless Fey spend their time playing pranks on Humanoids or tending to plants in blighted regions. In some worlds, Fey are closely tied to other planes of existence, such as the Plane of Fey or the Plane of Shadow, where they may pursue darker flights of fancy beyond the watchful eyes of powerful archfey. Fey include dryads, hags, and satyrs.

ALLIES

Most Fey, even the unassuming blink dog, possess human-like intelligence. These clever beings often form close-knit symbiotic bonds with other local Fey and Beasts, particularly those who safeguard the natural world, to protect one another. Many benevolent Fey are treated as minor gods by other creatures and sometimes even worshiped or served by cults of nature-focused Humanoids. Powerful malicious Fey, like hags and selangs, often ensnare desperate Humanoids into service with ironclad contracts or mind-wrenching enchantments, while lesser Fey may serve such powerful creatures through fear alone.

TRAITS AND THEMES

Fey are irrevocably tied to the magic inherent in nature, and most have a bit of innate magic. Regardless of a Fey's plane of origin, they share common characteristics with Humanoids and Beasts from the Material Plane, though these characteristics are often magnified or blended in unnatural ways. Some fey might be humanoid in every way except for their insectoid wings or flowering hair, some may have hooves or furred ears, and others still might appear completely human but can magically disguise or change their forms.

Bountiful Lives. Many Fey have extremely long lifespans, due to their connection to nature. The more powerful a Fey is, the longer its life may become. Some archfey, considered the most powerful of all Fey beings, have lived for millennia and may live until the end of time. Even death itself is considered a season to most Fey, and should a Fey become powerful enough, death may pose little obstacle to their goals or ambitions.

ENCOUNTER LOCATIONS

Fey are almost always encountered in a natural setting. Misty forests, overgrown bogs, ancient ruins reclaimed by desert sands, or the island-strewn ocean beneath an endless downpour are all hospitable homes to many Fey. Some Fey are adapted to urban environments and can take Humanoid forms, hide in darkness, or beguile Humanoids to keep their presence secret. Incredibly

FEY	CR	ALLIES	PRONUNCIATION
Blink Dog	1/4	Other Fey, elf foresters and hunters, mastiffs, wolves	bleenk dawg
Deathless	9	Night hags	DEHTH-lehs
Dryad	1	Other Fey, awakened plants, forest-dwelling Beasts, sprites, treants, unicorns, wood heralds	drEYE-ad
Feral Hunter	3	Demons, mastiffs, wolves, worgs	FAIR-uhl HUHN-tər
Fey Guardian	5	Other Fey, Humanoids with a potent destiny	fay GAR-dee-uhn
Flinderbeast	4	Green hags, lizardfolk, satyrs	FLIHN-dər BEEst
Hag, Ambush	9	Ettercaps, mimics, spiders	hag, AM-bush
Hag, Green	3	Forest or swamp-dwelling Humanoids, snakes, spiders, trolls	hag, green
Hag, Sea	2	Coastal or sea-dwelling Fey, dragon turtles, plesiosaurs, sahuagin, water elementals	hag, see
Moon Knight	5	*	moon nEYEt
Nimbostratus Spirit	2	Bronze dragons, sea hags, storm giants	NIHM-boh-STRA-tuhs SPEER-iht
Satyr	1/2	Dryads, owlbears, unicorns	SAY-tur
Selang	4	Void-connected cultists and other Humanoids	SEE-layng
Selang, Void Piper	4	Void-connected cultists and other Humanoids	SEE-layng, voyd pEYE-pər
Selkie	4	Coastal Humanoids, merfolk, merrow	SEHL-kee
Sprite	1/4	Forest-dwelling Beasts and Fey, nature-focused Humanoids, treants, unicorns	sprEYEt
Wickerbeast	6	*	WIH-kər-BEEst

*Typically encountered solo, with others of its kind, or rarely works with other creatures

powerful Fey may even rule their own safeguarded demiplanes, where they command lesser Fey and shape their surroundings with a thought.

FIENDS

Fiends dwell in lower realms outside of measurable or material reality. A few are servants of deities, but many more labor under the leadership of archdevils and demon princes. Priests and mages sometimes summon Fiends to the material world and bind them into service. Most Fiends lean innately toward forces of evil and chaos, and all true Fiends strive to oppose or destroy Celestials. Fiends include demons, devils, hell hounds, and rakshasas.

Demon Tag. Fiends from the chaotic areas of the Lower Planes, demons are typically more chaotic. They are destructive and volatile and rarely stick to plans or goals for long, because they easily become bored without the constant guidance from a superior demon. Because they tend to recognize and respect only power, Demon Lords rule weaker demons, and these lesser demons constantly squabble among themselves for supremacy and rule over demons even weaker than themselves.

Devil Tag. Fiends from the orderly areas of the Lower Planes, devils are more organized and lawful than demons. They are corruptive and malicious, endlessly toiling to amass power, prestige, and mortal souls. They work in strict hierarchies with Arch Devils at the top and other devils

FIEND	CR	ALLIES	PRONUNCIATION
Chol, Icthol	12	Other chol, creatures that paid for chol services, spellcasting creatures	chohl, IHK-thohl
Chol, Czol	5	Other chol, creatures that paid for chol services	chohl, zohl
Chol, Uulgol	9	Other chol, creatures that paid for chol services	chohl, OHL-gohl
Chol, Trillipol	13	Other chol, creatures that paid for chol services	chohl, TRIHL-ih-pohl
Demon, Balor	19	Other demons, chaos-aligned Humanoids	DEE-muhn, BAY-lorr
Demon, Dretch	1/4	Demons of greater power, chaos-aligned Humanoids	DEE-muhn, drehtch
Demon, Glabrezu	9	Demons of greater power, chaos-aligned Humanoids	DEE-muhn, GLA-breh-zoo
Demon, Golmana	7	Demons of greater power, chaos-aligned Humanoids	DEE-muhn, GOHL-mah-nuh
Demon, Hezrou	8	Demons of greater power, chaos-aligned Humanoids	DEE-muhn, HEHZ-row
Demon, Husk	4	Demons of greater power, chaos-aligned Humanoids	DEE-muhn, huhsk
Demon, Marilith	16	Demons of greater power, chaos-aligned Humanoids	DEE-muhn, MAIR-ih-leth
Demon, Mire Fiend	5	Demons of greater power, chaos-aligned Humanoids	DEE-muhn, mEYEr feend
Demon, Nalfeshnee	13	Demons of greater power, chaos-aligned Humanoids	DEE-muhn, nal-FEHSH-nee
Demon, Quasit	1	Demons of greater power, chaos-aligned Humanoids	DEE-muhn, KWA-ziht
Demon, Unska	5	Demons of greater power, chaos-aligned Humanoids	DEE-muhn, UHN-skuh
Demon, Vrock	6	Demons of greater power, chaos-aligned Humanoids	DEE-muhn, vrahk
Demon, Wrack	5	Demons of greater power, chaos-aligned Humanoids	DEE-muhn, rak
Devil, Barbed	5	Devils of greater power, Humanoids that have made deals	DEH-vil, barbd
Devil, Bearded	3	Devils of greater power, Humanoids that have made deals	DEH-vil, BEER-duhd
Devil, Bone	9	Devils of greater power, Humanoids that have made deals	DEH-vil, bohn
Devil, Chain	8	Devils of greater power, Humanoids that have made deals	DEH-vil, chayn
Devil, Erinyes	12	Devils of greater power, Humanoids that have made deals	DEH-vil, air-EN-yeez
Devil, Horned	11	Devils of greater power, Humanoids that have made deals	DEH-vil, horrnd
Devil, Ice	14	Devils of greater power, Humanoids that have made deals	DEH-vil, EYEs
Devil, Imp	1	Devils of greater power, Humanoids that have made deals	DEH-vil, ihmp
Devil, Lemure	0	Devils of greater power, Humanoids that have made deals	DEH-vil, LAY-myorr
Devil, Pit Fiend	20	Other devils, Humanoids that have made deals	DEH-vil, piht feend
Hag, Night	5	Demons, devils, hags	hag, nEYEt
Hell Hound	3	Devils, spellcasting Humanoids	hel hownd
Infernal Champion	11	Powerful devils	IHN-fir-nuhl CHAM-pee-uhn
Nightmare	3	Devils, Undead spellcasters	nEYEt-mair
Rakshasa	13	Urban creatures, especially Humanoids capable of serving it	rok-SHA-suh
Succubus/Incubus	4	*	SUHK-yoo-buhs / EENK-yoo-buhs

*Typically encountered solo, with others of its kind, or rarely works with other creatures

ruling each other in perfectly-structured tiers, often based on each devil's individual accomplishments or influence.

ALLIES

Fiends seldom trust anyone, mortal or immortal, but they often strike temporary alliances to accomplish specific tasks or goals. A fiend might aid a mortal creature with a similar goal or seek to coerce a mortal into helping it with its current task. As mortal souls, particularly Humanoid souls, are currency and even food in some parts of the Lower Planes, most fiends helping or working with mortals have ulterior motives. Indeed, they seek to capture that soul, either by killing the mortal once the initial task is accomplished or otherwise by corrupting the mortal, so that its soul goes to the Lower Planes when it dies. Otherworldly and immortal, Fiends are rarely obvious about such motives, and many seem quite helpful, offering assistance again and again but always with the end goal of gaining that mortal's soul when it dies.

Because of the value of Humanoid souls, Fiends ally themselves with Humanoids, even if the task on the Material Plane is trivial for the Fiend. On occasion, a Fiend allies with other Fiends or non-Humanoids, but this is typically done only at the behest of a superior.

TRAITS AND THEMES

Fiends of all types are native to harsh, inhospitable planes filled with creatures, hazards, and threats that many mortals only experience in nightmares. Most Fiends are comfortable amid rot and disease, and some even produce deadly poisons from their fangs, tails, or natural gases. Fiends often have spines, horns, leathery skin, sharp teeth, vicious claws, or spear-like tails, and some have a natural resistance to magic. Though many Fiends have human-like or animal-like forms, just as many are completely alien in appearance with forms and features as nightmarish and terrifying as the places they call home.

ENCOUNTER LOCATIONS

Many Fiends arrive on the Material Plane because they are summoned or magically bound to a specific location or person. As a result, Fiends on the Material Plane are often protecting the temples of evil deities, patrolling the holdings of spellcasters, or directly serving powerful Humanoids as guards or assassins. Regardless of their reason for being on the Material Plane, Fiends try to subvert any service they are bound to provide or try to slowly corrupt any mortals they encounter. They often interpret the terms of their service literally and stretch the limits of their bindings as far as they possibly can.

GIANTS

Giants are enormous, powerful beings that tower over most creatures. These titanic creatures are humanlike in shape, with unique characteristics that help them thrive in biting blizzards, roiling volcanos, raging storms, and other brutal landscapes. Giants have long memories and have existed in one form or another since the formation of the material realm. True giants include stone giants, fire giants, and cloud giants, but this creature type also includes ogres, ettins, and trolls.

ALLIES

Giants mostly associate with other Giants of similar power as well as Humanoids who might worship or revere them. Giants tend to nurture local Beasts and Monstrosities as pets, livestock, or beasts of burden. Occasionally, Giants seek companionship from such creatures or use them in hunting. For example, some frost giant families work with packs of winter wolves in ways that are mutually beneficial for the growth of both family and pack. Giants in particularly harsh or inhospitable environments, such as cloud or fire giants, ally with the few creatures found in those environments, such as air elementals, salamanders, or giant eagles.

GIANT	CR	ALLIES	PRONUNCIATION
Ettin	4	Brown bears, giant boars, ogres, orcs	EH-tihn
Giant, Cloud	9	Giant eagles, rocs, and other birds	jEYE-uhnt, klowd
Giant, Dirgesinger	9	*	jEYE-uhnt, durj-SEENG-ir
Giant, Fire	9	Azers, hell hounds, salamanders, and other creatures that dwell in or near volcanoes	jEYE-uhnt, fEYEr
Giant, Frost	8	Ice mephits, mammoths, polar bears, winter wolves	jEYE-uhnt, frahst
Giant, Hill	5	Forest or hills-dwelling Beasts, manticores, owlbears	jEYE-uhnt, hihl
Giant, Stone	7	Basilisks, copper dragons, earth elementals, gricks	jEYE-uhnt, stohn
Giant, Storm	13	Bronze and blue dragons, griffons, rocs, and coastal Humanoids	jEYE-uhnt, storrm
Ogre	2	Ettins, bugbears, giant boar, goblins, worgs	OH-gur
Oni	7	Spellcasting Humanoids	OH-nee
Troll	5	Forest or swamp-dwelling Beasts, green hags	trohl

*Typically encountered solo, with others of its kind, or rarely works with other creatures

TRAITS AND THEMES

Giants are all far larger than Humanoids and possess enormous strength. While true giants resemble humans, some giants, such as ettins and trolls, grow elongated limbs, additional heads, or excess appendages. The most powerful giants are so enormous that they can hold an adult human in their outstretched hand. Despite these differences, most Giants have societies, villages, family units, and cities just like many Humanoids, and like many Humanoids, they have their own laws and customs unique to each settlement or society.

ENCOUNTER LOCATIONS

True giants are reclusive and tend to be found around homelands matching their name. Giants with an elemental affinity, such as fire or frost giants, are typically found in environments that strongly feature that element. Giants that regularly trade with Humanoids can often be found near Humanoid settlements. Due to their size, all Giants are rarely willing to stay in areas where they can't freely move, and elementally aligned Giants are particularly hesitant or even hostile when asked to enter a smaller area devoid of their element.

HUMANOIDS

Humanoids are usually bipedal and warm-blooded, including humans and most other lineages. Humanoids are notoriously adaptable; varied in talent, power, and skill; and capable of drastic change. The most common Humanoids are the lineages available to player characters, including humans, dwarves, elves, and halflings. Almost as numerous are beings like goblins, gnolls, and lizardfolk.

ALLIES

Humanoids understand their limitations and try to shore them through alliances, which could mean building guilds of like-minded Humanoids, hiring a legion of mercenary fiends, magically summoning fey, raising undead, or investing countless hours training Beasts or building Constructs. Humanoids—whether driven by love, honor, greed, vengeance—can be a staunch ally with any other creature, making them a universal and powerful threat.

Humanoid stat blocks in the NPC Appendix can be applied to any other type of Humanoid (for instance, the mage stats could be used for a human mage or lizardfolk mage). As such, those Humanoids don't list allies in the table included here. Allies of Humanoids with NPC stat blocks are assumed to be the same allies of that base Humanoid, or NPCs are assumed to be allied with others of the same or similar type of NPC. For example, a lizardfolk mage is likely to be allied with other lizardfolk, black dragons, crocodiles, and flinderbeasts, just like any other lizardfolk. Similarly, a priest is likely to be allied with acolytes, cultists, and fanatic cultists, and they often match the Humanoid lineage chosen for that priest.

TRAITS AND THEMES

Humanoids share a typical appearance: two arms, two legs, a torso, and upright posture. While not as innately magical as Fey or as mundane as Beasts, Humanoids are intelligent, capable of speech, and sometimes wield magic, and they gain that access through study, magic-infused blood, or by gift of some powerful being. Humanoids almost always live in groups or societies, creating their own cultures, laws, and traditions wherever they are found. Curiosity is a major driving factor behind the survival, tenacity, and growth of many Humanoid individuals and as whole societies.

ENCOUNTER LOCATIONS

Humanoids are highly adaptable and able to use all types of equipment, magic, and weapons to defend themselves. They can prosper almost anywhere, even hostile caverns, arctic wastelands, or the high seas. Some Humanoids possess specific traits that help them survive in these harsh conditions, such as the ability to see in the dark or breathe underwater. Humanoids tend to live near sources of water and food, in cities or frontier camps, and surrounded by others of their kind.



Drow Mage

HUMANOID	CR	ALLIES	PRONUNCIATION
Acolyte	1/4	+	AK-oh-lEYEt
Archdruid	12	+	ARCH-droo-ihd
Archmage	12	+	ARCH-mayj
Assassin	8	+	uh-SA-sihn
Bandit	1/8	+	BAN-diht
Bandit Captain	2	+	BAN-diht KAP-tuhn
Bard	5	+	bard
Berserker	2	+	bur-ZUR-kur
Commoner	0	+	KAH-muhn-ir
Cultist	1/8	+	KUHL-tihst
Cultist, Fanatic	2	+	KUHL-tihst, fan-A-tik
Derro	1/4	Bats, demons, duergar, fungi, mycolids	DAIR-oh
Derro, Void Eater	3	Bats, demons, void-related creatures	DAIR-oh, voyd EE-tir
Druid	2	+	DROO-ihd
Dwarf, Duergar	1	Deep gnomes, derro, drow, kobolds, stone giants	dworrf, DEW-ir-gar
Elf, Drow	1/4	Driders, duergar, insects, spiders	ehlf, drOW (sometimes drOH)
Gladiator	5	+	GLA-dee-AY-torr
Gnoll	1/2	Hyenas, tamed grassland-dwelling Beasts	nohl
Gnome, Deep	1/2	Duergar, earth elementals, kobolds	nohm, deep
Goblin, Bugbear	1	Other goblins, giant boars, worgs	GAH-blihn, BUHG-bair
Goblin, Bugbear Champion	4	Other goblins, giant boars, worgs	GAH-blihn, BUHG-bair CHAM-pee-uhn
Goblin, Goblin	1/4	Other goblins, worgs, yellow dragons	GAH-blihn, GAH-blihn
Goblin, Goblin Captain	1	Other goblins, worgs, yellow dragons	GAH-blihn, GAH-blihn Kap-tuhn
Goblin, Hobgoblin	1/2	Other goblins, war horses, worgs	GAH-blihn, HAHB-gah-blihn
Goblin, Hobgoblin Commander	3	Other goblins, war horses, worgs	GAH-blihn, HAHB-gah-blihn kuh-MAN-dir
Goblin, Hobgoblin Conjurer	2	Other goblins, war horses, worgs	GAH-blihn, HAHB-gah-blihn KAHN-jur-ir
Grimlock	1/4	*	GRIHM-lok
Grimlock, Morlock	2	*	GRIHM-lok, MORR-lok
Guard	1/8	+	gard
Knight	3	+	nEYEt
Kobold	1/8	Other kobolds, deep gnomes, duergar, true dragons	KOH-bohld
Kobold, Swiftblade	3	Other kobolds, deep gnomes, duergar, true dragons	KOH-bohld, SWIHFT-blayd
Kobold, Tinkerer	1/2	Other kobolds, deep gnomes, duergar, true dragons, Medium or smaller Constructs	KOH-bohld, teeng-kur-ir
Kobold, Witch	XX	Other kobolds, deep gnomes, duergar, true dragons	KOH-bohld, wihtch
Lizardfolk	1/2	Other lizardfolk, black dragons, crocodiles, flinderbeasts	LIH-zard-fohk
Lizardfolk, Ruler	4	Other lizardfolk, black dragons, crocodiles, flinderbeasts	LIH-zard-fohk, ROO-lir
Lizardfolk, Shaman	2	Other lizardfolk, black dragons, crocodiles, flinderbeasts, pseudodragons	LIH-zard-fohk, SHAH-man
Lycanthrope, Werebear	5	Bears, frost giants	LEYE-kan-thrOHp, WAIR-bair
Lycanthrope, Wereboar	4	Boars, goblins	LEYE-kan-thrOHp, WAIR-borr
Lycanthrope, Wererat	2	Rats, Medium and smaller forest or urban-dwelling Beasts	LEYE-kan-thrOHp, WAIR-rat
Lycanthrope, Weretiger	4	Tigers	LEYE-kan-thrOHp, wair-TEYE-gir
Lycanthrope, Werewolf	3	Winter wolves, worgs, wolves	LEYE-kan-thrOHp, WAIR-wulf
Mage	6	+	mayj
Mage Apprentice	1	+	mayj uh-PRIHN-tuhs
Master Alchemist	7	+	MA-stir al-KIHM-ihst

HUMANOID	CR	ALLIES	PRONUNCIATION
Mechanist	2	+	MEH-kan-ihst
Merfolk	1/8	Dragon turtles, hippocampi, merrow, selkie, water elementals	MUR-fohk
Noble	1/8	+	NOH-buhl
Orc	1/2	Other orcs, hawks, mastiffs, war horses	orrk
Orc, Warlord	4	Other orcs, hawks, mastiffs, war horses	orrk, WORR-lorrd
Priest	2	+	preest
Sahuagin	1/2	Aboleths, chuul, dragon turtles, sea hags	sah-HWAH-gihn
Sahuagin, Captain	2	aboleths, chuul, dragon turtles, sea hags	sah-HWAH-gihn, KAP-tuhn
Sahuagin, Monarch	4	Aboleths, chuul, dragon turtles, sea hags	sah-HWAH-gihn, MAHN-ark
Satarre, Commoner	1	Cultists, selang, voidlings, and void-related creatures	suh-TAIR, KAH-muhn-ir
Satarre, Destroyer	3	Cultists, selang, voidlings, and void-related creatures	suh-TAIR, dee-STROY-ur
Scout	1/2	+	skowt
Spy	1	+	spEYE
Thug	1/2	+	thuhg
Vampire, Thrall	2	Vampires, vampire spawn, skeletons, zombies	VAM-pEYEr, thral
Veteran	3	+	VEH-tir-uhn
Wild Warrior	1/8	+	wEYEld WORR-ee-ir
Wyrdling	1	*	weerd-leeng

*Typically encountered solo, with others of its kind, or rarely works with other creatures +NPC; see Allies heading

MONSTROSITIES

These frightening, abnormal, unnatural creatures are almost never benign. Some monstrosities are the result of magical experimentation gone awry (such as owlbears), others are the product of terrible curses (such as chimeras), and many are monstrous animals that dominate their natural habitats (such as ankhegs). Creatures that defy exact categorization and don't fit within another type are ideal examples of the Monstrosity creature type.

Animal Tag. Animals are Monstrosities (and sometimes other creatures) that share enough characteristics with Beasts that they can be affected by spells, features, and other abilities that specifically target Beasts, such as the *speak with animals* spell. Ankhegs and owlbears are Monstrosities with the Animal tag.

ALLIES

Monstrosities often share characteristics with Beasts or Humanoids, and many Monstrosities ally with such creatures. For example, the spider-like ettercap frequently allies with spiders. However, the oddness of Monstrosities makes many Beasts afraid of them and Humanoids wary of them, leading most Monstrosities to ally primarily with others of their kind. Intelligent Monstrosities often use their natural or magical abilities to influence or manipulate other creatures into serving them, while less intelligent monstrosities are frequently tamed or trained by Humanoids for use as mounts or guardians.



Advanced Grick

MONSTROSITY	CR	ALLIES	PRONUNCIATION
Ankheg	2	*	AWNK-hehg
Astral Destroyer	18	*	AS-truhl dee-STROY-ur
Basilisk	3	Stone giants, Humanoids with an affinity for reptiles	BAZ-ih-lihsk
Behir	11	*	beh-HEER
Bulette	5	*	buhl-LEHT (sometimes boo-LAY)
Centaur	2	Grasslands-dwelling Humanoids	SIHN-tar
Chimera	6	*	keye-MAIR-uh
Cockatrice	1/2	*	KAH-kuh-trihs
Darkmantle	1/2	*	DARK-man-tuhl
Death Dog	1	Cultists, fanatic cultists, master alchemists	dehth dawg
Doppelganger	3	*	DAH-puhl-GANG-ir
Drider	6	Drow, duergar, spiders	DREYE-dir
Ettercap	2	Drow, spiders	EH-tir-cap
Gorgon	5	*	GORR-guhn
Grick	2	*	grihk
Grick, Advanced	7	*	grihk, ad-vanst

TRAITS AND THEMES

Monstrosities are known for having frightening, unnatural, or unsettling characteristics that other creatures, especially Beasts or Humanoids, find disturbing. Some blend humanoid and animal traits, others blend multiple animals, and a few possess a magical, particularly dangerous characteristic that clearly sets them apart from other similar animals. Because many Monstrosities are the results of magical experimentation or curses, they often possess magical features, such as breath weapons, magical stares, or even the ability to cast spells, and their bestial forms often belie a shrewd intelligence.

ENCOUNTER LOCATIONS

Monstrosities' unique bodies make them tougher than most other creatures, and many Monstrosities inhabit less-hospitable environments because of this. Most Monstrosities favor remote, secluded, or well-sheltered locations like caves, mines, or forlorn sea shores, but a Monstrosity claims territory or makes a home anywhere it can find food, shelter, and safety. While the small cockatrice might claim a copse of trees as its territory, the titanic kraken may lay claim to an area larger than most Humanoid kingdoms.

OOZES

Oozes are gelatinous predators without fixed forms, and they are eating machines. Often completely mindless, they consume anything they can dissolve with their bodies' natural acids, living or otherwise. Mostly subterranean, scouring caves and dungeons for refuse, Oozes are happy to devour any living creatures unlucky enough to get in their way. Black puddings and gelatinous cubes are among the most recognizable Oozes.

ALLIES

Oozes largely lack the sapience required to forge lasting bonds. Content to squeeze through tiny gaps and feed on moss, detritus, and corpses, Oozes are considered vermin by some and share a vermin's sensibilities. If coaxed into a trap via a trail of food or similar guile, Oozes might willingly remain inside the trap for days, weeks, or years, waiting for their next meal to happen by. Many clever creatures use captured Oozes this way for waste disposal, as mindless guards, and as living traps. Though not allies in the strictest sense, Oozes are occasionally accompanied by ghosts, specters, or skeletons, as the remnants of Oozes' victims linger near them after death.

OOZE	CR	ALLIES	PRONUNCIATION
Black Pudding	4	*	blak PU-deeng
Crimson Jelly	1/2	Voidlings and void-related creatures	KRIHM-sun JEH-lee
Gelatinous Cube	2	*	jeh-LAT-eh-nUHs kyoob
Gray Ooze	1/2	*	gray ooz
Ochre Jelly	2	*	OH-kur JEH-lee

*Typically encountered solo, with others of its kind, or rarely works with other creatures

MONSTROSITY	CR	ALLIES	PRONUNCIATION
Griffon	2	Martial Humanoids, especially griffon-riding chivalric orders	GRIH-fuhn
Harpy	1	Cloud giants, giant eagles	HAR-pee
Hippogriff	1	*	HIH-poh-grihf
Hivebound	5	Insects, especially hive-creating insects	hEYEv-bownd
Kraken	23	*	KRA-kihn
Lamia	4	Selang, wyrdlings	LAH-mee-uh
Manticore	3	*	MAN-tih-korr
Medusa	6	Assassins, snakes, spies	meh-DOO-suh
Merfolk, Merrow	2	Dragon turtles, hippocampi, merfolk, selkie, water elementals	MUR-fohk, MAIR-row
Mimic	2	*	MIH-muhk
Minotaur	3	Axe beaks, rhinoceroses grassland or urban-dwelling Humanoids	MIHN-uh-tar
Naga, Guardian	10	Acolytes, mages, priests	NAH-guh, GAR-dee-uhn
Naga, Spirit	8	Berserkers, cultists, fanatic cultists	NAH-guh, SPEER-iht
Owlbear	3	*	OWL-bair
Phase Spider	3	*	fayz SPEYE-dir
Purple Worm	15	*	PUR-puhl wurm
Remorhaz	11	*	REH-morr-az
Roc	11	*	rok
Roper	5	*	ROH-pir
Rust Monster	1/2	*	ruhst MAHN-stir
Sphinx, Androsphinx	17	*	sfingks, AN-droh-sFINGks
Sphinx, Gynosphinx	11	*	sfingks, gEYE-noh-sFINGks
Tarrasque	30	*	tuh-RASK
Winter Wolf	3	Frost giants, werewolves, wolves	wihn-tir wulf
Worg	1/2	Feral hunters, goblins, ogres, winter wolves	worrg

*Typically encountered solo, with others of its kind, or rarely works with other creatures

TRAITS AND THEMES

Oozes are semisolid at best and often amorphous. Though some rare Oozes may possess near-human or higher intelligence, the majority of Oozes lack any type of mental ability beyond what is required to move toward their next meal. Many Oozes can remain perfectly still for unnaturally long periods and protrude parts of their body, called pseudopods, to attack and draw in prey. Other Oozes simply move inexorably toward something they believe they might consume with reckless abandon. Most Oozes naturally dissolve any creature they touch, making them dangerous to those they ambush or that can't outpace them.

ENCOUNTER LOCATIONS

Most Oozes can be found below ground and in fetid, inhospitable places. Crumbling corridors of ancient cities may be swarmed with Oozes feasting on rotting tapestries and wood, while lightless tunnels of sprawling dungeons may contain numerous Oozes that devour fresh corpses. In extremely rare cases, Oozes can be found in cities or towns, particularly in basements, catacombs, or sewers, where tiny vermin and hapless citizens might feed an Ooze indefinitely.

PLANTS

Plants are vegetable creatures, not ordinary flora. Most are ambulatory, some are carnivorous, and many are sentient. Most Plants are naturally occurring creatures on the Material Plane, while some gain sentience through druidic magic or planar influence in parts of the world where the veil between planes is thin. The quintessential Plants are the shambling mound and the treant. Fungal creatures, such as shriekers and mycolids, also fall into this category.

ALLIES

Due to Fey's innate connection with the natural world, Plants often ally with Fey that inhabit the same areas, defending or working alongside those Fey to protect their homes. Plants also tend to ally with Beasts, friendly Monstrosities, and other Plants, creating symbiotic

PLANT	CR	ALLIES	PRONUNCIATION
Awakened Plant, Shrub	0	Dryads, other awakened plants	uh-WAY-kihnd plant, shruhb
Awakened Plant, Tree	2	Dryads, other awakened plants	uh-WAY-kihnd plant, tree
Fungi, Shrieker	0	Mycolids, other fungi	FUN-ghee, SHREEK- ir
Fungi, Violet	1/4	Mycolids, other fungi	FUN-ghee, VEYE-oh-let
Mycolid, Commoner	1/2	Fungi, other mycolids	MY-coh-lid, KAH-muhn-ir
Mycolid, Spore Lord	3	Fungi, other mycolids	MY-coh-lid, SPORR lorrd
Shambling Mound	5	*	SHAM-bleeng mownd
Sporeborn, Bloatblossom	2	Other sporeborn	SPORR-borrn, BLOHT-blah-suhm
Sporeborn, Skullbloom	1/2	Other sporeborn	SPORR-borrn, SKUHl-bloom
Treant	9	Awakened plants, dryads, unicorns, wood heralds, nature-protecting Fey	TREE-uhnt
Wood Herald	1/2	Druids, dryads, treants	wood HAIR-uhld

*Typically encountered solo, with others of its kind, or rarely works with other creatures

relationships or communities with those other creatures. Rarely, Plants can be cultivated as engines of war by Humanoids, tasked with collapsing walls and boring through defenders with their gnarled roots.

TRAITS AND THEMES

Creatures of the Plant type tend to be primarily comprised of vegetation or share numerous traits with mundane plants. Some Plants have characteristics in common with Beasts or Humanoids or even have bestial or human-like shapes, but these are still comprised primarily of vegetation like other Plants. However, most Plants look identical or very similar to mundane plants of a similar type when they remain completely motionless, allowing them to hide from predators and ambush prey. Plant physiology and their mobility also make them hardier and less susceptible to changes in their environments when compared to mundane plants.



Shrieker

ENCOUNTER LOCATIONS

Plants are found in thickly overgrown areas above and below ground, such as glades, forests, grasslands, and fungal-infested caverns. Only rarely are Plants found in urban regions unless they are laying siege to entrenched enemies on behalf of Fey or Humanoids. Fungal Plants tend to prefer dim, dark, or damp areas, like caves, sewers, and the deepest forests and rainforests.

UNDEAD

Undead are creatures that died and were brought to a state of nightmarish undeath through necromantic magic, curses, or divine intervention. Without concern for food or shelter, Undead are driven by darker urges: to avenge their deaths, to feed an insatiable hunger for flesh, to share their pain with the living, or to obey the magical commands of other creatures. This creature type includes mindless animated corpses like zombies and skeletons, potent predators like vampires and ghouls, bodiless tormented souls like ghosts and specters, and powerful beings who sought undeath for power like liches and mummy lords.

ALLIES

Most Undead are created using magic or are born from a particularly traumatic death. As a result, most of an Undead's allies are its creator or its creator's subordinates. Intelligent Undead without creators operate on their own or subjugate or convert their own, typically Humanoid, allies when needed. Mindless or low-intelligence Undead without creators often wander aimlessly, seeking living creatures to harm, especially living creatures that resemble their killers or the creatures they were in life. Such Undead are often easily controlled by other more powerful Undead or necromancers, who can direct the Undead's desire for violence.

TRAITS AND THEMES

Most Undead were mortals who died and were reanimated to serve some malevolent purpose by a greater undead, spellcaster, or deity. In general, they can work tirelessly, without fear of exhaustion, hunger, or thirst. Most Undead can survive timeless epochs confined in airless, lightless spaces without ever rotting or expiring, sustained by the magic that created them. Though they come in many forms, all undead detest the living, can't be restored by healing magic, and have perfectly functioning senses (sometimes despite the lack of sensory organs).

ENCOUNTER LOCATIONS

Undead are unnatural creatures, and most exist to serve the beings that created them. Such Undead can often be found attacking the living, digging trenches, building keeps, pillaging outposts, or even safeguarding their creators. Because Undead were often originally living Humanoids, they can be found anywhere Humanoids live. Less intelligent Undead might shuffle around an old graveyard, while an intelligent Undead might lead a city's guild from the shadows, keeping its deathly nature hidden from all but its closest associates. Powerful, intelligent Undead are bound only by their desires and can be found nearly anywhere.



UNDEAD	CR	ALLIES	PRONUNCIATION
Balara	6	Druids	ba-LAH-ruh
Death Knight	8	Liches, vampires	dehth nEYEt
Ghost	4	*	gohst
Ghoul	1	Other ghouls, liches, vampires	gool
Ghoul, Ghast	2	Other ghouls, liches, vampires	gool, gast
Lich	21	Ghouls, skeletons, zombies	lihch
Lich, Virtuoso	12	Urban-dwelling Humanoids, allies it had in life	lihch, vur-choo-OH-soh
Mummy	3	Mummy lords	muh-mee
Mummy, Lord	15	Mummies, skeletons, zombies	muh-mee, lorrd
Shadow	1/2	*	SHA-doh
Skeleton	1/4	More powerful Undead, spellcasting Humanoids	ske-LEH-tuhn
Skeleton, Minotaur	2	More powerful Undead, spellcasting Humanoids	ske-LEH-tuhn, MIHN-uh-tar
Skeleton, War Horse	1/2	More powerful Undead, spellcasting Humanoids	ske-LEH-tuhn, WORR horrs
Specter	1	Wraiths	SPEK-tir
Vampire	13	Death knights, ghouls, skeletons, vampire spawn, vampire thralls, zombies	VAM-pEYEr
Vampire, Spawn	5	Ghouls, skeletons, zombies, vampires, vampire thralls	VAM-pEYEr, spawn
Wight	3	Zombies	weyet
Will-o'-Wisp	2	Green hags, night hags	wil-OH-wihsp
Wraith	5	Specters	rayth
Zombie	1/4	More powerful Undead, spellcasting Humanoids	ZAHM-bee
Zombie, Ogre	2	More powerful Undead, spellcasting Humanoids	ZAHM-bee, OH-gur

*Typically encountered solo, with others of its kind, or rarely works with other creatures

MONSTERS A TO Z

This section contains creature entries in alphabetical order with Animals and NPCs listed in separate sections at the end.

ABOLETH

Slime drips from the skin of this mélange of aquatic horrors, combining features of shark, squid, cuttlefish, and lamprey.

Fallen Empires. Antediluvian creatures at the height of their powers in deep oceans, aboleths once enjoyed absolute mastery over all creatures. As landbound civilizations rose and grew in power, they shook off the aboleths' control and created mighty weapons to take the fight directly to their former rulers. Since that time, aboleths have been reduced to scheming and skulking in aquatic caverns.

Subtle Manipulators. Aboleths date back to ancient times. They hope for a return to their most glorious days and have set many plots into motion to achieve that goal. Their machinations take centuries to reach fruition, and they treat their schemes as intricate, biological puzzles. They play the long game, counting on humanoids to lose track of their conspiracies over the slow march of time while the aboleths patiently wait below.

Wary Allies. Aboleths all share the same overarching goal, but they dislike working with other aboleths, who also want sole dominion. However, aboleths often find it difficult to outmaneuver their rivals and propose temporary partnerships to share resources and information. Such ventures provide a short-term boost—inasmuch as an aboleth considers anything short-term—to their schemes, but the alliances eventually break up out of mutual distrust.

AN ABOLETH'S LAIR

Aboleths live in the deepest waters, usually in the flooded ruins of their former seats of power. They surround themselves with aquatic allies and their enthralled servants. They encourage rumors about their lairs' treasures to entice more victims to visit and join the ranks of their thralls.

When encountered in its lair, the aboleth has a challenge rating of 11.

LAIR ACTIONS

On initiative count 20 (losing all initiative ties), the aboleth can use a lair action to cause one of the following effects; the aboleth can't use the same effect two rounds in a row:

- **Mirrors of Beyond.** The water around up to two points the aboleth can see within 120 feet of it becomes unnaturally ebullient, beguiling nearby creatures with visions of a hypnotic, alien world. Each creature that starts its turn within 20 feet of a point and can see the water must make a DC 16 CHA save. Aberrations, Undead, and water-based Elementals automatically succeed on the save. On a failed save, the creature takes 11 (2d10) psychic damage and must use a reaction to move up to its speed toward the nearest point, trying to get within 5 feet of it. The creature takes the safest available route to the point, and the effect ends when the creature is within 5 feet of the point or has no more movement.
- **Tidal Grip.** Watery tendrils erupt from up to three points of water the aboleth can see within 120 feet of it, grabbing at nearby creatures. Each creature within 10 feet of a point must succeed on a DC 16 STR save or be restrained by the watery tendril. While restrained, the creature can't breathe, unless it can breathe water. A creature, including the target, can take its action to free the target from the tendril by succeeding on a DC 16 STR check. If the aboleth uses this lair action again to make new watery tendrils, all existing watery tendrils disappear, freeing their targets.
- **Terrorize.** A wave of psychic energy washes out from a point the aboleth can see within 120 feet of it. Each creature within 20 feet of that point must succeed on a DC 16 INT save or be frightened for 1 minute. While frightened, a creature has disadvantage on CON saves made to maintain concentration on a spell, and it takes 7 (2d6) psychic damage at the start of each of its turns. The frightened creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

REGIONAL EFFECTS

The area near an aboleth's lair is warped by its alien presence, which creates one or more of the following effects:

- **Clouded Vision.** A milky film forms over the eyes of each creature that finishes a long rest within 3 miles of the aboleth's lair. An afflicted creature has disadvantage on WIS (Perception) checks until it finishes a long rest more than 3 miles away from the lair or until the aboleth dies.
- **Elder Oil.** Pungent, slippery, flavorless oil seeps from natural and carved stone within 1 mile of the lair. Stone and underground surfaces in the area are difficult terrain. Nonmagical fire within 10 feet of the oil sputters with a green flame, and the radius of the light it sheds is halved.
- **Living Waters.** Nonmagical bodies of water within 10 miles of the aboleth's lair ripple and writhe as if they are alive. Checks made to steer, control, or navigate a water vehicle are made with disadvantage while within 10 miles of the lair.

If the aboleth dies, these effects fade in 1d10 days.

Aboleth CR 10

Large Aberration

Armor Class 17 (natural armor)
Hit Points 165
Speed 10 ft., swim 40 ft.

Perception 20 **Stealth** 9
Resistant acid | Aberrant Resilience
Immune psychic
Senses darkvision 120 ft.
Languages Deep Speech, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+5	−1	+6	+8	+6	+4

Aberrant Resilience. The aboleth is resistant to the charmed, frightened, paralyzed, and stunned conditions, and it has advantage on saves against spells or effects that would alter its form.

Amphibious. The aboleth can breathe air and water.

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

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

Slime Pox. Characterized by the slimy pustules that erupt across the victim's body, *slime pox* is a disease that infects creatures attacked by an aboleth or that come into contact with an aboleth's slime. Until the disease is cured, the infected creature can breathe air and water, can't regain HP except when underwater, and takes 6 (1d12) acid damage for every 1 hour it remains outside of water or without moisture applied to its skin. Every 24 hours that elapse, the infected creature must make a DC 16 CHA save. Each time a creature fails this save, it views the infecting aboleth more and more favorably, becoming the aboleth's doting and protective thrall after three failed saves. The successes and failures don't need to be consecutive, but once a creature has acquired three of a kind, it no longer has to make this save, resulting in either the creature becoming a thrall of the aboleth or an autonomous—though infected—creature. *Slime pox* can be cured only by the *heal* spell or similar magic.

Slimy Skin. The aboleth is coated in an otherworldly 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 16 CON save or be infected with *slime pox* (see the Slime Pox trait).

Actions

Multiattack. The aboleth makes three Tentacle or Psychic Bolt attacks. If two Tentacle attacks hit one target, the target must succeed on a DC 16 CON save or contract the *slime pox* disease (see the Slime Pox trait).

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

Psychic Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 14 (3d6 + 4) psychic damage.

Psychic Torrent (Recharge 5–6). The aboleth floods the minds of up to three creatures it can see within 60 feet of it with random and horrific memories from its eons-long life. Each target must make a DC 16 WIS save. On a failure, a creature takes 49 (14d6) psychic damage and is incapacitated until the end of its next turn, as its mind reels from the torrent of images, thoughts, and memories. On a success, a creature takes half the damage and isn't incapacitated.

Legendary Actions

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

Detect. The aboleth automatically detects every creature and trap within 60 feet of it, pinpointing the current location of each.

Swim. The aboleth swims up to half its speed without provoking opportunity attacks.

Slime Drain (Costs 2 Actions). One creature infected with *slime pox* within 30 feet of the aboleth takes 10 (3d6) acid damage, and the aboleth regains HP equal to the damage the creature takes.

Angel, Deva

Bright white wings spread from the shoulders of this powerfully built, lithe human. The angel holds an ornate golden mace in one hand, and a halo of light surrounds its head.

Celestial Emissaries. Devas carry messages of peace from divine powers to mortals. They transform themselves into benign humanoids and animals, so their appearances don't raise alarm.

Mortal Concerns. Because of the time devas spend among humanoids, they often become involved in humanoid lives. They enter battle alongside their adopted friends, provided the cause is just and good. Devas also provide healing and other care for the wounded and infirm.

Mace Obsessed. A deva exclusively wields a mace. A deva will reluctantly use another weapon if it loses its mace, but it shows less enthusiasm for battle when bereft of the weapon. Devas enjoy baroque flanged, engraved, and inlaid versions of these weapons and often learn smithing so they can produce their own. Each deva's mace is unique and more closely identifies the individual angel than its name.

Deva **CR 10**

Medium Celestial (Angel)

Armor Class 17 (natural armor)
Hit Points 165
Speed 30 ft., fly 90 ft.

Perception 19 **Stealth** 14
Resistant Angelic Resilience
Immune Angelic Resilience
Senses darkvision 120 ft.
Languages all, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+4	+4	+3	+9	+9

Angelic Resilience. The deva is resistant to radiant damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to exhaustion and the charmed and frightened conditions.

Angelic Senses. The deva can pinpoint the location of Aberrations, Celestials, Fiends, and Undead within 30 feet of it and knows if a place or object it can sense is consecrated or desecrated.

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

Immortal Nature. The deva doesn't require food, drink, or sleep.

Magic Resistance. The deva has advantage on saves against spells and other magical effects.

Reviving Prayer. The deva spends 10 minutes praying to its deity for the safe return of the soul of a slain creature. At the end of the prayer, the deva touches a creature that has been dead no more than 24 hours and returns the creature to life with a number of HP equal to half its HP maximum. Reviving Prayer can't return to life a creature that has died of old age, nor can it restore any missing body parts. A creature restored to life in this way can't be returned to life by this deva again for 30 days.

Actions

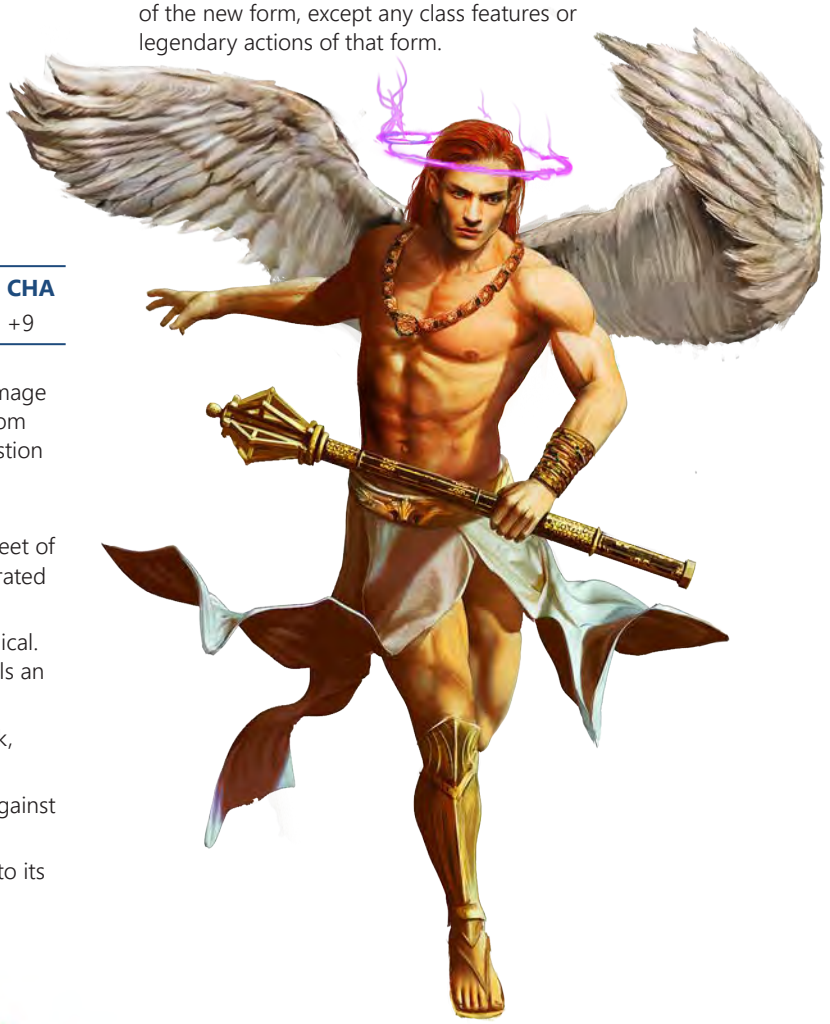
Multiattack. The deva makes three Mace attacks.

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

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

Bonus Actions

Change Shape. The deva magically transforms into a Large or smaller Beast or Humanoid that has a challenge rating no higher than its own, or back into its true form, which is Celestial. Any equipment it is wearing or carrying transforms with it or is borne by the new form (the deva's choice). It reverts to its true form if it dies. In a new form, the deva retains its Angelic Resilience, Angelic Senses, and Immortal Nature traits and its HP, HD, ability to speak, proficiencies, and INT, WIS, and CHA scores, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.



Angel, Planetar

This green-skinned human with golden wings bears a massive sword. A halo of golden light hovers above its head.

Battlefield Commanders. Planetars engage in never-ending battle against the scourge of the Lower Planes, and they serve as field commanders who report to solars. They often lead from the front, using their powerful blades to cut down their foes. Though they value those under their command, they prioritize destroying their foes over healing their soldiers.

Angelic Envoys. When goodly deities wish to broker a truce, they command planetars to break from battle to oversee discussions—which they treat with as much fervor and earnestness as they treat blood and battle. Their instinctive ability to discover untruths makes them ideal negotiators, and their ability to see things as they truly are makes it nigh impossible for an assassin to target attendees forging a treaty.

Disliked by Mortals. Planetars don't withhold their judgment when someone utters even the smallest of untruths, leading many mortals to keep clear of them or keep quiet in their presence to avoid awkward situations.



Planetar — CR 16

Large Celestial (Angel)

Armor Class 19 (natural armor)
Hit Points 242
Speed 40 ft., fly 120 ft.

Perception 21 **Stealth** 15
Resistant Angelic Resilience
Immune Angelic Resilience
Senses truesight 120 ft.
Languages all, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+5	+12	+4	+11	+11

Angelic Resilience. The planetar is resistant to radiant damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to exhaustion and the charmed and frightened conditions.

Angelic Senses. The planetar can pinpoint the location of Aberrations, Celestials, Fiends, and Undead within 30 feet of it and knows if a place or object it can sense is consecrated or desecrated.

Angelic Weapons. The planetar's weapon attacks are magical. When it hits with any weapon, the weapon deals an extra 7d8 radiant damage (included in the attack).

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

Divine Protection. Aberrations, Celestials, Fiends, and Undead have disadvantage on attack rolls against the planetar.

Immortal Nature. The planetar doesn't require food, drink, or sleep.

Magic Resistance. The planetar has advantage on saves against spells and other magical effects.

Actions

Multiattack. The planetar makes two Greatsword attacks, or it makes three Radiant Bolt attacks. It can replace one attack with a use of Spellcasting. If two Greatsword or Radiant Bolt attacks hit one creature, the target must succeed on a DC 19 CON save or be blinded until the end of its next turn.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage plus 31 (7d8) radiant damage.

Radiant Bolt. *Ranged Spell Attack:* +11 to hit, range 60 ft., one target. *Hit:* 33 (6d8 + 6) radiant damage.

Radiant Burst (Recharge 6). A pulse of divine power ripples out from the planetar's golden halo. Each hostile creature within 15 feet of the planetar must make a DC 19 DEX save, taking 56 (16d6) radiant damage on a failed save, or half as much damage on a successful one. Each friendly creature within 15 feet of the planetar is empowered with divine energy and has advantage on all melee attack rolls it makes before the start of the planetar's next turn.

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

Spellcasting. The planetar casts one of the following spells, requiring no material components and using CHA as the spellcasting ability (spell save DC 19).

At will: *command*, *invisibility* (self only)

3/day each: *daylight*, *raise dead* (as an action)

Angel, Solar



A gigantic sword hovers in place near this golden human adorned with golden wings infused with an inner light. White-hot light emanates from its eyes.

Heavenly Generals. Solars command the legions of heaven at every major battle against demon lords, archdevils, and other major powers of the Lower Planes. Though they strive to eradicate every major fiend, they typically succeed only in preventing the fiends from spreading far beyond their planar bastions. Genius tacticians and strategists, solars give orders to planetars and others and keep themselves in reserve. However, if given an opportunity to strike down a major foe, a solar takes to the skies with its strongest celestial warband and carves a path through the battlefield. They reserve their most powerful attacks for their equals in combat, but they have the strength to bring an entire host of angels to their ultimate opponents.

Frightening to Mortals. As one of the most powerful of the host of angels, solars are utterly alien to creatures unaccustomed to seeing them. Their voices boom, they seem to tower over those who even match them in height, and they don't hesitate to smite someone who stands in the way of their objectives. Animals, beasts, and most humanoids are often terrified by the mere presence of a solar.

A Solar's Lair

A solar's lair is typically a command outpost on a battlefield, a tower overlooking fiendish lands, or other similar bastion of battle. A solar can turn any tent, outpost, supply wagon, or similar battlefield position into its lair as long as it holds the position for at least 24 hours, and the lair extends up to 100 feet in all directions from that position. The solar has access to its lair actions as long as it remains within the area of its lair. When encountered in its lair, the solar has a challenge rating of 22.

Lair Actions

On initiative count 20 (losing initiative ties), the solar can take a lair action to cause one of the following effects; the solar can't use the same effect two rounds in a row:

- **Dancing Weapons.** Weapons of light in the shape of swords, axes, maces, and similar objects appear around up to three creatures the solar can see within 120 feet of it. The solar makes one ranged attack roll (+13 to hit) against each target. On a hit, the target takes 14 (4d6) radiant damage.
- **Divine Echoes.** The sounds of trumpets, horns, drums, and other musical instruments of battle resound within the lair. Each hostile creature the solar can see within 60 feet of it must succeed on a DC 22 CON save or take 7 (2d6) thunder damage. Each friendly creature the solar can see within 60 feet of it regains 7 (2d6) HP. Fiends and Undead that fail this save are vulnerable to radiant damage until initiative count 20 on the next round.
- **Erase Shadows.** Each object within 60 feet of the solar that isn't being worn or carried sheds bright light in a 10-foot radius and dim light for an additional 10 feet until initiative count 20 on the next round. This light is sunlight. Each hostile creature in this light must succeed on a DC 22 DEX save or take 7 (2d6) radiant damage, be blinded until the end of its next turn, and have disadvantage on DEX (Stealth) checks while in the light.

Regional Effects

The region containing a solar's lair is suffused with its blazing righteousness, which creates one or more of the following effects:

- **Calming Presence.** Wild Beasts within 5 miles of the lair aren't hostile unless attacked, and domestic Beasts, such as horses and oxen, within 5 miles of the lair are easier to handle, granting creatures advantage on WIS (Animal Handling) checks when interacting with the Beasts.

- **Domain of Justice.** Within 3 miles of the lair, creatures have disadvantage on CHA (Deception) checks. In addition, when a creature with an INT of 6 or higher attacks an unarmed creature within 3 miles of the lair, the attacker must succeed on a DC 13 WIS save or the attack fails.
- **Tactician's Gaze.** While in its lair, the solar can choose to see and hear through creatures within 1 mile of its lair that have divine power or a divine connection of some kind, such as Celestials, clerics, paladins, aasimars, and similar creatures, and the solar can telepathically communicate with such a creature.

If the solar dies, these effects end immediately. If the solar leaves the area and establishes a new lair elsewhere, these effects fade in 1d6 days.

Solar — CR 21

Large Celestial (Angel)

Armor Class 21 (natural armor)
Hit Points 306
Speed 50 ft., fly 150 ft.
Perception 24 **Stealth** 16
Resistant Angelic Resilience
Immune necrotic, poison | poisoned | Angelic Resilience
Senses truesight 120 ft.
Languages all, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+6	+8	+14	+14	+17

Angelic Resilience. The solar is resistant to radiant damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to exhaustion and the charmed and frightened conditions.

Angelic Senses. The solar can pinpoint the location of Aberrations, Celestials, Fiends, and Undead within 30 feet of it and knows if a place or object it can sense is consecrated or desecrated.

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

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

Divine Protection. Aberrations, Celestials, Fiends, and Undead have disadvantage on attack rolls against the solar.

Immortal Nature. The solar doesn't require food, drink, or sleep.

Legendary Resistance (3/Day). If the solar fails a save, it can choose to succeed instead.

Magic Resistance. The solar has advantage on saves against spells and other magical effects.

Actions

Multiattack. The solar makes three Greatsword or Holy Fire Bolt attacks. It can replace one attack with a use of Spellcasting. If two Greatsword or Holy Fire Bolt attacks hit one creature, the target must succeed on a DC 22 CON save or be blinded until the end of its next turn.

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

Holy Fire Bolt. *Ranged Spell Attack:* +14 to hit, range 60 ft., one target. *Hit:* 34 (6d8 + 7) radiant damage plus 14 (4d6) fire damage.

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

Spellcasting. The solar casts one of the following spells, requiring no material components and using WIS as the spellcasting ability (spell save DC 22).

At will: *command*, *invisibility* (self only)
3/day each: *greater restoration*, *resurrection* (as an action)
1/day: *holy aura*

Bonus Actions

Celestial Tactics. The solar uses one of the following tactics:

- **Empower Strikes.** The solar sends divine power into the weapons of up to two friendly creatures it can see within 30 feet of it. Each target has advantage on the next weapon attack roll it makes before the start of the solar's next turn. If that attack hits, the weapon deals an extra 7 (2d6) radiant damage.
- **Inspire Resolve.** One friendly creature the solar can see within 30 feet of it gains 14 (4d6) temporary HP and becomes immune to the charmed and frightened conditions until the start of the solar's next turn, ending any effect currently causing the target to be charmed or frightened.
- **Manipulate Battlefield.** The solar commands up to three friendly creatures it can see to reposition themselves on the battlefield. Each target can use a reaction to move up to half its speed in a direction of the solar's choice. This movement is unaffected by difficult terrain and doesn't provoke opportunity attacks.

Legendary Actions

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

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

Searing Burst (Costs 2 Actions). The solar emits divine energy. Each creature of its choice within 10 feet of it must make a DC 22 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

Intimidating Glare (Costs 3 Actions). The solar glares at up to three creatures it can see within 30 feet of it. Each target must succeed on a DC 22 CHA save or be cowed until the end of its next turn. While cowed, a creature's speed is halved, and it can't look at the solar.

Animated Objects

The emptiness within the suit of plate mail's visor echoes a bit; no creature controls the armor from inside it. An iron sword floats in midair at rest beside it—then suddenly swings and flourishes as though wielded by a trained warrior.

Living Objects. Animated objects are nonmagical objects given life by a spellcaster. Though little more than their mundane counterparts, animated objects can be given basic instructions to follow—they do so indefinitely or until given new instructions by their creators. The most common animated objects are decorative or seemingly innocuous armor, weapons, and rugs instructed to protect their creators' homes, laboratories, or treasuries.

Animated Armor. Whether it is field armor with dents and scratches from battle, or ornately decorated for a pleasing display, animated armor moves as quickly as those who might wear it. It pummels foes with its gauntlets, and it can kick or ram opponents if its gauntlets are missing.

Flying Sword. Often paired with animated armor, a flying sword can be equally battle-worn or ornate. It may also sit alone, among a rack of weapons, ready to fly out at intruders. Though more maneuverable than most animated objects, its fragility makes it easier to destroy.

Rug of Smothering. One of the most insidious animated objects, the rug of smothering usually waits until a victim draws near before attempting to grab and suffocate it. Beyond the immediate danger of constriction and suffocation, the rug also passes on some of the damage inflicted on it by the victim's allies. Despite its name, many large textiles can be animated as rugs of smothering, such as tapestries, blankets, or even heraldic flags and banners.



Animated Armor — CR 1

Medium Construct

Armor Class 18 (natural armor)
Hit Points 34
Speed 25 ft.

Perception 8 **Stealth** 10
Vulnerable acid
Resistant slashing
Immune blinded, deafened | Construct Resilience
Senses keensense 60 ft. (can't sense beyond this radius)
Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+0	+1	−5	−2	−5

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

Construct Nature. The armor doesn't require air, food, drink, or sleep.

Construct Resilience. The armor is immune to poison and psychic damage, and it is immune to exhaustion and the charmed, frightened, paralyzed, petrified, and poisoned conditions.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The animated armor makes two Slam attacks.

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

Bonus Actions

Helmet Bash (19 HP or Fewer). The animated armor slams its helmet into a creature it can sense within 5 feet of it. The target must succeed on a DC 13 STR save or take 5 (2d4) bludgeoning damage and be knocked prone.

Flying Sword — CR 1/4

Small Construct

Armor Class 16 (natural armor)
Hit Points 11
Speed 0 ft., fly 50 ft. (hover)
Perception 7 **Stealth** 13
Vulnerable acid
Resistant piercing
Immune blinded, deafened, prone | Construct Resilience
Senses keensense 60 ft. (can't sense beyond this radius)
Languages —

STR	DEX	CON	INT	WIS	CHA
+1	+3	+0	−5	−3	−5

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

Construct Nature. The sword doesn't require air, food, drink, or sleep.

Construct Resilience. The sword is immune to poison and psychic damage, and it is immune to exhaustion and the charmed, frightened, paralyzed, petrified, and poisoned conditions.

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

ACTIONS

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

BONUS ACTIONS

Whirling Blade (6 HP or Fewer). The flying sword makes a Slash attack against a target it can sense within 5 feet of it.

Rug of Smothering — CR 2

Large Construct

Armor Class 12
Hit Points 45
Speed 10 ft., fly 15 ft. (hover)
Perception 8 **Stealth** 14
Vulnerable fire
Immune blinded, deafened | Construct Resilience
Senses keensense 60 ft. (can't sense beyond this radius)
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+2	+0	−5	−4	−5

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

Construct Nature. The rug doesn't require air, food, drink, or sleep.

Construct Resilience. The rug is immune to poison and psychic damage, and it is immune to exhaustion and the charmed, frightened, paralyzed, petrified, and poisoned conditions.

Damage Transfer. While it is grappling a creature, the rug takes only half the damage dealt to it (rounded down), and the creature grappled by the rug takes the other half.

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

ACTIONS

Smother. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and unable to breathe, and the rug can't fly and can't Smother another target.

Squeeze Prey. The rug of smothering tightens around a creature it is grappling. The target must make a DC 13 STR save, taking 18 (4d8) bludgeoning damage on a failed save, or half as much damage on a successful one. A breathing creature that fails this save by 5 or more has the remaining air squeezed from its lungs and begins suffocating.

BONUS ACTIONS

Rolling Charge (25 HP or Fewer). If it isn't grappling a creature, the rug curls up and rolls along the ground up to triple its speed straight toward a creature it can sense. If it stops within 5 feet of the target, it can make one Smother attack against the target.



Ankheg

Chittering escapes the sharp mandibles of this massive green and yellow insect. Liquid drips from its mandibles, sizzling as it hits the ground.

Terrors of the Plains. Ankhegs nest just below the surface of grasslands or scrub forests, waiting to ambush prey on the ground above. Their preferred meals are cattle, sheep, horses, and game animals, but they eat anything they can overpower.

Deadly Digestive Fluid. The insectoids constantly generate stomach acid which flows to their mandibles, coating them and making the ankheg's bites considerably more dangerous than those of most large insects. Ankhegs can also contract their thoracic diaphragms to expel a line of acid, emptying out their stomachs in the process. Ankhegs often use this when retreating from stout opposition.

Gripping Mandibles. Ankhegs have powerful mandibles that can lock into place to better hold struggling prey. Once prey is subdued, ankhegs dig their way out of danger to enjoy their food in peace.



Ankheg — CR 2

Large Monstrosity (Animal)

Armor Class 14 (natural armor)
Hit Points 57
Speed 30 ft., burrow 10 ft.
Perception 11 **Stealth** 12
Resistant acid | Monstrosity Resilience
Senses darkvision 60 ft., tremorsense 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+5	+0	+1	−5	+1	−2

Monstrosity Resilience. The ankheg is resistant to exhaustion and to the frightened condition.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 9 (2d8) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can't Bite another target.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided it has no creature grappled. Each creature in that line must make a DC 13 DEX save, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Save for Later. The ankheg quickly digs a small hole and stuffs one creature grappled by it into the hole, burying the creature and ending the grapple. A buried creature is restrained and unable to breathe or stand up. A creature, including the buried creature, can take its action to free the buried creature by succeeding on a DC 13 STR check.

Astral Destroyer

A massive, serpentine creature with a multipronged tail and four claws flies through the astral sea on two pairs of spiked, black wings.

World Eater. Astral destroyers roam the Astral and Ethereal planes, and they hop into the Material Plane to feast. They are the death of any land where they alight, as they tear the fabric of the world into pieces. As hungry, instinct-driven creatures, astral destroyers can't be reasoned with and are nearly impossible to stop.

Magical Delicacies. Astral destroyers consider any source of magic particularly delicious, and clever heroes might lure an astral destroyer away from a village in danger by presenting it with a magical meal. The astral destroyer's bite can strip magic from items, and many worlds have lost their magic or had it severely disrupted by a gathering of ravenous astral destroyers.



Astral Destroyer — CR 18

Gargantuan Aberration (Outsider)

Armor Class 19 (natural armor)

Hit Points 297

Speed 30 ft., fly 80 ft.

Perception 18 **Stealth** 10

Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks | Aberrant Resilience

Immune poison | exhaustion, poisoned

Senses truesight 100 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
+13	+0	+12	−4	+2	−1

Aberrant Resilience. The astral destroyer is resistant to the charmed, frightened, paralyzed, and stunned conditions, and it has advantage on saves against spells or effects that would alter its form.

Astral Traveler. The astral destroyer doesn't require ambient pressure and can survive up to 7 days without air before it risks suffocating. While traveling in the Astral Plane, Ethereal Plane, Void, or space, the astral destroyer glides on magical winds, covering immense distances in short times.

Sense Magic. The astral destroyer senses and can pinpoint the location of magic within 120 feet of it. If it senses magic and can see the creature or object bearing the magic it senses, it sees a faint aura around that creature or object.

Actions

Multiattack. The astral destroyer makes one Bite attack, three Claw attacks, and one Tail Whip attack.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage, and one magic effect of 5th circle or lower on the target ends.

Claw. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Tail Whip. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage, and the target must succeed on a DC 20 STR save or be knocked prone or pushed up to 15 feet away from the astral destroyer (the destroyer's choice).

Astral Stride. The astral destroyer magically enters the Astral Plane or Ethereal Plane from the Material Plane, or vice versa. Other creatures can't be transported with it.

Bonus Actions

Consume Reality. The astral destroyer consumes all material in a 10-foot cube within 15 feet of it, instantly destroying all nonmagical material that isn't being worn or carried and reducing any nonmagical objects in the area that aren't being worn or carried to 0 HP.

Each creature in the area must make a DC 20 DEX save, taking 18 (4d8) force damage on a failed save, or half as much damage on a successful one. If at least one creature fails the save, the astral destroyer regains 18 (4d8) HP. Otherwise, it regains 10 (3d6) HP.

Azer

Heat radiates from what a dwarf made of stone with lava-filled cracks. It stands ready with a stone shield in one soot-covered hand while it whirls a massive hammer around its head with the other.



Dedicated Smiths and Sculptors. Azers delight in crafting, whether sculpting volcanic rock into pleasing shapes or hammering a stout shield out of molten metal. Though not all azers are perfectionists, many will spend years making minor tweaks and adjustments until a piece is *just right*. Azers interrupted while practicing their craft display their fierce and fiery tempers.

Dwarven Allies. The first humanoids that azers ever encountered on the Material Plane were dwarves. Recognizing fellow craftsmen, the ancient dwarves showed the azers great hospitality, and the two peoples exchanged many tools and techniques in that early meeting. Seeing dwarves as their material-bound twins, the elementals reforged their bodies into dwarvish shapes, finding the forms aesthetically pleasing and useful for continued contact with dwarves. Though those ancient dwarves and early azers have long since perished, azers and dwarves have long memories, and many clans from both sides continue to maintain connections and exchange ideas.

Deadly to the Touch. As beings of elemental fire, azers are inimical to those unprotected from flame. They transfer their heat to the weapons they wield, but just standing next to an azer can roast a foe, as heat ripples off them in waves.

Azer — CR 2

Medium Elemental

Armor Class 17 (natural armor, shield)
Hit Points 49
Speed 30 ft.

Perception 11 **Stealth** 11
Immune fire, poison | poisoned
Senses —
Languages Dwarvish, Ignan

STR	DEX	CON	INT	WIS	CHA
+3	+1	+4	+1	+1	+0

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

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

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

Actions

Multiattack. The azer makes two Warhammer attacks.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands, plus 3 (1d6) fire damage.

Bonus Actions

Blazing Bulwark. The azer creates fire in a 15-foot line that is 1 foot wide, originating from a point the azer can see within 15 feet of it. This line is an opaque wall that is 3 feet tall and provides half-cover to creatures behind it. A creature that moves through the line takes damage as if it touched the azer. The line of fire lasts for 1 minute or until the azer uses this bonus action again.

Balara

An unholy assemblage of animal bones in a large humanoid form lumbers forward. Wisps of a cold, blue light curl outward from the wolf skull atop its shoulders, and strips of rotting skin and fur hang on its bones like a macabre coat.

Druidic Vengeance. When entire herds or flocks are massacred or succumb to a deliberate poisoning or excessive hunting, some druid circles lash out by gathering the corpses and turning them into a balara. The embodiment of druidic vengeance, a balara is a frightening weapon against despoilers of natural fauna.

Frightening Light. A cold, blue light glows at the heart of the balara. Creatures that see the light experience the deaths of the animals that make up the balara, feeling the pain and fear those animals felt just before dying.

Nature Perverted. While most balara are spawned by enraged druids, some balara form spontaneously when the crime against nature is great, such as a magical fog seeping out from a wizard's laboratory and wiping out all the animals in a nearby forest. Spontaneously formed balara typically hunt down the creatures most responsible before going on a rampage, killing any humanoids they encounter.

Balara **CR 6**

Large Undead

Armor Class 17 (natural armor)

Hit Points 114

Speed 30 ft.

Perception 14 **Stealth** 12

Resistant necrotic

Immune charmed, frightened | Undead Resilience

Senses darkvision 60 ft.

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

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	−2	+2	−1

Terrifying Luminance. When a creature that can see the balara's glowing ribcage starts its turn within 30 feet of the balara, the balara can force it to make a DC 14 WIS save if the balara isn't incapacitated and can see the creature. On a failure, the creature is frightened until the start of its next turn, as the visions, fear, and pain of the last moments of several animals flash through its mind. While frightened, the creature's speed is reduced to 0, and it can't use reactions.

Unless surprised, a creature can avert its eyes to avoid the save at the start of its turn. If the creature does so, it can't see the balara until the start of its next turn, when it can avert its eyes again. If the creature looks at the balara in the meantime, it must immediately make the save.

Undead Nature. The balara doesn't require air, food, drink, or sleep.

Undead Resilience. The balara is immune to poison damage, to exhaustion, and to the poisoned condition.

Actions

Multiattack. The balara makes one Bite attack and two Claw attacks, or it makes three Necrotic Bolt attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 3) piercing damage plus 4 (1d8) necrotic damage, and the target can't regain HP until the start of the balara's next turn.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.

Necrotic Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 15 (3d8 + 2) necrotic damage, and the target can't regain HP until the start of the balara's next turn.

Reactions

Relentless Pursuit. When a creature the balara can see moves away from it, the balara can move up to half its speed toward that creature. This movement doesn't provoke opportunity attacks.



Basilisk

This gray-green serpent rears up to the height of a pony. It bares teeth strong enough to crush bone, and its eyes glow a lurid yellow.



Aggressive Predators. Basilisks eat petrified flesh, their poison dissolving it into a grainy mush, and constantly hunt for prey to petrify. Too slow to keep up with most prey, basilisks rely on their petrifying gaze and well-timed ambushes. Basilisks are largely indiscriminate hunters, attacking anything that looks even remotely tasty in its territory.

Territorial. A basilisk's aggressive hunting becomes outright hostility toward rival basilisks that enter its territory—but they will not eat the petrified flesh of another basilisk. This leaves many basilisk territories littered with statues of other basilisks who dared intrude. Canny adventurers can take advantage of this by fooling a basilisk into staring at a reflective surface, where it then tries to petrify the perceived competitor.

Stone Dwellers. Basilisks haunt areas filled with rocks, such as caves, stony hills, and mountains. Because they eat petrified flesh, they remove traces of their victims, rendering it difficult to notice their lairs.

Basilisk — CR 3

Medium Monstrosity

Armor Class 15 (natural armor)
Hit Points 68
Speed 20 ft.
Perception 9 **Stealth** 9
Resistant poison | petrified | Monstrosity Resilience
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	−1	+2	−4	−1	−2

Monstrosity Resilience. The basilisk is resistant to exhaustion and to the frightened condition.

Petrifying Gaze. When a creature that can see the basilisk's eyes starts its turn within 30 feet of the basilisk, the basilisk can force it to make a DC 12 CON save if the basilisk isn't incapacitated and can see the creature. On a failure, the creature magically begins to turn to stone and is restrained. The restrained creature must repeat the save 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 save at the start of its turn. If the creature does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If the creature looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the basilisk mistakes itself for a rival and is affected by its own gaze.

Actions

Multiattack. The basilisk makes two Bite or Poison Spit attacks. If both Bite or Poison Spit attacks hit one creature, the target is poisoned until the end of its next turn.

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

Poison Spit. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 13 (3d6 + 3) poison damage.

Behir

Lightning crackles between the fangs of this sinuous reptilian creature. Its leathery blue-black skin shimmers, and tufts of lightning-blue fur stick out in wisps along its spine.

Underground and Cliff Dwellers. Behirs thrive in underworld caverns and passageways where their sinuous body and ability to climb give them extra maneuverability and an advantage over prey on a cavern floor. When food is scarce, some behirs will venture above ground. However, these appearances are short-lived because their size and rapacious appetite quickly draw unwanted attention.

Ambusher. Despite its incredible size, a behir's coloration and its ability to climb difficult surfaces allows it to conceal itself from its victims until it drops on them. They prefer constricting their prey, holding it still to devour it whole.

Possible Draconic Origins. Because behirs have potent lightning breath, as well as blue hide and reptilian appearance, many scholars have proposed a link between the creatures and blue dragons. Though a clear connection has never been discovered, behirs do exhibit some hoarding tendencies, eagerly collecting brightly colored or shiny objects.

Behir — CR 11

Huge Monstrosity

Armor Class 17 (natural armor)
Hit Points 223
Speed 50 ft., climb 40 ft.
Perception 16 **Stealth** 17
Resistant Monstrosity Resilience
Immune lightning
Senses darkvision 90 ft.
Languages Draconic

STR	DEX	CON	INT	WIS	CHA
+10	+3	+4	−2	+6	+1

Lightning Absorption. Whenever the behir is subjected to lighting damage, it takes no damage and instead regains a number of HP equal to the lightning damage dealt.

Monstrosity Resilience. The behir is resistant to exhaustion and to the frightened condition.

Actions

Multiattack. The behir makes one Bite attack and one Constrict attack. It can replace its Bite attack with a use of Swallow.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 27 (6d8) lightning damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) bludgeoning damage. If the target is Large or smaller and the behir isn't already grappling a creature, the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the behir can't Constrict another target.

Swallow. The behir makes one Bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time.

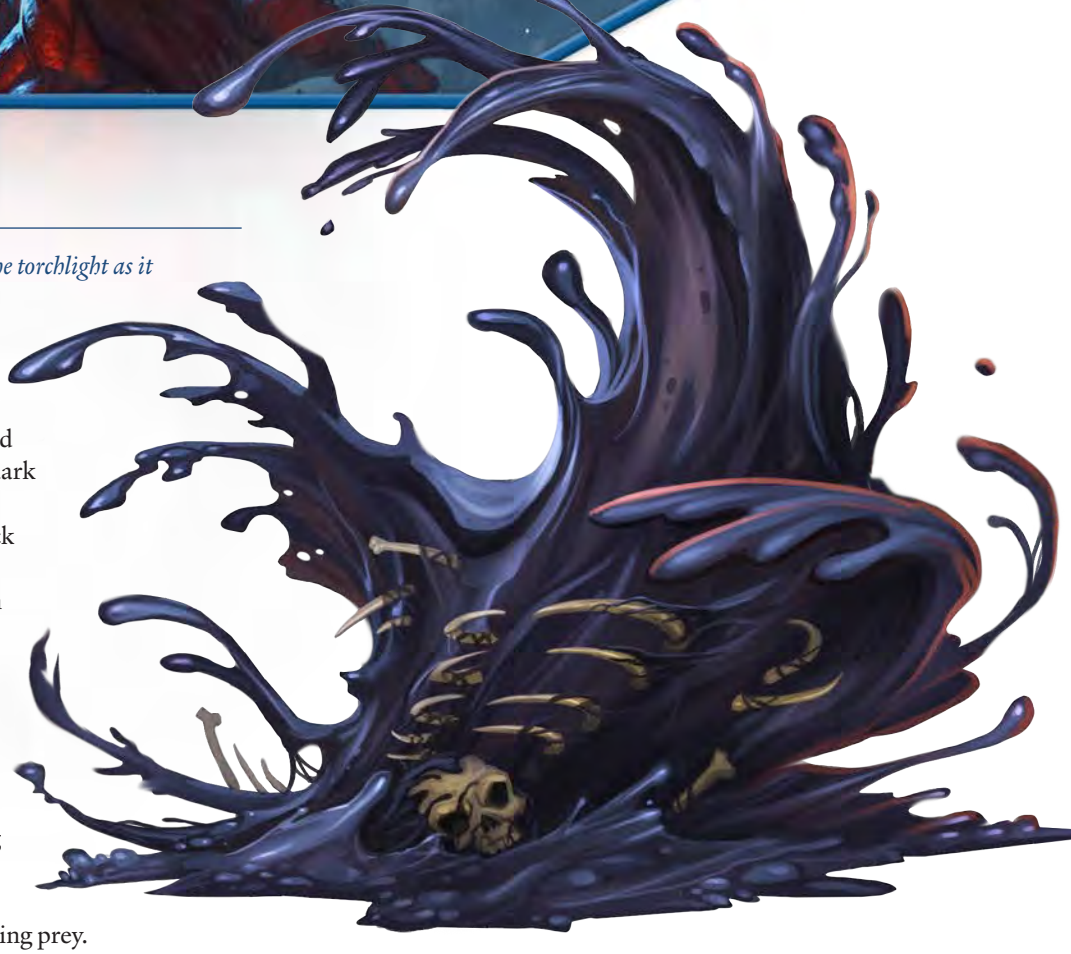
If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 CON save at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Lightning Breath (Recharge 5–6). The behir exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.



Black Pudding

The black, amorphous blob glistens in the torchlight as it undulates forward.



Predator of the Deep Dark. Like most oozes, the black pudding is a mindless predator that prowls deep caverns, abandoned sewers, dank dungeons, and other dark places underground. Though fire isn't particularly harmful to the black pudding, it avoids open flames and places filled with light, finding them uncomfortable.

Glistening Tar. A black pudding has a glistening surface reminiscent of hot tar when exposed to light. The surface of its body reacts to light when exposed for more than a moment, absorbing and reducing the light around it. This natural ability makes the black pudding especially adept at ambushing prey.

Varied Diet. Capable of dissolving and consuming wood and metal as well as flesh and bone, the black pudding is drawn to the warmth of living creatures, the scent of cut wood, and the unique tang metal leaves in the air. However, the secretions of a black pudding have no effect on stone.

Black Pudding **CR 4**

Large Ooze

Armor Class 7

Hit Points 122

Speed 20 ft., climb 20 ft.

Resistant Ooze Resilience

Immune acid, lightning, slashing | grappled | Ooze Resilience

Senses keensense 60 ft. (can't sense beyond this radius)

Languages —

STR	DEX	CON	INT	WIS	CHA
+5	−3	+3	−5	−2	−5

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 and cumulative −1 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 a panel of nonmagical wood or metal in its space that is up to 2 inches thick in 1 round.

Ooze Nature. The pudding doesn't require sleep.

Ooze Resilience. The pudding is resistant to the restrained condition, and it is immune to exhaustion and to the blinded, charmed, deafened, frightened, and prone conditions.

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

Actions

Multiattack. The black pudding makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) 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. Armor reduced to an AC of 10 is destroyed.

Bonus Actions

Dampen Light. The black pudding dims the light around it. The radius of each light source within 60 feet of it is halved until the start of its next turn. The pudding can't use this action while in sunlight.

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 HP. Each new pudding has HP equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

Blink Dog

This canine is lithe and poised, with tawny fur, a long tail, and tall, pointed ears. Intelligence radiates from its deep eyes, which seem to hang in the air a moment as it vanishes, reappearing in the distance.

Teleporting Fey. Blink dogs are intelligent fey creatures with the ability to pop in and out of being, allowing them to teleport short distances. They typically roam in packs in the Plane of the Fey unless in the service of a fey noble. They help lost travelers in their realm, though each pack follows its own codes.

Mysterious Origins. Many stories seek to explain the existence of blink dogs. One popular theory is that a fey lord or lady bred them especially for hunting, their blinking making them adept at surprising prey and guiding it to the hunting party. Others maintain that a pack of dogs mistakenly crossed over into the fey realms and were changed by them.

Highly Intelligent. Blink dogs are as intelligent as people, and while they can't speak traditional languages, they can understand them. They are also fiercely loyal to the other members of their pack.

Spider Killers. Blink dogs despise phase spiders and will kill them on sight, often using the strength of the pack to do so. Some sages speculate that the phase spiders' ability to shift between planes creates a dissonance that blink dogs find extremely painful. Others believe the spiders' phasing causes small tears between planes, and the blink dogs follow an ancient instinct to prevent such tears.

Blink Dog — CR 1/4

Medium Fey

Armor Class 13
Hit Points 14
Speed 40 ft.
Perception 13 **Stealth** 15
Resistant Fey Resilience
Senses —
Languages Blink Dog, understands Sylvan but can't speak it

STR	DEX	CON	INT	WIS	CHA
+1	+3	+1	+0	+1	+0

Fey Resilience. The blink dog is resistant to the charmed and unconscious conditions.

Heightened Hearing and Smell. The blink dog's Perception is 18 while perceiving by hearing or smell.

Pack Tactics. The blink dog has advantage on attack rolls against a creature if at least one of the dog'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.

Teleport (Recharge 4–6). The blink dog teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one Bite attack.



Blink Dog Familiars

The blink dog's curiosity and fiercely loyal nature lead some of them to serve spellcasters as familiars, especially if that spellcaster performed a great service to the blink dog's pack. Blink dogs that serve as familiars have the following trait.

Familiar. The blink dog can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the blink dog senses as long as they are within 1 mile of each other. While the blink dog is within 10 feet of its companion, the companion shares the blink dog's Fey Resilience trait. At any time and for any reason, the blink dog can end its service as a familiar, ending the telepathic bond.



Bulette

An armor-plated, squat and muscular beast bursts through the ground while uttering a guttural roar.

Grasslands Ambushers. Frightful predators of deserts, grasslands, and other flat terrains, bulettes track their prey from below, waiting for the perfect moment to launch a surprise attack.

Always Moving When Awake. Also referred to as "land sharks," bulettes have insatiable appetites. They constantly travel just below the surface of the ground when they hunt, using their fine-tuned sensitivity to vibrations to locate food. Aboveground, they leap while running, even if they don't have any quarry.

Uncertain Dormancy. After weeks of feeding and ravaging the land, a bulette finds a secluded location and digs deep underground where it can hibernate and digest. The bulette instinctively fills in the tunnel behind it to keep hunters at bay while it rests. The creature is not tied to seasons or any other discernable patterns, leaving locals unable to predict when the bulette will become active again.

Bulette **CR 5**

Large Monstrosity

Armor Class 17 (natural armor)
Hit Points 108
Speed 40 ft., burrow 40 ft.
Perception 16 **Stealth** 10
Resistant bludgeoning | Monstrosity Resilience
Senses darkvision 60 ft., tremorsense 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+7	+0	+5	−4	+0	−3

Monstrosity Resilience. The bulette is resistant to exhaustion and to the frightened condition.

Standing Leap. The bulette'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 bulette makes two Bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage.

Deadly Leap (Recharge 5–6). The bulette leaps up to 30 feet, diving onto a point it can see or sense within that range and landing on its feet with a thunderous crash. It occupies a space of its choice within 5 feet of that point, and each creature within 10 feet of that point must make a DC 15 STR save. On a failure, a creature takes 14 (4d6) bludgeoning damage and 14 (4d6) thunder damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone. Any creature in the bulette's space is then pushed into an unoccupied space within 5 feet of the bulette. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

Bonus Actions

Seek Prey. The bulette looks and sniffs around for new prey, releasing a satisfied, guttural chirp when it settles on one. One creature the bulette can see or sense within 30 feet of it and that can see or hear the bulette must make a DC 15 WIS save. On a failure, the target is frightened until the end of its next turn, and the bulette has advantage on the next attack roll it makes against the creature before the start of its next turn.

Centaur

A creature with lean human's upper body affixed to the body of a chestnut horse thunders through the grass. The creature wheels around deftly on its four legs as it nocks an arrow in its longbow.

Plains Runners. Centaurs roam plains, deserts, and other terrain that gives them the freedom to run. Typically nomadic, they stay in one location for a week or less before moving on. The exception is when centaurs have several young, when they take to forests, ravines, or other shelters to raise their children until the children can keep pace with the adults.

Not Draft Animals. Centaurs become deeply offended when asked by outsiders to pull objects or give rides to able-bodied humanoids. However, centaurs helping others escape wildfires or stampedes have been known to scoop up children and offer rides to those less able-bodied. Otherwise, centaurs sleep under the stars and travel light, carrying only what they need upon their backs.

Reluctant Omnivores. Centaurs eat grains, fruit, nuts, and vegetables, though they can supplement their diets with fish and fowl, if necessary.

Centaur **CR 2**

Large Monstrosity

Armor Class 12

Hit Points 63

Speed 50 ft.

Perception 13 **Stealth** 12

Resistant Monstrosity Resilience

Senses —

Languages Elvish, Sylvan

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2	−1	+3	+0

Monstrosity Resilience. The centaur is resistant to exhaustion and to the frightened condition.

Trampling Charge. If the centaur moves at least 30 feet straight toward a creature and then hits it with a Pike attack on the same turn, that target must succeed on a DC 14 STR save or be knocked prone. If the target is prone, the centaur can make one Hooves attack against it as a bonus action.

Actions

Multiattack. The centaur makes one Hooves attack and one Pike attack, or it makes three Longbow attacks.

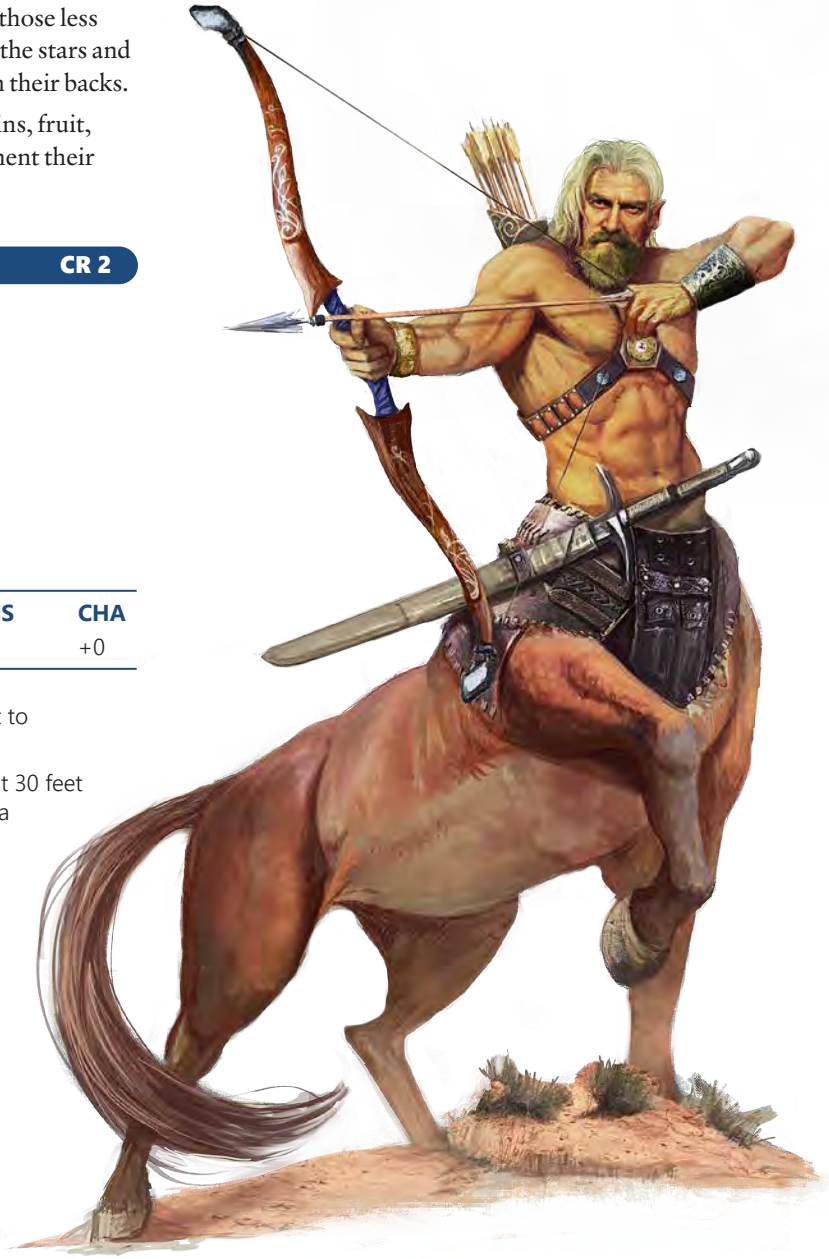
Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

Reactions

Defensive Kick. When a creature the centaur can see within 5 feet of it hits it with an attack, the centaur can kick the attacker. The attacker must succeed on a DC 14 STR save or be knocked prone or pushed up to 5 feet away from the centaur (the centaur's choice).



Chimera



The leonine head of this lion-bodied creature roars. A goat head on its shoulder bleats in response, as smoke spills from the draconic head on its opposite shoulder.

Cursed Origins. A powerful red dragon once coveted a gentle goddess's treasure, given to a temple by those the goddess had healed. After years of laying waste to the land surrounding its lair, the dragon decided it was powerful enough to defeat the goddess of healing and loot her treasury. The goddess, amused by the mortal creature's feeble attempts at besting it, left the dragon alive but changed it, shrinking it and merging it with a lion and a goat. The deity then cursed the dragon's entire bloodline as a warning against excessive pride, and the chimera exists to this day.

Discordant Desires. A chimera has a dim intellect and a basic grasp of the language its ancestor once roared through the skies. Its draconic head still covets coins, gemstones, and other shiny treasures, but its other two heads have different desires. The lion is particularly vain and seeks to always look and feel superior to others, leading the lion to feed its vanity. The goat is delighted by magic and wants to observe, study, and experience it, regardless how dangerous such magic might be.

Monstrous Arguments. The three heads' differing desires often lead a chimera to argue with itself about travel, lair locations, and schemes. The one thing upon which they all agree is that they enjoy chasing, catching, and devouring prey, though even this begs the question of which head gets the pleasure of devouring their prey.

Chimera — CR 6

Large Monstrosity

Armor Class 14 (natural armor)
Hit Points 126
Speed 30 ft., fly 60 ft.

Perception 18 **Stealth** 10
Resistant Multiple Heads, Monstrosity Resilience
Immune fire
Senses darkvision 60 ft.
Languages Draconic

STR	DEX	CON	INT	WIS	CHA
+4	+0	+4	−3	+5	+0

Bickering Heads. The chimera is perpetually one step away from arguing with itself. A creature that can see the chimera can use a bonus action on its turn to appeal to one of the chimera's heads with bribes (dragon), praise (lion), displays of magic (goat), or other clever manipulation of a head's desires. The chimera must succeed on a DC 15 WIS save or succumb to that desire.

If the lion or goat head succumbs, the chimera has disadvantage on the next Bite or Headbutt attack it makes before the end of its next turn. If the dragon head succumbs, creatures caught in the chimera's next Fire Breath have advantage on the save, provided the chimera uses the breath within the next 1 minute. Once a head has succumbed to a desire, that head can't succumb again for the next 24 hours.

Monstrosity Resilience. The chimera is resistant to exhaustion and to the frightened condition.

Multiple Heads. The chimera has three heads and is resistant to the blinded, charmed, deafened, frightened, stunned, and unconscious conditions.

Actions

Multiattack. The chimera makes one Bite attack, one Headbutt attack, and two Claws attacks, or it can make two Claws attacks and use Fire Breath, if available.

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

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

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

Fire Breath (Recharge 5–6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 DEX save, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

Chol

A squad of fiends, their congealed bodies each a single translucent hue, stand ready to engage their enemies with spell and weapon. Their eyes seem to shine with hunger for battle.

Seasoned Mercenaries. Chol are fiends from the Lower Planes that serve as formidable soldiers to any commander—whether fiend or mortal—willing to pay their price. Their love of inflicting suffering and misery along with their fearlessness in battle make them prized allies—though they expect to be paid handsomely. Unconstrained by either order or chaos, chol always act in their own self-interests, switching sides if an opportunity offers better payment or gratification.

Planar Travelers. Chol hail from the Lower Planes and are usually found in the fiercest fighting of those regions, unbothered by inhospitable environments. They also freely cross to other worlds and often make their way to the battlefields of mortals, serving the highest bidder wherever war is conducted.

Varied Forms, Varied Payment. Chol hierarchy is based upon their talents and the payments they accept. Czols are assassins and spies, who demand payment in precious metals, such as gold coins. Uulgols thrive as shock troops, who demand payment in high-quality weapons and armor, such as adamantine chain mail. Icthols are spellcasters specializing in infiltration and impeding enemies, who demand payment in magic items and scrolls. Trillipol lead all other chols, commanding entire chol battalions and orchestrating deals on grand scales, and they demand payment in favors, valuable lore, and often in the heads of powerful leaders.



Payments Are Power. Chol gain power—and eventually ascend into other types of chol—by absorbing large amounts of their preferred payment. Trillipols don't ascend and instead absorb the heads of powerful leaders to grow their own powers of leadership, expanding their influence over other chol and the number of chol willing to follow them.

Czol — CR 5

Small Fiend (Outsider)

Armor Class 15

Hit Points 97

Speed 30 ft., fly 60 ft.

Perception 13 **Stealth** 18

Resistant cold, fire, lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks | grappled, poisoned, restrained

Immune acid | charmed

Senses darkvision 60 ft.

Languages Abyssal, Common, Infernal, telepathy 60 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+5	+3	−2	+0	+5

Acidic Weapons. The czol's weapon attacks are magical. When the czol hits with any weapon, the weapon deals an extra 2d8 acid damage (included in the attack).

Evasion. If the czol is subjected to an effect that allows it to make a DEX save to take only half damage, the czol instead takes no damage if it succeeds on the save, and only half the damage if it fails.

Magic Resistance. The czol has advantage on saves against spells and other magical effects.

Actions

Multiattack. The czol makes one Dagger attack and one Wing Slap attack, or it makes three Acid Bolt attacks.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 9 (2d8) acid damage.

Wing Slap. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 9 (2d8) acid damage. The target must succeed on a DC 16 CON save or take 4 (1d8) acid damage at the start of each of its turns, as acid clings to the wound. Any creature can take an action to purge the acid from the wound with a successful DC 12 WIS (Medicine) check. The acid also leaves the wound if the target receives magical healing, ending the effect.

Acid Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 12 (2d8 + 3) acid damage.

Bonus Actions

Hidden Step. The czol magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see and takes the Hide action.

Uulgol CR 9

Large Fiend (Outsider)

Armor Class 16 (natural armor)

Hit Points 128

Speed 40 ft.

Perception 14 **Stealth** 10

Resistant cold, fire, lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks | grappled, poisoned, restrained

Immune acid | charmed

Senses darkvision 60 ft.

Languages Abyssal, Common, Infernal, telepathy 60 ft.

STR	DEX	CON	INT	WIS	CHA
+9	+0	+4	+1	+0	+6

Acidic Weapons. As the czol, except the uulgol's weapon deals an extra 3d8 acid damage.

Magic Resistance. As the czol.

Weapon Bond. The uulgol can't be disarmed of its maul. In addition, if it starts its turn with one or more weapons absorbed, it gains 5 (2d4) temporary HP for each absorbed weapon.



ACTIONS

Multiattack. The uulgol makes it makes one Claw attack and one Maul attack, or it makes three Acid Bolt attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage plus 13 (3d8) acid damage.

Maul. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage plus 13 (3d8) acid damage, and if the target is a Huge or smaller creature, it must succeed on a DC 17 STR save or be pushed up to 10 feet away from the uulgol or knocked prone (the uulgol's choice). If the uulgol scores a critical hit, the target has disadvantage on the save and also suffers one level of exhaustion on a failed save.

Acid Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 20 (4d8 + 2) acid damage.

BONUS ACTIONS

Absorb Weapon. The uulgol absorbs one weapon it can see within 5 feet of it, other than its maul. If the weapon is being worn or carried by another creature, that creature must succeed on a DC 17 STR save to avoid its weapon being absorbed by the uulgol. An absorbed weapon floats inside the uulgol's gelatinous body, completely dissolving after 1 hour if it is nonmagical or remaining there until removed if magical. A creature within 5 feet of the uulgol can take its action to retrieve a weapon inside the uulgol by succeeding on a DC 17 STR check. The uulgol can retrieve a weapon inside it as a bonus action.

Icthol CR 12

Medium Fiend (Outsider)

Armor Class 17 (natural armor)

Hit Points 165

Speed 30 ft.

Perception 17 **Stealth** 15

Resistant cold, fire, lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks | grappled, poisoned, restrained

Immune acid | charmed

Senses truesight 120 ft.

Languages Abyssal, Common, Infernal, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+1	+4	+9	+3	+7

Acidic Weapons. As the czol, except the icthol's weapon deals an extra 4d8 acid damage.

Magic Resistance. As the czol.

ACTIONS

Multiattack. The icthol makes three Claw or Acid Bolt attacks. It can replace one attack with a use of Spellcasting.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 18 (4d8) acid damage.

Acid Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 27 (5d8 + 5) acid damage.



Acid Eruption (Recharge 5–6). The icthol causes a fountain of acid to erupt from a point on the ground it can see within 60 feet of it. Each creature within 20 feet of that point must make a DC 17 DEX save, taking 49 (11d8) acid damage on a failed save, or half as much on a successful one. Then, the ground within 20 feet of that point becomes difficult terrain for 1 minute or until the icthol uses this action again.

Spellcasting. The icthol casts one of the following spells, requiring no material components and using INT as the spellcasting ability (spell save DC 17).

At will: *disguise self*, *mage hand*, *minor illusion*, *prestidigitation*

3/day each: *blindness/deafness*, *dispel magic*, *hypnotic pattern*

1/day each: *confusion*, *mind blank*, *seeming*

BONUS ACTIONS

Teleport. The icthol magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Trillipol CR 17

Medium Fiend (Outsider)

Armor Class 17 (natural armor)

Hit Points 247

Speed 30 ft.

Perception 18 **Stealth** 18

Resistant cold, fire, lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks | grappled, poisoned, restrained

Immune acid | charmed, frightened

Senses truesight 120 ft.

Languages Abyssal, Common, Infernal, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+11	+2	+10	+11	+2	+10

Acidic Weapons. As the czol, except the trillipol's weapon deals an extra 5d8 acid damage.

Bolstering Presence. Each friendly chol, except the trillipol, within 10 feet of the trillipol has advantage on attack rolls and on saves.

Magic Resistance. As the czol.

ACTIONS

Multiattack. The trillipol makes three Slam attacks, or it makes four Acid Bolt attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage plus 22 (5d8) acid damage.

Acid Bolt. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 26 (5d8 + 4) acid damage.

Acid Burst (Recharge 5–6). The trillipol emits a burst of acid. Each creature within 20 feet of the trillipol must make a DC 19 DEX save, taking 63 (14d8) acid damage on a failed save, or half as much damage on a successful one. A creature that fails the save by 5 or more takes 18 (4d8) acid damage at the start of its next turn as the acid continues to burn it.

BONUS ACTIONS

Shape Chol. The trillipol magically manipulates the bodies or acid of up to three friendly chol it can see within 60 feet of it, causing one of the following effects.

- **Elastic Limbs.** Each target's speed increases by 10 feet, and the next time it moves before the start of the trillipol's next turn, its movement doesn't provoke opportunity attacks.
- **Frightful Mien.** Each target's form takes on a more fiendish mien, including sulfurous breath and additional horns or spikes. Each non-chol creature within 5 feet of a target must succeed on a DC 19 WIS save or be frightened until the start of the trillipol's next turn.
- **Sticky Acid.** The acid coating each target's weapons becomes viscous and sticky. The first time a target hits a creature with a weapon attack before the start of the trillipol's next turn, the creature hit must succeed on a DC 19 STR save or be restrained in acid until the start of the trillipol's next turn.

Teleport. As the icthol.

Chuul

A creature with features blending crab and jellyfish emerges from the water. It has two segmented legs and a pair of oversized pincers, and short tentacles dangle from the shell on its shoulders.

Diminished Circumstances. Primordial chuuls oversaw an aquatic empire rivalling the empires of the aboleths and the merfolk. They learned mighty arcane rituals and used these rituals to control and absorb territory. They overextended their power and suffered ignominious defeats, after which they served the empires they once rivaled. Over the ages, chuuls lost much of their vast intellect and most of their magical might, retaining only the ability to sense the magic they can no longer wield.

Magic Item Scavengers. As the chuuls declined, they became shock troops and hunters of magic items for the underwater empires they served. As those ancient empires fell, chuuls regained their independence and a dim genetic memory of their association with magic. They still search for magic and attack ships and coastal settlements to obtain it. Unable to fully understand how to utilize it, many chuul nonetheless hoard, protect, or even wear magic items they discover.

Carrion Eaters. Chuuls prefer carrion and can be found scavenging old shipwrecks, consuming the leftovers from larger predators, or even leaving their own kills to rot in sunken caves or along coastlines. A beached whale carcass often attracts multiple chuul to the site.

Chuul **CR 4**

Large Aberration

Armor Class 15 (natural armor)
Hit Points 80
Speed 30 ft., swim 30 ft.

Perception 14 **Stealth** 10
Resistant Aberrant Resilience
Immune poison | poisoned
Senses darkvision 60 ft.
Languages understands Deep Speech but can't speak

STR	DEX	CON	INT	WIS	CHA
+4	+0	+3	−3	+2	−3

Aberrant Resilience. The chuul is resistant to the charmed, frightened, paralyzed, and stunned conditions, and it has advantage on saves against spells or effects that would alter its form.

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses and can pinpoint the location of magic within 120 feet of it. If it senses magic and can see the creature or object bearing the magic it senses, it sees a faint aura around that creature or object.

Actions

Multiattack. The chuul makes two Pincer attacks.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 14). The chuul has two pincers, each of which can grapple only one target.

Wild Reach (Recharge 5–6). The chuul taps into ancient memories of magic and reaches toward nearby magic with an unpracticed grasp, releasing a burst of energy. Each creature within 15 feet of the chuul must make a DC 14 DEX save, taking 21 (6d6) damage on a failed save, or half as much damage on a successful one. If a magic item, spell effect, or spellcaster is within 30 feet of the chuul, the burst is pure arcane energy, dealing force damage. If no magic is within 30 feet of the chuul, the burst pulls from the chuul's own life force, dealing necrotic damage. If the damage is necrotic, the chuul takes necrotic damage as if it succeeded on the save.

Bonus Actions

Paralyzing Tentacles. One creature grappled by the chuul must succeed on a DC 14 CON save or be poisoned for 1 minute. Until this poison ends, the creature is paralyzed. A poisoned creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.



Cloaker

What at first looked like a simple leather cloak unfolds itself to reveal an enormous bat-like creature with a distended maw and spear-tipped tail. It looses a moan as it lurches forward, ready to cling to its prey.

Cruel Hunters. Cloakers relish luring victims into investigating the cloaks they resemble, hoping to get the drop on their prey. Regardless of where they attach themselves, cloakers wrap around their victims and invite the victims' allies to attack it, unknowingly damaging their friend with every attack against the cloaker. When a cloaker wants to finish off its prey, it utters a terrifying moan to drive away potential saviors.

Cunning Allies. A cloaker uses its appearance to its advantage, allying with a humanoid or undead creature and acting as a mundane cloak. Sometimes such ruses result in long-term alliances where the wearer and cloaker bond and work together to accomplish their schemes. Most often, though, this alliance ends with the cloaker devouring its unsuspecting ally.

Shadow Manipulator. Cloakers have an innate connection with shadows and darkness and can cover themselves in shadows like a blanket. They use this power to protect themselves when in danger or to ambush prey.

Cloaker — CR 8

Large Aberration

Armor Class 14 (natural armor)
Hit Points 105
Speed 10 ft., fly 40 ft.
Perception 11 **Stealth** 15
Resistant Aberrant Resilience
Senses darkvision 60 ft.
Languages Deep Speech, Undercommon

STR	DEX	CON	INT	WIS	CHA
+4	+5	+1	+1	+1	+2

Aberrant Resilience. The cloaker is resistant to the charmed, frightened, paralyzed, and stunned conditions, and it has advantage on saves against spells or effects that would alter its form.

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 its Perception is 6 when perceiving by sight.



Actions

Multiattack. The cloaker makes one Bite attack and two Tail attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 18 (4d6 + 4) piercing damage, and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage on the attack roll, 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't make Bite attacks, and at the start of each of the cloaker's turns, the target takes 18 (4d6 + 4) piercing damage.

The attached cloaker moves with the target whenever the target moves, requiring none of the cloaker's movement. It can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 15 STR check.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Moan (Recharge 6). The cloaker releases a deep, thrumming moan that rattles the nerves of all who hear it. Each creature within 30 feet of the cloaker that can hear the moan and that isn't an Aberration must make a DC 15 WIS save. On a failure, a creature takes 40 (9d8) psychic damage and is frightened until the end of its next turn. On a success, a creature takes half the damage and isn't frightened.

Bonus Actions

Cloak of Shadows (3/Day). While the cloaker isn't in bright light, it pulls shadows around itself, partially obscuring its form. For 1 minute or until the cloaker is hit with an attack, the cloaker's Stealth is 20, and creatures have disadvantage on attack rolls against the cloaker.

Cockatrice

Patchy feathers cover this vulture-sized bird, and a long, reptilian tail extends behind it. Its serrated beak opens, revealing a long, forked tongue, as it shrieks out a hellish rooster's crow.

Primarily Herbivorous. Cockatrices combine avian and reptilian features, and their beaks can turn victims to stone. However, cockatrices cannot digest stone and use their unique bite to protect themselves from predators. They eat berries and vegetable material, shredding leaves and grass with their serrated beaks, and they consume insects, worms, and other miniscule prey they can easily gulp down.

Cockatrice Fights. Underground arenas led by foolhardy gang lords feature cockatrice combats, often augmenting the creatures with blades as they would with ordinary fowl. Unfortunately, many would-be owners meet their demise in training cockatrices for fights, assuming the creatures are as docile as roosters.

Astonishingly Delicious. Some humanoids discovered long ago that, when prepared correctly, cockatrices taste better than similarly prepared birds. However, raising them has obvious dangers, which leaves them a rare delicacy available only to the most foolhardy or wealthy diners.



Cockatrice **CR 1/2**

Small Monstrosity

Armor Class 11

Hit Points 25

Speed 20 ft., fly 40 ft.

Perception 11 **Stealth** 11

Resistant petrified | Monstrosity Resilience

Senses darkvision 60 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
−2	+1	+1	−4	+1	−3

Monstrosity Resilience. The cockatrice is resistant to exhaustion and to the frightened condition.

Actions

Serrated Beak. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 6 (2d4 + 1) slashing damage, and the target must succeed on a DC 11 CON save or be restrained as it begins to turn to stone. The creature must repeat the save at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Reactions

Shrieking Crow. When a creature the cockatrice can see within 30 feet of it attacks it, the cockatrice can let out a startling crow. The attacker must succeed on a DC 11 WIS save or have disadvantage on the attack roll.

Couatl

A feathered serpent with multicolored wings glides effortlessly across the sky.

Feathered Serpents. Couatls are feathered serpents that serve as messengers of the gods. Observant and benevolent, they appear as a swirl of rainbow plumage among the clouds or as a rainbow-eyed page delivering an unexpected parcel.

Persistent Rainbows. Couatls often take on bestial or humanoid forms to deliver their messages or observe important events, yet they retain some remnant of their true forms while disguised, such as brightly colored hair, iridescent eyes, or a patch of shimmering skin.

Nonlethal Combatants. Unless they are fighting against unrepentant evil, couatls first attempt to negotiate with potential foes, and merely subdue them should combat prove unavoidable.

Celestial Messengers. Benevolent gods of knowledge and peace send couatls to the Material Plane to observe mortals, deliver messages to followers, and to provide crucial aid to the forces of good and order.



Couatl **CR 4**

Medium Celestial

Armor Class 17 (natural armor)
Hit Points 77
Speed 30 ft., fly 90 ft.
Perception 17 **Stealth** 15
Resistant Celestial Resilience
Immune psychic
Senses truesight 120 ft.
Languages all, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+5	+3	+4	+7	+6

Celestial Resilience. The couatl is resistant to radiant damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Inscrutable. The couatl is immune to any effect that would sense its emotions or read its thoughts, as well as divination spells or effects, such as scrying or detecting its location, that it refuses. WIS (Insight) checks made to ascertain the couatl's intentions or sincerity have disadvantage.

Magic Resistance. The couatl has advantage on saves against spells and other magical effects.

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

Actions

Multiattack. The couatl makes one Bite attack and one Constrict attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage plus 14 (4d6) poison damage. If the poison damage reduces the target to 0 HP, the couatl can choose for the target to be stable but poisoned for 1 hour, even after regaining HP, and is unconscious while poisoned in this way.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage, and the target is grappled (escape DC 15) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained, and the couatl can't Constrict another target.

Healing Hiss (3/Day). The couatl croons a soothing hiss at a creature it can sense within 5 feet of it. The target magically regains 10 (3d6) HP and is freed from any disease or poison.

Bonus Actions

Change Shape. The couatl magically transforms into a Large or smaller Beast or Humanoid that has a challenge rating no higher than its own, or back into its true form, which is Celestial. Any equipment it is wearing or carrying transforms with it or is borne by the new form (the couatl's choice). It reverts to its true form if it dies. In a new form, the couatl retains its Celestial Resilience and Inscrutable traits and its HP, HD, ability to speak, proficiencies, and INT, WIS, and CHA scores, as well as this bonus action and the Rainbow Shield reaction. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Reactions

Rainbow Shield. When a creature the couatl can see within 30 feet of it, including itself, is targeted with an attack, the couatl can interpose a shield of rainbow-hued light between the attacker and the creature. The attacker has disadvantage on the attack roll. If the protected creature hasn't attacked or harmed another creature within the last minute, the attacker's attack misses instead.

Crimson Jelly

As light probes the darkness, it strikes a tiny oval-shaped bubble. Within its translucent form, strings of undulating comb-like structures scintillate with an eerie crimson glow.

Translucent Terrors. Crimson jellies drift upon currents of endless darkness in deep waters or the underworld. These aggressive carnivores feed upon whatever creatures they come across. Their translucent forms are nearly invisible, and they move so rapidly, few creatures realize their presence until a jelly begins feasting on them.

Swarming. Crimson jellies reproduce asexually and with extreme speed. Almost immediately after feeding, the creatures break away from prey and divide. Within moments of encountering a single jelly, the unwary can be overwhelmed by a growing mob of ravenous jellies.

Elder Siphons. Void scholars theorize that an ancient evil god or void lord created crimson jellies to collect knowledge by extracting it from the minds of sentient beings. A creature knocked unconscious by a crimson jelly temporarily loses its memories, recalling only the vaguest memory of an unpronounceable name and the partial image of a crimson rune.

Crimson Jelly **CR 1/2**

Tiny Ooze

Armor Class 12

Hit Points 20

Speed 0 ft., fly 60 ft. (hover), swim 30 ft.

Perception 10 **Stealth** 14

Resistant Ooze Resilience

Immune necrotic | grappled | Ooze Resilience

Senses keensense 10 ft. (can't sense beyond this radius)

Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+4	+0	−5	+0	−1

Amorphous. The crimson jelly can move through space as narrow as 1 inch wide without squeezing.

Blood Sense. The crimson jelly can pinpoint, by scent, the location of creatures that aren't Constructs or Undead and that don't have all of their HP within 60 feet of it and can sense the general direction of such creatures within 1 mile of it.

Ooze Nature. The crimson jelly doesn't require sleep.

Ooze Resilience. The crimson jelly is resistant to the restrained condition, and it is immune to exhaustion and to the blinded, charmed, deafened, frightened, and prone conditions.

Tainted Attacks. A creature that is reduced to 0 HP by a crimson jelly must succeed on a DC 9 CHA save or suffer one level of exhaustion. While a creature suffers from this exhaustion, it loses most of its memories aside from basic information about itself, such as its name and its capabilities, and it is wracked with nightmarish visions that include a crimson rune.

Transparent. While in an area of dim or bright light, the crimson jelly is invisible. While in darkness, creatures without darkvision can see the jelly's faint crimson glow.

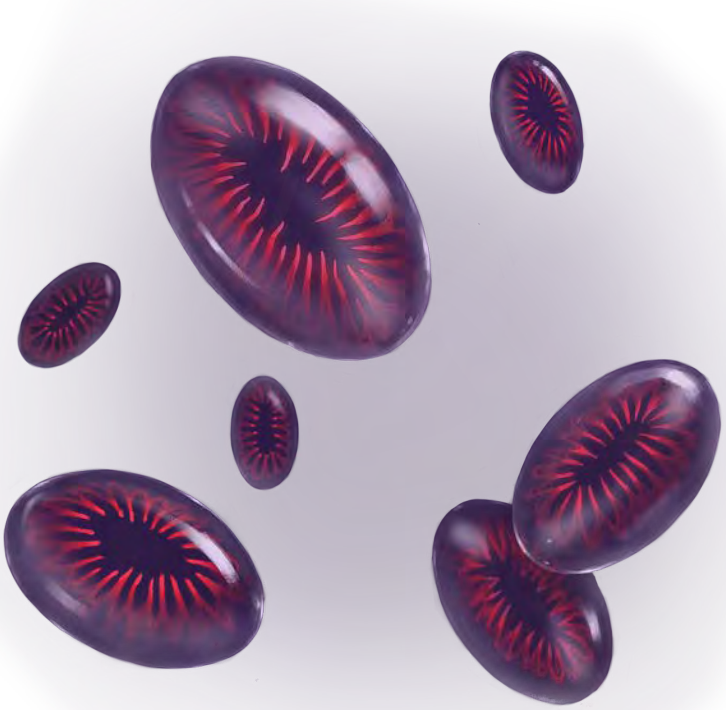
Actions

Feeding Paddles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The crimson jelly gains temporary HP equal to the necrotic damage dealt, and it attaches to the target. If the jelly had advantage on this attack, it attaches to the target's face, leaving the target unable to breathe or speak while the jelly is attached.

While attached, the crimson jelly can use only the Feeding Paddles action, and it moves with the target whenever the target moves, requiring none of the jelly's movement. The Crimson jelly can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the jelly by succeeding on a DC 12 STR check.

Bonus Actions

Reproduce (Requires Temporary HP). While the crimson jelly has 1 or more temporary HP, it can split part of itself off into a new crimson jelly with HP equal to the original crimson jelly's temporary HP. The original crimson jelly then loses any temporary HP it has. The new crimson jelly otherwise has all the same statistics as its parent, except the new jelly can't gain temporary HP from Feeding Paddles attacks until it finishes a long rest.



Darkmantle

The stalactite loosens itself from its mooring and spreads out a fleshy membrane in anticipation of engulfing prey.

Instinctive Hunters. Though less cunning than most of the underworld's ambushers, darkmantles can prove dangerous to unwary travelers. When they aren't digesting meals, they rest in cavernous ceilings and floors, blending in with stalactites and stalagmites in their hunting grounds. A darkmantle's primary method of attack involves enveloping its victim's head and then either crushing or suffocating the victim. While holding onto a victim, a darkmantle can whirl its body to throw off the victim's balance, forcing them both to the ground where the darkmantle can devour the helpless victim.

Unnatural Shroud. If the darkmantle's prey travels in a group or might be saved by its fellows, the darkmantle cloaks itself in supernatural darkness, rendering itself and its victim invisible to most surface dwellers.

Aboveground Sightings. Darkmantles facing competition from other darkmantles or more powerful predators leave their underworld homes and alight in stony ruins where their disguises won't stand out. They find plenty of potential meals from treasure hunters, wandering merchants, and creatures seeking shelter from inclement weather.

Darkmantle **CR 1/2**

Small Monstrosity

Armor Class 11

Hit Points 25

Speed 10 ft., fly 30 ft.

Perception 10 **Stealth** 13

Resistant Monstrosity Resilience

Senses keensense 60 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	−4	+0	−3

Echolocation. The darkmantle can't use its keensense while deafened.

False Appearance. While the darkmantle remains motionless, it is indistinguishable from a cave formation, such as a stalactite or stalagmite.

Jagged Hide. A creature that hits the darkmantle with a melee attack while within 5 feet of it takes 2 (1d4) piercing damage.

Monstrosity Resilience. The darkmantle is resistant to exhaustion and to the frightened condition.

Actions

Crush. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the darkmantle attaches to it. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, the darkmantle attaches to the target's head, and the target is blinded and unable to breathe while the darkmantle is attached. While attached, the darkmantle can't make Crush attacks, and at the start of each of the darkmantle's turns, the target takes 6 (1d6 + 3) bludgeoning damage.

The attached darkmantle moves with the target whenever the target moves, requiring none of the darkmantle's movement. It can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can take its action to detach the darkmantle by succeeding on a DC 13 STR check.

Topple. While attached to a creature, the darkmantle swings its body to throw off the balance of the creature to which it is attached. The attached target must succeed on a DC 13 DEX save or be knocked prone. If the target fails the save and is already prone, it is restrained while the darkmantle is attached to it, as the darkmantle pins it to the ground.

Bonus Actions

Darkness Aura (1/Day). A 15-foot radius of magical darkness extends out from the darkmantle, moves with it, and spreads around corners. The darkness lasts as long as the darkmantle maintains concentration, up to 10 minutes (as if concentrating on a 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.

Death Dog

This cruel, brutish canine bears two heads, drool dripping from each of its sharp-toothed jaws. A carrion reek surrounds it, and its four eyes burn with hunger.

Murderous Hounds. Two-headed and full of hate, death dogs delight in killing and devouring any humanoids they can find. Unlike other dogs, they don't form large packs, though they will join with one or two others of their kind to bring down more powerful prey.

A Singular Pack. One of the death dog's heads is always in command and makes decisions, while the other head follows that head's lead. When hunting or defending itself, the death dog's heads act in unison. This arrangement usually lasts for a death dog's whole life, but in rare cases, the non-dominant head will challenge the dominant head for leadership, resulting in the death dog fighting itself.

Plague Dogs. The mouths of death dogs carry disease, and those who succumb often watch in horror as their flesh turns necrotic and begins to rot. While death dogs are almost impossible to train, bandits and other marauders sometimes capture them and release them near unsuspecting settlements. Even if the dogs are brought down by the settlement's defenders, those bitten often succumb to the disease soon afterward, weakening the settlement's resistance to other attackers.



Death Dog — CR 1

Medium Monstrosity (Animal)

Armor Class 12
Hit Points 40
Speed 40 ft.
Perception 15 **Stealth** 14
Resistant Multiple Heads, Monstrosity Resilience
Senses darkvision 120 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	−4	+1	−2

Monstrosity Resilience. The death dog is resistant to exhaustion and to the frightened condition.

Multiple Heads. The death dog has two heads and is resistant to the blinded, charmed, deafened, frightened, stunned, and unconscious conditions.

Actions

Multiattack. The death dog makes two Bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 CON save or contract a disease. Until the disease is cured, the target is poisoned. Every 24 hours that elapse, the infected creature must repeat the save, reducing its HP maximum by 5 (2d4) on a failure. This reduction lasts until the creature finishes a long rest after the disease is cured. The creature dies if the disease reduces its HP maximum to 0.

Bonus Actions

Dual Bark. The death dog's two heads bark at creatures in two 15-foot cones. Each creature in the area of a cone must succeed on a DC 12 CON save or be deafened until the end of its next turn. If the cones overlap each other, each creature in overlapping cones must make only one save with disadvantage rather than one save for each cone.

Death Knight

A figure bedecked in dark, ornate armor styled in centuries-old fashion stands at the ready. Its massive sword features equally intricate designs.

Righteous Combatants. Unliving knights who died dishonorably, death knights return to reclaim their honor in a twisted mockery of dueling. They believe in fair play in combat and always challenge the most competent warrior, but they have no qualms about using their magical abilities to dispatch ignoble foes. If a knight feels it has defeated a worthy opponent, it absorbs the opponent's essence into itself. By absorbing the souls of honorable opponents, death knights hope to attain eternal rest.

Keeping Up Appearances. Many death knights carry on with façades of their former lives, attending galas, participating in tournaments, and engaging in revelries. This lasts until people start to notice the death knight is oddly absent from meals or never drinks like it did before it died. Many who notice play along to avoid provoking a knight's ire.

Soul Restoration. Denied an afterlife because of their own hubris, death knights can't be permanently destroyed until redeemed. If the knight can honorably repeat the dishonorable duel that led to its death or perform some great act of heroism, it can be permanently destroyed, freeing the knight's soul from its endless unlife and also freeing every soul the knight had absorbed.

Death Knight **CR 8**

Medium Undead

Armor Class 18 (plate)
Hit Points 140
Speed 30 ft.
Perception 15 **Stealth** 5 (10 without armor)
Vulnerable radiant
Immune necrotic | frightened | Undead Resilience
Senses darkvision 90 ft.
Languages Common

STR	DEX	CON	INT	WIS	CHA
+4	+0	+3	+1	+5	+4

Disgraced Rejuvenation. Unless redeemed, a destroyed death knight returns in 1d4 days, regaining all its HP and becoming active again within 10 feet of where it died.

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

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

Undead Resilience. The death knight is immune to poison damage, to exhaustion, and to the poisoned condition.

Actions

Multiattack. The death knight makes three Greatsword or Necrotic Bolt attacks.

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

Necrotic Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 18 (4d6 + 4) necrotic damage.

Bonus Actions

Champion's Challenge. The death knight challenges one creature it can see within 30 feet of it. The target must succeed on a DC 15 CHA save or have disadvantage on attack rolls against creatures that aren't the knight until the end of its next turn.

Reactions

Parry. The death knight adds 3 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.

Soul Drain. When the death knight reduces a Humanoid to 0 HP, it can absorb the creature's soul. The target must succeed on a DC 15 WIS save or immediately die, its soul becoming trapped in the death knight's sword. The death knight has advantage on attack rolls for 1 minute after absorbing a soul.

The creature can't be restored to life until the death knight is permanently destroyed.



Deathless

A gaunt, deathly pale man steps forward. A malicious grin splits his face as he holds up a porcelain nesting doll that bears a striking resemblance to him.

Deathly Fey. Some mortals of fey ancestry, such as elves, seek immortality through unnatural rituals. Similar to becoming a lich, this is a personal journey for each individual, but becoming a deathless is merely a step on that journey rather than the destination. The transformation into a deathless requires the fey magic in the person's blood and drains much of the vitality out of their body, giving them a deathly appearance and temporarily halting aging.

Soul Thief. After its transformation, a deathless has exactly one year to find and bind a remarkable mortal soul. If it fails, its body crumbles to dust, and the deathless is permanently destroyed. However, if the deathless successfully binds a mortal soul five times—at least one each year—its former appearance is restored, and it becomes immortal.

Remarkable Souls. Deathless need to collect remarkable souls to complete their ascension, but the souls need not be moral. Because of this, many deathless ally with night hags and other fiends to gain choice souls from them. Night hags enjoy such bargains, as deathless that ascend to full, immortal fey can become powerful—and indebted—future allies for the hags.

Dark Effigies. A deathless carves wood or sculpts porcelain into a set of five nesting dolls in its former likeness, each of which can hold one soul. As long as at least one doll holding a soul is intact, a deathless can't be killed, except by failing to continue to collect souls each year.

Deathless — CR 9

Medium Fey

Armor Class 16 (natural armor)
Hit Points 144
Speed 30 ft.
Perception 17 **Stealth** 11
Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks | exhaustion, frightened | Fey Resilience
Senses darkvision 120 ft.
Languages Common, Sylvan

STR	DEX	CON	INT	WIS	CHA
+4	+1	+4	+5	+7	+1

Fey Resilience. The deathless is resistant to the charmed and unconscious conditions.

Regeneration. The deathless regains 10 HP at the start of its turn if it has at least 1 HP and at least 1 of its nesting dolls is intact.

Soul Bound. If it has at least 1 intact nesting doll with a bound soul, a destroyed deathless gains a new body in 5 days, regaining all its HP and becoming active again. The new body appears within 5 feet of the nesting doll (if multiple dolls contain souls, the deathless chooses which).

Soul Stealing. If the deathless reduces a creature to 0 HP with Death Blow, Death Bolt, or Call of Death, the target's soul is transported into one of the deathless's nesting dolls. A creature with a soul trapped in this way can't be restored to life until all the deathless's nesting dolls are destroyed.

Actions

Multiattack. The deathless makes three Death Blow or Death Bolt attacks.

Death Blow. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) necrotic damage. The target must succeed on a DC 16 CON save or its HP maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a short or long rest. The target dies if this effect reduces its HP maximum to 0.

Death Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 20 (5d6 + 3) necrotic damage.

Bonus Actions

Call of Death. One creature that doesn't have all its HP and that the deathless can see within 30 feet must make a DC 16 CON save, taking 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one.



Demon, Balor

This fiery demon swings a sword with one hand and cracks a whip with the other. Its massive wings carry it just above the ground.

Demon Commander. Balors use their might to command hordes of demons in battle. When balors point at targets, their followers rush to kill and rend with particular fear and energy. When a balor see their demonic troops running away from battle or leaving gaps for their enemies, it sometimes steps forward to turn the tide. Balors promise terrible torments to deserters and remind their subordinates that destruction in battle is better than slow death afterwards. Rumors claim balors devour deserters and traitors bodily, adding each victim's power to their own.

Fiery Warriors. Balors enjoy bloodying their weapons and are fearsome foes in battle. They dive out of the sky and bring their flaming weapons down onto unsuspecting foes. The fire that coats their bodies burns extremely hot, even scorching opponents ordinarily accustomed to heat and flames.



Balor — CR 19

Huge Fiend (Demon)

Armor Class 19 (natural armor)

Hit Points 292

Speed 40 ft., fly 80 ft.

Perception 19 **Stealth** 12

Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks | Demonic Resilience

Immune fire | Demonic Resilience

Senses truesight 120 ft.

Languages Abyssal, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+14	+2	+12	+5	+9	+12

Demonic Flames. Creatures resistant to fire damage aren't resistant to fire damage dealt by the balor. Creatures immune to fire damage are still immune to the balor's fire damage.

Demonic Resilience. The balor is resistant to cold and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

Diving Assault. If the balor is flying and moves at least 30 feet straight toward a creature and then hits it with a Gore attack on the same turn, that target must succeed on a DC 20 STR save or be knocked prone. If the target is prone, the balor can make one Longsword attack against it as a bonus action.

Flaming Weapons. The balor's weapon attacks are magical. When the balor hits with any weapon, the weapon deals an extra 3d8 fire damage (included in the attack).

Fire Aura. At the start of each of the balor's turns, each creature within 10 feet of it takes 13 (3d8) fire damage, and flammable objects in the aura that aren't being worn or carried ignite.

Magic Resistance. The balor has advantage on saves against spells and other magical effects.

Actions

Multiattack. The balor makes one Gore attack, one Longsword attack, and one Whip attack.

Gore. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage plus 13 (3d8) fire damage.

Longsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage, or 24 (3d10 + 8) slashing damage if used with two hands, plus 13 (3d8) fire damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice.

Whip. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 15 (3d4 + 8) slashing damage plus 13 (3d8) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward the balor.

Bonus Actions

Teleport. The balor magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Demon, Dretch

Loose skin hangs on this bloated creature which waddles on short legs.

Least Demon. The least of demons, dretches are the initial form of all demons and corrupted souls that start their existence in the Abyss. Some are promoted and transformed into stronger demons shortly after starting life in the Abyss, while others spend their entire existence as dretches. This transformation is sometimes triggered by higher-order demons and demon lords, though other dretches are transformed randomly by the enigmatic and chaotic energy of the Abyss.

Abyssal Rebirth. Dretches are so tied to the Abyss that killing them in the Abyss doesn't destroy them like it does most outsiders. Instead, dretches are reborn anew in the Abyss, providing constant fodder for demonic forces.

Gas-Filled. Imbued with the poison of the Abyss, dretches can belch out a noxious cloud that sickens all who smell it. Militant demons often send waves of dretches out in front of their main forces to weaken their enemies with this gas, making their foes easy prey.



Dretch — CR 1/4

Small Fiend (Demon)

Armor Class 11 (natural armor)
Hit Points 13
Speed 20 ft.
Perception 9 **Stealth** 10
Resistant Demonic Resilience
Immune Demonic Resilience
Senses darkvision 60 ft.
Languages Abyssal

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−3	−1	−4

Abyssal Rejuvenation. Unlike other outsiders, a dretch that dies in its home plane of the Abyss is restored in a new body in 1d10 days, regaining all its HP and becoming active again. The new body appears in a random location in the Abyss. Only sprinkling holy water on the dretch's remains can prevent this trait from functioning.

Demonic Resilience. The dretch is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 2 (1d4) poison damage.

Bonus Actions

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

Demon, Glabrezu

This bestial demon has a canine head and feet, furry body, and two pairs of limbs, the upper pair ending in crushing pincers and the lower pair in gigantic clawed hands.

Deceptive Appearance. Glabrezus' bestial appearance belies their cunning nature. They enjoy the slow corruption of mortals, promising power in exchange for ever-increasing acts of depravity. If a mortal realizes what is happening and attempts to back out, the demon threatens to expose the mortal's acts to its allies if it no longer complies. This moment of defeated acquiescence is ambrosia to the demon.

Masters of Fire and Lightning. Though a glabrezu enjoys manipulation and wars of words, it is a devastating force on a battlefield. A glabrezu's pincers grab and hold victims, crushing them into pulp, while the demon's clawed hands create bolts of crackling fire and lightning to hurl into distant foes.



Glabrezu — CR 9

Large Fiend (Demon)

Armor Class 17 (natural armor)

Hit Points 154

Speed 40 ft.

Perception 17 **Stealth** 12

Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks | Demonic Resilience

Immune Demonic Resilience

Senses truesight 120 ft.

Languages Abyssal, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+9	+2	+9	+4	+7	+7

Demonic Resilience. The glabrezu is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

Magic Resistance. The glabrezu has advantage on saves against spells and other magical effects.

Point Blank Grappler. When the glabrezu makes a Crackling Flame Bolt attack, it doesn't have disadvantage on the attack roll from being within 5 feet of a hostile creature, provided it is grappling that creature.

Actions

Multiattack. The glabrezu makes two Claw attacks and two Pincer attacks, or it makes four Crackling Flame Bolt attacks. It can replace both Claw attacks with two Crackling Flame Bolt attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage plus 3 (1d6) fire damage and 3 (1d6) lightning damage.

Pincer. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). The glabrezu has two pincers, each of which can grapple only one target.

Crackling Flame Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 6 (1d6 + 3) fire damage plus 10 (3d6) lightning damage.

Bonus Actions

Manipulating Whispers. The glabrezu whispers in the mind of a creature it can see within 120 feet of it, encouraging the creature to commit wicked acts. The target must succeed on a DC 17 CHA save or succumb to one of the following urges:

- **Boastful Stance.** The target is overcome with surety of its own battle prowess, momentarily letting down its guard. Creatures have advantage on attack rolls against the target until the start of the glabrezu's next turn.
- **Confirmation of Wealth.** The target is briefly overcome with the desire to confirm the amount and status of its valuables. It uses either an action or bonus action on its next turn (the glabrezu's choice) to count and take stock of its valuables.
- **Wrathful Strike.** Anger fills the target, and it immediately lashes out at those nearby. The target uses its reaction to make one melee weapon attack against a creature of the glabrezu's choice within 5 feet of the target.

Demon, Golmana

The demon's teeth gnash hungrily as it moves from walking on four limbs to standing upright. It unfolds a second pair of smaller arms from its chest, its green skin glistening in the firelight. As its eyeless head turns toward the light, it releases a throaty growl.

Void-Touched Fiends. Golmana haunt the darkest pits of the Abyss, where the boundaries between the Lower Planes and the Void are thin. Twisted by its contact with the Void, a golmana is filled with a hollow pain that recedes slightly each time it consumes a mortal's body or soul.

Hunters in the Dark. Golmana have exceptional hearing and don't rely on light to hunt, making them particularly dangerous in dark caverns and alleyways. They climb along walls and ceilings, ambushing and devouring any creature they encounter. When closing on prey, golmana gnash their teeth repeatedly and screech a cacophony of Void Speech, disorienting victims with energies of the Void.



Golmana **CR 7**

Medium Fiend (Demon)

Armor Class 15 (natural armor)

Hit Points 118

Speed 40 ft.

Perception 14 **Stealth** 16

Resistant Demonic Resilience

Immune blinded, frightened | Demonic Resilience

Senses keensense 60 ft. (can't sense beyond this radius)

Languages Abyssal, Void Speech, telepathy 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+2	–1	+1	+2

Demonic Resilience. The golmana is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

Heightened Hearing. The golmana's Perception is 19 when perceiving by hearing.

Magic Resistance. The golmana has advantage on saves against spells and other magical effects.

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

Actions

Multiattack. The golmana makes two Claws attacks and one Tail attack. If both Claws attacks hit a Medium or smaller creature, the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the golmana can't make Claws attacks against other targets.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Void Screech (Recharge 5–6). The golmana lets out a keening screech in a 30-foot cone. Each creature that isn't a Fiend in that area must make a DC 15 CON save. On a failure, a creature takes 14 (4d6) necrotic damage and 18 (4d8) thunder damage, and it has disadvantage on the next attack roll it makes before the start of the golmana's next turn, as brief contact with the energies of the Void destabilizes the creature. On a success, a creature takes half the damage and doesn't suffer this disadvantage on its next attack roll.

Bonus Actions

Consuming Rend. The golmana violently digs its small, torso claws into one creature it is grappling. The target must make a DC 15 DEX save, taking 7 (2d6) slashing damage on a failed save, or half as much damage on a successful one. The golmana then regains HP equal to the damage dealt

Demon, Hezrou

A hunched, warty fiend shaped like a bipedal frog opens its mouth to reveal rows of sharp teeth.

Swamp Dwellers. Hezrous inhabit the poisonous swamps and bogs of the Abyss, and they enjoy wallowing in similar locations when on the Material Plane. To hezrous, the smellier the swamp or bog the better.

Frog Friend. Though demons have little regard for mortal life, hezrous feel a mild kinship with frogs and toads and rarely if ever attack such creatures. As a result, hezrous are often responsible for frog cults. In remote swamps, frogfolk worship hezrous, who protect their people from mundane and magical dangers in exchange for worship and blood sacrifices. Clever shapechanging druids have used the hezrous' fondness for frogs to safely communicate with or escape the demons.

Hezrou **CR 8**

Large Fiend (Demon)

Armor Class 16 (natural armor)

Hit Points 138

Speed 30 ft., swim 30 ft.

Perception 14 **Stealth** 13

Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks | Demonic Resilience

Immune Demonic Resilience

Senses darkvision 120 ft.

Languages Abyssal, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+7	+3	+8	−3	+4	+1

Amphibious. The hezrou can breathe air and water.

Demonic Resilience. The hezrou is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

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

Speak with Frogs and Toads. The hezrou can communicate with frogs and toads as if they shared a language.

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

Stench. A creature that starts its turn within 10 feet of the hezrou must succeed on a DC 16 CON save or be poisoned until the start of its next turn. On a success, the creature is immune to the hezrou's Stench for the next 24 hours.

Actions

Multiattack. The hezrou makes one Sticky Tongue attack, one Bite attack, and two Claw attacks.

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Sticky Tongue. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target must succeed on a DC 16 STR save or be pulled up to 15 feet toward the hezrou.

Bonus Actions

Quick Leap. The hezrou jumps horizontally up to 20 feet to an unoccupied space it can see without provoking opportunity attacks.



Demon, Husk

The formless pile of desiccated hide and broken scales slowly twists and writhes across the ground like a sheet of canvas in the wind. As it draws closer, a guttural syllabic echo drones in a psychic reverberation.

Withered Demons. When left without a purpose or target for their depredations, some lesser demons decay into husk demons rather than devolving into dretches.

Expunged. Little remains of what these demons once were, save for rage and hunger. Husk demons seek to consume the souls of sentient creatures, which can restore the demon's former shape and glory. They slurp at the bodies and souls of creatures, steadily leeching the vitality and thirst for life from victims.

Tied to the Past. Husk demons inhabit the ruins of demonic strongholds, ancient demonic prisons, or temples on the Material Plane dedicated to dead gods or fiendish exiles. Such sites often contain lost relics and artifacts which the demons owned or tended in life. Experienced scavengers and looters avoid areas inhabited by husk demons, believing the demons to be long-dead guardians pressed into service by the powerful objects themselves. Unfortunate explorers may accidentally wander into such places and find themselves surrounded by these starving fiends.

Husk Demon — CR 4

Medium Fiend (Demon)

Armor Class 15
Hit Points 82
Speed 40 ft., fly 25 ft.
Perception 13 **Stealth** 15
Resistant Demonic Resilience
Immune necrotic | exhaustion, prone | Demonic Resilience
Senses darkvision 60 ft.
Languages Abyssal, Void Speech, telepathy 60 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+5	+3	−2	−1	−3

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

Demonic Resilience. The husk demon is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

Magic Resistance. The husk demon has advantage on saves against spells and other magical effects.

Actions

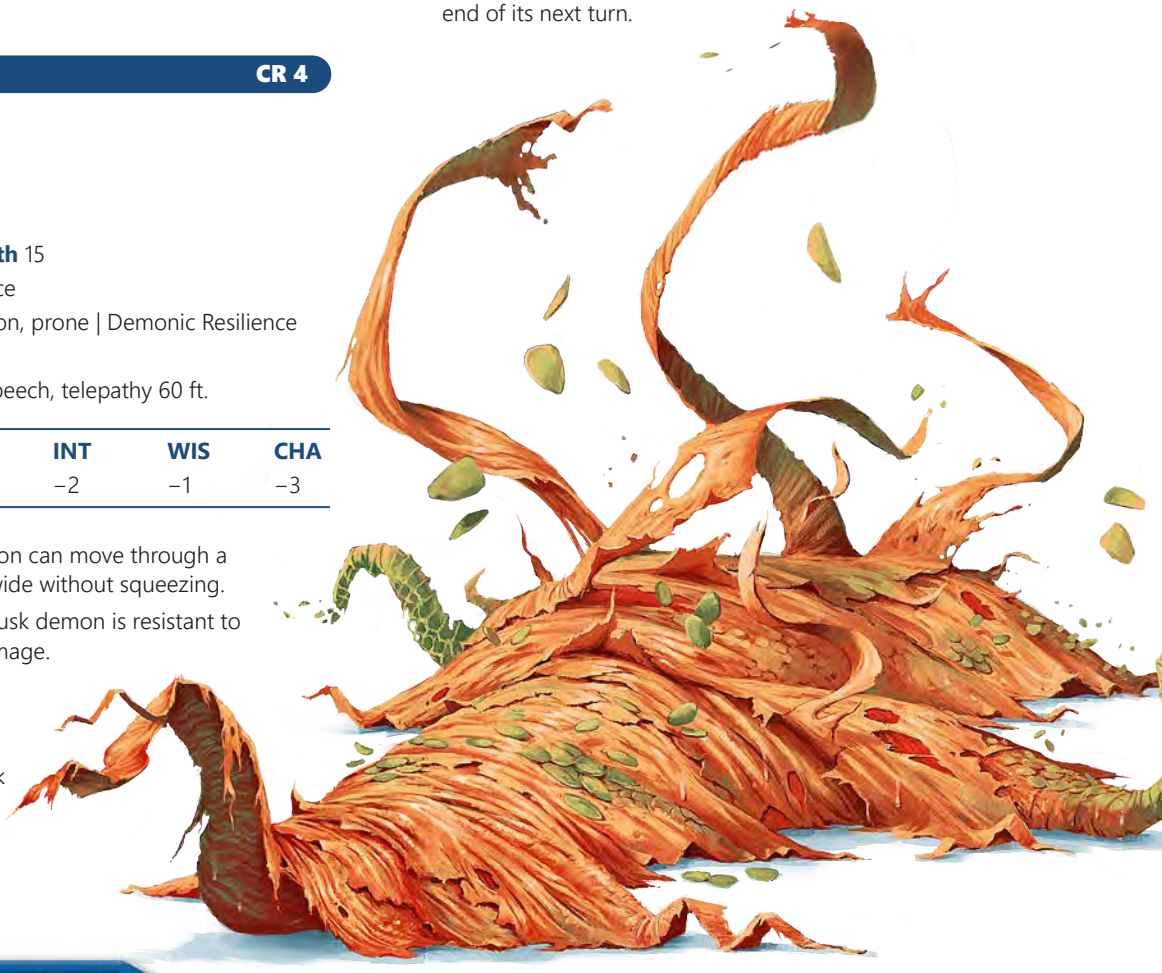
Multiattack. The husk demon makes two Life Drain attacks.

Life Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage plus 9 (2d8) necrotic damage, and the husk demon regains HP equal to half the necrotic damage dealt. The target must succeed on a DC 15 CON save or its HP maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creatures finishes a long rest. The target dies if this effect reduces its HP maximum to 0.

Bonus Actions

Soul Feed. The husk demon feasts on the light in the soul of up to two creatures it can see within 20 feet of it, causing one of the following effects. Each target must succeed on a DC 15 CHA save or suffer the chosen effect. A creature that fails the save against Soul Feed two rounds in a row suffers one level of exhaustion.

- **Happiness Feast.** The husk demon feasts on the target's happiness, causing the target to become crestfallen. The target has disadvantage on attack rolls until the end of its next turn.
- **Hope Feast.** The husk demon feasts on the target's hope, causing the target to become despondent. The target has disadvantage on saves until the end of its next turn.
- **Motivation Feast.** The husk demon feasts on the target's motivation, causing the target to lose its ambitions and become apathetic. The target's speed is halved until the end of its next turn.



Demon, Marilith

A green-skinned woman with a serpentine lower body rears up, wielding fiery swords, maces, and daggers in her six arms.

Tactical Demons. Most demon lords have at least one marilith commanding their forces or giving tactical advice. Peerless military strategists, mariliths are sometimes summoned to the Material Plane and bound to lead an army. Many kingdoms have risen to sudden military might after royal wizards bound a marilith to the king's service.

Revel in Combat. Mariliths relish every chance they get to hone their combat skills. When not commanding legions, mariliths enjoy engaging in one-on-one combat or even in combat against several opponents at once.



Marilith **CR 16**

Large Fiend (Demon)

Armor Class 18 (natural armor)

Hit Points 217

Speed 40 ft.

Perception 18 **Stealth** 15

Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks | Demonic Resilience

Immune Demonic Resilience.

Senses truesight 120 ft.

Languages Abyssal, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+9	+5	+10	+4	+8	+10

Demonic Resilience. The marilith is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

Flaming Weapons. The marilith's weapon attacks are magical. When it hits with any weapon, the weapon deals an extra 2d6 fire damage (included in the attack).

Magic Resistance. The marilith has advantage on saves against spells and other magical effects.

Reactive. The marilith gets up to five extra reactions, but these extra reactions can be used only for Parry.

Actions

Multiattack. The marilith makes two Dagger attacks, two Mace attacks, and two Longsword attacks. It can replace two Dagger attacks with a Tail attack.

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage plus 7 (2d6) fire damage.

Mace. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 7 (2d6) fire damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 20 (3d10 + 4) bludgeoning damage plus 7 (2d6) fire damage. If the target is Medium or smaller, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its Tail, and the marilith can't make Tail attacks against other targets.

Bonus Actions

Marilith Tactics. The marilith shouts one of the following commands at up to two friendly creatures it can see within 30 feet of it:

- **March!** Each target can use a reaction to move up to half its speed in a direction of the marilith's choice. This movement is unaffected by difficult terrain and doesn't provoke opportunity attacks.
- **Protect Yourself!** Each target gains the marilith's Parry reaction until the start of the marilith's next turn.
- **Remember Your Training!** Each target has advantage on the next weapon attack roll it makes before the start of the marilith's next turn.

Teleport. The marilith magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Reactions

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

Demon, Mire Fiend

A fiendish, translucent praying mantis with a segmented tail tipped by a stinger rises from the muck, wielding a bamboo spear.

Magical Swamps. Mire fiends were once small, fiendish insects from the swamps of the Abyss that found new homes in magic-blasted swamps in mortal worlds. Over time, the seeping, uncontrolled magic of those swamps helped the creatures grow in size and intelligence, and they now live in social hives.

Intelligent Hunters. Mire fiends are omnivorous, indiscriminate hunters, attacking any prey large enough or plentiful enough to feed the hive. When hunting, mire fiends inject the acid from their stingers into victims, liquefying the innards for easier consumption. A mire fiend might venture out on its own to hunt, but often, the creatures are encountered in small hunting parties.

Coincidental Corruption. Like many demons, mire fiends can corrupt souls, but this corruption happens when they inject acid into the body of a slain mortal. Unable to consume souls, mire fiends don't capture these corrupted souls, and they often become ghosts, shadows, or specters.

Mire Fiend — CR 5

Medium Fiend (Demon)

Armor Class 16 (natural armor)
Hit Points 94
Speed 40 ft., swim 40 ft.
Perception 15 **Stealth** 16
Resistant Demonic Resilience
Immune acid | Demonic Resilience
Senses darkvision 60 ft., keensense 10 ft.
Languages Abyssal

STR	DEX	CON	INT	WIS	CHA
+2	+6	+4	–3	+2	–2

Amphibious. The mire fiend can breathe air and water.

Demonic Resilience. The mire fiend is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

Magic Resistance. The mire fiend has advantage on saves against spells and other magical effects.

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

Swamp Camouflage. The mire fiend's Stealth is 21 while in swampy terrain.

Actions

Multiattack. The mire fiend makes one Mandibles attack, one Spear attack, and one Stinger attack.

Mandibles. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) slashing damage.

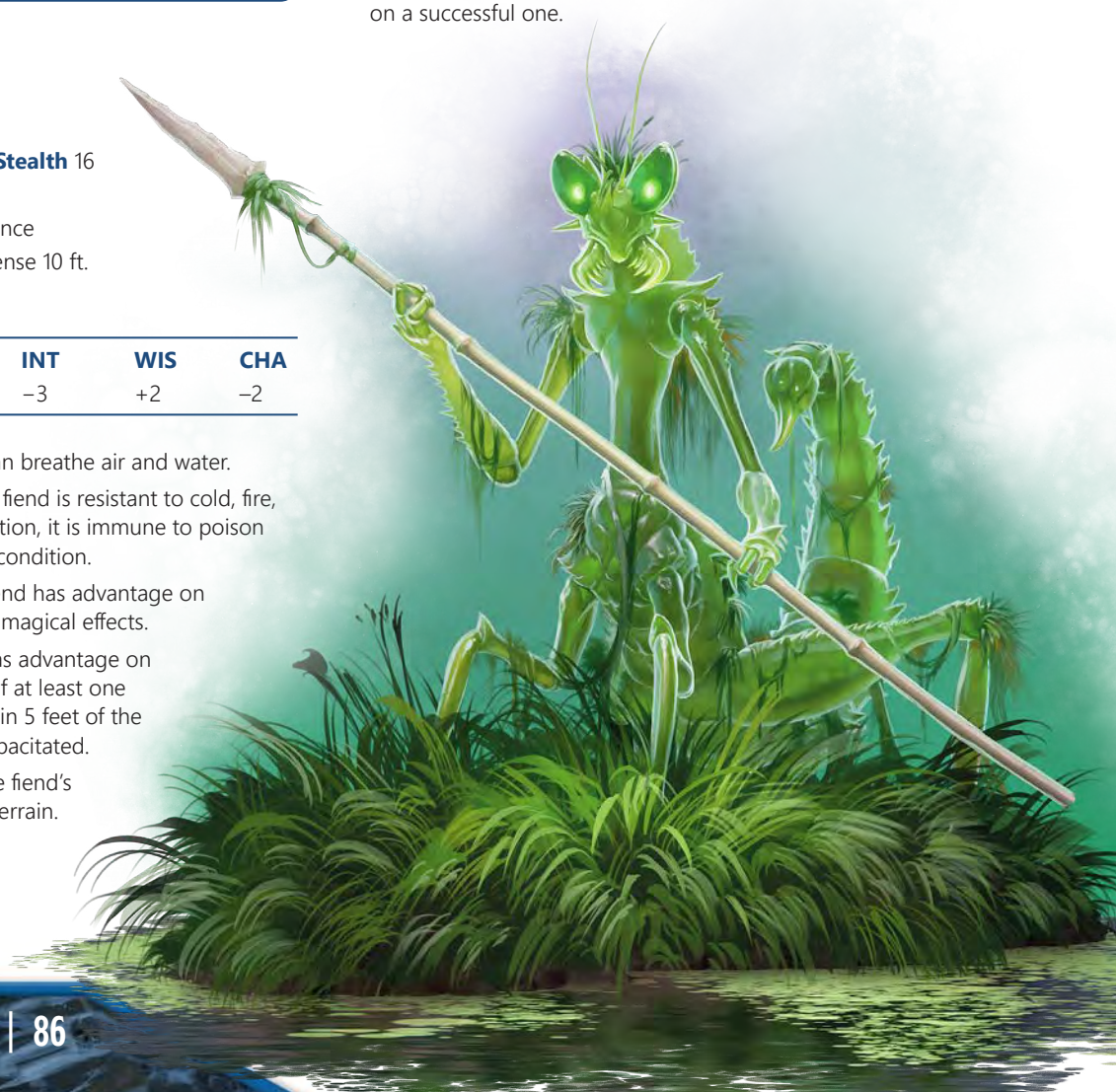
Spear. *Melee Weapon or Ranged Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Stinger. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) poison damage, and the target must succeed on a DC 14 CON save or be poisoned.

Stunning Snap (Recharge 5–6). If the mire fiend has no creature grappled, it snaps its mandibles together with great force, creating a miniature sonic boom in a 30-foot cone. Each creature in that area must make a DC 14 CON save. On a failure, a creature takes 21 (6d6) thunder damage and is stunned until the end of its next turn. On a success, a creature takes half the damage and isn't stunned.

Reactions

Acidic Retribution. When the mire fiend takes damage, including any damage that reduces it to 0 HP, it can expel acid from its stinger in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 14 DEX save, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

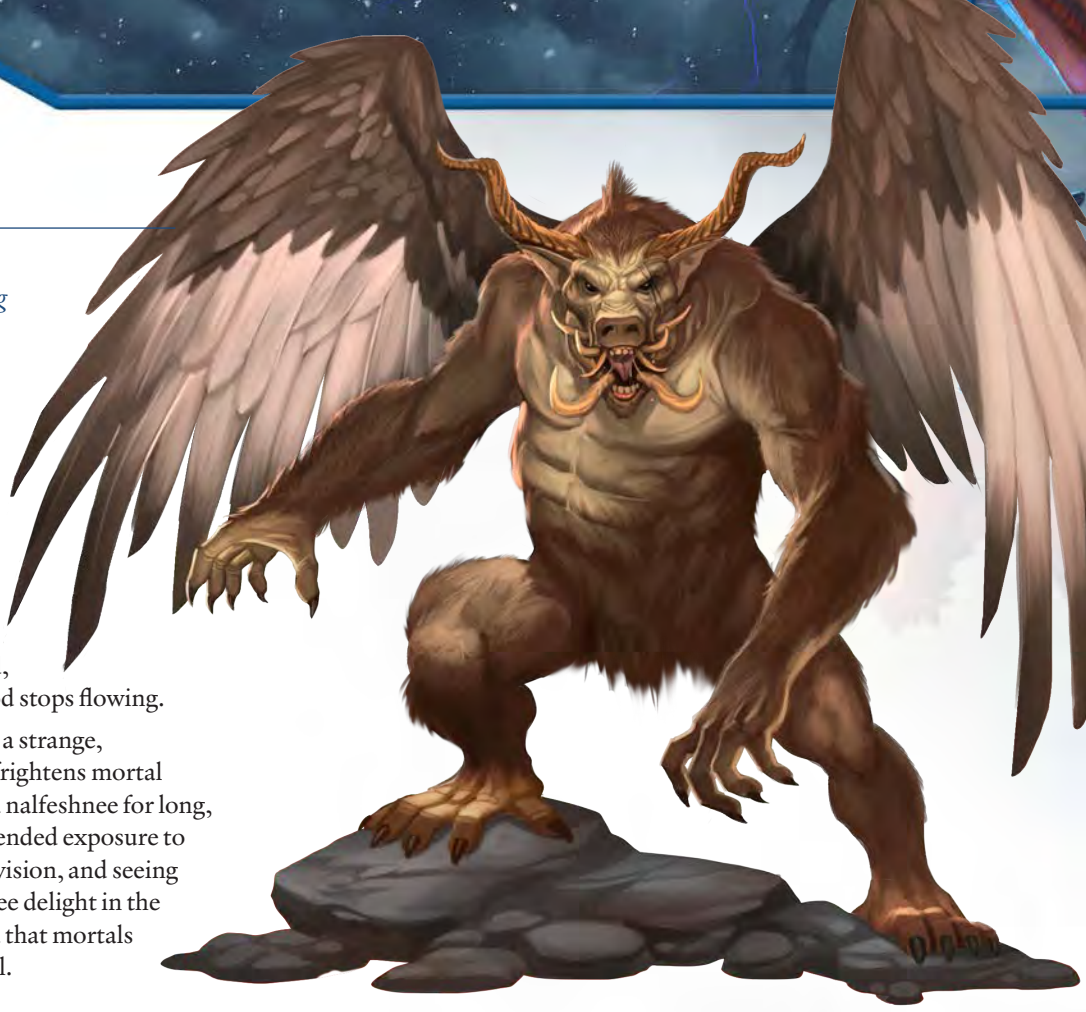


Demon, Nalfeshnee

A fiendish ape with a boar's head and a vulture's wings lumbers forward, emitting a strange light.

Gluttonous Demons. Sporting a bizarre mixture of boar and vulture characteristics, nalfeshnee embody gluttony, even stopping in the middle of a fight to feast on a fallen foe. They are always seeking new and unique things to eat. Clever petitioners can secure a temporary alliance with a nalfeshnee by feeding it delicacies it has never tasted, though the alliance ends when the food stops flowing.

Horrific Light. Nalfeshnee emit a strange, scintillating light that disorients and frightens mortal minds. Few mortals can stay close to a nalfeshnee for long, and most suffer after-effects from extended exposure to the light, including nausea, impaired vision, and seeing fleeting images or shadows. Nalfeshnee delight in the discomfort their light creates and find that mortals taste best when devoured while fearful.



Nalfeshnee **CR 13**

Large Fiend (Demon)

Armor Class 18 (natural armor)

Hit Points 196

Speed 20 ft., fly 30 ft.

Perception 16 **Stealth** 10

Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks | Demonic Resilience

Immune Demonic Resilience

Senses truesight 120 ft.

Languages Abyssal, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+0	+11	+8	+6	+7

Demonic Resilience. The nalfeshnee is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

Horrific Nimbus. The nalfeshnee magically emits scintillating, multicolored light that disorients and frightens mortals. Each creature that isn't an Aberration, Celestial, or Fiend and that starts its turn within 15 feet of the nalfeshnee must succeed on a DC 16 WIS save or be frightened until the start of its next turn. A creature that fails the save by 5 or more must take the Dash action on its turn and move away from the nalfeshnee by the safest available route, unless there is nowhere to move.

Magic Resistance. The nalfeshnee has advantage on saves against spells and other magical effects.

Actions

Multiattack. The nalfeshnee makes one Bite attack, one Gore attack, and two Claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 28 (4d8 + 5) piercing damage. If this attack hits a frightened creature, the nalfeshnee regains HP equal to half the damage dealt.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage, and the target must succeed on a DC 16 STR save or be knocked prone.

Bonus Actions

Teleport. The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Reactions

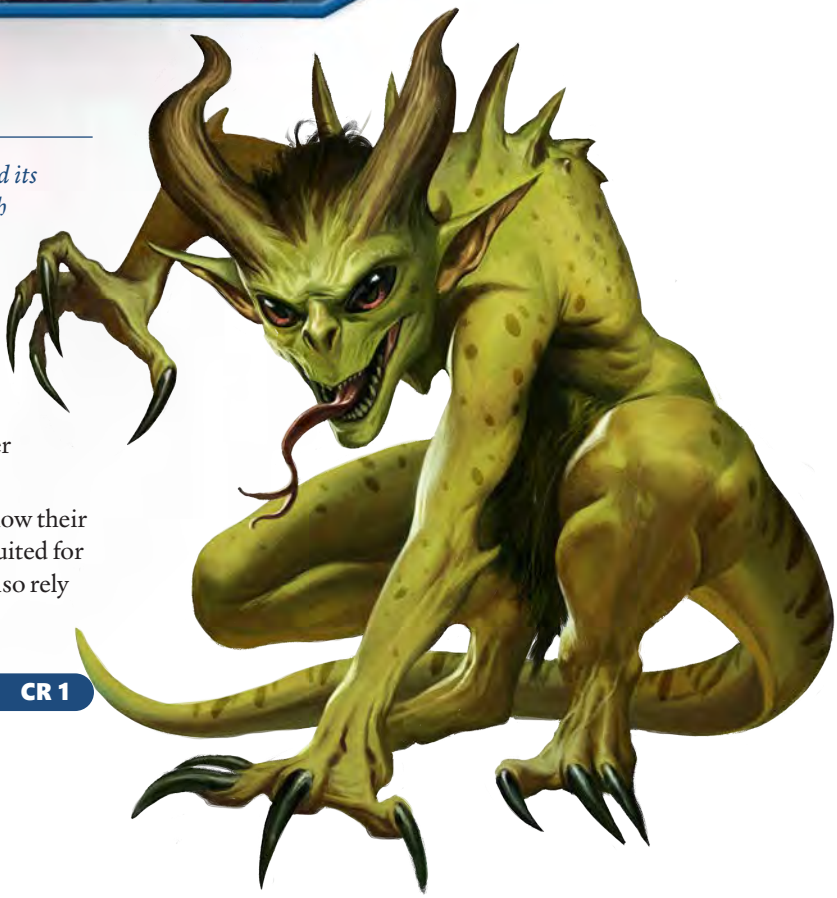
Sudden Feast. When a creature the nalfeshnee can see within 20 feet of it is reduced to 0 HP or dies, the nalfeshnee can move up to its speed toward the creature without provoking opportunity attacks then feast on the creature, if it moves to within 5 feet of the creature. The nalfeshnee regains HP equal to twice the creature's CR or class level, and the creature has disadvantage on the next death save it makes, if it is making death saves.

Demon, Quasit

This miniature fiend has horns jutting from its head, and its oversized bat ears rival the horns in length. It gazes with expressionless, black eyes.

Bullied Demons. Quasits take to mortal worlds to escape bullying from most other demons and to spread Abyssal destruction by serving as familiars. As familiars, quasits goad their masters into vile acts. These acts often start small and simple, slowly escalating until the master has been fully corrupted by the quasit's influence.

Cowardly Shapechangers. Quasits rarely show their true forms, preferring instead to assume a shape suited for its current environment. The cowardly creatures also rely on their invisibility to escape destruction.



Quasit **CR 1**

Tiny Fiend (Demon)

Armor Class 13
Hit Points 35
Speed 40 ft.

Perception 10 **Stealth** 15
Resistant Demonic Resilience
Immune Demonic Resilience
Senses darkvision 120 ft.
Languages Abyssal, Common

STR	DEX	CON	INT	WIS	CHA
−3	+5	+0	−2	+0	+0

Demonic Resilience. The quasit is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

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

Actions

Claws (True Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or take 5 (2d4) poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Slam (Beast Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning, piercing, or slashing damage (based on the type of damage dealt by the Beast form's primary attack, such as Bite).

Invisibility (True Form Only). The quasit magically turns invisible until it attacks, uses Scare, or uses Change Shape, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.

Bonus Actions

Change Shape. The quasit magically transforms into a Medium or smaller Beast that has a CR no higher than its own or back into its true form, which is a Fiend. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies.

Scare (1/Day; True Form Only). One creature of the quasit's choice within 20 feet of it must succeed on a DC 13 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.

Quasit Familiars

Some quasits are willing to serve spellcasters, especially those that enjoy causing mayhem. Such quasits have the following trait.

Familiar. The quasit can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the quasit senses as long as they are within 1 mile of each other. While the quasit is within 10 feet of its companion, the companion shares the quasit's Magic Resistance trait. At any time and for any reason, the quasit can end its service as a familiar, ending the telepathic bond.

Demon, Unska

Inky runes and tattoos cover the red skin of this demonic creature. Its ink-tipped claws extend to improbable lengths, and horns matted with blood and mud crown its gaunt skull.

Tattooed Heralds. The ink-covered unska demons defile shrines devoted to powerful forces of good by covering them in rude depictions, foul language, and images that venerate the demon lords they serve. While they enjoy befouling places of worship, their strongest drive is to extol the magnificence of their demon lord masters.

Demonic Canvases. Some humanoids etch their skin with blasphemous inscriptions and tattoos, exalting demon lords and fiends. When such a humanoid is executed, the demon lord transforms the dying humanoid into an unska, marking the person as the demon lord's herald. Demon lords that accept unskas as followers tattoo them with their own mark or sigil, clearly showing the unska's allegiance.

Magical Tattoos. Unska tattoos are more than simple decoration. An unska can send its tattoos flying off its body and command them to latch onto an opponent. Each unska's tattoos are different, but most unska can frighten, disorient, or even charm those assaulted by their tattoos. The unska's ink-stained claws can imbed their ink in creatures, making those creatures more susceptible to the effects of the unska's magical tattoos.

Unska **CR 5**

Medium Fiend (Demon)

Armor Class 17 (natural armor)

Hit Points 88

Speed 20 ft., climb 20 ft.

Perception 10 **Stealth** 12

Resistant Demonic Resilience

Immune charmed, frightened | Demonic Resilience

Senses darkvision 60 ft.

Languages Abyssal, Common

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	−1	+0	+2

Demonic Resilience. The unska is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

Magic Resistance. The unska has advantage on saves against spells and other magical effects.

Actions

Multiattack. The unska makes two Claw attacks and one Tongue attack, or it makes three Ink Blast attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) poison damage, and the target must succeed on a DC 14 CON save or be poisoned for 1 minute. While poisoned, the target has disadvantage on saves against the unska's Whirl of Ink. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Tongue. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. The target must succeed on a DC 14 CON save, or its HP 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 its HP maximum is reduced to 0.

Ink Blast. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 12 (3d6 + 2) poison damage, and the target must succeed on a DC 14 CON save or have disadvantage on the next save it makes against the unska's Whirl of Ink before the start of the unska's next turn.

Bonus Actions

Whirl of Ink. Tattoos leap off the unska's body and latch onto a creature the unska can see within 30 feet of it. The target must succeed on a DC 14 WIS save or be charmed, disoriented, or frightened (the unska's choice) until the end of its next turn. When a disoriented creature moves, it moves in a random direction.

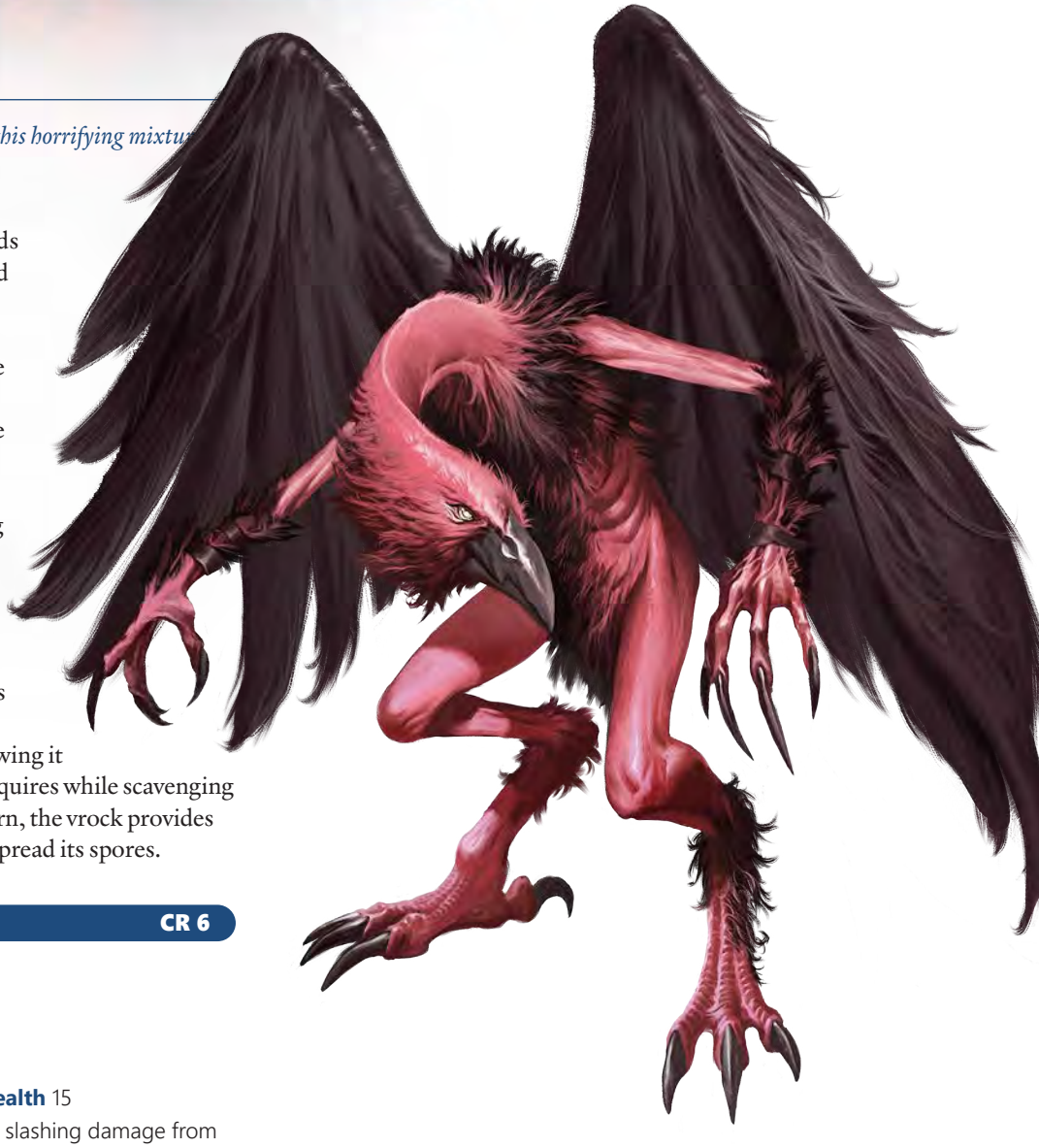


Demon, Vrock

Diseased motes flake from the wings of this horrifying mixtu buzzard and scrawny humanoid.

Scavenger Demons. Vrocks are emaciated, bipedal vulture-like fiends that survive off the scraps left behind by mortals and other demons. They are drawn to rotting meat and shiny objects, the latter of which can make a vrock delay an attack or change its flight to acquire. Many mortals have won over or even captured vrocks by offering the demons sparkling trinkets, shining objects, or glowing magical items.

Fungal Spores. Vrocks share a symbiotic relationship with an Abyssal fungus that grows in decaying bodies and in the vrock's wings. The fungus keeps the vrock's wings clear of any other debris, allowing it to fly no matter how much filth it acquires while scavenging the wastelands of the Abyss. In return, the vrock provides the fungus with plenty of places to spread its spores.



Vrock — CR 6

Large Fiend (Demon)

Armor Class 15 (natural armor)

Hit Points 110

Speed 40 ft., fly 60 ft.

Perception 16 **Stealth** 15

Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks | Demonic Resilience

Immune Demonic Resilience

Senses darkvision 120 ft.

Languages Abyssal, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+5	+4	−1	+6	+2

Demonic Resilience. The vrock is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

Magic Resistance. The vrock has advantage on saves against spells and other magical effects.

Actions

Multiattack. The vrock makes one Beak attack and two Talon attacks.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

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

Wing Spores (Recharge 5–6). The vrock shakes a cloud of toxic spores from its wings. Each creature within 15 feet of it must make a DC 15 CON save. On a failure, a creature takes 28 (8d6) poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. While poisoned, a creature takes 3 (1d6) poison damage at the start of each of its turns. A poisoned creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the poisoned creature also ends the effect on it.

Bonus Action

Startling Screech. The vrock emits a horrific screech at one creature it can see within 30 feet of it. The target must succeed on a DC 14 CON save or be able to take either an action or bonus action on its turn, not both, and it can't take reactions.

Demon, Wrack

Folds of rubber flesh twist between this creature's unsocketed limbs, and its bones are bent into disturbing angles.

Void-Twisted Fiends. Wrack demons are demons transformed by the energies of the Void where they seep into the Abyss. This most often happens to glabrezu demons, but any lesser demon might be transformed. Disturbingly transformed, their flesh and form lack stability, and the demon's attack can spread this warping energy into its victims.

Demonic Scouts. Wrack demons serve their demonic lords as scouts and infiltrators. They can rearrange their limbs and flesh as needed to deliver messages, scale walls, and protect themselves. Wrack demons' connection to the Void also makes interplanar rifts near them more stable. Many demon lords use this to move troops and scouts into other planes, always seeking to expand their empires.

Craven Sycophants. While they are capable combatants, wrack demons hold little power among the demonic legions. If given the opportunity, they avoid battle to focus on objectives they were given by their masters. Unlike other lesser demons, their work grants them access to the ears of powerful demon lords, but the constant attention of a demon lord can be both blessing and curse.

Wrack Demon **CR 5**

Medium Fiend (Demon)

Armor Class 12

Hit Points 100

Speed 30 ft.

Perception 14 **Stealth** 15

Resistant grappled, prone, restrained | Demonic Resilience

Immune Demonic Resilience

Senses darkvision 120 ft.

Languages Abyssal, Void Speech, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+5	+1	+2	+4	−1

Demonic Resilience. The wrack demon is resistant to cold, fire, and lightning damage. In addition, it is immune to poison damage and to the poisoned condition.

Magic Resistance. The wrack demon has advantage on saves against spells and other magical effects.

Actions

Multiattack. The wrack demon makes three Slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target must succeed on a DC 15 CON save or have disadvantage on attack rolls as reality-warping energies of the Void temporarily distort its body.

Warping Burst (Recharge 5–6). The wrack demon unleashes a blast of Void energy that warps and distorts the area around the demon. Each creature within 20 feet of the demon must make a DC 15 CON save. On a failure, a creature takes 27 (6d8) necrotic damage, its speed is reduced by 10 feet, and its AC is reduced by 2 until the end of its next turn, as its flesh twists and warps. On a success, a creature takes half the damage, and its speed and AC aren't reduced.

Bonus Actions

Body Warping. The wrack demon shifts its malleable form, rearranging limbs, flesh, and bone as needed to fulfill its tasks. It chooses one of the following effects, which lasts until the wrack demon uses this bonus action again:

- **Bony Hide.** The demon forces the shards of bone to the surface of its skin, increasing its AC by 2. In addition, it has advantage on checks and saves against any effect that would move it.
- **Infiltration.** The demon changes the texture and stickiness of its skin, gaining a climbing speed of 30 feet. In addition, it can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- **Scout.** The demon twists its body into a quadrupedal form, increasing its speed by 10 feet. In addition, opportunity attacks against it have disadvantage.



Derro

The short, purple man mumbles absently to himself as he sets a bolt in his crossbow. He lets it loose into the dark cavern ahead and cackles with glee as a screech of pain echoes back to him.

Underworld Dwellers. Deep beneath the earth, the derro gather in clans, thriving in the lightless depths on cavern fungi and on the water from underground lakes. They are short, dwarf-like humanoids with pale hair, blue or purple skin, and white, pupilless eyes. Their unique eyes give them an intense stare, especially when interacting with surface-dwellers, and they use this to their advantage when fighting such creatures. Derro often ally with mycolids and duergar, and they frequently train bats as companions, messengers, and even mounts.

Unique Style. Each derro takes great pride in its hair, braiding, decorating, and dyeing it as a symbol of personal expression. This extends to facial hair with many derro wearing jewelry or even holy symbols in the intricate patterns of their beards. To many surface dwellers, the wild, spiked hair of a derro warrior lends credence to the stories of derro insanity, but to that warrior, its carefully styled hair might help the derro strike fear into its opponents. These touches can extend beyond the derro's hair, but even the least expressive of derro takes at least a modicum of care with its hair.

History of Madness. Ancient derro clans worshiped beings that dwell between the stars, and generations of exposure to these beings caused lasting damage to the psyche of the derro, making them resilient against dangers that plague the mind. While many clans devote themselves to deities and demon lords of bats, darkness, and fungi, many others still follow the old ways, worshiping eldritch beings and communing with entities of the Void.

Void Eaters. Some derro take their devotion to eldritch beings and fascination with the Void to a deeper level. These derro, known as void eaters, consume material from the Void or tainted by the Void, believing—somewhat correctly—that this consumption will instill the Void's power in them. Unfortunately, this also instills a great emptiness in the void eater, leaving it perpetually hungry, and transforms the derro's face, giving it an over-wide mouth, too many teeth, and a jaw that can unhinge to consume larger meals. A void eater's connection to the Void keeps it safe from other void-touched creatures, and many less-intelligent void-touched creatures are drawn to the void eater, instinctively following its commands. Many void eaters use this connection to consume more Void energies, eating companions that fall in battle.

Derro **CR 1/4**

Small Humanoid

Armor Class 13 (leather armor)
Hit Points 13
Speed 30 ft.
Perception 8 **Stealth** 12
Resistant charmed, frightened
Senses darkvision 120 ft.
Languages Common, Dwarvish, Undercommon

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	+0	−2	−1

Magic Resistance. The derro has advantage on saves against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, and its Perception is 3 when perceiving by sight.

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



BONUS ACTIONS

Intense Study. The derro intensely studies one creature it can see within 30 feet of it, unnerving the creature. The target must succeed on a DC 12 WIS save or the derro has advantage on the next attack roll it makes against the target before the start of the derro's next turn.

Void Eater — CR 3

Small Humanoid

Armor Class 14 (leather armor)
Hit Points 76
Speed 30 ft.
Perception 8 **Stealth** 15
Resistant necrotic | charmed, frightened
Senses darkvision 120 ft.
Languages Common, Dwarvish, Void Speech

STR	DEX	CON	INT	WIS	CHA
+2	+3	+4	+0	−2	−3

Blood Frenzy. The void eater has advantage on melee attack rolls against any creature that doesn't have all its HP.

Magic Resistance. The void eater has advantage on saves against spells and other magical effects.

Relentless (Recharges after a Short or Long Rest). If the void eater takes 10 damage or less that would reduce it to 0 HP, it is reduced to 1 HP instead.

Sunlight Sensitivity. While in sunlight, the void eater has disadvantage on attack rolls, and its Perception is 3 when perceiving by sight.

Void-Touched Weapons. The void eater's weapon attacks are magical. When the void eater hits with any weapon, the weapon deals an extra 2d6 necrotic damage (included in the attack).

ACTIONS

Multiattack. The void eater makes one Bite attack and one Sickle attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage.

Sickle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing plus 7 (2d6) necrotic damage.

BONUS ACTIONS

Maddening Gaze. The void eater intensely studies one creature it can see within 30 feet of it, purple Void energy flickering across its pale eyes. The target must succeed on a DC 13 WIS save or be frightened of the void eater until the end of its next turn. A creature that fails this save by 5 or more suffers a random, short-term dread effect for 1 minute.



REACTIONS

Otherworldly Feast. When a creature the derro can see within 5 feet of it takes damage (including itself), the derro can magically absorb some of the life energy spilling from the creature. The creature that took the damage must succeed on a DC 13 CON save or the derro gains temporary HP equal to half the damage the creature took.

BAT RIDERS

Many derro ride giant bats to travel quickly between settlements, deliver messages, or attack opponents from the safety of the air. Such derro are often equipped with vials of acid or alchemist's fire that they drop down on opponents, and they forego wearing leather armor for a specialized riding suit. This suit has small hooks that keep them attached to the furred backs of their mounts, giving them advantage on checks and saves against effects that would knock them prone. The suit also has flaps between the arms and legs, allowing the derro to glide if it falls off its mount. While falling, a derro wearing such a suit can use a reaction to spread its limbs, expanding the suit's flaps and slowing its rate of descent to 60 feet per round, landing on its feet and taking no falling damage.

Devil, Barbed

Spines shoot from nearly every surface of this red fiend, including its tail and spine-tipped hands.

Shock-Troop Devils. Named for the spines that cover its body, the barbed devil serves as a mixture of shock trooper and natural hazard in the hierarchy of devils and devilish armies. When it dies, a spined devil's body disappears, but it leaves behind its spines, creating a hazard for enemies.

Blood Artistry. Many barbed devils delight in coating their spines in blood, and they eagerly impale creatures they encounter. They use particular patterns of blood on their spines to help distinguish themselves among their fellows. A barbed devil's favorite "paint" or pattern might change with the day, or the devil might be highly consistent in seeking to create the same pattern weekly. As blood eventually dries and flakes away, barbed devils are always seeking sources of blood to repaint themselves.

Fire Starters. Barbed devils use their infernal fire for arson, finding beauty in fire as well as blood. They are drawn to fiery places and burning buildings, forests, tents, or ships.



Barbed Devil — CR 5

Medium Fiend (Devil)

Armor Class 15 (natural armor)
Hit Points 94
Speed 30 ft.

Perception 18 **Stealth** 13
Resistant Devilish Resilience
Immune Devilish Resilience
Senses darkvision 120 ft.
Languages Infernal, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+3	+7	+1	+5	+5

Barbed Death. When the barbed devil dies, its body withers, leaving behind a mass of spikes on the ground in a 10-foot radius centered on the devil's body. The area becomes difficult terrain for 1 minute, and when a creature moves into or within the area, it takes 2d6 piercing damage for every 5 feet it travels.

Barbed Hide. A creature that hits the barbed devil with a melee attack while within 5 feet of it takes 3 (1d6) piercing damage. A creature that starts its turn grappling or grappled by the barbed devil takes 3 (1d6) piercing damage.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Devilish Resilience. The devil is resistant to cold damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to fire damage and poison damage and to the poisoned condition.

Magic Resistance. The devil has advantage on saves against spells and other magical effects.

Actions

Multiattack. The devil makes two Claw attacks and one Tail attack, or it makes three Hurl Flame attacks.

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

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 12 (3d6 + 2) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Devil, Bearded

The hulking, bearded fiend swings a glaive with a jagged blade. Its beard starts wriggling, revealing sharp, hairlike spines, as it cackles with sadistic glee.

Frontline Devils. Named for the distinctive, prehensile spines that grow on the devil's chin, bearded devils form the primary fighting force of devilish armies. More powerful than imps and more skilled than lemures, they form one of the lowest rungs in the devilish hierarchy and are bound to serve greater devils. They vie among themselves for a chance to gain the notice of a pit fiend or archdevil. As a result, they throw themselves wholly into any fight or task, knowing there is glory in death, status in victory, and a lifetime as a lemure in failure.

Delight in Pain. Bearded devils greatly enjoy inflicting pain on others and relish every chance they get to do so. Their glaives inflict wounds that worsen with each cut, and their spined beards prevent wounds from healing, making these lowly devils formidable foes.

Bearded Devil **CR 3**

Medium Fiend (Devil)

Armor Class 13 (natural armor)
Hit Points 63
Speed 30 ft.
Perception 12 **Stealth** 12
Resistant Devilish Resilience
Immune Devilish Resilience
Senses darkvision 120 ft.
Languages Infernal, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+2	+4	−1	+2	+0

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Devilish Resilience. The devil is resistant to cold damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to fire damage and poison damage and to the poisoned condition.

Magic Resistance. The devil has advantage on saves against spells and other magical effects.

Show Mettle. While it can see a superior devil, such as a barbed devil, pit fiend, or similar, the bearded devil has advantage on saves against being charmed and frightened.

Actions

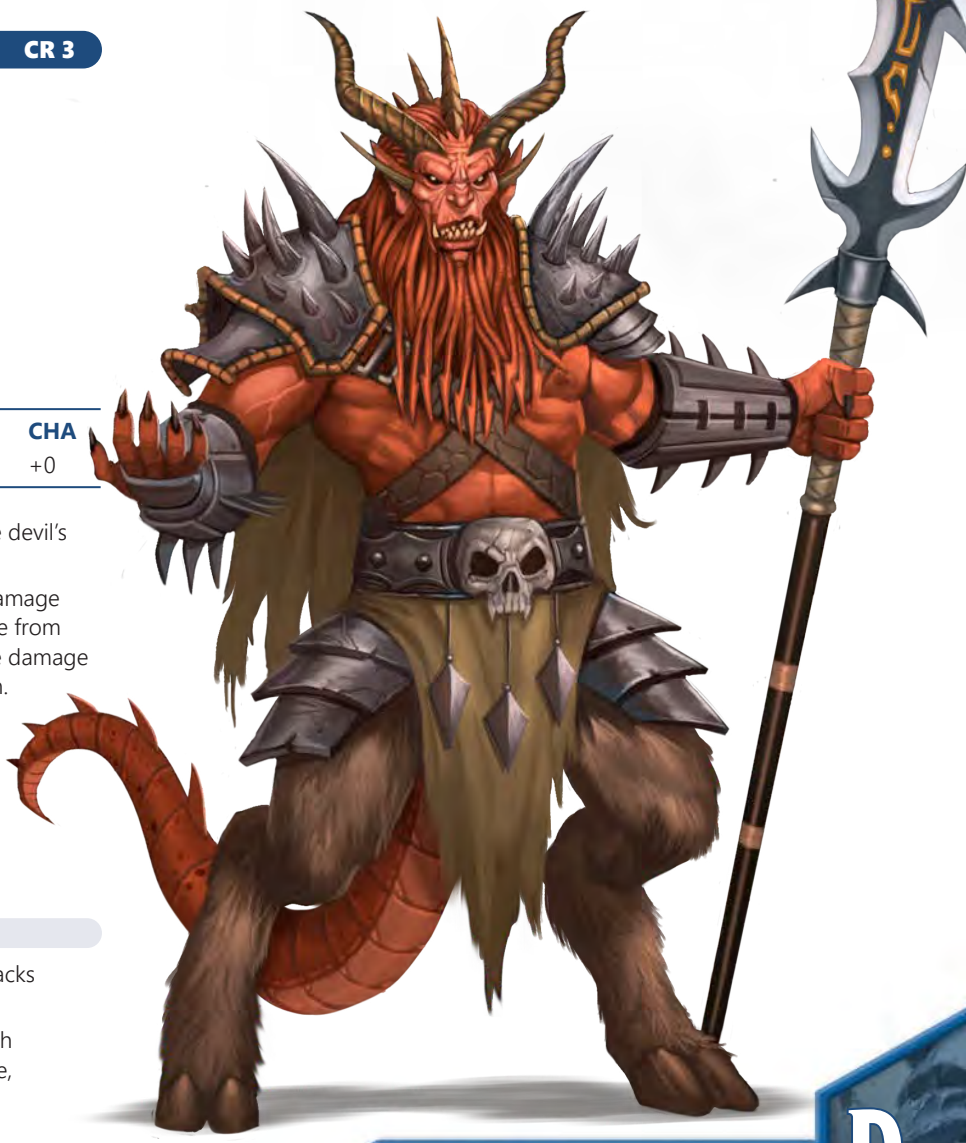
Multiattack. The devil makes two Beard Spines attacks and one Glaive attack.

Beard Spines. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) piercing damage, and the target must succeed on a DC 13 CON save or be poisoned for 1 minute. While poisoned in this way, the target can't regain HP. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than a Construct or Undead, it must succeed on a DC 13 CON save or lose 3 (1d6) HP 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 3 (1d6). Any creature can take an action to stanch the wound with a successful DC 10 WIS (Medicine) check. The wound also closes if the target receives magical healing, provided the target is capable of regaining HP.

Bonus Action

Enhance Pain. The bearded devil enhances the pain in one creature it can see within 30 feet of it that is poisoned from the devil's Beard Spines attack or suffering an infernal wound from the devil's Glaive attack. The target must succeed on a DC 13 CON save or be incapacitated until the end of its next turn, as it doubles over in pain.



Devil, Bone

The chitter of large insect wings echoes around a gaunt, skeletal fiend as it floats over a hellscape. Its scorpion tail lashes side to side, dripping with poison.

Enforcer Devils. Named for their skeletal appearance, these devils are tasked with enforcing devilish laws and ensuring devils don't step out of line. They take pleasure in reporting transgressions to their superiors, especially if it raises their standing at the cost of a peer's. Bone devils aren't unreasonable, however. While they must report the deeds of the devils they encounter, many bone devils play favorites. When lesser devils are particularly obedient or loyal to them, bone devils ensure these devils rise in the ranks with them, grooming their own loyal cadre as the devil grows in power. Many prominent pit fiends and even some archdevils are said to have once been bone devils who rose in power by surrounding themselves with loyal followers.

Cruel Taskmasters. The bone devils' increased sense of importance often makes them particularly nasty and cruel in their treatment of lesser devils. They delight in commanding lesser devils to perform various tasks across the Hells, some of their own cruel devising and others passed down from superior devils. As the lesser devils rarely know the source of the command, most adhere to a bone devil's demands—regardless of how difficult, inane, or dangerous—hoping to raise their own station.



Bone Devil — CR 9

Large Fiend (Devil)

Armor Class 18 (natural armor)
Hit Points 144
Speed 40 ft., fly 40 ft.
Perception 16 **Stealth** 13
Resistant Devilish Resilience
Immune Devilish Resilience
Senses darkvision 120 ft.
Languages Infernal, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+3	+4	+5	+6	+7

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Devilish Resilience. The devil is resistant to cold damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to fire damage and poison damage and to the poisoned condition.

Magic Resistance. The devil has advantage on saves against spells and other magical effects.

Actions

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

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Sting. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 15 CON save or be poisoned for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Devilish Command. The bone devil shouts one of the following commands at one creature it can see within 30 feet of it. The target must succeed on a DC 15 CHA save or obey the command. A lesser devil, such as a barbed devil or lemure, has disadvantage on this save.

- **Attack.** The target uses its reaction to make one melee or ranged attack (the devil's choice) against one creature the target can see within its weapon's range.
- **Beg for Mercy.** The target immediately falls prone and can't cast spells with verbal components on its next turn as it is magically compelled to speak pleas of mercy.
- **Flee.** The target uses its reaction to move up to its speed directly away from the bone devil. This movement doesn't provoke opportunity attacks, but the target doesn't avoid damaging terrain, such as lava.

Devil, Chain

A porcelain mask with a constantly shifting face sits atop a curtain of barbed chains in a vaguely humanoid shape. With each step, its form shifts, chains rattle, and screams of terror echo.

Torturer Devils. Named for the chains that cover their slim bodies, these devils exist to torture mortal souls, lost travelers, and disobedient devils. As the punishers of the Hells, they sit outside of the hierarchy, punishing greater and lesser devils alike. Only archdevils, who are their direct superiors, escape the art of these devils.

Terrifying Mask. A chain devil's face is covered in a mask made of the devil's own flesh and bones, appearing porcelain. Though the mask appears to be floating above the chains surrounding the devil, it is in fact part of the devil's own face and can't be removed. As torturers, chain devils instinctively sense what would cause the most terror in a victim and can reshape their masks to resemble that frightening thing, whether it is the face of a hated enemy, dying loved one, or nightmarish horror.

Chain Devil — CR 8

Medium Fiend (Devil)

Armor Class 16 (natural armor)
Hit Points 138
Speed 30 ft.
Perception 14 **Stealth** 12
Resistant grappled | Devilish Resilience
Immune Devilish Resilience
Senses darkvision 120 ft.
Languages Infernal, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+7	+0	+4	+5

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Devilish Resilience. The devil is resistant to cold damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to fire damage and poison damage and to the poisoned condition.

Magic Resistance. The devil has advantage on saves against spells and other magical effects.

Actions

Multiattack. The devil makes four Chain attacks.

Chain. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 7 (2d6) piercing damage, and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained and takes 14 (4d6) piercing damage at the start of each of its turns, and the chain devil can't use the same Chain on another target.

Bonus Actions

Animate Chains. The chain devil commands chains it can see within 60 feet of it that aren't being worn or carried to grab up to two creatures it can see within 10 feet of at least one commanded chain. Each creature must succeed on a DC 15 DEX save or be restrained. A creature, including the restrained creature, can take its action to free the restrained creature by succeeding on a DC 15 STR check.

The devil can have up to two creatures restrained in this way at a time. If it uses this bonus action to restrain a third, the effect ends on one of the previous targets (the devil's choice).

Reactions

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can command its mask to shift to look like one of the creature's departed loved ones or bitter enemies. If the creature can see the mask, it must succeed on a DC 15 WIS save or be frightened until the end of its turn.



Devil, Erinyes

This beautiful, winged fiend's cold, calculating eyes and curved horns are at odds with its angelic appearance.

Warrior Devils. Some of the greatest warriors in the Hells, erinyes dive into battle with blazing swords and gleaming armor. Disciplined and skilled fighters, erinyes rarely back down from a fight unless overwhelmed, and they adjust their strategies as needed to counter the strengths of their opponents. When archdevils have minor disputes that don't require sending entire armies, they often send erinyes as champions to resolve the disputes.

Fallen Angels. The first erinyes were angels that succumbed to the lure of an archdevil of battle, who promised them more worthy fights than those provided under their angelic commander. Erinyes have since become devils in their own right, carving out their own place within devilish society. Their past as angels still follows erinyes, and many relish the chance to test their might against angels they encounter, often fighting to the death when facing such creatures.

Erinyes **CR 12**

Medium Fiend (Devil)

Armor Class 18 (plate)

Hit Points 147

Speed 30 ft., fly 60 ft.

Perception 16 **Stealth** 17

Resistant charmed, frightened | Devilish Resilience

Immune Devilish Resilience

Senses truesight 120 ft.

Languages Infernal, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+7	+8	+2	+6	+8

Devilish Resilience. The devil is resistant to cold damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to fire damage and poison damage and to the poisoned condition.

Disciplined Fighter. At the start of each of its turns, the erinyes chooses one of the following fighting styles to adopt, which lasts until the start of the erinyes's next turn.

- **Aggressive.** The erinyes has advantage on the first attack it makes on its turn, but the next attack roll against the erinyes has advantage.
- **Retributive.** The next time the erinyes is hit by a melee weapon attack from a creature within 5 feet of it, the erinyes can make one Longsword attack against the attacker (no action required).
- **Defensive.** The next time erinyes uses the Parry reaction, it takes only half the damage if the attack hits and regains 18 (4d8) HP if the attack doesn't hit.

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

Magic Resistance. The erinyes has advantage on saves against spells and other magical effects.

Actions

Multiattack. The erinyes makes three Longsword or Longbow attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 18 (4d8) poison damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 18 (4d8) poison damage, and the target must succeed on a DC 16 CON save or be poisoned for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Reactions

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

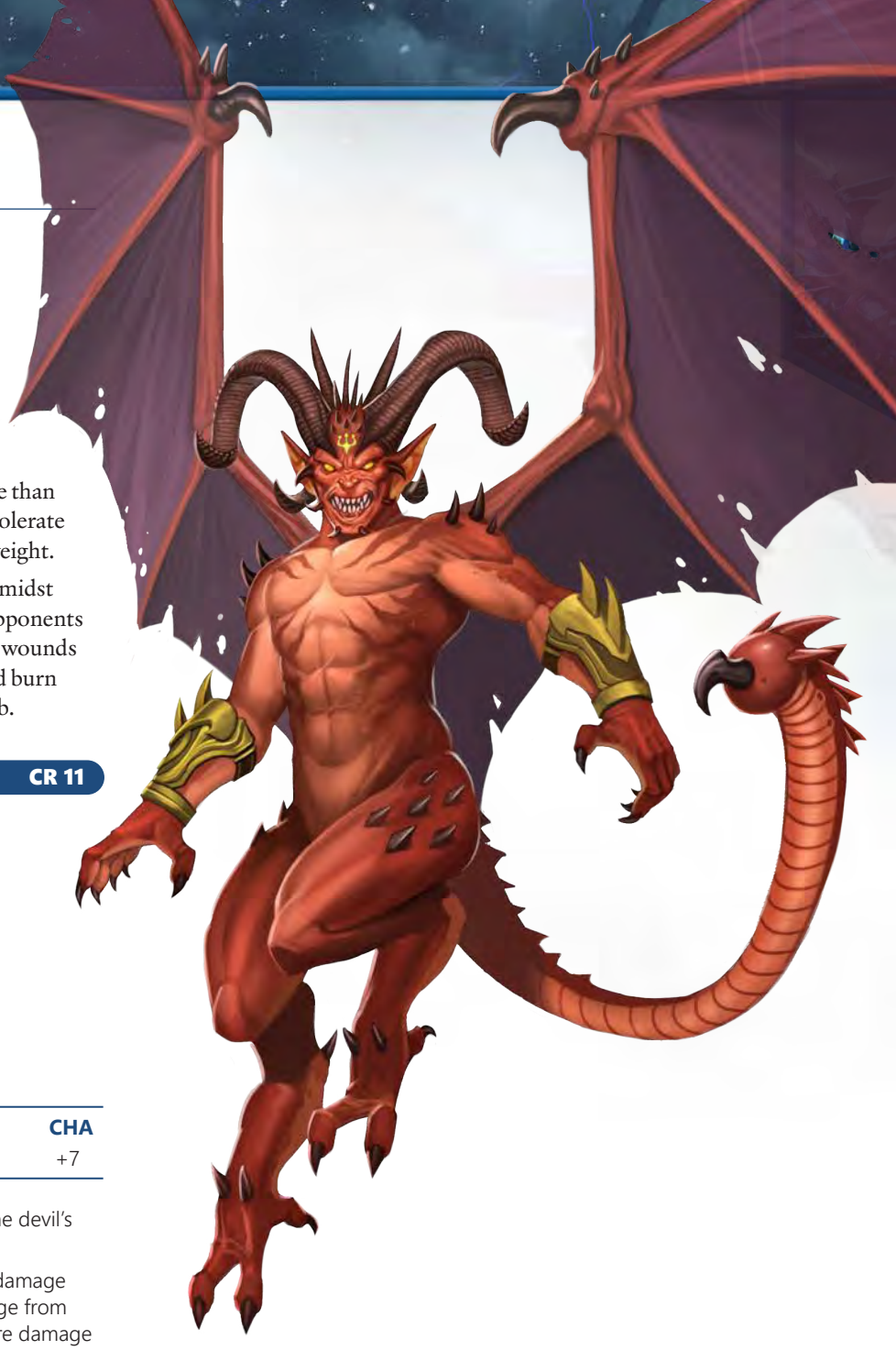


Devil, Horned

A pair of curved ram's horns sweep out from this winged, red-skinned fiend's brow. Its sinuous, spear-tipped tail glows with unholy energies.

Lieutenant Devils. Named for the massive horns that crown their heads, these lieutenants of devilish armies can be found on the front lines, fighting alongside their troops or stabbing their deadly tails into the fray from above. They care more for the thrill of battle than the direction of troops, but horned devils don't tolerate deserters or troops unwilling to pull their own weight.

Brutal Combatants. Horned devils thrive amidst bloodshed, slamming their horned heads into opponents and causing terrible wounds with their tails. The wounds inflicted by the devil's tail don't heal properly and burn with a hellish infection, worsening with each stab.



Horned Devil — CR 11

Large Fiend (Devil)

Armor Class 18 (natural armor)
Hit Points 185
Speed 20 ft., fly 60 ft.
Perception 17 **Stealth** 17
Resistant Devilish Resilience
Immune Devilish Resilience
Senses darkvision 120 ft.
Languages Infernal, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+10	+7	+5	+1	+7	+7

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Devilish Resilience. The devil is resistant to cold damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to fire damage and poison damage and to the poisoned condition.

Magic Resistance. The devil has advantage on saves against spells and other magical effects.

Actions

Multiattack. The devil makes two Fork attacks and one Tail attack, or it makes three Hurl Flame attacks.

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

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage. If the target is a creature other than a Construct or Undead, it must succeed on a DC 17 CON save or lose 10 (3d6) HP 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 WIS (Medicine) check. The wound also closes if the target receives magical healing.

Hurl Flame. *Ranged Spell Attack:* +7 to hit, range 150 ft., one target. *Hit:* 20 (5d6 + 3) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Bonus Actions

Headbutt. The horned devil slams its horned head into a creature it can see within 5 feet of it. The target must make a DC 17 STR save. On a failure, the target takes 7 (2d6) bludgeoning damage and is knocked prone. On a success, the target takes half the damage and isn't knocked prone.

Devil, Ice

A flat, bulbous head shades the creature's eyes from the glare of the sunlit snow as it surveys the frozen landscape. Its mandibles click together idly, and its tail whips behind it, sending up a flurry of powdered snow.

Isolated Devils. Ice devils inhabit the few layers of the Hells that are coated in ice rather than unbearable heat. These layers are sparsely populated, even by devils, and ice devils stalk these frozen wastelands for any intruders. Though they enjoy their solitude, ice devils often like conversing with travelers in their frozen homes, gathering news and gossip before devouring the intruders.

Defensive Line. When called to join devilish armies, ice devils typically serve under an erinyes or pit fiend. The defensive devils create ice walls to protect key locations or redirect the movement of hostile forces. Ice devils magically create ice to shield vulnerable allies, but they are just as quick to withhold such protection from devils that are disrespectful to them. Wise warriors know to show deference to the ice devils in their platoons.

Ice Devil — CR 14

Large Fiend (Devil)

Armor Class 18 (natural armor)
Hit Points 193
Speed 40 ft.
Perception 17 **Stealth** 17
Resistant blinded | Devilish Resilience
Immune cold | Devilish Resilience
Senses darkvision 120 ft., keensense 60 ft.
Languages Infernal, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+5	+7	+9	+4	+7	+9

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Devilish Resilience. The devil is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to fire damage and poison damage and to the poisoned condition.

Magic Resistance. The devil has advantage on saves against spells and other magical effects.

Snow Walk. The devil can move across icy surfaces without needing to make an ability check. In addition, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The devil makes two Claw attacks and one Tail attack, or it makes three Icicle Shard attacks.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 18 (4d8) cold damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage plus 18 (4d8) cold damage.

Icicle Shard. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 18 (4d8) cold damage.

Bonus Actions

Ice Wall. The ice devil causes a wall of ice to magically rise from the ground at a point it can see within 60 feet of it. The wall is up to 30 feet long, 10 feet high, and 5 feet thick. It can be any shape, as long as its base is connected to the ground. If the wall cuts through a creature's space when it appears, the creature is pushed to one side (the devil's choice). If a creature would be surrounded on all sides by the wall, it can make a DC 17 DEX save. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall lasts 1 minute, until the devil creates a new wall, or until the devil dies. Each 10-foot section of the wall has AC 5, 30 HP, is vulnerable to fire damage, and is immune to acid, cold, necrotic, poison, and psychic damage.

Reactions

Ice Shield. When the ice devil or a friendly creature it can see is hit by an attack, the devil can create a magical barrier of ice to disrupt the attack. The target halves the damage from the attack.



Devil, Imp

This miniature, red-skinned devil cackles with glee as it flaps around on feathered wings, snatching up and smashing random trinkets.

Trickster Devils. Imps enjoy playing pranks on those nearby, much to the annoyance of other devils. They can change their shape and become invisible to better accomplish their pranks or to hide while watching the outcome. Imps can rarely resist the chance to play a prank and giggle with glee when victims fall prey to the prank.

Fiendish Familiars. Imps enjoy rare freedom from the ranks of Hell by becoming familiars to mortal wizards. While serving as familiars, imps encourage their masters to play increasingly dangerous pranks on other mortals. These pranks start small and simple and slowly escalate until the master has been corrupted by the imp's influence, securing the mortal's soul for Hells' forces when the master dies. Some imps take the form of a small beast or common house animal when serving as a familiar.



Imp — CR 1

Tiny Fiend (Devil)

Armor Class 13
Hit Points 31
Speed 20 ft., fly 40 ft.
Perception 11 **Stealth** 15
Resistant Devilish Resilience
Immune Devilish Resilience
Senses darkvision 120 ft.
Languages Infernal, Common

STR	DEX	CON	INT	WIS	CHA
−2	+3	+1	+0	+1	+4

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

Devilish Resilience. The devil is resistant to cold damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to fire damage and poison damage and to the poisoned condition.

Magic Resistance. The imp has advantage on saves against spells and other magical effects.

Actions

Slam (Beast Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning, piercing, or slashing damage (based on the type of damage dealt by the Beast form's primary attack, such as Bite).

Sting (True Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 12 CON save, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility (True Form Only). The imp magically turns invisible until it attacks or uses Change Shape, or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Bonus Actions

Change Shape. The imp magically transforms into a Medium or smaller Beast that has a CR no higher than its own or back into its true form, which is a Fiend. Without wings, it loses its flying speed. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies.

Imp Familiars

Some imps are willing to serve spellcasters, especially those that enjoy playing pranks and causing mischief. Such imps have the following trait.

Familiar. The imp can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the imp senses as long as they are within 1 mile of each other. While the imp is within 10 feet of its companion, the companion shares the imp's Magic Resistance trait. At any time and for any reason, the imp can end its service as a familiar, ending the telepathic bond.

Devil, Lemure

This pitiful lump of flesh mewls piteously, but a closer examination reveals the cruelty in the fiend's watery eyes.

Least Devil. The least of devils, lemures are the initial form of all devils and wicked souls that start their existence in the Hells. Some are promoted and transformed into higher versions of devils shortly after starting life in the Hells, while others spend their entire existences as lemures. This promotion is typically meted out to lemures by higher-order devils or archdevils either due to the lemure's accomplishments or the devil's needs, but occasionally, a lemure's sheer ruthlessness, cunning, or despicableness transforms it into another form.

Hellish Rebirth. Lemures are so tied to the Hells that killing them in the Hells doesn't destroy them like it does most outsiders. Instead, lemures are reborn anew in the Hells, providing nigh-endless troops for devilish armies.

Superheated Body. Barely more than a vaguely humanoid gob of Hell-stuff held together by a wicked mortal soul or the energies of the Hells, lemures' bodies are imbued with the extreme heat prevalent in the Hells. They can expel this heat in temporary, rippling waves and through their punches. Devilish leaders send lemures into skirmishes in timed waves, taking full advantage of the heat these devils exude.

Lemure **CR 1/4**

Medium Fiend (Devil)

Armor Class 8
Hit Points 17
Speed 15 ft.

Perception 10 **Stealth** 7
Resistant Devilish Resilience
Immune Devilish Resilience
Senses darkvision 120 ft.
Languages Infernal

STR	DEX	CON	INT	WIS	CHA
+2	−2	+1	−3	+0	−4

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

Devilish Resilience. The devil is resistant to cold damage. In addition, it is immune to fire damage and poison damage and to the poisoned condition.

Hellish Rejuvenation. Unlike other outsiders, a lemure that dies in its home plane of the Hells is restored in a new body in 1d10 days, regaining all its HP and becoming active again. The new body appears in the Hells within 1 mile of where it was slain. Only sprinkling holy water on the lemure's remains can prevent this trait from functioning.

Actions

Fist. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 2 (1d4) fire damage.

Bonus Actions

Rippling Heat (1/Day). The lemure exudes an aura of extreme heat for 1 minute. Each creature that starts its turn within 15 feet of the lemure and that isn't a devil must succeed on a DC 11 CON save or be weakened until the start of its next turn. A weakened creature has disadvantage on all attack rolls, and it deals only half damage with weapon attacks that use Strength. A creature that fails this save by 5 or more suffers one level of exhaustion. A creature that has suffered a level of exhaustion from this lemure's Rippling Heat can't suffer another level from this lemure's Rippling Heat for 24 hours.

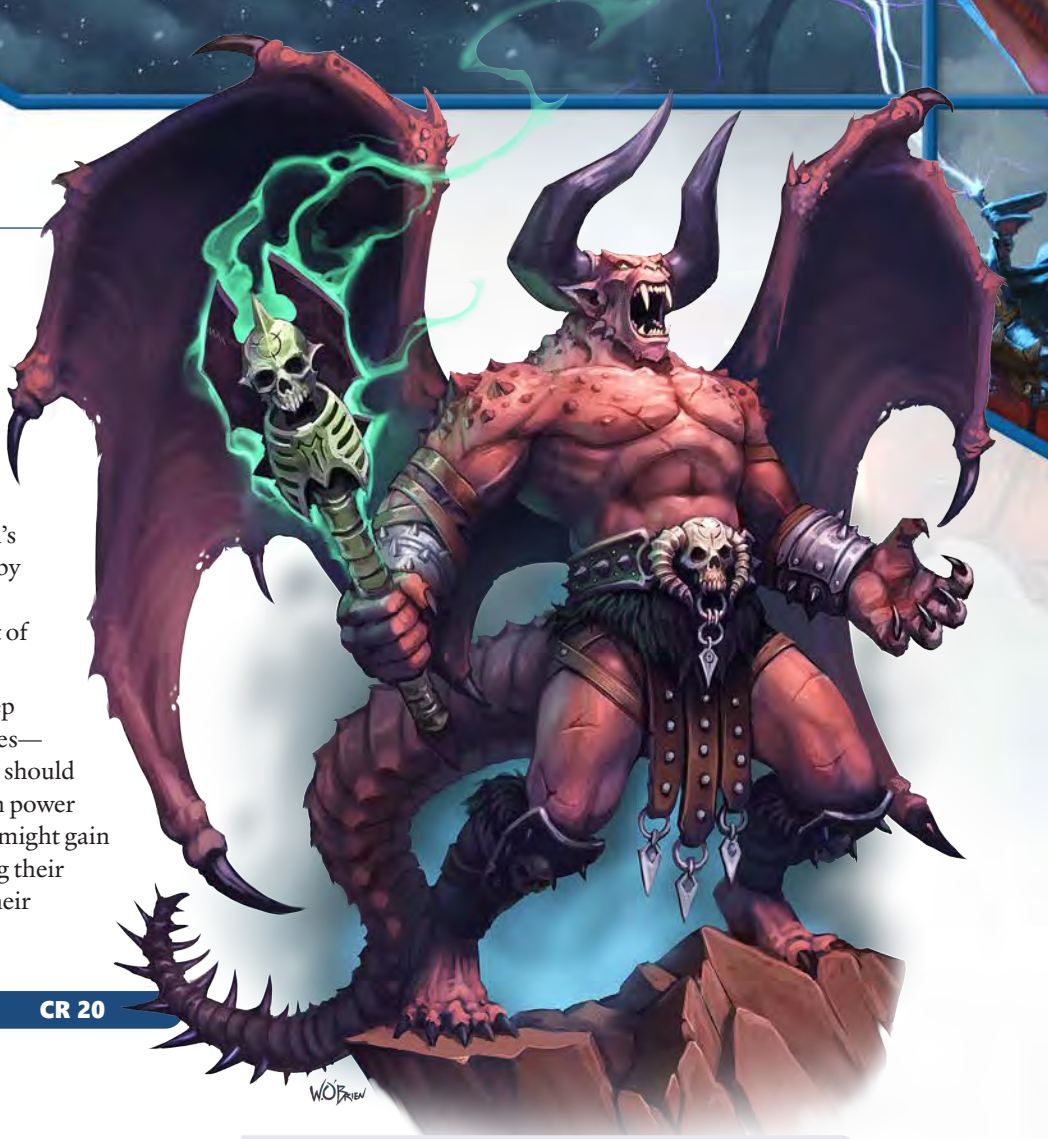


Devil, Pit Fiend

A pair of massive horns crowns the head of this fanged, red devil. Its long, spined tail is large enough to topple a horse, while it swings a bone mace comprised of a human torso, skull, and spine.

Devil General. Pit fiends serve as generals for archdevils, leading entire armies of devils against demons, celestials, and even the archdevil's rivals. A pit fiend's presence bolsters nearby devils, who vie for the chance to prove themselves competent while in clear sight of the pit fiend.

Ultimate Devil. Pit fiends are one step away from becoming archdevils themselves—and just as close to becoming lesser devils should their masters wish it. Pit fiends that rise in power enough to become archdevils themselves might gain that position by successfully overthrowing their current leader or by seizing power after their master is slain by a rival.



Pit Fiend **CR 20**

Large Fiend (Devil)

Armor Class 19 (natural armor)

Hit Points 323

Speed 30 ft., fly 60 ft.

Perception 20 **Stealth** 18

Resistant Devilish Resilience

Immune charmed, frightened | Devilish Resilience

Senses truesight 120 ft.

Languages Infernal, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+8	+13	+6	+10	+7

Aura of the Devil Lord. Each hostile creature that starts its turn within 20 feet of the pit fiend must succeed on a DC 21 WIS save or be frightened until the start of its next turn. Each friendly devil within 20 feet of the pit fiend is immune to the charmed and frightened conditions and has advantage on the first attack roll it makes on each of its turns.

Devilish Resilience. The devil is resistant to cold damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to fire damage and poison damage and to the poisoned condition.

Flaming Weapons. The pit fiend's weapon attacks are magical. When the fiend hits with any weapon, the weapon deals an extra 4d6 fire damage (included in the attack).

Magic Resistance. The pit fiend has advantage on saves against spells and other magical effects.

Actions

Multiattack. The pit fiend makes one Bite attack, one Gore attack, one Mace attack, and one Tail attack, or it makes four Hurl Flame attacks. If two Hurl Flame attacks hit one creature, each creature within 10 feet of the target must make a DC 21 DEX save as the fire bursts outward from the target, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage plus 14 (4d6) fire damage and 13 (3d8) poison damage. The target must succeed on a DC 21 CON save or be poisoned. While poisoned in this way, the target can't regain HP. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Gore. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage plus 14 (4d6) fire damage.

Mace. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage plus 14 (4d6) fire damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage plus 14 (4d6) fire damage, and the target must succeed on a DC 21 STR save or be knocked prone.

Hurl Flame. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 25 (6d6 + 4) fire damage.

Dinosaurs

Towering trees shake, losing leaves, and the ground rumbles as massive lizards walk across the land. A roar shatters the air, and a large-headed carnivore with teeth the length of longswords bursts out of the trees and bites at a grazing three-horned lizard.

Powerful Lizards. Massive lizards found in remote pockets of the world, dinosaurs comprise some of the largest, most powerful animals without supernatural origins or abilities. They thrive in areas where they are the largest or most dominant animals, though smaller dinosaurs thrive alongside humanoids or in harmony with other beasts. Even the slightest among them is hardy and difficult to overpower, shrugging off the worst of blows and making them a challenge for any hunter.

Ankylosaurus. An ankylosaurus is a slow-moving herbivore with thick, armored hide on its back ending in an armored, club-like tail. Despite this, the ankylosaurus prefers to avoid confrontation, relying on its armored hide to protect it from most dangers. They form small family units and migrate across grasslands, following the seasons as they graze.

Plesiosaurus. A plesiosaurus is a reptilian predator that hunts in the ocean and occasionally in brackish estuaries. It has a broad body powered by four paddle-like flippers, and its triangular head sits atop a long, slender neck. It feeds primarily on fish and small marine mammals, but it won't pass up an easy meal of merchants, pirates, or fisherfolk.

Triceratops. A triceratops is a three-horned herbivore that can fell small trees when nearby grazing is light, consuming the trees' succulent leaves. An aggressive dinosaur, the triceratops is no stranger to combat and charges any creatures that threaten their young. Even triceratops without offspring prove a threat to would-be predators, who must weigh their hunger against the triceratops's sharp horns and ornery temperament.

Tyrannosaurus Rex. A tyrannosaurus rex is a bipedal saurian with relatively short forelimbs, a long, sweeping tail, and a powerful, crushing jaw. One of the most aggressive and territorial dinosaurs, tyrannosaurs attack with confidence. They bite their prey, shaking it and crushing it with their powerful jaws while walloping other creatures with their tails. The dinosaurs attack their opponents until they or their opponents are dead. Humanoids keep tyrannosaur skulls as trophies just as they might keep a dragon skull.

Velociraptor. A velociraptor is a small, feathered dinosaur with vicious, needlelike teeth and hooked claws. An effective pack hunter, the velociraptor rarely travels alone. These dinosaurs spread out to surround their prey, attacking ferociously from blind spots, ripping and tearing their targets with their savage hind claws. They are hard to train and forever plagued by instincts to kill; only the most foolish and determined humanoids attempt to tame velociraptors. Career caretakers display missing fingers and ghoulish scars as badges of honor.

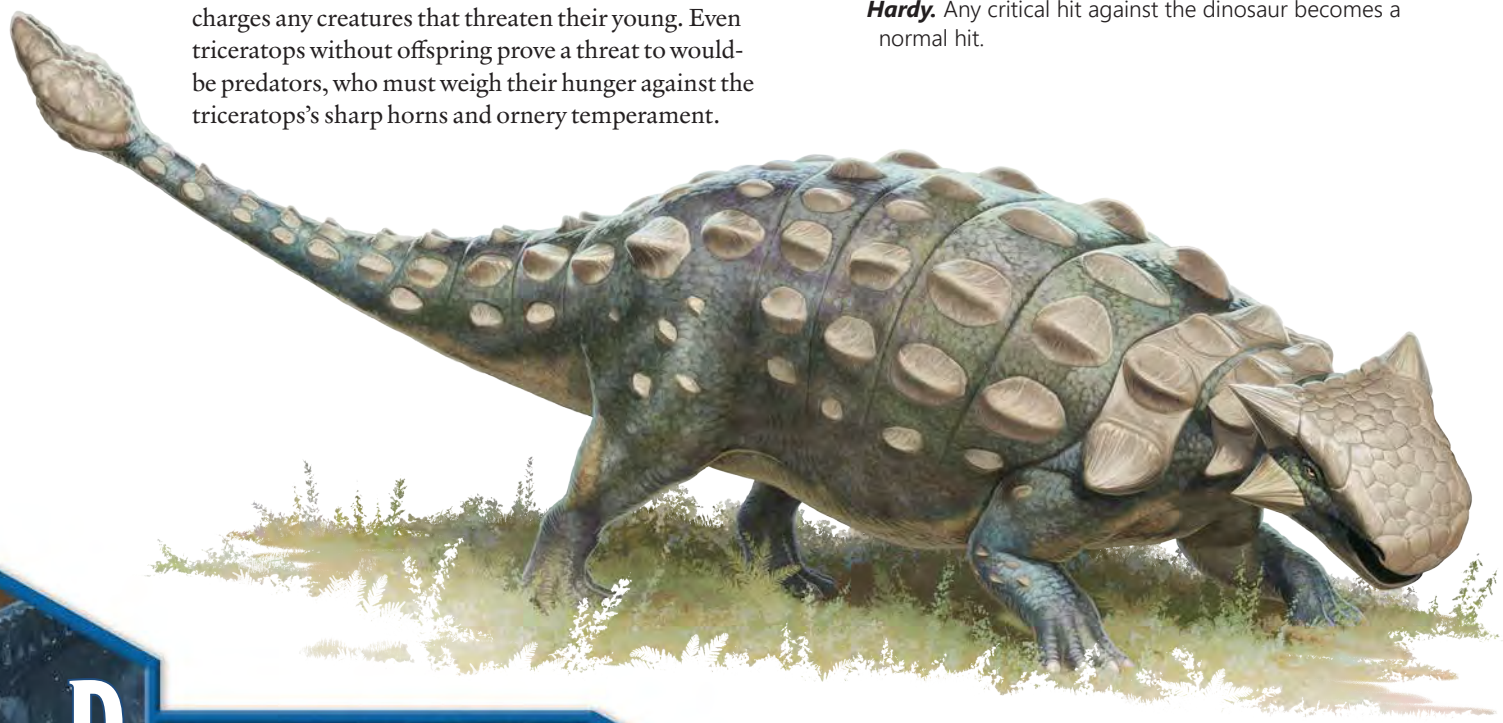
Ankylosaurus — CR 4

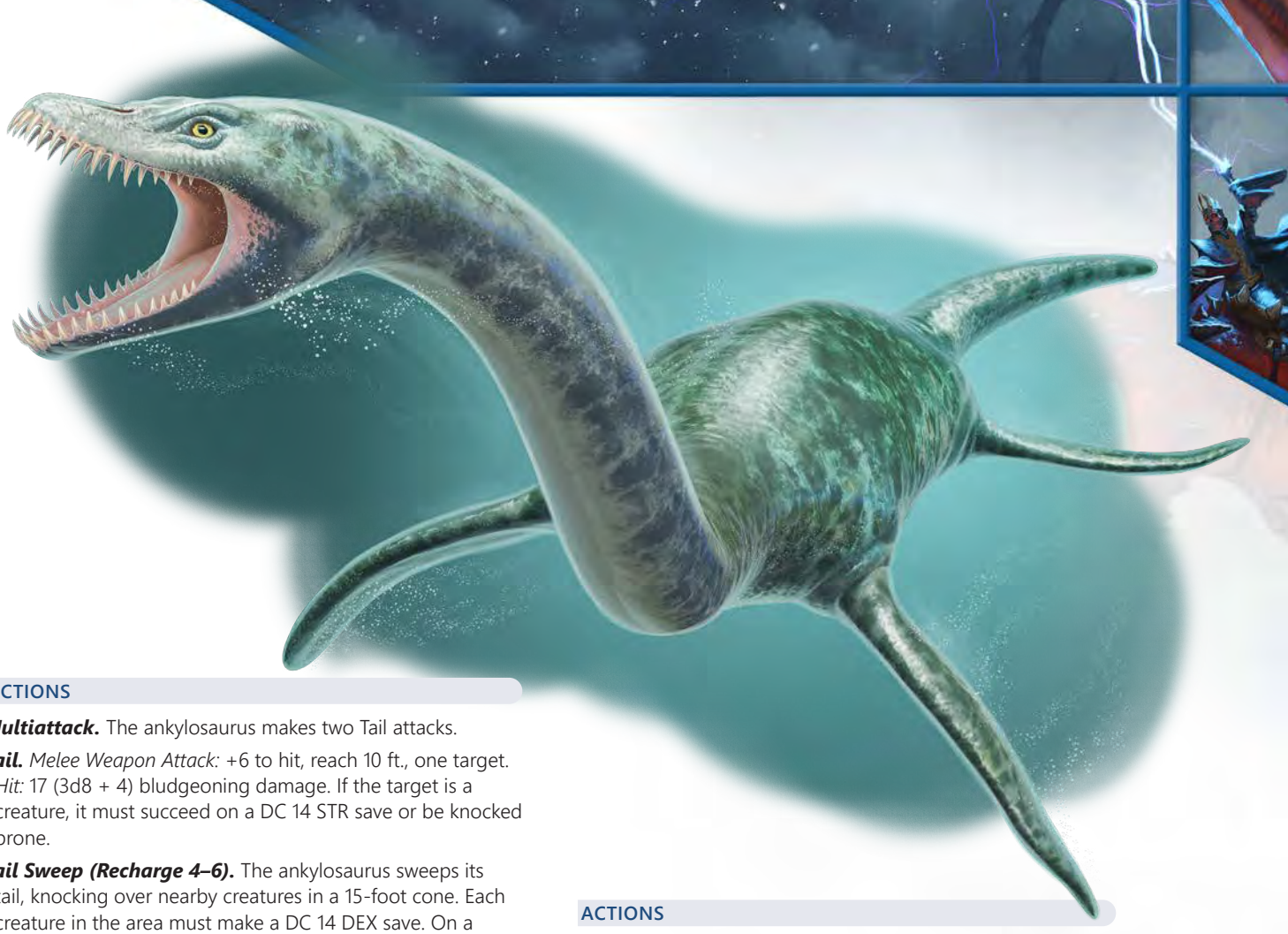
Large Beast

Armor Class 16 (natural armor)
Hit Points 95
Speed 30 ft.
Perception 11 **Stealth** 10
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+0	+2	−4	+1	−3

Hardy. Any critical hit against the dinosaur becomes a normal hit.





ACTIONS

Multiattack. The ankylosaurus makes two Tail attacks.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 STR save or be knocked prone.

Tail Sweep (Recharge 4–6). The ankylosaurus sweeps its tail, knocking over nearby creatures in a 15-foot cone. Each creature in the area must make a DC 14 DEX save. On a failure, a creature takes 27 (6d8) bludgeoning damage and is pushed up to 15 feet away and knocked prone. On a success, a creature takes half the damage and isn't pushed or knocked prone.

REACTIONS

Defensive Huddle. When a creature the ankylosaurus can see hits it with a weapon attack, the ankylosaurus hunkers down, shifting its body so that its armored back intercepts the blow. The ankylosaurus halves the damage from the attack.

Plesiosaurus CR 2

Large Beast

Armor Class 13 (natural armor)
Hit Points 60
Speed 20 ft., swim 40 ft.
Perception 13 **Stealth** 14
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	−4	+1	−3

Hardy. Any critical hit against the dinosaur becomes a normal hit.

Hold Breath. The plesiosaurus can hold its breath for 1 hour.

ACTIONS

Multiattack. The plesiosaurus makes two Bite attacks.

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

BONUS ACTIONS

Flipper Slam. While underwater, the plesiosaurus slams its flippers together, sending a shockwave of water in a 15-foot cone. Each creature in the area must succeed on a DC 13 CON save or be off-balance until the end of its next turn. While off-balance, a creature's speed is halved, and it has disadvantage on the first attack roll it makes on each of its turns.

Triceratops CR 5

Huge Beast

Armor Class 13 (natural armor)
Hit Points 126
Speed 50 ft.
Perception 10 **Stealth** 9
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+6	−1	+3	−4	+0	−3

Hardy. Any critical hit against the dinosaur becomes a normal hit.

Trampling Charge. If the triceratops moves at least 20 feet straight toward a creature and then hits it with a Gore attack on the same turn, that target must succeed on a DC 14 STR save or be knocked prone. If the target is prone, the triceratops can make one Stomp attack against it as a bonus action.

ACTIONS

Multiattack. The triceratops makes two Gore attacks.

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

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

BONUS ACTIONS

Warning Bugle. The triceratops emits a piercing call in a 30-foot cone, signaling its impending attack. Each creature in the area must succeed on a DC 14 WIS save or be frightened until the end of its next turn. If the triceratops uses this bonus action before moving the requisite 20 feet for Trampling Charge, the target of its charge has disadvantage on this save, and the triceratops can make a Stomp attack against the prone target without needing to use a bonus action, provided the target fails the STR save from the charge.

Tyrannosaurus Rex — CR 8

Huge Beast

Armor Class 13 (natural armor)
Hit Points 184
Speed 50 ft.
Perception 14 **Stealth** 10
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+8	+0	+4	−4	+1	−1

Hardy. Any critical hit against the dinosaur becomes a normal hit.

ACTIONS

Multiattack. The tyrannosaurus makes one Bite attack and one Tail attack. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 31 (4d12 + 5) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the tyrannosaurus can't Bite another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 23 (4d8 + 5) bludgeoning damage.

BONUS ACTIONS

Rending Shake. While grappling a creature, the tyrannosaurus shakes its head, tearing at the creature. The grappled creature must succeed on a DC 16 STR save or take 6 (1d12) slashing damage and be thrown up to





20 feet in a random direction and knocked prone. If the 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 DEX save or take the same damage and be knocked prone.

Velociraptor — CR 1/2

Small Beast

Armor Class 13 (natural armor)
Hit Points 25
Speed 30 ft.
Perception 13 **Stealth** 14
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
−2	+4	+1	−3	+1	−2

Hardy. Any critical hit against the dinosaur becomes a normal hit.

Pack Tactics. The velociraptor has advantage on attack rolls against a creature if at least one of its allies is within 5 feet of the target and the ally isn't incapacitated.

ACTIONS

Multiattack. The velociraptor makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the velociraptor can't Bite another target.

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

Maul. The velociraptor uses its claws to rip into one creature it is grappling. The target must make a DC 12 STR save, taking 10 (4d4) slashing damage on a failed save, or half as much damage on a successful one.



Doppelganger

The man's smile melts as his body shifts and reforms into a featureless gray humanoid that ducks into a darkened alleyway. A moment later, a woman steps out from the alley, adjusting a feathered hat on her head.

Skilled Shapechangers. Doppelgangers are the quintessential shapechangers, taking on the forms of anyone they meet and living as those people. They use these personas to access protected places, barter with humanoids, survive alongside humanoids, or to even take politically significant actions.

Well-Traveled. Because they usually leave the victims of their schemes alive, doppelgangers change locations frequently to avoid sustained suspicion about their activities. They require little effort to blend in thanks to their mind-reading and naturally keen observation.

Varied Motivations. Doppelgangers are nearly perfect at deceiving others, but each doppelganger has its own motivations. Many doppelgangers enjoy mercenary spying, some play con games to enrich themselves, a few use their unique skills to start revolutions, and others make a trade in blackmail with threats to impersonate their targets. A rare few apply their talents to murder. Most simply enjoy living different lives and experiencing the world in a kaleidoscope of forms.

Doppelganger **CR 3**

Medium Monstrosity (Shapechanger)

Armor Class 14

Hit Points 80

Speed 30 ft.

Perception 13 **Stealth** 16

Immune charmed

Senses darkvision 60 ft.

Languages Common, telepathy 60 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+4	+2	+0	+3	+4

Convincing Mimicry (Humanoid Form Only). The doppelganger can mimic any Humanoid's body and voice it has seen and heard nearly perfectly. A creature very familiar with the individual Humanoid the doppelganger is pretending to be can tell the doppelganger is an imitation with a successful DC 20 WIS (Insight) check.

Revealed Intentions. While reading a creature's mind, the doppelganger has advantage on CHA checks against the creature, knows the creature's current mood, and knows if the creature speaks a lie. In addition, the doppelganger has advantage on attack rolls against the creature.

Actions

Multiattack. The doppelganger makes two Slam or Psychic Bolt attacks.

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

Psychic Bolt. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 13 (2d10 + 2) psychic damage.

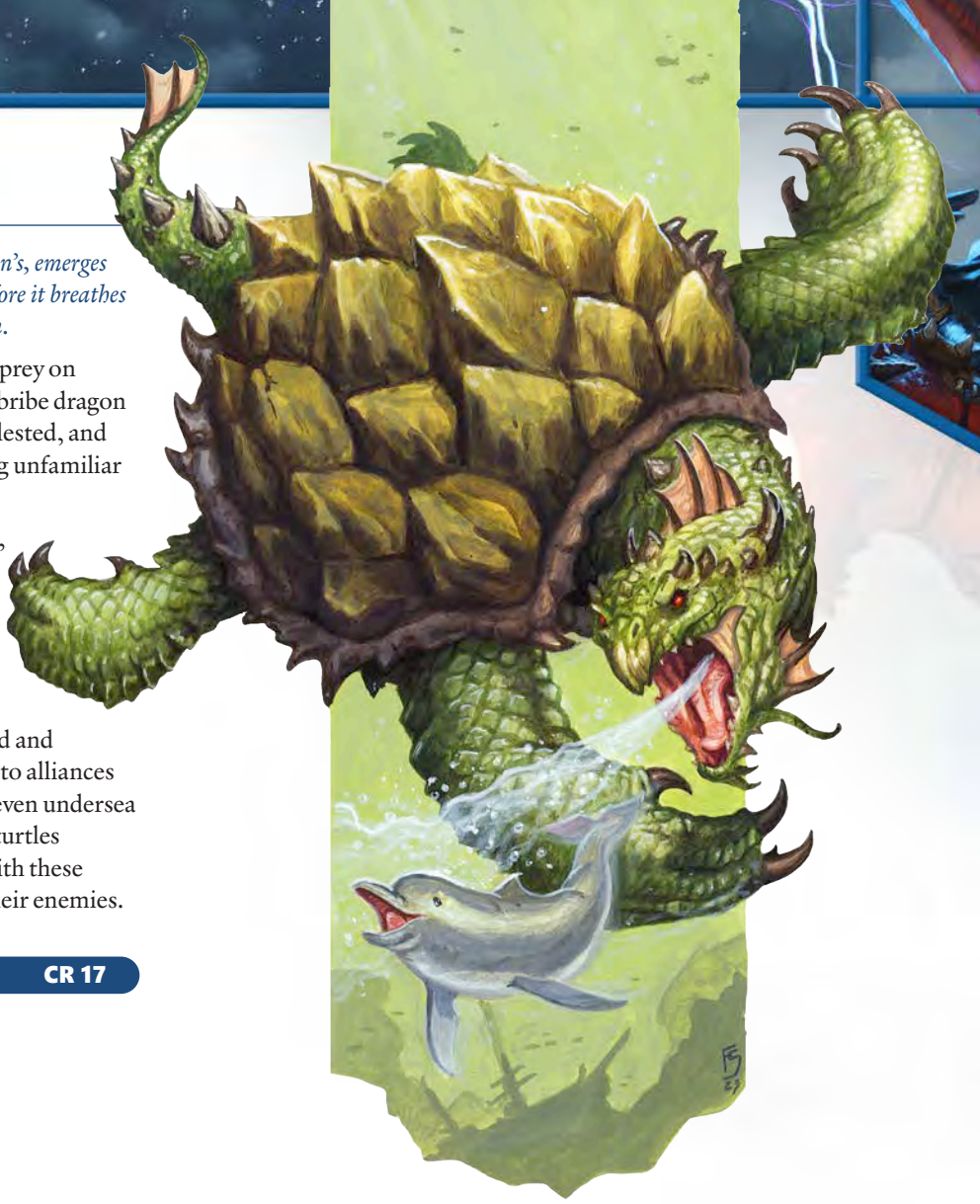
Bonus Actions

Change Shape. The doppelganger transforms into a Small or Medium Humanoid it has seen or back into its true form, which is Monstrosity. Its statistics, other than its size and speed, 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.

Read Thoughts. The doppelganger magically reads the surface thoughts—what is foremost in the mind at the moment—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 the target's thoughts until its concentration is broken (as if concentrating on a spell) or it uses Read Thoughts on a different target.



Dragon Turtle



This colossal turtle, with a snout shaped like a dragon's, emerges from the depths of the sea. Its abdomen glows red before it breathes out and transforms seawater into superheated steam.

Marauders of Sea Lanes. Dragon turtles prey on major shipping routes. Maritime powers often bribe dragon turtles with treasures to keep their ships unmolested, and wise captains carry extra treasure when entering unfamiliar territory said to contain a dragon turtle.

Deep Lairs. Like the dragons they resemble, dragon turtles rest and store their acquired treasure in lairs. Most find underwater caverns at depths that would crush lesser creatures, but others adopt the wreckages of vessels they have destroyed as their lairs.

Indifferent Alliances. Motivated by food and treasures, dragon turtles are easily convinced into alliances with aboleths, powerful water elementals, and even undersea empires of merfolk or sahuagin. As long as the turtles keep amassing treasure, they remain content with these arrangements, protecting allies and crushing their enemies.

Dragon Turtle **CR 17**

Gargantuan Dragon

Armor Class 20 (natural armor)

Hit Points 318

Speed 20 ft., swim 40 ft.

Perception 17 **Stealth** 16

Resistant fire

Senses darkvision 120 ft.

Languages Aquan, Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+7	+6	+11	+0	+7	+1

Amphibious. The dragon turtle can breathe air and water.

Siege Monster. The dragon turtle deals double damage to objects and structures.

Actions

Multiattack. The dragon turtle makes one Bite attack, two Claw attacks, and one Tail attack. If it is latched onto a vehicle, it can instead make four Claw attacks and one Tail attack.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage plus 7 (2d6) fire damage. Instead of dealing damage, the dragon turtle can choose to latch onto the target, if the target is a vehicle, such as a ship or wagon. If the vehicle is Huge or smaller, its speed is reduced to 0, and it can't be moved until the dragon turtle is killed or ends this effect. If the vehicle is Gargantuan, the vehicle's speed is halved, and the turtle moves with it when it moves. While latched onto a vehicle in this way, the turtle can make Bite attacks against only the vehicle and such attacks automatically hit. The turtle can end this effect at any time (no action required).

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 STR save or be pushed up to 15 feet away from the dragon turtle and knocked prone.

Steam Breath (Recharge 5–6). The dragon turtle exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 19 CON save, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

Reactions

Siege Follow-Through. If the dragon turtle destroys an object or structure with an attack, it can make a Bite or Tail attack against a creature it can see within 5 feet of that object or structure.

Dragon, Black

This dragon has glossy black scales and a bony head reminiscent of a skull. It snakes its long, sinuous body around a tree and opens its toothy maw in a hissing roar, releasing a spray of acid.

Bullying Dragons. Black dragons are consummate bullies and aggressively defend their lairs against lesser creatures, making examples of those they see as a threat. This also applies to their mates and their own young, which flee when they can. If a dragon finds a settlement encroaching on its swampy domain, it first sends its allies to drive the interlopers away, and then it makes a personal visit to destroy what remains.

Cowardly. As bullies, black dragons quail in the face of superior beings, often in the form of larger black dragons moving in from other swampy lairs. In some cases, their own young amass enough wealth, power, and age to challenge their sire—family bonds are frail among black dragons. When necessary, black dragons engage in ambushes, short raids, and night attacks to undermine stronger foes.

Gem Hoarders. Black dragons select their treasures carefully, choosing only treasures that can survive marshland conditions. Gems persist in the unfavorable environment, so black dragons collect as many as possible. While the dragons don't have deep caverns for their hoards, the shallow waters of the swamps make it relatively simple to dredge for stored gems. Even a sprinkling of agates on a mossy rock might be a young black dragon's hoard, brought out to capture the sunlight.

Local Despots. Compared to most true dragons, black dragons content themselves with their own domain and rarely see the need to fly somewhere distant, devastate an area, and plunder from the fallen. They are satisfied with waylaying passing travelers and retrieving treasure from the swamp.

Maturing. Black dragons spend their early years creating a home in a secluded portion of a swamp and allying with nearby intelligent creatures lured by the promise of wealth at the dragon's side. By the time the dragon is young, these partnerships shift in tone, with the dragon becoming more dominant and demanding while also expanding its territory. An adult black dragon assures allies it intends to keep its promises, but it brooks no defiance and slays any who challenge its authority. By the time it becomes ancient, the dragon has outlived most or all of its original allies, has control of a vast swath of swamp, and maintains alliances only so long as it pleases the dragon.

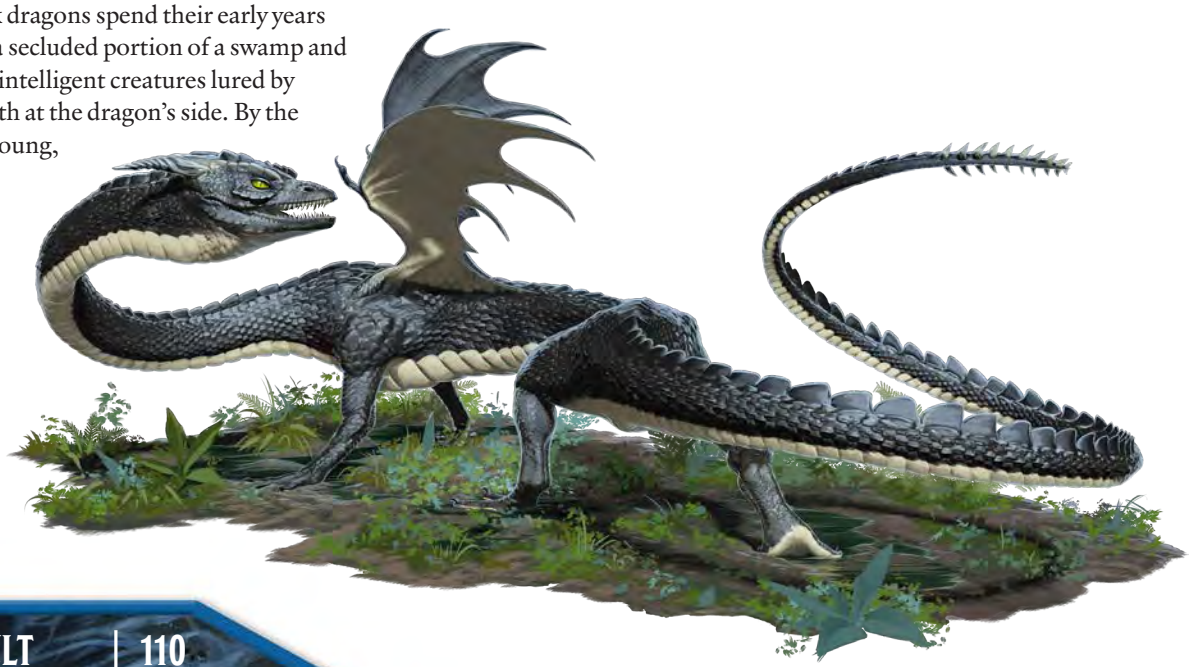
A Black Dragon's Lair

Black dragons roost in swamps and marshlands. The constant exposure to vitriolic acid means they don't notice the putrid odors given off by swamp gases, rotting vegetation, and other rancid sources. They also choose these locations because no other dragons would stoop to claim this territory. Lizardfolk and other allies often guard the dragons' lairs. The centermost portion of their swampy lairs contain their hoards, typically buried deep beneath mud, though occasionally displayed by embedding it in a cypress or swamp oak trunk.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon can take a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- **Acid Blister.** Acid wells up from the ground on a point the dragon can see within 120 feet of it, covering the ground within 15 feet of that point. A creature that enters the area for the first time on a turn or starts its turn there must succeed on a DC 15 CON save or take 7 (2d6) acid damage. The blister lasts for 1 minute, until the dragon uses this lair action again, or until the dragon dies.
- **Blinding Filth.** Swamp gas, muck, and slime spew up from a point the dragon can see within 120 feet of it. Each creature within 20 feet of that point must succeed on a DC 15 DEX save or be blinded until it or a creature within reach of it takes an action to wipe the filth from its eyes.



- **Sucking Mud.** The ground beneath up to three creatures the dragon can see within 120 feet of it turns to soft mud. Each target must succeed on a DC 15 DEX save or be restrained by the mud. A creature, including the restrained target, can take its action to free the restrained creature by succeeding on a DC 15 STR check.

REGIONAL EFFECTS

The region containing a black dragon's lair is warped by its magic, which creates one or more of the following effects:

- **Relentless Insects.** Within 5 miles of the lair, biting flies and stinging insects relentlessly assault Humanoids and Giants. Such creatures have disadvantage on DEX (Stealth) and WIS (Survival) checks while in the area. In addition, Humanoids and Giants that finish a short or long rest in the area must succeed on a DC 10 CON save or gain no benefit from the rest. A creature that spends the rest protected from the insects automatically succeeds on the save.
- **Rising Bile.** A creature that finishes a long rest within 10 miles of the lair is plagued by bitter, acrid indigestion after every meal until it finishes a long rest outside the area. A creature that spends 7 days in the area suffers this effect until cured with the *restoration* spell or similar magic.
- **Rotten Fog.** Within 1 mile of the lair, the air is filled with a thick, oily fog that reeks of sulfur and rotten flesh. Creatures automatically fail WIS (Perception) checks that rely on scent, and standing water in the area is blighted and not safe to drink for any creature other than the dragon.

If the dragon dies, these effects fade in 1d10 days.

Black Dragon Wyrmling — CR 2

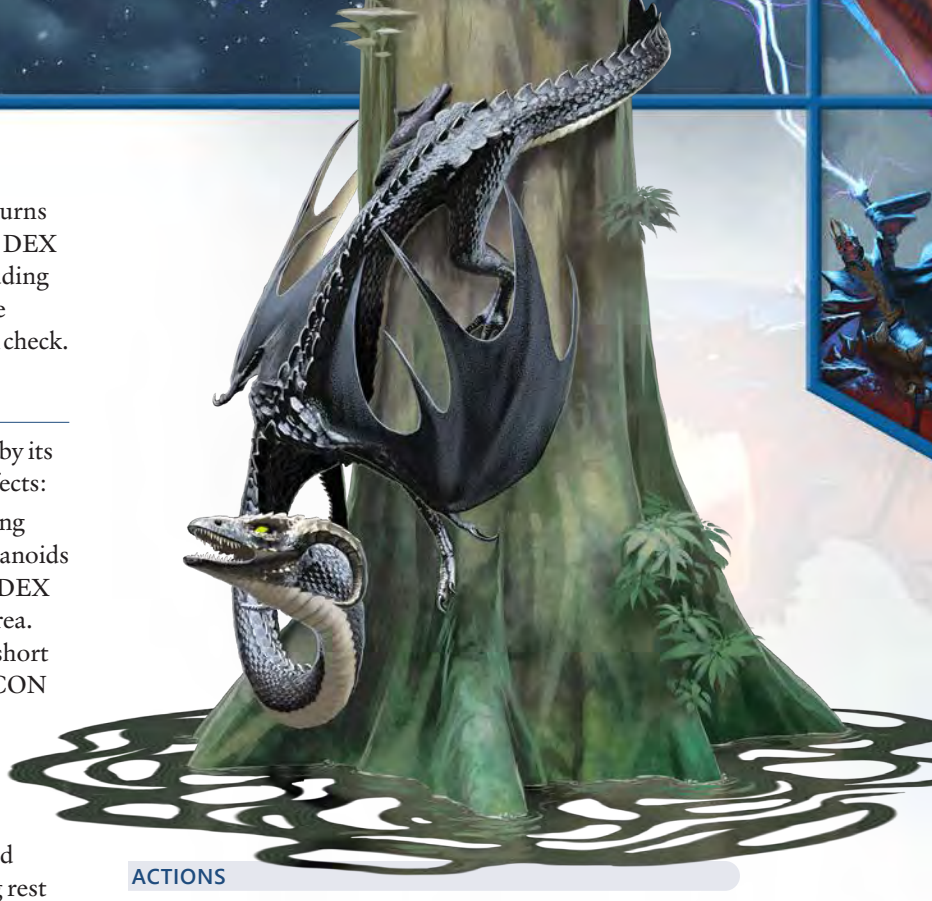
Medium Dragon

Armor Class 17 (natural armor)
Hit Points 51
Speed 30 ft., fly 60 ft., swim 30 ft.
Perception 14 **Stealth** 14
Immune acid | poisoned
Senses darkvision 60 ft., keensense 10 ft.
Languages Draconic

STR	DEX	CON	INT	WIS	CHA
+3	+4	+3	+0	+2	+3

Amphibious. The black dragon can breathe air and water.

Pounce. If the dragon moves at least 15 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 13 STR save or be knocked prone. If the target is prone, the dragon can make one Claw attack against it as a bonus action.



ACTIONS

Multiattack. The dragon makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

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

Acid Breath (Recharge 5–6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 DEX save, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Young Black Dragon — CR 7

Large Dragon

Armor Class 18 (natural armor)
Hit Points 136
Speed 40 ft., fly 80 ft., swim 40 ft.
Perception 17 **Stealth** 15
Immune acid | poisoned
Senses darkvision 120 ft., keensense 30 ft.
Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+5	+5	+6	+1	+4	+5

Acidic Vapors. After the black dragon uses its Acid Breath, acid clings to its mouth, throat, and nostrils for a time, evaporating as the dragon breathes. While the dragon's Acid Breath is unavailable, acidic vapors surround it, and each creature that starts its turn within 10 feet of the dragon must succeed on a DC 15 CON save or be poisoned until the start of its next turn.

Amphibious. The dragon can breathe air and water.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

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

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

Acid Breath (Recharge 5–6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 DEX save, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.



Adult Black Dragon — CR 14

Huge Dragon

Armor Class 19 (natural armor)

Hit Points 238

Speed 40 ft., fly 80 ft., swim 40 ft.

Perception 22 **Stealth** 17

Immune acid | poisoned

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+7	+7	+10	+2	+7	+8

Acidic Vapors. After the black dragon uses its Acid Breath, acid clings to its mouth, throat, and nostrils for a time, evaporating as the dragon breathes. While the dragon's Acid Breath is unavailable, acidic vapors surround it, and each creature that starts its turn within 20 feet of the dragon must succeed on a DC 18 CON save or be poisoned until the start of its next turn.

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 DEX save, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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 automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 16 CHA save or be vulnerable to acid damage until the end of its next turn. A target resistant to acid damage isn't resistant to it for the duration. A target immune to acid damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 DEX save or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.

Ancient Black Dragon — CR 20

Gargantuan Dragon

Armor Class 21 (natural armor)

Hit Points 355

Speed 40 ft., fly 80 ft., swim 40 ft.

Perception 25 **Stealth** 18

Immune acid | poisoned

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+9	+8	+13	+3	+9	+10

Acidic Vapors. After the black dragon uses its Acid Breath, acid clings to its mouth, throat, and nostrils for a time, evaporating as the dragon breathes. While the dragon's Acid Breath is unavailable, acidic vapors surround it, and each creature that starts its turn within 30 feet of the dragon must succeed on a DC 21 CON save or be poisoned until the start of its next turn.

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 9 (2d8) acid damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +15 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 18 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 21 DEX save, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

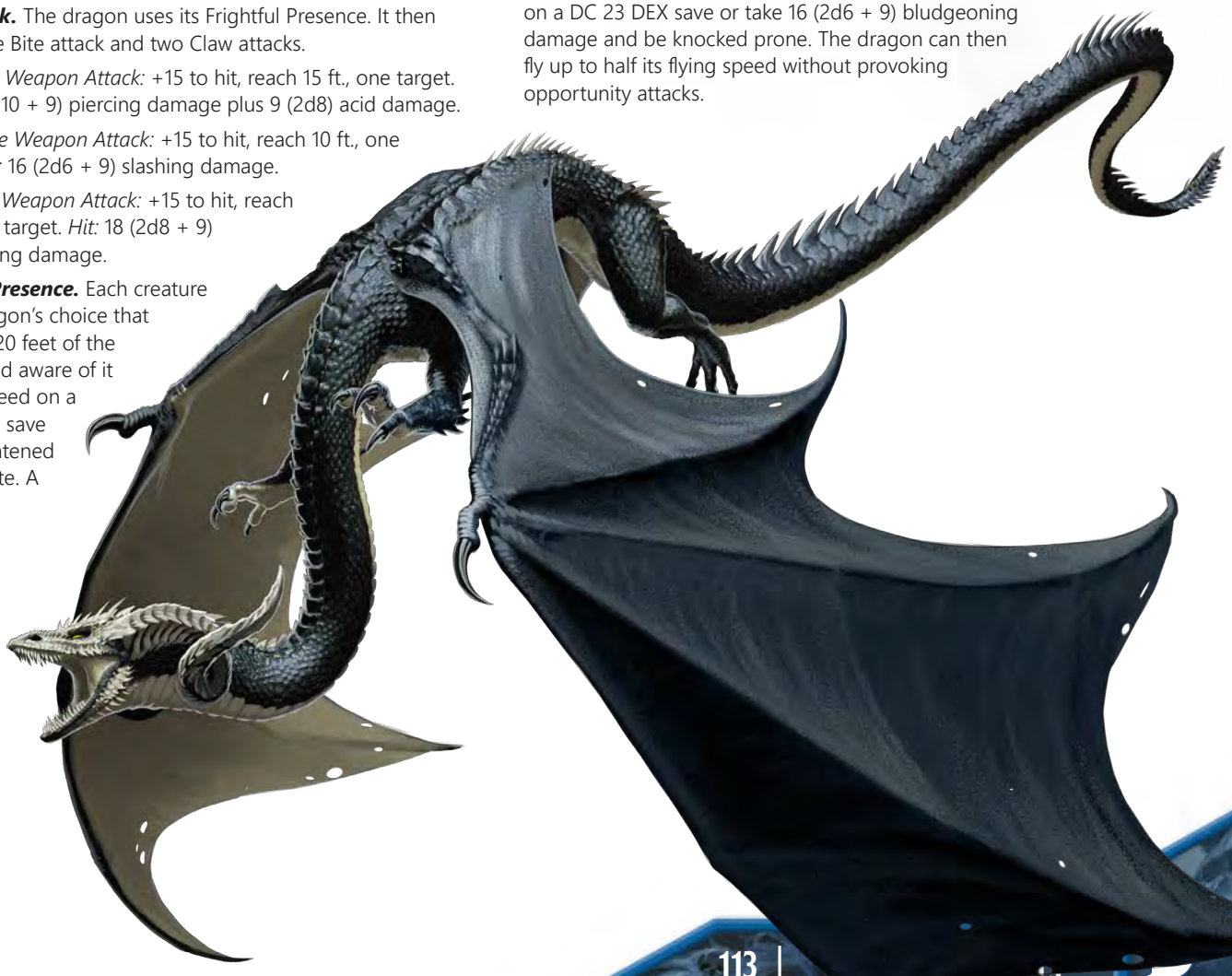
The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 18 CHA save or be vulnerable to acid damage until the end of its next turn. A target resistant to acid damage isn't resistant to it for the duration. A target immune to acid damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 DEX save or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.



Dragon, Blue

Lightning dances along the spiked, azure scales of this magnificent dragon. It tosses its head back and sends a bolt of lightning from its crackling maw into the clouds above, which rumble in response.

Dynastic. Unlike many dragons, blue dragons make lasting partnerships with other blue dragons, especially their progeny. Their fondest wish is to keep their lineages going for millennia. Of course, the mightier blue dragons expect less powerful dragons to respect the hierarchy that places them at the top. Failure to adhere to the hierarchy results in a transgressor's destruction or exile.

Metallic Treasures. Blue dragons meticulously categorize and organize the treasures in their hoards. The only treasures not carefully stashed away are metal armor and other major metalworks, which are spread throughout their lairs. They use the metal's conductivity to make their lightning breath more devastating and to superheat the material as an additional hazard for intruders.

Protection Racketeers. Blue dragons profit off of caravans making the long, perilous trek through their desert homes. They do so by raiding the occasional wagon train, by accepting tribute to allow them safe passage, or even very rarely offering protection against other raiders and bandits.

Long-Held Grudges. Blue dragons never forget insults or setbacks. After such an ignominy, the dragon follows the perpetrators from a distance to learn their habits and destinations, hoping also to learn its quarry's weaknesses. The dragon may even part with some of its precious wealth and hire agents to gather this information on its behalf. The dragon then wages a terror campaign against its enemies, ensuring its foes are aware of its involvement. This campaign culminates in the death of its enemies, preferably as a public and brutal execution.

Maturing. Blue dragons spend much of their lives with elder dragons. Early on, they burrow to defend themselves when threatened and enjoy the protection and tutelage of their parents. Young blue dragons venture further from their parents' lairs, picking off lone travelers or small caravans and amassing some wealth, which they sequester in their first lairs. Adult blue dragons with still-living forebears offer fealty to their ancient progenitors, but this also marks the time when they either strike out on their own or wait patiently for their due. By the time it becomes ancient, the blue dragon has set up its kingdom to its liking and events flow smoothly for it. It leaves its expansive territories to its younger kin and other subordinates, while it takes occasional trips out of its lair to unleash devastation on a distant land or finally collect on its revenge schemes.

A Blue Dragon's Lair

Most blue dragons lair in deserts and other arid lands, using the inhospitable climate as the first line of defense against would-be heroes. There, they find hidden underground caverns where they can store their wealth. Storm-wracked mountains also appeal to blue dragons, as they can ignore bolts of lightning that would injure or kill explorers and dragon slayers. Blue dragons allow beasts suited to the environment to protect their lairs, but they rarely allow intelligent creatures, even blue dragons with which they share territory, inside their innermost sanctums.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon can take a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- **Create Conduit.** One metal object or one creature wearing metal armor (the dragon's choice) within 120 feet of the dragon becomes a conduit of lightning. If the target is an unwilling creature, it can make a DC 15 CON save, avoiding the effect on a success. Whenever a creature ends its turn within 10 feet of the conduit, that creature and the conduit each take 5 (2d4) lightning damage. The target remains a conduit for 1 minute, until the dragon uses this lair action again, or until the dragon dies.
- **Dust Gale.** A gust of strong, sandy wind blows through the lair in a 50-foot line that is 10 feet wide and originating from a point the dragon can see within 60 feet of it. Each creature in the line must succeed on a DC 15 STR save or be pushed up to 25 feet in a direction



following the line. A creature that fails the save by 5 or more is also blinded until the end of its next turn.

- **Upheaval.** Columns of sand burst upward beneath up to two creatures the dragon can see within 120 feet of it. Each target must succeed on a DC 15 DEX save or be hurled up to 30 feet into the air. If a target strikes a solid surface on the way up, it takes 3 (1d6) bludgeoning damage for every 10 feet it was hurled upward before striking the surface. A target that can't fly falls back to the ground, lands prone, taking falling damage, and is buried in sand. If the buried target doesn't have a burrowing speed, it is restrained and unable to breathe or stand up. A creature, including the buried target, can take an action to free the buried target by succeeding on a DC 15 STR check.

REGIONAL EFFECTS

The region containing a blue dragon's lair is warped by its magic, which creates one or more of the following effects:

- **Collapsing Ground.** Sinkholes appear randomly in the sand within 1 mile of the lair. Each hour a creature travels in the area, it must succeed on a DC 11 DEX save or fall into a sinkhole. Sinkholes range from 10 feet deep to up to 30 feet deep and disappear within 24 hours of appearing.
- **Magnetized Metal.** Ferrous metal within 3 miles of the lair occasionally becomes magnetized for a short time, sticking to other ferrous metal objects near it.
- **Raging Storms.** Thunderstorms and sandstorms occur regularly within 5 miles of the lair. While in such a storm, creatures have disadvantage on WIS (Perception) checks made to see or hear.

If the dragon dies, these effects fade in 1d10 days.

Blue Dragon Wyrmling — CR 3

Medium Dragon

Armor Class 17 (natural armor)
Hit Points 68
Speed 30 ft., burrow 15 ft., fly 60 ft.
Perception 14 **Stealth** 12
Immune lightning
Senses darkvision 60 ft., keensense 10 ft.
Languages Draconic

STR	DEX	CON	INT	WIS	CHA
+3	+2	+4	+1	+2	+4

Pounce. If the dragon moves at least 15 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 13 STR save or be knocked prone. If the target is prone, the dragon can make one Claw attack against it as a bonus action.

ACTIONS

Multiattack. The dragon makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) lightning damage.

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

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 DEX save, taking 27 (5d10) lightning damage on a failed save, or half as much damage on a successful one.

Young Blue Dragon — CR 9

Large Dragon

Armor Class 18 (natural armor)
Hit Points 175
Speed 40 ft., burrow 20 ft., fly 80 ft.
Perception 19 **Stealth** 14
Immune lightning
Senses darkvision 120 ft., keensense 30 ft.
Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+5	+4	+8	+2	+5	+7

Charged Hide. When the blue dragon hasn't exhaled its Lightning Breath, the electric charge builds up across its body. While the dragon's Lightning Breath is available, it emits wild sparks of electricity, and each creature that starts its turn within 10 feet of the dragon must succeed on a DC 16 CON save or be incapacitated until the start of its next turn.



ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage.

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

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 DEX save, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Adult Blue Dragon — CR 16

Huge Dragon

Armor Class 19 (natural armor)

Hit Points 267

Speed 40 ft., burrow 30 ft., fly 80 ft.

Perception 22 **Stealth** 15

Immune lightning

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+7	+5	+11	+3	+7	+9

Charged Hide. When the blue dragon hasn't exhaled its Lightning Breath, the electric charge builds up across its body. While the dragon's Lightning Breath is available, it emits wild sparks of electricity, and each creature that starts its turn within 20 feet of the dragon must succeed on a DC 19 CON save or be incapacitated until the start of its next turn.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save 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 make a DC 19 DEX save, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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 automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 17 CHA save or be vulnerable to lightning damage until the end of its next turn. A target resistant to lightning damage isn't resistant to it for the duration. A target immune to lightning damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 DEX save or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.

Ancient Blue Dragon — CR 20

Gargantuan Dragon

Armor Class 21 (natural armor)

Hit Points 355

Speed 40 ft., burrow 40 ft., fly 80 ft.

Perception 27 **Stealth** 16

Immune lightning

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+9	+6	+14	+4	+9	+11

Charged Hide. When the blue dragon hasn't exhaled its Lightning Breath, the electric charge builds up across its body. While the dragon's Lightning Breath is available, it emits wild sparks of electricity, and each creature that starts its turn within 30 feet of the dragon must succeed on a DC 22 CON save or be incapacitated until the start of its next turn.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 11 (2d10) lightning damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +15 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 19 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save 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 make a DC 22 DEX save, taking 99 (18d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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 automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 19 CHA save or be vulnerable to lightning damage until the end of its next turn. A target resistant to lightning damage isn't resistant to it for the duration. A target immune to lightning damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 DEX save or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.



Dragon, Brass

The bright, golden scales of the dragon shimmer in the desert sun. It lounges near an oasis, and its green-tinged wings flap lazily as the dragon cools itself and the person talking to it.

Friends to Humanoids. Brass dragons are keenly interested in humanoids and love to hear about humanoid experiences. As they age, they become brilliant conversationalists. They enjoy discussions about philosophy and the nature of existence, taking on humanoid form to put humanoids at ease.

Precious Secrets, Priceless Art. Brass dragons view the secrets of humanoids, whether mind-bending or inane, as treasures in their own rights. Likewise, they love to collect art, baubles, and other odds and ends created by humanoids or fey. Their tastes vary greatly, leading many dragons to prize artworks or objects that might be of considerably less value to humanoids.

Maturing. Brass dragons encourage their wyrmlings to speak with their humanoid friends from a young age. Soon, the young dragon's curiosity leads it to travel the wider world, meeting others in humanoid form. By the time the dragon becomes an adult, it has crafted a lair for itself where it can store art and knickknacks, but it spends much of its time away from this home, enamored with interacting with the people around it.

A Brass Dragon's Lair

Brass dragons often have two lairs: a remote, desert lair for their prized possessions and a lavish, well-appointed home in a nearby humanoid settlement. Brass dragons with lairs in humanoid settlements hire skilled trapsmiths to help protect their possessions, and they rely on the remoteness of their desert lairs to protect their hoards.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon can take a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- **Heat Blast.** A ripple of heat surrounds up to three creatures the dragon can see within 120 feet of it. Each target must succeed on a DC 15 CON save or be overcome by heat until the end of its next turn. A target overcome by heat must spend its action attempting to cool itself.
- **Nightmare Slumber.** Nightmares fill the minds of up to two unconscious creatures the dragon can see within 120 feet of it. Each target must succeed on a DC 15 CHA save or be wracked with nightmares while it remains unconscious. An unconscious creature wracked with nightmares takes 5 (2d4) psychic damage at the start of each of its turns. The damage from these nightmares doesn't wake an unconscious creature. The dragon learns one small secret about an unconscious creature each time it takes psychic damage from this effect.
- **Sand Squall.** A 20-foot-radius sphere of sand-filled wind appears centered on a point the dragon can see within 120 feet of it. The sphere spreads around corners, and its area is heavily obscured. Ranged weapon attacks that pass through the sphere fail, and unprotected nonmagical flames in the sphere are extinguished. In addition, a creature other than the dragon that flies into the sphere or starts its turn flying in the sphere must succeed on a DC 15 STR save or be knocked prone. The squall lasts for 1 minute, until the dragon uses this lair action again, or until the dragon dies.

Regional Effects

The region containing a brass dragon's lair is warped by its magic, which creates one or more of the following effects:

- **Boiling Heat.** Within 1 mile of the dragon's desert lair, the heat is unnaturally oppressive. Each hour a creature spends in the area it must succeed on a DC 13 CON save or suffer one level of exhaustion.
- **Guiding Winds.** Within 10 miles of the dragon's desert lair, gentle breezes and wisps of cloud unerringly blow toward water sources and shelter. These winds gust stronger the closer a creature is to the dragon's lair. Creatures following such wind have advantage on





saves to avoid exhaustion brought on by thirst, starvation, or the desert's heat.

- **Oasis Sense.** Small oases appear within 20 miles of the dragon's humanoid lair. Each oasis has a water spring, enough food (including fruit and insects) to support up to 10 Medium or smaller creatures every 24 hours, and shelter in the form of small trees and bushes. The dragon knows the distance, direction, and size of any creature that enters an oasis. Creatures that drink water or eat food from any such oasis have disadvantage on saves against the dragon's Sleep Breath for 24 hours.

If the dragon dies, these effects fade in 1d10 days. If the dragon spends more than 30 days away from either its desert or humanoid lair, that lair loses its associated regional effects. If the dragon has only one lair, the regional effects fade only if the dragon dies.

Brass Dragon Wyrmling — CR 1

Medium Dragon

Armor Class 16 (natural armor)

Hit Points 36

Speed 30 ft., burrow 15 ft., fly 60 ft.

Perception 14 **Stealth** 12

Immune fire

Senses darkvision 60 ft., keensense 10 ft.

Languages Draconic

STR	DEX	CON	INT	WIS	CHA
+2	+2	+3	+0	+2	+3

Pounce. If the dragon moves at least 15 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 12 STR save or be knocked prone. If the target is prone, the dragon can make one Claw attack against it as a bonus action.

Actions

Multiattack. The dragon makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

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

Fire Breath (Recharge 5–6). The dragon exhales fire in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 11 DEX save, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath (Recharge 6). The dragon exhales sleep gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 CON save or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or another creature uses an action to wake it.

Young Brass Dragon — CR 6

Large Dragon

Armor Class 17 (natural armor)

Hit Points 119

Speed 40 ft., burrow 20 ft., fly 80 ft.

Perception 16 **Stealth** 13

Immune fire

Senses darkvision 120 ft., keensense 30 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+4	+3	+6	+1	+3	+5

Suffocating Heat. After the brass dragon uses its Fire Breath, the air around it is devoid of moisture and lacking in breathable air. While the dragon's Fire Breath is unavailable, each creature that requires air to breathe, other than the dragon, and that starts its turn within 10 feet of the dragon must succeed on a DC 14 CON save or begin suffocating. A creature that fails this save for two consecutive rounds falls unconscious until it takes damage or another creature uses an action to wake it.



ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks. It can replace its Bite attack with a use of Sleep Breath, if available.

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

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

Fire Breath (Recharge 5–6). The dragon exhales fire in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 14 DEX save, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath (Recharge 6). The dragon exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 CON save or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or another creature uses an action to wake it.

BONUS ACTIONS

Change Shape. The dragon magically transforms into a Beast or Humanoid that has a challenge rating no higher than its own, or back into its true form, which is Dragon. Any equipment it is wearing or carrying transforms with it or is borne by the new form (the dragon's choice). It reverts to its true form if it dies. In a new form, the dragon retains its HP, ability to speak, proficiencies, and INT, WIS, and CHA scores, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Adult Brass Dragon — CR 13

Huge Dragon

Armor Class 18 (natural armor)

Hit Points 225

Speed 40 ft., burrow 30 ft., fly 80 ft.

Perception 21 **Stealth** 15

Immune fire

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+6	+5	+10	+2	+6	+8

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

Suffocating Heat. As the young brass dragon, except it affects creatures within 20 feet of the dragon, and the save DC is 18.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks. It can replace its Bite attack with a use of Sleep Breath, if available.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save 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 line that is 5 feet wide. Each creature in that line must make a DC 18 DEX save, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath (Recharge 6). The dragon exhales sleep gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 CON save or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or another creature uses an action to wake it.

BONUS ACTIONS

Change Shape. The dragon magically transforms into a Beast or Humanoid that has a challenge rating no higher

than its own, or back into its true form, which is Dragon. Any equipment it is wearing or carrying transforms with it or is borne by the new form (the dragon's choice). It reverts to its true form if it dies. In a new form, the dragon retains its Legendary Resistance trait and its HP, ability to speak, proficiencies, and INT, WIS, and CHA scores, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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 automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 16 CHA save or be vulnerable to fire damage until the end of its next turn. A target resistant to fire damage isn't resistant to it for the duration. A target immune to fire damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 DEX save or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.

Ancient Brass Dragon — CR 17

Gargantuan Dragon

Armor Class 20 (natural armor)

Hit Points 284

Speed 40 ft., burrow 40 ft., fly 80 ft.

Perception 24 **Stealth** 16

Immune fire

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+8	+6	+13	+3	+8	+10

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

Suffocating Heat. As the young brass dragon, except it affects creatures within 30 feet of the dragon, and the save DC is 21.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks. It can replace its Bite attack with a use of Sleep Breath, if available.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save 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 120-foot line that is 10 feet wide. Each creature in that line must make a DC 21 DEX save, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath (Recharge 6). The dragon exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 21 CON save or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or another creature uses an action to wake it.

BONUS ACTIONS

Change Shape. The dragon magically transforms into a Beast or Humanoid that has a challenge rating no higher than its own, or back into its true form, which is Dragon. Any equipment it is wearing or carrying transforms with it or is borne by the new form (the dragon's choice). It reverts to its true form if it dies. In a new form, the dragon retains its Legendary Resistance trait and its HP, ability to speak, proficiencies, and INT, WIS, and CHA scores, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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 automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 18 CHA save or be vulnerable to fire damage until the end of its next turn. A target resistant to fire damage isn't resistant to it for the duration. A target immune to fire damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 DEX save or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.

Dragon, Bronze

Crackling arcs of lightning light up the umber and gold scales of this magnificent dragon, dancing across its horns and down its crest. The sharp smell of burning metal intensifies as the dragon opens its mighty maw and exhales a blast of blinding lightning.

Assertive Shepherds. Bronze dragons view themselves as the true guardians and mentors of humanoid civilizations, a claim that ruffles the scales of many silver dragons. To this end, they aggressively encourage, cajole, and manipulate people into bettering themselves and their societies. Bronze dragons truly want to see people reach their full potential, but each has its own perspective on what that means.

Shapechanged Advisors. When among humanoids, bronze dragons change their shape to match the inhabitants, both to monitor their progress and nudge (or shove) them in the right direction. While disguised, the dragons take on roles as local mystics, traveling wisemen, and courtly advisors, taking care not to show their hand too much, and revealing their true forms as a last resort.

Eclectic Hoard. Bronze dragons hoard eccentric items from humanoid civilizations. Some collect toys, others furniture, and still others prefer various exotic clothing items. A bronze dragon might have a variety of collections over its lifetime, each organized and displayed with care.

Maturing. Wyrmling bronze dragons spend their early years living along the coasts of oceans and lakes. They spend hours each day spying on fisherfolk and sailors, occasionally pilfering from ships to build their first hoard. As the dragon ages, its fascination with humanoids deepens. It becomes more comfortable with entering society in disguise, having studied humanoids enough to successfully assimilate. As it matures, the dragon begins shaping society, entering humanoid civilizations as a trusted advisor or sage.

A Bronze Dragon's Lair

Bronze dragons live by the sea or along the shores of large lakes and spend much of their time in quiet contemplation. The entrances to their lairs are typically underwater, while the lair itself features a network of dry tunnels around the dragon's primary den.

Lair Actions

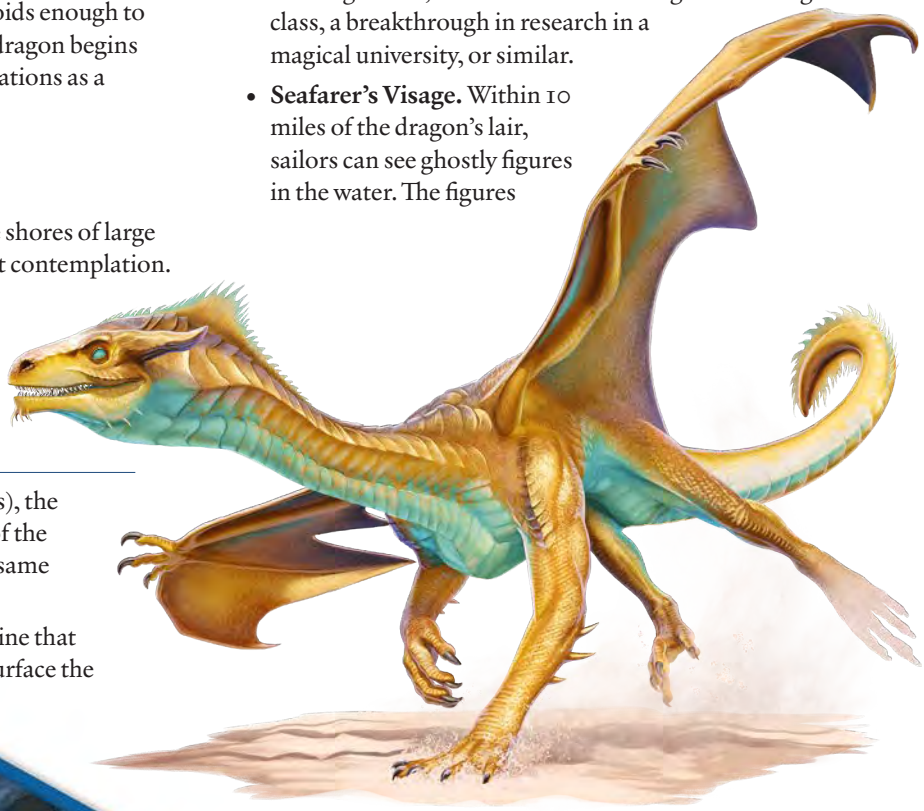
On initiative count 20 (losing initiative ties), the dragon can take a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- **Geyser.** A spray of water in an 80-foot line that is 10 feet wide flies out of a point on a surface the dragon can see within 120 feet of it. Each creature in that line must succeed on a DC 15 STR save or take 7 (2d6) bludgeoning damage, be pushed up to 40 feet in a direction following the line, and be knocked prone.
- **Haze.** A 40-foot-radius sphere of hazy mist appears centered on a point the dragon can see within 120 feet of it. The sphere spreads around corners, and its area is heavily obscured. Any part of the sphere underwater turns the water murky and is difficult terrain. A creature that starts its turn in the sphere must succeed on a DC 15 CON save or be poisoned until the start of its next turn. The sphere lasts for 1 minute, until the dragon uses this lair action again, or until the dragon dies.
- **Thunderburst.** A burst of thunder and lightning strikes up to two creatures the dragon can see within 60 feet of it. Each target must succeed on a DC 15 DEX save or take 7 (2d6) lightning damage and 7 (2d6) thunder damage and be deafened until the end of its next turn. A creature that fails the save by 5 or more is also stunned until the end of its next turn.

Regional Effects

The region containing a bronze dragon's lair is warped by its magic, which creates one or more of the following effects:

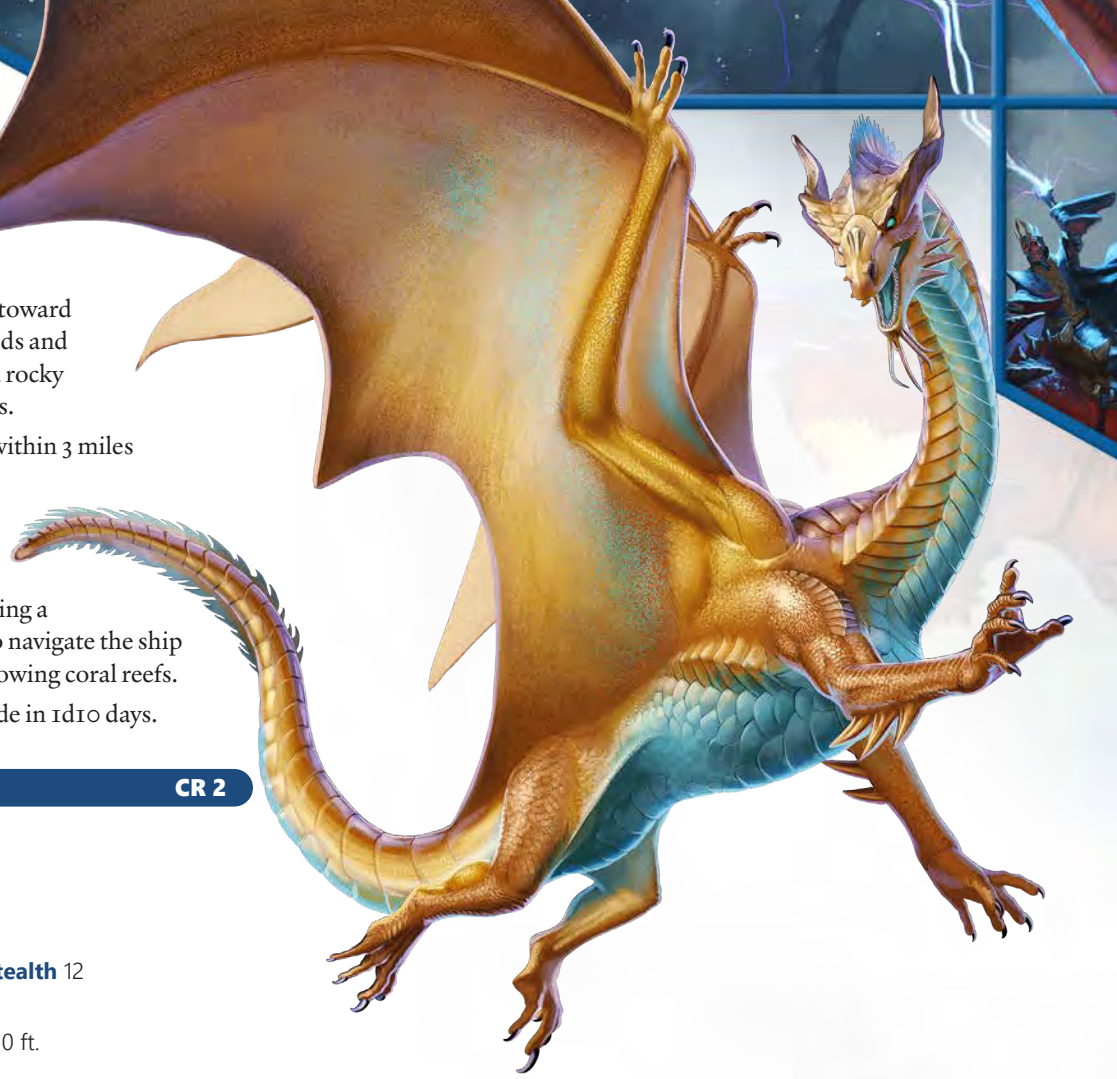
- **Encourage Brilliance.** Each decade, the dragon chooses one overarching aspect of humanoid growth and progress to encourage, such as social, magical, martial, economic, or similar. Within 20 miles of the dragon's lair, each humanoid settlement experiences slow, subtle, and steady growth and progress in the chosen area, which might appear in the form of a blacksmith developing a more efficient technique for creating armor, a boom in births among the working class, a breakthrough in research in a magical university, or similar.
- **Seafarer's Visage.** Within 10 miles of the dragon's lair, sailors can see ghostly figures in the water. The figures



gesture for the sailors to follow, encouraging merchants and other friendly vessels safely through dangerous waters and toward settlements and coaxing brigands and other unfriendly vessels toward rocky shoals or away from settlements.

- **Twinkling Coral.** Coral reefs within 3 miles of the dragon's lair glow dimly at night, signaling their presence to sailors. This glow brightens during dark, coastal storms. A creature piloting a ship has advantage on checks to navigate the ship safely through or around the glowing coral reefs.

If the dragon dies, these effects fade in 1d10 days.



Bronze Dragon Wyrmling — CR 2

Medium Dragon

Armor Class 17 (natural armor)

Hit Points 51

Speed 30 ft., fly 60 ft., swim 30 ft.

Perception 14 **Stealth** 12

Immune lightning

Senses darkvision 60 ft., keensense 10 ft.

Languages Draconic

STR	DEX	CON	INT	WIS	CHA
+3	+2	+4	+1	+2	+4

Amphibious. The dragon can breathe air and water.

Pounce. If the dragon moves at least 15 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 13 STR save or be knocked prone. If the target is prone, the dragon can make one Claw attack against it as a bonus action.

ACTIONS

Multiattack. The dragon makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

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

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 DEX save, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath (Recharge 6). The dragon exhales repulsion energy in a 15-foot cone. Each creature in that area must succeed on a DC 12 STR save or be pushed up to 5 feet away from the dragon.

Young Bronze Dragon — CR 8

Large Dragon

Armor Class 18 (natural armor)

Hit Points 148

Speed 40 ft., fly 80 ft., swim 40 ft.

Perception 17 **Stealth** 13

Immune lightning

Senses darkvision 120 ft., keensense 30 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+5	+3	+7	+2	+4	+6

Amphibious. The dragon can breathe air and water.

Lightning Extraction. After the bronze dragon uses its Lightning Breath, its body begins recharging with lightning, pulling electricity from nearby creatures. While the dragon's Lightning Breath is unavailable, each creature that starts its turn within 10 feet of the dragon must make a DC 15 CON save. On a failure, a creature can use either an action or a bonus action on its turn, not both.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks. It can replace its Bite attack with a use of Repulsion Breath, if available.



Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 DEX save, taking 49 (9d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath (Recharge 6). The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 15 STR save or be pushed up to 15 feet away from the dragon.

BONUS ACTIONS

Change Shape. The dragon magically transforms into a Beast or Humanoid that has a challenge rating no higher than its own, or back into its true form, which is Dragon. Any equipment it is wearing or carrying transforms with it or is borne by the new form (the dragon's choice). It reverts to its true form if it dies. In a new form, the dragon retains its HP, ability to speak, proficiencies, and INT, WIS, and CHA scores, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Adult Bronze Dragon — CR 15

Huge Dragon

Armor Class 19 (natural armor)

Hit Points 255

Speed 40 ft., fly 80 ft., swim 40 ft.

Perception 22 **Stealth** 15

Immune lightning

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+7	+5	+11	+3	+7	+9

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

Lightning Extraction. As the young bronze dragon, except it affects creatures within 20 feet of the dragon, and the save DC is 19.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks. It can replace its Bite attack with a use of Repulsion Breath, if available.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save 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 make a DC 19 DEX save, taking 60 (11d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath (Recharge 6). The dragon exhales repulsion energy in a 60-foot cone. Each creature in that area must succeed on a DC 19 STR save or be pushed up to 30 feet away from the dragon.

BONUS ACTIONS

Change Shape. The dragon magically transforms into a Beast or Humanoid that has a challenge rating no higher than its own, or back into its true form, which is Dragon.

Any equipment it is wearing or carrying transforms with it or is borne by the new form (the dragon's choice). It reverts to its true form if it dies. In a new form, the dragon retains its Legendary Resistance trait and its HP, ability to speak, proficiencies, and INT, WIS, and CHA scores, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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 automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 17 CHA save or be vulnerable to lightning damage until the end of its next turn. A target resistant to lightning damage isn't resistant to it for the duration. A target immune to lightning damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 DEX save or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.

Ancient Bronze Dragon — CR 19

Gargantuan Dragon

Armor Class 21 (natural armor)

Hit Points 314

Speed 40 ft., fly 80 ft., swim 40 ft.

Perception 27 **Stealth** 16

Immune lightning

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+9	+6	+14	+4	+9	+11

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

Lightning Extraction. As the young bronze dragon, except it affects creatures within 30 feet of the dragon, and the save DC is 22.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks. It can replace its Bite attack with a use of Repulsion Breath, if available.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +15 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 19 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save 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 make a DC 22 DEX save, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath (Recharge 6). The dragon exhales repulsion energy in a 90-foot cone. Each creature in that area must succeed on a DC 22 STR save or be pushed up to 45 feet away from the dragon.

BONUS ACTIONS

Change Shape. The dragon magically transforms into a Beast or Humanoid that has a challenge rating no higher than its own, or back into its true form, which is Dragon. Any equipment it is wearing or carrying transforms with it or is borne by the new form (the dragon's choice). It reverts to its true form if it dies. In a new form, the dragon retains its Legendary Resistance trait and its HP, ability to speak, proficiencies, and INT, WIS, and CHA scores, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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 automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 19 CHA save or be vulnerable to lightning damage until the end of its next turn. A target resistant to lightning damage isn't resistant to it for the duration. A target immune to lightning damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 DEX save or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.

Dragon, Copper

Growling low in its throat, this muscular dragon has thick plates of green-tinged, coppery scales on its back and shoulders. Drops of caustic spittle drip from its mouth, and its sword-like claws rip furrows in the ground when it launches itself into battle.

Bellicose Dragons. The most warlike of all wyrms, these dragons relish any opportunity to throw themselves into combat. Whether it is the clash of arms, a contest of skill, or the struggle of personalities, copper dragons never shirk from conflict. However, they aren't above fleeing from an unwinnable situation, as living to fight another day is a common-sense strategy.

Arsenal Hoard. Copper dragons don't waste their time on useless coins. Their hoards consist almost entirely of implements of war. While young, these collections focus more on quantity of armaments, but as they age, the dragons specialize in a smaller collection of finely crafted weapons and armor with increasingly greater enchantments, true artifacts of military might.

Glory of the Challenge. Copper dragons live for the thrill of combat, but they prefer fair fights, as victory tastes much sweeter when it is properly earned. This leads aged copper dragons to take on humanoid form when entering single combat with another humanoid. Copper dragons don't harbor any ill will toward their opponents, even if they lose. The greater the challenge, the more a copper dragon will respect a foe, especially when defeated. In some cases, a copper dragon might immortalize a respected opponent by enshrining their helm or weapon after they have died.

Maturing. Wyrmlings wander the foothills where they hatch, challenging any creatures they meet. They challenge others in feats of strength, balance, or speed, or in riddles, witty remarks, or even games of strategy, like chess. By the time the dragon is young, it bears a few scars from its first challenges and becomes choosier in which challenges it accepts. It starts looking for its lair, usually settling on one by the time it is an adult. As an adult, the copper dragon's renown means others can seek out the dragon for challenges. By the time copper dragons are ancients, their hides are scarred and marked by centuries of battle. Ancient copper dragons will sometimes challenge each other for prized armor and weapons in their hoards, and many powerful artifacts change claws in such duels.

A Copper Dragon's Lair

Copper dragons make their lairs in fortresses, castles, and other defensible structures built by humanoids, going so far as to hire humanoids to create one if a suitable fortification isn't available. At the heart of these heavily defended forts is a great hall where the copper dragon sleeps surrounded by its hoard of arms, all properly displayed. When a lair is not available, a copper dragon settles for a cliffside cavern or similar natural, rocky structure in the foothills.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon can take a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- **Acrid Zephyr.** A 10-foot-radius, 40-foot-tall cylinder of caustic mist appears centered on a point the dragon can see within 120 feet of it. A creature that enters the area for the first time on a turn or starts its turn there must succeed on a DC 15 CON save or take 9 (2d8) acid damage. The mist lasts for 1 minute, until the dragon uses this lair action again, or until the dragon dies.
- **Arsenal Barrage.** Dozens of axes, swords, daggers, hammers, and other weapons clash together on a point the dragon can see within 60 feet of it, parrying, dodging, and otherwise moving as if held by invisible combatants. Each creature within 20 feet of that point must make a DC 15 DEX save, taking 4 (1d8) bludgeoning damage, 2 (1d4) piercing damage, and 3 (1d6) slashing damage on a failed save, or half as much damage on a successful one.
- **Inspire Valor.** A desire for combat wells up within up to three creatures the dragon can see within 120 feet of it. Each target has advantage on the first attack roll it makes on its turn, and if that attack hits, the attack deals an extra 4 (1d8) acid damage.

Regional Effects

The region containing a copper dragon's lair is warped by its magic, which creates one or more of the following effects:

- **Defensible.** Natural land features, such as hills, stone spires, and crevasses, within 3 miles of the dragon's lair are more easily defensible, with single-entry caverns, juts of rocky outcroppings for cover, and similar characteristics.
- **Duels.** Creatures with an Intelligence of 5 or higher within 5 miles of the lair are prone to challenge each other to friendly duels, challenges of skill, challenges of wit, and similar contests to resolve most minor issues.
- **Toxic Vapors.** Within 1 mile of the dragon's lair, toxic vapors bubble up from cracks in the ground, repelling insects, rodents, and other small vermin. In addition, a creature that finishes a long rest in a cavern or after sleeping on the ground in the area has minor headaches throughout the day until it finishes a long rest outside the area.

If the dragon dies, the defensible effect fades after 1 year, but the other effects fade in 1d10 days.

Copper Dragon Wyrmling CR 1

Medium Dragon

Armor Class 16 (natural armor)
Hit Points 36
Speed 30 ft., climb 30 ft., fly 60 ft.
Perception 14 **Stealth** 13
Immune acid
Senses darkvision 60 ft., keensense 10 ft.
Languages Draconic

STR	DEX	CON	INT	WIS	CHA
+2	+3	+3	+2	+2	+3

Pounce. If the dragon moves at least 15 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 12 STR save or be knocked prone. If the target is prone, the dragon can make one Claw attack against it as a bonus action.

ACTIONS

Multiattack. The dragon makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

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

Acid Breath (Recharge 5–6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 11 DEX save, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath (Recharge 6). The dragon exhales slowing gas in a 15-foot cone. Each creature in that area must make a DC 11 CON save. On a failure, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, not both. These effects last for 1 minute. The creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Young Copper Dragon CR 7

Large Dragon

Armor Class 17 (natural armor)
Hit Points 144
Speed 40 ft., climb 40 ft., fly 80 ft.
Perception 17 **Stealth** 14
Immune acid
Senses darkvision 120 ft., keensense 30 ft.
Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+4	+4	+6	+3	+4	+5

Corrosive Scales. When the copper dragon hasn't spit its Acid Breath, the acid built up within the dragon causes the patina on its scales to spread to weapons that strike it. While the dragon's Acid Breath is available, any weapon made of metal that hits the dragon corrodes. After dealing damage, the weapon takes a permanent and cumulative −1 penalty to damage rolls. If a nonmagical weapon's penalty drops to −5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the dragon is destroyed after dealing damage. A magical weapon can't have a penalty greater than −5, and a magical weapon removes this penalty after 24 hours or after its attuned wielder finishes a long rest.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks. It can replace its Bite attack with a use of Slowing Breath, if available.

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

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

Acid Breath (Recharge 5–6). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 14 DEX save, taking 40 (9d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath (Recharge 6). As the copper dragon wyrmling, except it is a 30-foot cone, and the save DC is 14.

BONUS ACTIONS

Change Shape. The dragon magically transforms into a Beast or Humanoid that has a challenge rating no higher than its own, or back into its true form, which is Dragon. Any equipment it is wearing or carrying transforms with it or is borne by the new form (the dragon's choice). It reverts to its true form if it dies. In a new form, the dragon retains its HP, ability to speak, proficiencies, and INT, WIS, and CHA scores, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.



Adult Copper Dragon — CR 14

Huge Dragon

Armor Class 18 (natural armor)

Hit Points 252

Speed 40 ft., climb 40 ft., fly 80 ft.

Perception 22 **Stealth** 16

Immune acid

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+6	+6	+10	+4	+7	+8

Corrosive Scales. As the young copper dragon.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks. It can replace its Bite attack with a use of Slowing Breath, if available.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save 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 5 feet wide. Each creature in that line must make a DC 18 DEX save, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath (Recharge 6). As the copper dragon wyrmling, except it is a 60-foot cone, and the save DC is 18.

BONUS ACTIONS

Change Shape. The dragon magically transforms into a Beast or Humanoid that has a challenge rating no higher than its own, or back into its true form, which is Dragon. Any equipment it is wearing or carrying transforms with it or is borne by the new form (the dragon's choice). It reverts to its true form if it dies. In a new form, the dragon retains its Legendary Resistance trait and its HP, ability to speak, proficiencies, and INT, WIS, and CHA scores, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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.

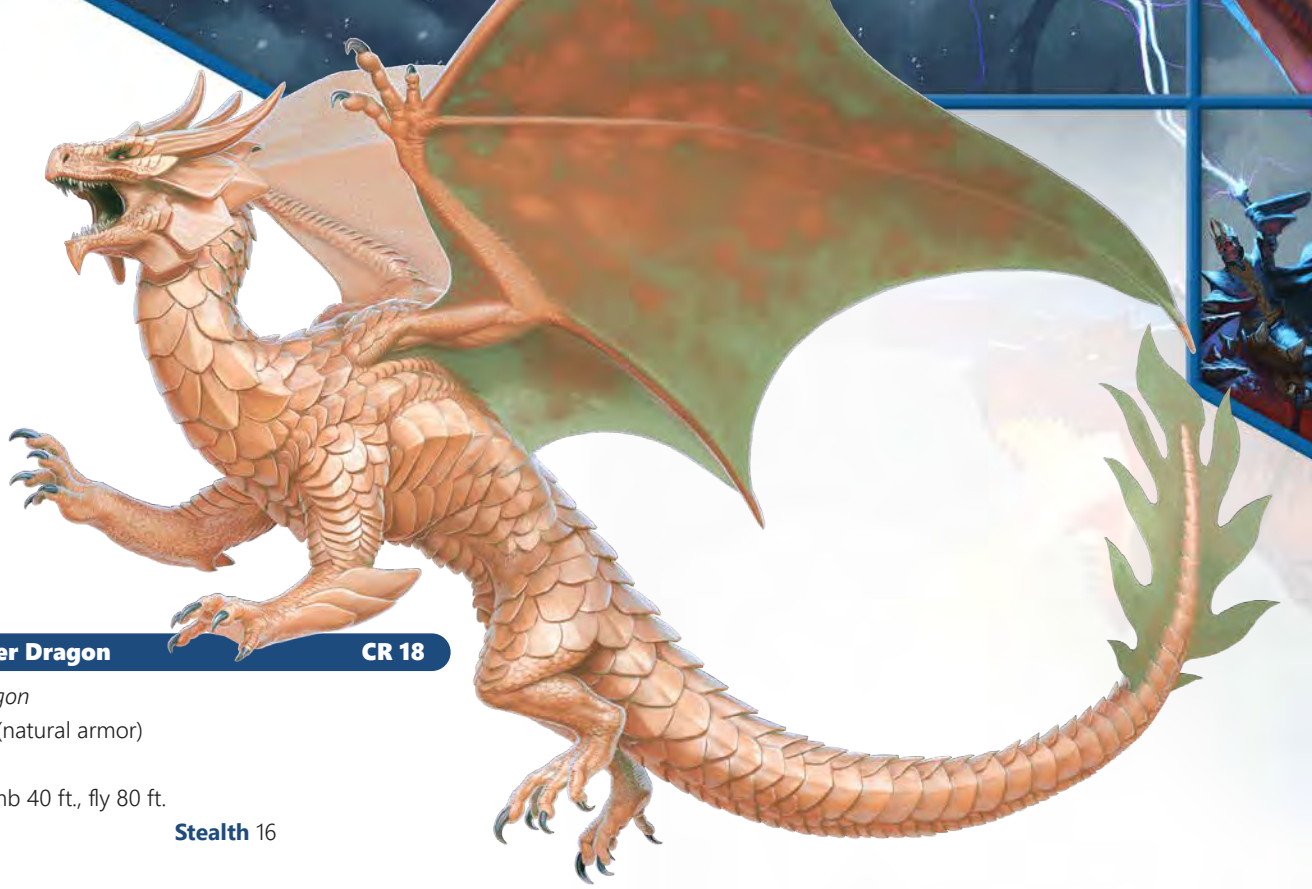
Detect. The dragon automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 16 CHA save or be vulnerable to acid damage until the end of its next turn. A target resistant to acid damage isn't resistant to it for the duration. A target immune to acid damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 DEX save or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.





Ancient Copper Dragon — CR 18

Gargantuan Dragon

Armor Class 21 (natural armor)

Hit Points 297

Speed 40 ft., climb 40 ft., fly 80 ft.

Perception 27 **Stealth** 16

Immune acid

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+8	+6	+13	+5	+9	+10

Corrosive Scales. As the young copper dragon.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks. It can replace its Bite attack with a use of Slowing Breath, if available.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save 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 120-foot line that is 10 feet wide. Each creature in that line must make a DC 21 DEX save, taking 76 (17d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath (Recharge 6). As the copper dragon wyrmling, except it is a 90-foot cone, and the save DC is 21.

BONUS ACTIONS

Change Shape. The dragon magically transforms into a Beast or Humanoid that has a challenge rating no higher than its own, or back into its true form, which is Dragon. Any equipment it is wearing or carrying transforms with it or is borne by the new form (the dragon's choice). It reverts to its true form if it dies. In a new form, the dragon retains its Legendary Resistance trait and its HP, ability to speak, proficiencies, and INT, WIS, and CHA scores, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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 automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 18 CHA save or be vulnerable to acid damage until the end of its next turn. A target resistant to acid damage isn't resistant to it for the duration. A target immune to acid damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 DEX save or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.

Dragon, Gold

Nodding its majestic head, the sinuous golden dragon exudes a nearly overwhelming aura of peace and tranquility. Two long horns curve back from its head, and long whisker-like barbels hang from its serenely smiling face.

Enlightenment Seekers. According to gold dragon myths, the first of their kind were cleaved from the side of their draconic deity by the claw of a great evil. Since that time, these dragons have searched for a way to return to godhood by achieving enlightenment through practiced mastery of martial arts, magic, and meditation. Gold dragons rarely become involved in the world, preferring to act as teachers and guides from their ornate temples.

Hoard of Scriptures. To gold dragons, scrolls, books, and manuals regarding the improvement of body and spirit are the only items worth collecting—though some do admit to a mild fondness for gold as an object of meditation. They dispense the wisdom of their hoards very selectively, as they believe that too much knowledge learned too fast is dangerous.

Old Sweepers, Serene Madams. Gold dragons often disguise themselves as humble, elderly humanoids. In some temples, the temple leader is a mere mortal, and the real dragon is but the elderly sweeper, dispensing critical wisdom to those wise enough to listen. In others, the master of the temple library is the gold dragon, who speaks only rarely, and then through a human monk or priest.

Maturing. Gold dragons spend the first few years of their lives observing the ebb and flow of the natural world, eventually entering the world in pursuit of enlightenment. Adult gold dragons settle into or begin creating a temple or great library where they collect, write, and build their hoard of manuscripts, manuals, books, and scrolls. Before long, they begin inviting other enlightenment seekers to their collections. By the time the dragon is ancient, its temple runs smoothly without day-to-day interference from the dragon, and the dragon spends almost all its time in the guise of a temple elder, ready to dispense wisdom to those seeking it. Some ancient dragons spend so much time in non-dragon form that even the keepers of the temples don't know a dragon lives among them.

A Gold Dragon's Lair

Gold dragons make their homes in spiritual temples and sometimes libraries they create or that are created by humanoids. These temples are often in hard-to-reach places that require dedication and self-discipline to reach. Monks and priests flock to these temples, seeking enlightenment, and take care of the day-to-day upkeep and defense of the temples, the training of students, and other necessities.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon can take a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- **Blinding Light.** A brilliant flash of scorching light surrounds up to three creatures the dragon can see within 120 feet of it. Each target must succeed on a DC 15 DEX save or take 13 (3d8) fire damage and be blinded until the end of its next turn.
- **Boundless Wisdom.** The wisdom of generations briefly fills the mind of one creature the dragon can see within 60 feet of it. If the target is friendly, it has advantage on ability checks, attack rolls, and saves until initiative count 20 of the next round, as its body moves and reacts from generations of honed training. If the target is hostile, it must succeed on a DC 15 CHA save or be incapacitated until the end of its next turn, as its mind is overwhelmed by the flood of information.
- **Rumble.** The ground rumbles on a point the dragon can see within 120 feet of it. Each creature on the ground within 20 feet of that point must succeed on a DC 15 STR save or take 9 (2d8) bludgeoning damage and be knocked prone.

Regional Effects

The region containing a gold dragon's lair is warped by its magic, which creates one or more of the following effects:

- **Fortuitous Knowledge.** Within 10 miles of the dragon's lair, creatures seeking knowledge with genuine, passionate hearts find the knowledge a bit easier to obtain: the book with the information they seek lies open on a library table, the person who knows the information is having lunch nearby, or other similar fortuitous coincidences.
- **Enlightening Influence.** Within 1 mile of the dragon's lair, a creature that attempts to speak a lie must succeed on a DC 13 CHA save or speak the truth instead. In addition, a creature that finishes a long rest in the area has the subtle urge to better itself physically, mentally, or magically through training and self-reflection.



- **Savior Beacon.** Within 5 miles of the dragon's lair, a mote of gentle, warm light guides kindly travelers safely through dangerous areas, and a similar light appears and signals help for wounded or stranded creatures.

If the dragon dies, these effects fade in 1d10 days.

Gold Dragon Wyrmling — CR 3

Medium Dragon

Armor Class 17 (natural armor)

Hit Points 68

Speed 30 ft., fly 60 ft., swim 30 ft.

Perception 17 **Stealth** 14

Immune fire

Senses darkvision 60 ft., keensense 10 ft.

Languages Draconic

STR	DEX	CON	INT	WIS	CHA
+4	+4	+5	+2	+5	+4

Amphibious. The dragon can breathe air and water.

Pounce. If the dragon moves at least 15 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 13 STR save or be knocked prone. If the target is prone, the dragon can make one Claw attack against it as a bonus action.

ACTIONS

Multiattack. The dragon makes one Bite attack and one Claw attack.

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:* 7 (1d6 + 4) slashing damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 DEX save, taking 33 (6d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath (Recharge 6). The dragon exhales weakening gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 STR save or have disadvantage on STR-based attack rolls, STR checks, and STR saves for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Young Gold Dragon — CR 10

Large Dragon

Armor Class 18 (natural armor)

Hit Points 193

Speed 40 ft., fly 80 ft., swim 40 ft.

Perception 22 **Stealth** 16

Immune fire

Senses darkvision 120 ft., keensense 30 ft.

Languages Common, Draconic



STR	DEX	CON	INT	WIS	CHA
+6	+6	+9	+3	+8	+7

Amphibious. The dragon can breathe air and water.

Golden Splendor. When the gold dragon hasn't unleashed its Fire Breath, its scales gleam and sparkle like molten gold or a pile of gold coins. While the dragon's Fire Breath is available, each creature that starts its turn within 10 feet of the dragon must succeed on a DC 17 CHA save or be charmed until the start of its next turn.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks. It can replace its Bite attack with a use of Weakening Breath, if available.

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.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 DEX save, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath (Recharge 6). As the gold dragon wyrmling, except it is a 30-foot cone, and the save DC is 17.

BONUS ACTIONS

Change Shape. The dragon magically transforms into a Beast or Humanoid that has a challenge rating no higher than its own, or back into its true form, which is Dragon. Any

equipment it is wearing or carrying transforms with it or is borne by the new form (the dragon's choice). It reverts to its true form if it dies. In a new form, the dragon retains its HP, ability to speak, proficiencies, and INT, WIS, and CHA scores, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Adult Gold Dragon — CR 17

Huge Dragon

Armor Class 19 (natural armor)

Hit Points 284

Speed 40 ft., fly 80 ft., swim 40 ft.

Perception 27 **Stealth** 18

Immune fire

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+8	+8	+13	+4	+11	+10

Amphibious. The dragon can breathe air and water.

Golden Splendor. As the young gold dragon, except it affects creatures within 20 feet of the dragon, and the save DC is 21.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

Actions

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks. It can replace its Bite attack with a use of Weakening Breath, if available.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 DEX save, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath (Recharge 6). As the gold dragon wyrmling, except it is a 60-foot cone, and the save DC is 21.

Bonus Actions

Change Shape. The dragon magically transforms into a Beast or Humanoid that has a challenge rating no higher than its own, or back into its true form, which is Dragon. Any equipment it is wearing or carrying transforms with it or is borne by the new form (the dragon's choice). It reverts to its true form if it dies. In a new form, the dragon retains its Legendary Resistance trait and its HP, ability to speak, proficiencies, and INT, WIS, and CHA scores, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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.

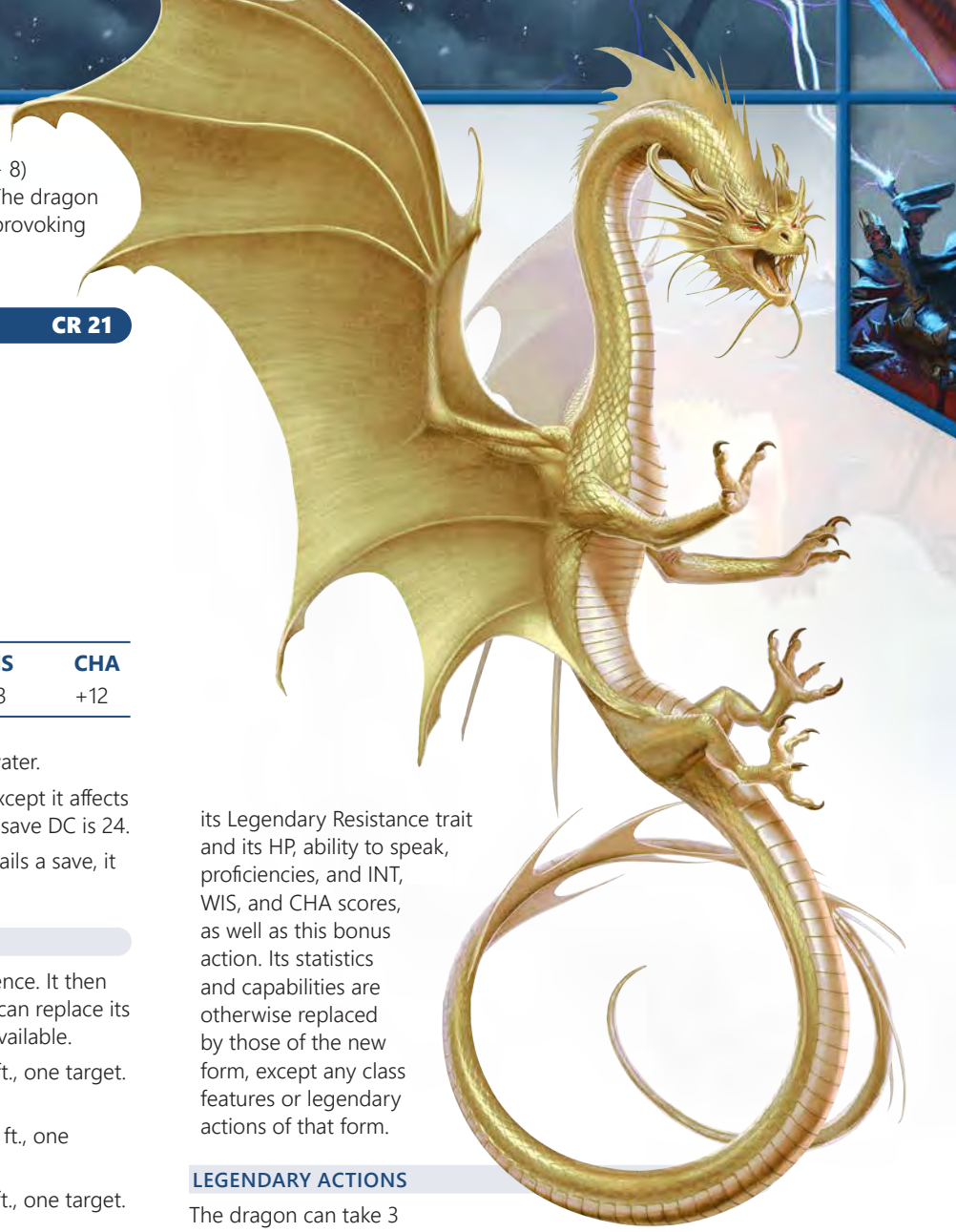
Detect. The dragon automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 18 CHA save or be vulnerable to fire damage until the end of its next turn. A target resistant to fire damage isn't resistant to it for the duration. A target immune to fire damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must





succeed on a DC 22 DEX save or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.

Ancient Gold Dragon — CR 21

Gargantuan Dragon

Armor Class 22 (natural armor)

Hit Points 382

Speed 40 ft., fly 80 ft., swim 40 ft.

Perception 30 **Stealth** 19

Immune fire

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+10	+9	+16	+5	+13	+12

Amphibious. The dragon can breathe air and water.

Golden Splendor. As the young gold dragon, except it affects creatures within 30 feet of the dragon, and the save DC is 24.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

Actions

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks. It can replace its Bite attack with a use of Weakening Breath, if available.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 DEX save, taking 110 (20d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath (Recharge 6). As the gold dragon wyrmling, except it is a 90-foot cone, and the save DC is 24.

Bonus Actions

Change Shape. The dragon magically transforms into a Beast or Humanoid that has a challenge rating no higher than its own, or back into its true form, which is Dragon. Any equipment it is wearing or carrying transforms with it or is borne by the new form (the dragon's choice). It reverts to its true form if it dies. In a new form, the dragon retains its Legendary Resistance trait and its HP, ability to speak, proficiencies, and INT, WIS, and CHA scores, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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 automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 20 CHA save or be vulnerable to fire damage until the end of its next turn. A target resistant to fire damage isn't resistant to it for the duration. A target immune to fire damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 DEX save or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.

Dragon, Green

Green and orange feathers trail down the spine of this green-scaled dragon, and tendrils of acrid vapor curl up from its crocodilian head. It searches the forest underbrush.

Forest Marauders. Green dragons prefer to live in ancient woodlands, the better to hide their lairs and to store their enormous wealth. In addition, they are well aware of the scents and seasons of their home terrain and can show a surprising degree of stealth when wandering the woodlands or snaking through the high branches of ancient trees.

Emotionless Scientists. Most green dragons are distant and detached scientists. Those who interact with these dragons quickly learn not to attribute feelings or sentiment to the wyrms. The only time they show excessive emotions is when their experiments are threatened, reacting with cold, logical fury.

Unfettered Experiments. Insatiably curious about the minute workings of the world, green dragons obsessively study life, growth, and decay. Over time, their experiments begin to demand living subjects, pollute waterways, and create roiling clouds of poison gas. They care little for the impact of their experiments, raiding nearby villages for test subjects and releasing them into the wild once the project is complete.

Knowledge Shared. To green dragons, knowledge gained and not shared—or gloated about—might as well not have been gained at all. They frequently gather with others of their kind to share successes, downplay failures, and subtly coax knowledge related to their studies from their draconic peers. Green dragons rarely share their knowledge with non-dragons, believing only draconic minds can truly understand the dragon's brilliance.

Alchemical Hoards. A green dragon's hoard often contains magical potions, powerful unguents, rare components, tomes of lore, and strange alchemical or magical objects, such as philosopher's stones or crystal balls. Green dragons keep their hoards well organized, with each item labeled and catalogued. Adventurers can approach a green dragon to exchange exotic components for rare magical potions, though care is needed in the negotiation.

Maturing. Wyrmling green dragons hatch with bits of ancestral memories of their progenitors' knowledge, and they spend their first few days escaping the lairs of those progenitors. Wyrmlings travel the land, instinctively seeking and collecting various treasures or components as they go. By the time the dragon is young, it has settled on an area of study and gathered enough materials to begin brewing, concocting, or distilling poisons, potions, and gasses. Many young green dragons infect themselves to test rates of infection and cures, poison themselves to catalogue rates of healing, or consume unknown plants and alchemical reagents to note the effects. By the time the dragon is an adult, it has settled into a remote forest and created its lair, where it often continues to experiment. As the dragon ages, these experiments are increasingly done on other subjects, both living and dead, and the dragon learns how to avoid attracting too much attention with its toxic waste waters and fatal fumes. By the time the dragon is ancient, its emerald scales are pocked and scorched from centuries of alchemical burns and magical backlashes, and its lair is filled with the cures, diseases, poisons, and even plants and creatures it has created or altered over the years.

A Green Dragon's Lair

Green dragons establish their lairs in remote caverns, ruins, or buildings in or beneath distant forests. Such lairs might have a hidden entrance below the surface of a nearby lake or river, allowing the dragon a quick—and fireproof—escape from alchemy gone wrong or pesky adventurers. They manipulate the natural features around their lairs to grow towering walls of brambles, impossibly smooth cliffs, or ravines filled with strange waste waters. The lair itself might contain vats and mixing chambers, storage rooms, and fortified prison cells for less-willing participants.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon can take a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- **Alchemical Spray.** A spray of toxic slime erupts from the ground or drips from the ceiling at a point the dragon can see within 120 feet of it. Each creature within 10 feet of that point must succeed on a DC 15 CON save or take 7 (2d6) poison damage and be poisoned for 1 minute. While poisoned, a creature that is resistant to poison damage isn't resistant to poison damage. A poisoned creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.
- **Disorienting Gas.** A sickly sweet, colorless gas wafts across the senses of up to three creatures the dragon can see within 120 feet of it. Each target must succeed on a DC 15 CON save or be disoriented until the end of its next turn. When a disoriented creature moves, it moves in a random direction.
- **Thorny Plants.** Thorny vines grow in a 20-foot radius on the ground centered on a point the dragon can see within 120 feet of it. The area is difficult terrain, and when a creature moves into or within the area, it takes 5 (2d4) piercing damage for every 5 feet it travels. The vines last for 1 minute, until the dragon uses this lair action again, or until the dragon dies.

REGIONAL EFFECTS

The region containing a green dragon's lair is warped by its magic, which creates one or more of the following effects:

- **Overgrowth.** Plants within 3 miles of the dragon's lair grow unnaturally tangled and thick and produce a variety of plant-based alchemical reagents, both local and exotic. The entire area is difficult terrain for all except the dragon.
- **Spark of Inspiration.** When a creature within 10 miles of the dragon's lair performs an alchemical experiment with unknown results for the first time, the experiment yields one and a half times as much as it normally would, or the experiment's results are otherwise 50 percent more potent than expected.
- **Tainted Water.** The dragon knows when a creature with an Intelligence of 5 or higher drinks from a pond, pool, spring, or other water source within 5 miles of its lair, and the dragon can choose for that water to be poisonous to the creature. If it does so, the creature must succeed on a DC 11 CON save or be poisoned for 24 hours.

If the dragon dies, these effects fade in 1d10 days.

Green Dragon Wyrmling — CR 2

Medium Dragon

Armor Class 17 (natural armor)
Hit Points 51
Speed 30 ft., fly 60 ft., swim 30 ft.
Perception 14 **Stealth** 13
Immune poison | poisoned
Senses darkvision 60 ft., keensense 10 ft.
Languages Draconic

STR	DEX	CON	INT	WIS	CHA
+2	+3	+3	+4	+2	+3

Amphibious. The dragon can breathe air and water.

Pounce. If the dragon moves at least 15 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 12 STR save or be knocked prone. If the target is prone, the dragon can make one Claw attack against it as a bonus action.

ACTIONS

Multiattack. The dragon makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 3 (1d6) poison damage.

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

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 CON save, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Young Green Dragon — CR 8

Large Dragon

Armor Class 18 (natural armor)
Hit Points 148
Speed 40 ft., fly 80 ft., swim 40 ft.
Perception 17 **Stealth** 14
Immune poison | poisoned
Senses darkvision 120 ft., keensense 30 ft.
Languages Common, Draconic

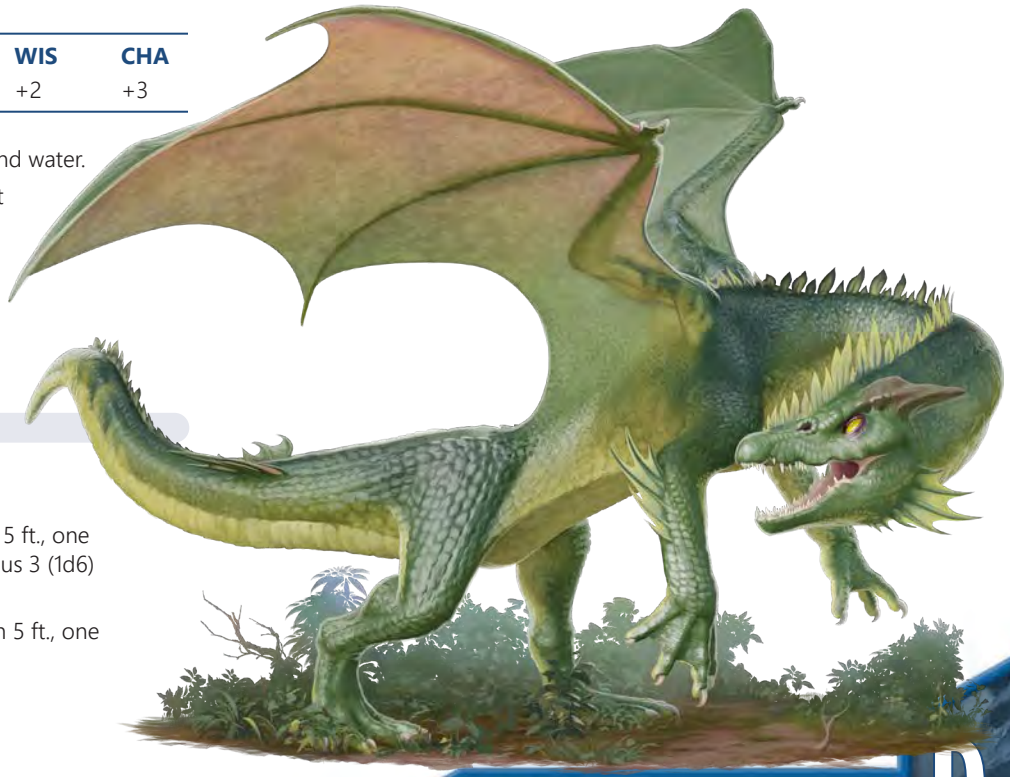
STR	DEX	CON	INT	WIS	CHA
+4	+4	+6	+5	+4	+5

Amphibious. The dragon can breathe air and water.

Hallucinogenic Gas. After the green dragon exhales its Poison Breath, wisps of poisonous gas laced with the alchemical taint that permeates the dragon's body linger around it. While the dragon's Poison Breath is unavailable, each creature that starts its turn within 10 feet of the dragon must succeed on a DC 14 WIS save or be terrified, as the gas causes the creature to experience frightful hallucinations. A terrified creature is frightened, and its speed is reduced to 0.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.



Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

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

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 CON save, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Adult Green Dragon — CR 15

Huge Dragon

Armor Class 19 (natural armor)

Hit Points 255

Speed 40 ft., fly 80 ft., swim 40 ft.

Perception 22 **Stealth** 16

Immune poison | poisoned

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+6	+6	+10	+6	+7	+8

Amphibious. The dragon can breathe air and water.

Hallucinogenic Gas. After the green dragon exhales its Poison Breath, wisps of poisonous gas laced with the alchemical taint that permeates the dragon's body linger around it. While the dragon's Poison Breath is unavailable, each creature that starts its turn within 20 feet of the dragon must succeed on a DC 18 WIS save or be terrified, as the gas causes the creature to experience frightful hallucinations. A terrified creature is frightened, and its speed is reduced to 0.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 CON save, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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 automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 16 CHA save or be vulnerable to poison damage until the end of its next turn. A target resistant to poison damage isn't resistant to it for the duration. A target immune to poison damage is still immune to it, even if the target fails the save.



Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 DEX save or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.

Ancient Green Dragon CR 19

Gargantuan Dragon

Armor Class 21 (natural armor)

Hit Points 333

Speed 40 ft., fly 80 ft., swim 40 ft.

Perception 25 **Stealth** 17

Immune poison | poisoned

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+8	+7	+13	+7	+9	+10

Amphibious. The dragon can breathe air and water.

Hallucinogenic Gas. After the green dragon exhales its Poison Breath, wisps of poisonous gas laced with the alchemical taint that permeates the dragon's body linger around it. While the dragon's Poison Breath is unavailable, each creature that starts its turn within 30 feet of the dragon must succeed on a DC 21 WIS save or be terrified, as the gas causes the creature to experience frightful hallucinations. A terrified creature is frightened, and its speed is reduced to 0.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 10 (3d6) poison damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save 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 90-foot cone. Each creature in that area must make a DC 21 CON save, taking 84 (24d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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 automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 18 CHA save or be vulnerable to poison damage until the end of its next turn. A target resistant to poison damage isn't resistant to it for the duration. A target immune to poison damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 DEX save or take 22 (4d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.

Dragon, Red

A mighty dragon with bright red scales swoops down from the mountain, setting the countryside ablaze with its fiery breath.

Avaricious and Territorial. All dragons hoard treasure, but the greed of the red dragon reigns supreme. They prefer quantity over quality, prominently displaying stolen gold and the skulls of their foes. In twisting tunnels in the fiery belly of the earth, they protect their fabulous wealth with cunning traps and terrible guardians. Red dragons brook no incursions into their territory, which can stretch for miles around their lairs.

Dominating Pride. Red dragons truly believe they are the mightiest of all dragons and superior to all other creatures. They are quick to boast of their own greatness and happy to demonstrate their supremacy by fang or fire. This pride makes them tyrannical, and many red dragons delight in forcing tribute or service from lesser creatures.

Incendiary Rage. The magical core of fire at the heart of every red dragon both generates their incinerating breath and makes them quick to anger. They take offense at even slight provocation, flying into devastating rages that last until their fury is vented.

Maturing. Red wyrmlings hatch on remote mountain cliffs and peaks far from the lairs of other dragons. Even at that age, they are quick to carve out a territory, attempting to subjugate any who dare enter their territory. Many wyrmlings don't survive past this age, their aggression often exceeding their ability to win the fights they start. By the time the dragon is young, it bears several scars, each a story of hard-won victory and every inch of territory maintained. During this time, the dragon starts to hoard treasures it gathers from frightened or slain travelers, preferring gold and all things that glitter. As an adult, the red dragon has claimed a lair and already accumulated significant wealth, aggressively protecting it and the surrounding territory. At this age, some red dragons make pacts with nearby humanoids, offering—and usually providing—protection in exchange for regular tributes of gold or meat. Ancient red dragons typically have several groups or settlements of humanoids in their service and spend their days gloating over past glories atop a mountain of gold.

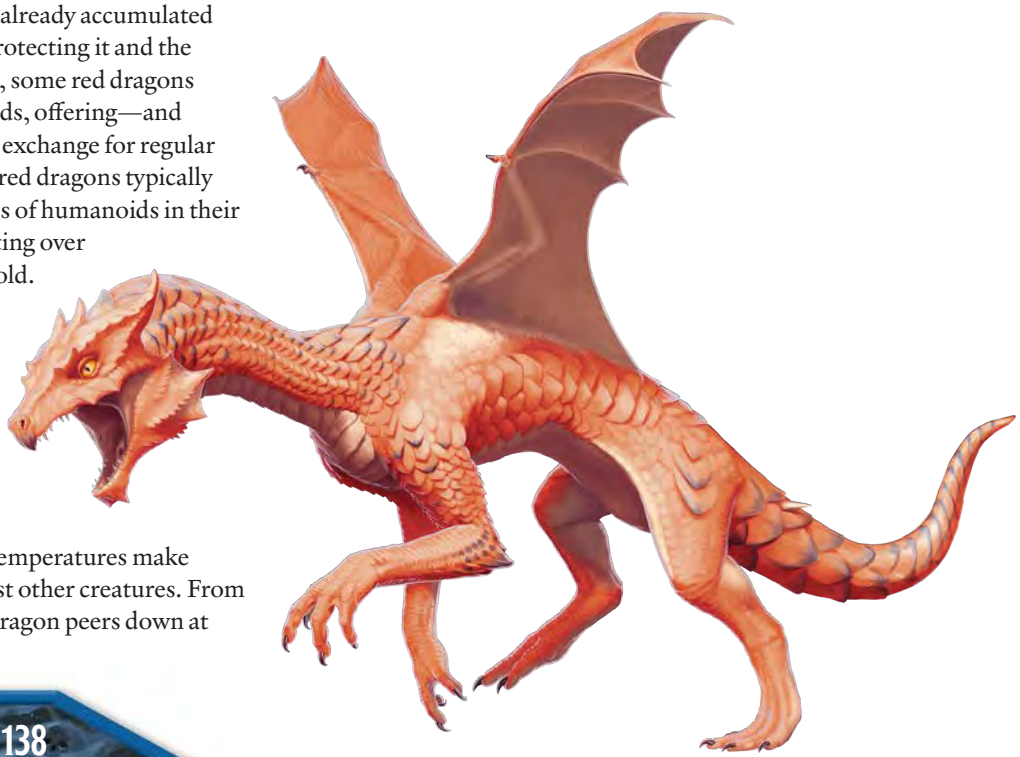
A Red Dragon's Lair

A red dragon favors high mountains, claiming snowy peaks, fuming volcanoes, or sprawling ancient ruins. A red dragon's immense strength, agile flight, and comfort in blistering temperatures make its lair difficult to traverse for most other creatures. From its skyward vantage point, a red dragon peers down at what it considers a world of lesser creatures. In the most extreme lairs, perched above the churning interior of active volcanoes, red dragons retain azers, fire elementals, fire giants, salamanders, and devils or demons to serve their whims. Sprawling dwarven tunnels, forgotten giant foundries, or lakes of boiling stone make the perfect respite for a red dragon's nest.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon can take a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- **Collapse.** The ceiling on a point the dragon can see within 120 feet of it collapses, covering a 20-foot square area on the ground directly below that point. Each creature in that area must succeed on a DC 15 DEX save or be knocked prone and buried under the rubble. A buried creature is restrained and unable to breathe or stand up. A creature, including the buried creature, can take its action to free the buried creature by succeeding on a DC 15 STR check while within reach of the buried creature.
- **Swirling Ash.** Searing ash blasts a point the dragon can see within 120 feet of it. Each creature within 30 feet of that point must make a DC 15 CON save. On a failure, a creature takes 10 (3d6) fire damage and is blinded until the end of its next turn. On a success, a creature takes half the damage and isn't blinded. The ash ignites flammable objects within 30 feet of that point that aren't being worn or carried.
- **Conflagrate.** One creature the dragon can see within 120 feet of it becomes tethered to the Elemental Plane of Fire. The target must succeed on a DC 15 CHA save or be burned for 1 minute. While burned, the target



takes 7 (2d6) fire damage at the start of each of its turns. The effect ends early if the target takes cold damage, is submerged in water, or the burn is removed with a *greater restoration* spell or similar magic.

REGIONAL EFFECTS

The region containing a red dragon's lair is suffused with fiery chaos, which creates one or more of the following effects:

- **Acid Rain.** Within 10 miles of the red dragon's lair, precipitation is oily and stinks of sulfur. Snow in the area may be gray or black as it falls, appearing like ash, though its temperature is unchanged.
- **Incited Rage.** Creatures within 3 miles of the red dragon's lair are quick to anger and slow to forgive. Such creatures have disadvantage on CHA checks, except CHA (Intimidation), and Beasts in the area that aren't domesticated are more aggressive than normal.
- **Unnatural Heat.** Within 1 mile of the red dragon's lair, temperatures are unnaturally high. Vegetation in the area withers and eventually crumbles to dust. Creatures in the area require twice as much water as normal each day to survive, and each creature in the area must succeed on a DC 10 CON save every hour it remains in the area or suffer one level of exhaustion. Creatures that are resistant or immune to fire damage are unaffected by this regional effect.

If the dragon dies, these effects fade in 1d10 days.

Red Dragon Wyrmling — CR 3

Medium Dragon

Armor Class 17 (natural armor)
Hit Points 68
Speed 30 ft., climb 30 ft., fly 60 ft.
Perception 14 **Stealth** 12
Immune fire
Senses darkvision 60 ft., keensense 10 ft.
Languages Draconic

STR	DEX	CON	INT	WIS	CHA
+4	+2	+5	+1	+2	+4

Pounce. If the dragon moves at least 15 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 14 STR save or be knocked prone. If the target is prone, the dragon can make one Claw attack against it as a bonus action.

ACTIONS

Multiattack. The dragon makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

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

Fire Breath (Recharge 5–6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 DEX save, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Young Red Dragon — CR 10

Large Dragon

Armor Class 18 (natural armor)
Hit Points 193
Speed 40 ft., climb 40 ft., fly 80 ft.
Perception 18 **Stealth** 14
Immune fire
Senses darkvision 120 ft., keensense 30 ft.
Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+6	+4	+9	+2	+4	+8

Boil Over. When the red dragon hasn't unleashed its Fire Breath, the heat builds and rolls outward from it. While the dragon's Fire Breath is available, it emits immense heat, and each creature that starts its turn within 10 feet of the dragon must succeed on a DC 17 CON save or take 7 (2d6) fire damage.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 DEX save, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Adult Red Dragon — CR 17

Huge Dragon

Armor Class 19 (natural armor)

Hit Points 301

Speed 40 ft., climb 40 ft., fly 80 ft.

Perception 23 **Stealth** 16

Immune fire

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+8	+6	+13	+3	+7	+11

Boil Over. When the red dragon hasn't unleashed its Fire Breath, the heat builds and rolls outward from it. While the dragon's Fire Breath is available, it emits immense heat, and each creature that starts its turn within 20 feet of the dragon must succeed on a DC 21 CON save or take 7 (2d6) fire damage. A creature that fails this save by 5 or more also suffers one level of exhaustion.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

Actions

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 DEX save, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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.

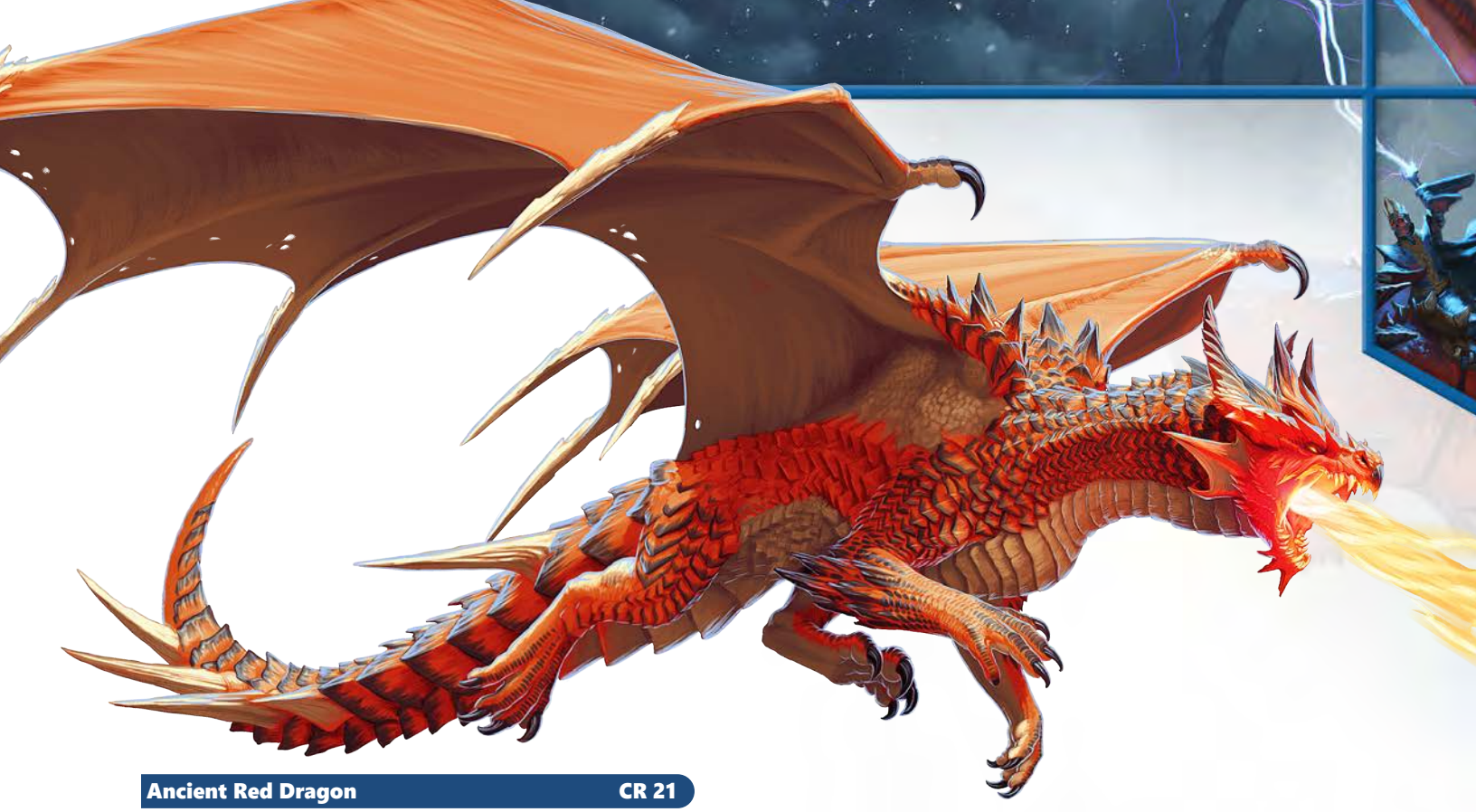
Detect. The dragon automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 19 CHA save or be vulnerable to fire damage until the end of its next turn. A target resistant to fire damage isn't resistant to it for the duration. A target immune to fire damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 DEX save or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.





Ancient Red Dragon — CR 21

Gargantuan Dragon

Armor Class 22 (natural armor)

Hit Points 382

Speed 40 ft., climb 40 ft., fly 80 ft.

Perception 26 **Stealth** 17

Immune fire

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+10	+7	+16	+4	+9	+13

Boil Over. When the red dragon hasn't unleashed its Fire Breath, the heat builds and rolls outward from it. While the dragon's Fire Breath is available, it emits immense heat, and each creature that starts its turn within 30 feet of the dragon must succeed on a DC 24 CON save or take 7 (2d6) fire damage. A creature that fails this save by 5 or more also suffers one level of exhaustion.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 DEX save, taking 105 (30d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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 automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 21 CHA save or be vulnerable to fire damage until the end of its next turn. A target resistant to fire damage isn't resistant to it for the duration. A target immune to fire damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 DEX save or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.

Dragon, Silver

This dragon shimmers like polished silver as it moves. Large scales like layered breastplates run the length of its spine, and a pair of horns curves forward from its skull. A frosty chill hangs in the air around it.

Kindhearted Watchers. Looking down from their mountain perches, silver dragons see it as their duty to befriend and protect other sentient beings in their territory. Aloof and watchful, they watch over ages as civilizations develop, occasionally adopting disguises to provide guiding nudges. Elders warn young silver dragons to avoid direct entanglement with humanoid affairs. Some can't help themselves, and inadvertently become weapons of war, or give rise to magical, royal bloodlines.

For the Greater Good. Silver dragons believe in promoting the greatest good for the greatest number of beings, especially dragons. This stance can sometimes lead the dragon to commit or condone acts many would consider less than good. However, the dragon's actions operate across centuries and millennia, and it knows the steps it takes in the short term will benefit many more in the long term. Silver dragons focus on the larger picture and life as a whole, combating great evils and calamities on cosmic time scales.

Historical Hoard. Silver dragon hoards are museums of their favored cultures. Their lairs are filled with artifacts from these civilizations—coins, fine arts, tapestries, manuscripts, epic poems, and historical treatises. The hoard might also contain the intact sarcophagus of the first ruler of the first nation the silver dragon watched over, the armor of an adopted civilization's first great warrior, or the favored trinket of the first creature the dragon befriended.

Maturing. Silver dragons spend the first few years of their lives with their parents, learning about various creatures and the draconic role in maintaining the betterment of life across millennia. By the time the dragon is young, it has developed a fondness for a particular creature, people, or culture and seeks to study its new obsession from a distance, often in the guise of a beast of burden or traveler. By the time the dragon is an adult, it has carved out its own small lair where it maintains a few souvenirs from beloved places or people and records their achievements or failings. With vast patience, ancient silver dragons often spend decades resting in their lairs, coming out every few years to check on the progress of nearby lands and encouraging small changes to foster a better world.

A Silver Dragon's Lair

Silver dragon lairs are always found at high altitudes. Caverns amid snowy peaks are common. However, the most prized locales for a silver dragon's lair are remnants of the civilizations they watched grow and fall. A mountain fortress overlooking a secluded pass, an abandoned wizard's tower, or even the former fortress of a cloud giant clan makes an ideal lair for a silver dragon.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon can take a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- **Enthralling Reflection.** Icy surfaces within the lair shine mirror bright. Each creature within 20 feet of a point on a frozen surface the dragon can see within 120 feet of it must succeed on a DC 15 CHA save or be charmed until initiative count 20 of the following round. While charmed, a creature is incapacitated, and if it is more than 5 feet from the surface, it must move on its turn toward the surface, trying to get within 5 feet. It doesn't avoid opportunity attacks or hazardous terrain. If a charmed creature takes damage, the charmed effect ends for that creature.
- **Flash Freeze.** Up to two targets the dragon can see within 120 feet of it must succeed on a DC 15 CON save or be restrained for 1 minute as its body begins to freeze. At the end of each of its turns, it can repeat the save. On a success, the effect ends for the creature. If the creature fails this save three times, it is petrified in ice until the condition is removed.
- **Blizzard.** The dragon creates a 20-foot-radius sphere of driving snow centered on a point it can see within 120 feet. The sphere spreads around corners, and its area is heavily obscured. Each creature that enters the area for the first time on a turn or starts its turn there must succeed a DC 15 CON save or take 7 (2d6) cold damage and its speed is halved until the end of its turn. The sphere lasts until the dragon uses this lair action again or until the dragon dies.

Regional Effects

The region containing a silver dragon's lair is warped by its magical presence, which creates one or more of the following effects:

- **Welcoming Chill.** Humanoids within 10 miles of the dragon's lair remain comfortable in temperatures as low as –50 degrees Fahrenheit without any additional protection and can tolerate temperatures as low as –100 degrees Fahrenheit while wearing heavy clothes. The dragon can end this effect at will for any Humanoid it knows is within 10 miles of its lair.
- **Ice Surveillance.** Within 3 miles of the dragon's lair, the dragon can choose to see and hear through frozen ponds and puddles, icicles on buildings, columns of ice, ice sculptures, and similar areas of frozen water, and the dragon can speak through such ice while doing so.

- **Disorienting Snow.** Snow flurries dance through the area within 1 mile of the dragon's lair. A Humanoid hostile to the dragon and in this area must succeed on a DC 13 WIS save for every 10 minutes it travels through the area, becoming lost on a failed save. A lost Humanoid returns to the spot where it entered the area within 1 mile of the dragon's lair, regardless of how far or for how long it traveled.

If the dragon dies, these effects fade in 1d10 days.

Silver Dragon Wyrmling — CR 2

Medium Dragon

Armor Class 17 (natural armor)
Hit Points 51
Speed 30 ft., fly 60 ft.
Perception 14 **Stealth** 12
Immune cold
Senses darkvision 60 ft., keensense 10 ft.
Languages Draconic

STR	DEX	CON	INT	WIS	CHA
+4	+2	+5	+1	+2	+4

Pounce. If the dragon moves at least 15 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 14 STR save or be knocked prone. If the target is prone, the dragon can make one Claw attack against it as a bonus action.

Actions

Multiattack. The dragon makes one Bite attack and one Claw attack.

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:* 7 (1d6 + 4) slashing damage.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 13 CON save, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath (Recharge 6). The dragon exhales paralyzing gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 CON save or be paralyzed for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Young Silver Dragon — CR 9

Large Dragon

Armor Class 18 (natural armor)
Hit Points 175
Speed 40 ft., fly 80 ft.
Perception 19 **Stealth** 14
Immune cold
Senses darkvision 120 ft., keensense 30 ft.
Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+6	+4	+9	+2	+5	+7

Freezing Fog. After the silver dragon uses its Cold Breath, freezing fog surrounds it. While the dragon's Cold Breath is unavailable, each creature that starts its turn within 10 feet of the dragon must succeed on a DC 17 CON save or be restrained until the start of its next turn.

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks. It can replace its Bite attack with a use of Paralyzing Breath, if available.

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.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 17 CON save, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath (Recharge 6). As the silver dragon wyrmling, except it is a 30-foot cone, and the save DC is 17.

Bonus Actions

Change Shape. The dragon magically transforms into a



Beast or Humanoid that has a challenge rating no higher than its own, or back into its true form, which is Dragon. Any equipment it is wearing or carrying transforms with it or is borne by the new form (the dragon's choice). It reverts to its true form if it dies. In a new form, the dragon retains its HP, ability to speak, proficiencies, and INT, WIS, and CHA scores, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Adult Silver Dragon — CR 16

Huge Dragon

Armor Class 19 (natural armor)
Hit Points 267
Speed 40 ft., fly 80 ft.
Perception 22 **Stealth** 15
Immune cold
Senses darkvision 120 ft., keensense 60 ft.
Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+8	+5	+12	+3	+7	+9

Freezing Fog. As the young silver dragon, except it affects creatures within 20 feet of the dragon, and the save DC is 20.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

Actions

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks. It can replace its Bite attack with a use of Paralyzing Breath, if available.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 CON save, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath (Recharge 6). As the silver dragon wyrmling, except it is a 60-foot cone, and the save DC is 20.

Bonus Actions

Change Shape. The dragon magically transforms into a Beast or Humanoid that has a challenge rating no higher than its own, or back into its true form, which is Dragon. Any equipment it is wearing or carrying transforms with it or is borne by the new form (the dragon's choice). It reverts to its true form if it dies. In a new form, the dragon retains its Legendary Resistance trait and its HP, ability to speak, proficiencies, and INT, WIS, and CHA scores, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

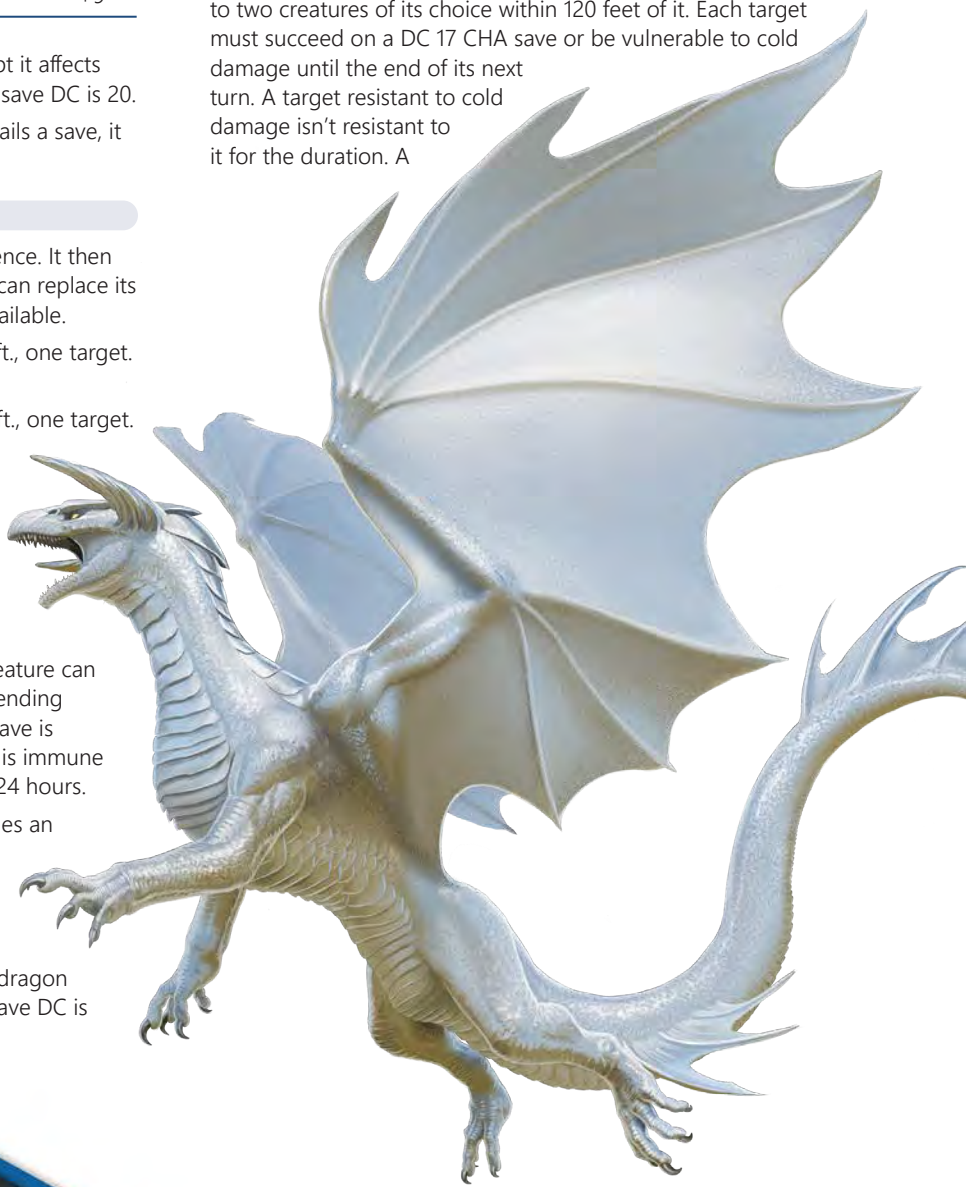
Legendary Actions

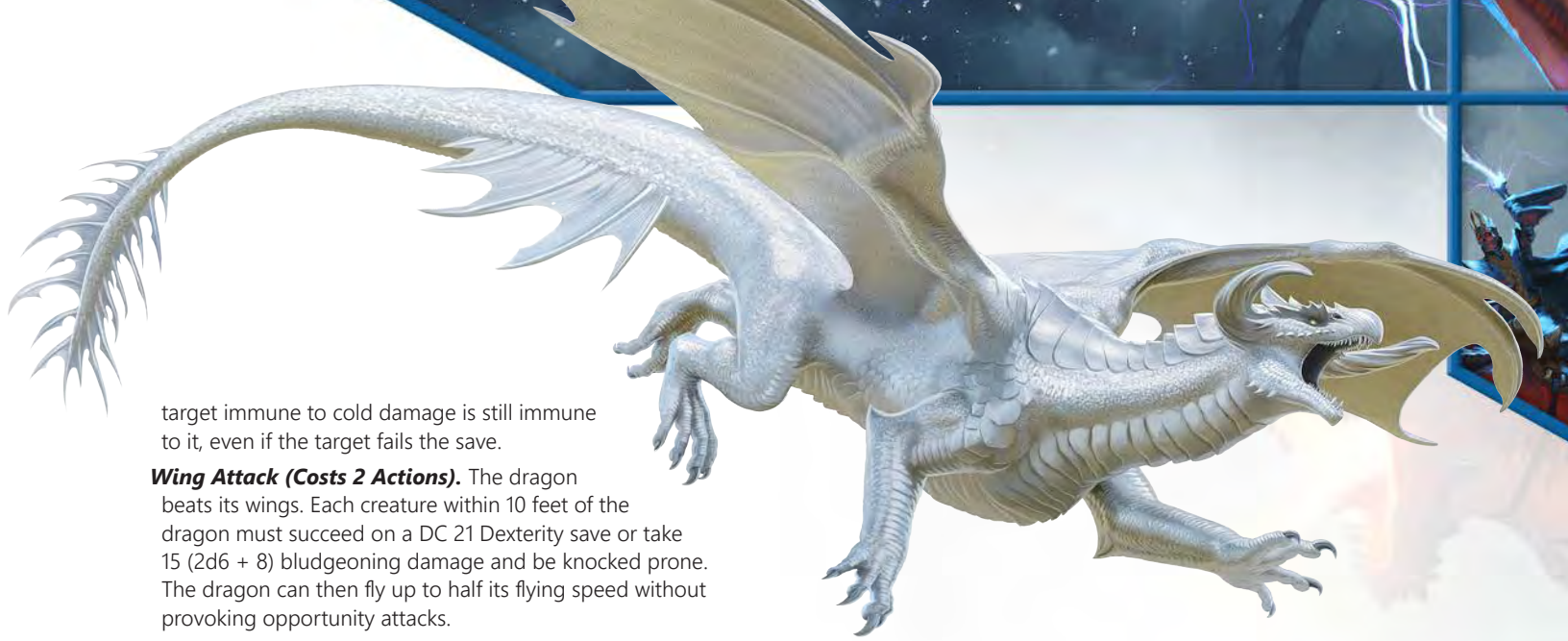
The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 17 CHA save or be vulnerable to cold damage until the end of its next turn. A target resistant to cold damage isn't resistant to it for the duration. A





target immune to cold damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity save or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.

Ancient Silver Dragon — CR 20

Gargantuan Dragon

Armor Class 21 (natural armor)
Hit Points 355
Speed 40 ft., fly 80 ft.
Perception 25 **Stealth** 16
Immune cold
Senses darkvision 120 ft., keensense 60 ft.
Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+10	+6	+15	+4	+9	+11

Freezing Fog. As the young silver dragon, except it affects creatures within 30 feet of the dragon, and the save DC is 23.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

Actions

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks. It can replace its Bite attack with a use of Paralyzing Breath, if available.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 23 CON save, taking 99 (22d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath (Recharge 6). As the silver dragon wyrmling, except it is a 90-foot cone, and the save DC is 23.

Bonus Actions

Change Shape. The dragon magically transforms into a Beast or Humanoid that has a challenge rating no higher than its own, or back into its true form, which is Dragon. Any equipment it is wearing or carrying transforms with it or is borne by the new form (the dragon's choice). It reverts to its true form if it dies. In a new form, the dragon retains its Legendary Resistance trait and its HP, ability to speak, proficiencies, and INT, WIS, and CHA scores, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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 automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 19 CHA save or be vulnerable to cold damage until the end of its next turn. A target resistant to cold damage isn't resistant to it for the duration. A target immune to cold damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 DEX save or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.

Dragon, Void

A dragon seemingly formed of the night sky has bright white stars for eyes. Lesser stars twinkle in the firmament of the dragon's body.

Children of the Stars. Void dragons drift through the empty spaces beyond the boundaries of the mortal world and wander between the stars. They are aloof, mingling only with the otherworldly beings that live above and beyond the world, including the incarnate forms of the stars themselves.

Witnesses to the Void. Void dragons are intensely knowledgeable creatures, but they have seen too much, lingering at the edge of the Void itself. They carry a piece of that nothing with them, and it flows out of them to break the minds of lesser beings when the dragons fly into a rage.

Voracious Scholars. Despite their removed existence and strange quirks, void dragons still hoard treasure. Gems that glitter like the stars of their home are particularly prized. Their crowning piece, however, is knowledge. Void dragons jealously hoard scraps of forbidden and forgotten lore of any kind and spend most of their time at home poring over these treasures.

A Void Dragon's Lair

Void dragons make their lairs deep in the freezing, airless space between the stars. When a void dragon claims a home elsewhere, it prefers towering mountain peaks, valleys, or ruins at high elevation with a clear view of the sky. When encountered in its lair, an adult void dragon has a challenge rating of 17, and an ancient void dragon has a challenge rating of 23.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon can take a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- **Orb of the Void.** The Void briefly overlaps the dragon's lair in a 20-foot-radius sphere of blackness punctuated by deep blue streaks and pinpoints of light. The sphere is centered on a point the dragon can see within 120 feet of the dragon. The sphere spreads around corners, is heavily obscured, and contains no air (creatures must hold their breath). Each creature in the sphere when it appears must make a DC 15 CON save, taking 7 (2d6) cold damage and 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one. Any creature that ends its turn in the sphere takes 7 (2d6) cold damage and 7 (2d6) necrotic damage. The sphere lasts 1 minute, until the dragon uses this lair action again, or until the dragon dies.
- **Spatial Anomaly.** The lair's connection to the Void briefly rips the fabric of space, forcing two creatures the dragon can see within 120 feet of it to suddenly exist at the same point in space and time. The laws of reality repel the creatures back to their original positions as reality resets. The targets aren't actually moved, but reality's reset forces each target to make a DC 15 STR save. On a failure, the creature takes 16 (3d10) force damage and is knocked prone. On a success, the creature takes half the damage and isn't knocked prone.
- **Zero Gravity.** Gravity stops working in a 50-foot radius, 100-foot-high cylinder centered on a point the dragon can see within 120 feet of it. Each creature in that cylinder drifts 10 feet away from the ground and must succeed on a DC 15 STR save or be restrained. A flying creature automatically succeeds on the save, but its speed is halved unless it can hover or flies magically. This effect lasts until initiative count 20 on the next round.

Regional Effects

The region containing a void dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- **Dark of the Void.** Nonmagical illumination, including sunlight, can't create bright light within 6 miles of the lair.
- **Torn Veil.** Within 3 miles of the lair, disembodied voices whisper in the night. Celestials, Fey, and Fiends with a challenge rating of 2 or lower can choose to slip into the Material Plane from their native planes or vice versa.
- **Uncovered Knowledge.** Secrets have a way of coming to light within 6 miles of the lair. Clues are inadvertently discovered, slips of the tongue hint at a hidden truth, and creatures become morbidly curious for forbidden knowledge.

If the dragon dies, these effects fade in 1d10 days.





Void Dragon Wyrmling CR 2

Medium Dragon

Armor Class 17 (natural armor)
Hit Points 40
Speed 30 ft., fly 60 ft. (hover)
Perception 13 **Stealth** 12
Resistant cold
Immune necrotic | charmed, frightened, prone
Senses darkvision 60 ft., keensense 10 ft.
Languages Common, Draconic, Void Speech

STR	DEX	CON	INT	WIS	CHA
+3	+2	+5	+1	+1	+5

Embodiment of the Void. Creatures resistant to necrotic damage aren't resistant to necrotic damage dealt by the void dragon. A creature immune to necrotic damage is still immune to the dragon's necrotic damage.

Pounce. If the dragon moves at least 15 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 13 STR save or be knocked prone. If the target is prone, the dragon can make one Claw attack against it as a bonus action.

Void Dweller. The void dragon doesn't require air, food, drink, sleep, or ambient pressure, and it is immune to the effects of Void terrain. While traveling in space, the dragon magically glides on solar winds, covering immense distances in short times.

ACTIONS

Multiattack. The dragon makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) necrotic damage.

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

Breath Weapons (Recharge 5–6). The void dragon uses one of the following breath weapons.

- **Gravitic Breath.** The dragon exhales localized gravity in a 15-foot cube, originating from the dragon. When a creature ends a fall in the cube, it takes 5 (1d10) bludgeoning damage for every 10 feet it fell to a maximum of 20d10 bludgeoning damage, instead of normal falling damage. A creature that enters the cube for the first time on a turn or starts its turn there must make a DC 13 DEX save. On a failure, the creature is restrained. On a success, the creature's speed is halved while it remains in the cube. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. The cube lasts until the start of the dragon's next turn.
- **Withering Breath.** The dragon exhales the life-rending energy of the Void in a 15-foot cone. Each creature in that area must make a DC 13 DEX save, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Void Twist. The dragon adds 2 to its AC against one attack that would hit it as it twists reality to open a small rift in space to protect itself. To do so, the dragon must be able to see the attacker.

Young Void Dragon CR 9

Large Dragon

Armor Class 18 (natural armor)
Hit Points 140
Speed 40 ft., fly 80 ft. (hover)
Perception 18 **Stealth** 14
Resistant cold
Immune necrotic | charmed, frightened, prone
Senses darkvision 120 ft., keensense 30 ft.
Languages Common, Draconic, Void Speech

STR	DEX	CON	INT	WIS	CHA
+5	+4	+9	+2	+4	+8

Embodiment of the Void. As the void dragon wyrmling.

Expert Void Traveler. As the void dragon wyrmling.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (2d6) necrotic damage.

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

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

- **Gravitic Breath.** As the void dragon wyrmling, except it is a 30-foot cube, the save DC is 17, and the cube lasts until the dragon's breath weapon recharges.
- **Withering Breath.** The dragon exhales the life-rending energy of the Void in a 30-foot cone. Each creature in that area must make a DC 17 DEX save, taking 49 (14d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Void Twist. The void dragon adds 4 to its AC against one attack that would hit it as it twists reality to open a small rift in space to protect itself. To do so, the dragon must be able to sense the attacker.

Adult Void Dragon — CR 16

Huge Dragon

Armor Class 19 (natural armor)
Hit Points 226
Speed 40 ft., fly 80 ft. (hover)
Perception 21 **Stealth** 15
Resistant cold
Immune necrotic | charmed, frightened, prone
Senses darkvision 120 ft., keensense 60 ft.
Languages Common, Draconic, Void Speech

STR	DEX	CON	INT	WIS	CHA
+7	+5	+12	+3	+6	+10

Embodiment of the Void. As the void dragon wyrmling.

Expert Void Traveler. As the void dragon wyrmling.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Dreadful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 10 (3d6) necrotic damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Dreadful 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 WIS save or suffer a random, short-term dread effect for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to the dragon's Dreadful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

- **Gravitic Breath.** As the void dragon wyrmling, except it is a 60-foot cube, the save DC is 20, and the cube lasts until the dragon's breath weapon recharges.
- **Withering Breath.** The dragon exhales the life-rending energy of the Void in a 60-foot cone. Each creature in that area must make a DC 20 DEX save, taking 63 (18d6) necrotic damage on a failed save, or half as much damage on a successful one. If this damage reduces a creature to 0 HP, it is disintegrated. A disintegrated creature and everything it is wearing or 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.

REACTIONS

Void Twist. The dragon adds 5 to its AC against one attack that would hit it, as it twists reality to open a small rift in space to protect itself. To do so, the dragon must be able to see the attacker. If the attack misses by 5 or more, the dragon can choose to open a second, connected rift next to another creature it can see within 30 feet of it to direct the attack at that creature instead, using the original attack roll result against the new target's AC.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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 automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 18 CHA save or be vulnerable to necrotic damage until the end of its next turn. A target resistant to necrotic damage isn't resistant to it for the duration. A target immune to necrotic damage is still immune to it, even if the target fails the save.

Void Slip (Costs 2 Actions). The dragon twists the fabric of space around it, disappearing and reappearing in an unoccupied space it can see within 120 feet of it. Each creature within 10 feet of the dragon when it disappears must succeed on a DC 20 CON save or take 14 (4d6) necrotic damage and be knocked prone.

Ancient Void Dragon — CR 22

Gargantuan Dragon

Armor Class 22 (natural armor)
Hit Points 324
Speed 40 ft., fly 80 ft. (hover)
Perception 26 **Stealth** 17
Resistant cold
Immune necrotic | charmed, frightened, prone



Senses darkvision 120 ft., keensense 60 ft.
Languages Common, Draconic, Void Speech

STR	DEX	CON	INT	WIS	CHA
+9	+7	+16	+4	+9	+13

Embodiment of the Void. As the void dragon wyrmling.

Collapsing Star. When the void dragon dies, it explodes in a swath of celestial destruction. Each creature within 1,000 feet of the dragon must make a DC 21 CON save, taking 44 (8d10) bludgeoning damage and 44 (8d10) cold damage on a failed save, or half as much damage on a successful one. Objects in the area that aren't being worn or carried take half the bludgeoning damage. A creature that fails the save by 5 or more is ejected to a random location on a random plane of existence or 5d100 miles away from its current location in a random direction (GM's choice).

Expert Void Traveler. As the void dragon wyrmling.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Dreadful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 14 (4d6) necrotic 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.

Dreadful 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 WIS save or suffer a random short-term dread effect for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to the dragon's Dreadful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

- **Gravitic Breath.** As the void dragon wyrmling, except it is a 90-foot cube, the save DC is 24, and the cube lasts 1 minute.
- **Withering Breath.** The dragon exhales the life-rending energy of the Void in a 90-foot cone. Each creature in that area must make a DC 24 DEX save, taking 91 (26d6) necrotic damage on a failed save, or half as much damage on a successful one. If this damage reduces a creature to 0 HP, it is disintegrated. A disintegrated creature and everything it is wearing or 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.

REACTIONS

Void Twist. The dragon adds 7 to its AC against one attack that would hit it, as it twists reality to open a small rift in space to protect itself. To do so, the dragon must be able to see the attacker. If the attack misses by 5 or more, the dragon can choose to open a second, connected rift next to another creature it can see within 30 feet of it to direct the attack at that creature instead, using the original attack roll result against the new target's AC.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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 automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 21 CHA save or be vulnerable to necrotic damage until the end of its next turn. A target resistant to necrotic damage isn't resistant to it for the duration. A target immune to necrotic damage is still immune to it, even if the target fails the save.

Void Slip (Costs 2 Actions). The dragon twists the fabric of space around it, disappearing and reappearing in an unoccupied space it can see within 120 feet of it. Each creature within 15 feet of the dragon when it disappears must succeed on a DC 21 DEX save or take 17 (5d6) necrotic damage and be knocked prone.

Dragon, White

The wings and pearlescent scales of this dragon are tinged with blue, and its eyes sparkle an icy blue as it opens its jaw and exhales a blast of wintry air.

Primeval Hunters. Animalistic and instinct-driven, white dragons are as much a force of nature as the blizzards of their arctic homes. They hunt for sport, killing more than they can eat and storing frozen kills as snacks for later. When faced with greater challenges, white dragons fight dirty, using slippery ice, sheer glacial cliffs, and furious snowstorms or spring thunderstorms to their advantage against intruders.

Vainglorious. White dragons think highly of themselves and readily boast about their achievements to other dragons, especially other white dragons. Because of this, white dragons often seek out powerful opponents, as the more powerful a slain opponent, the more a dragon can boast to its brethren. Clever adventurers that speak with a white dragon can play to the dragon's vanity, praising its skill and prowess or challenging it to perform seemingly impossible tasks.

Trophy Hoards. Trophies are important to white dragons and are integral parts of their hoards. The bodies of frozen foes, rent and battered armor, bent weapons, and similar items showcasing the dragon's accomplishments fill its lair. White dragons have little use or concern for sparkling treasure, but they recognize when a creature goes to great lengths to protect something. They proudly display items taken from creatures that gave their lives to protect the items, not always understanding the significance of the item but taking pride in slaying its protector. This leads white dragon lairs to be filled with an eclectic collection of weapons, religious relics, armor, and magic items.

Maturing. White dragons care for their young for the first year of a wyrmling's life, teaching the wyrmling how to hunt, store frozen prey, and create trophies. Eventually, however, the wyrmling's growing sense of self and self-importance clashes with the egos of its parents, and all part ways. By the time the dragon is young, it has carved out an icy cave for itself and claimed a small swath of arctic or high mountain terrain as its territory. Adult white dragons spend their days expanding and affirming claim to their territory, often in the form of leaving slaughtered enemies scattered across the landscape. At this age, they also join in gatherings of white dragons, where they boast and display their battle prowess and where adults make alliances for raising strong young. White dragons live violent lives and don't always survive to become ancients. Paragons of battle, violence, and pride, ancient white dragons are twice as deadly as any blizzard and half as merciful.

A White Dragon's Lair

A white dragon's lair is carefully chosen for defensibility and remoteness. A series of icy caverns within a glacier, a cave on a high, sheer cliff face, or the ruins of a frost giant fortress atop a tall mountain are all prime choices for a lair. White dragons also like lairs where they can use their terrain tricks against intruders. Lairs with water are especially desirable, as the dragon can hide in a lake, pool, or stream and take intruders by surprise. They may dig tunnels from one room to another, useful either to withdraw or to cut off escape.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon can take a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- **Blizzard.** Whipping winds and snow appear in the shape of a 20-foot-radius, 40-foot-high cylinder centered on a point the dragon can see within 120 feet of it. The blizzard's area is heavily obscured. A creature that enters the blizzard for the first time on a turn or starts its turn there must succeed on a DC 15 CON save or take 7 (2d6) cold damage. A creature flying in or through the blizzard must land on its turn or be knocked prone.
- **Frozen Treat.** One creature the dragon can see within 60 feet of it begins to freeze solid. The target must make a DC 15 CON save. On a success, the target is restrained until the end of its next turn. On a failure, the target is petrified in ice for 1 minute. A petrified creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. A petrified creature that takes fire damage has advantage on the save to end the effect.
- **Ice Slick.** A 40-foot radius patch of ground centered on a point the dragon can see within 120 feet of it freezes. The ice slick is difficult terrain, and each time a creature moves more than 5 feet in or through the slick must succeed on a DC 15 DEX save or fall prone. The ice slick





lasts for 1 minute, until the dragon uses this lair action again, or until the dragon dies.

- **Thundershift.** The weather in the dragon's lair suddenly shifts, causing a thunderous explosion on a point the dragon can see within 90 feet of it. Each creature within 20 feet of that point must make a DC 15 CON save. On a failure, a creature takes 7 (2d6) cold damage and 7 (2d6) thunder damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

REGIONAL EFFECTS

The region containing a white dragon's lair is warped by its magic, which creates one or more of the following effects:

- **Frigid Cold.** Blizzards continually rage within 3 miles of the dragon's lair, making the area nearly inhospitable for creatures not resistant to cold damage.
- **Hunting Grounds.** The area within 5 miles of the dragon's lair is its hunting ground. When a Large or larger creature enters the area, the dragon immediately knows the direction and general distance to that creature for the next hour.
- **Icy Land.** Ice and hard-packed snow coat the area within 1 mile of the lair, making it difficult terrain.

If the dragon dies, these effects fade in 1d10 days.

White Dragon Wyrmling — CR 2

Medium Dragon

Armor Class 16 (natural armor)
Hit Points 54
Speed 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.
Perception 14 **Stealth** 12
Immune cold
Senses darkvision 60 ft., keensense 10 ft.
Languages Draconic

STR	DEX	CON	INT	WIS	CHA
+2	+2	+4	−3	+2	+2

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. In addition, difficult terrain composed of ice or snow doesn't cost it extra movement.

Pounce. If the dragon moves at least 15 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 12 STR save or be knocked prone. If the target is prone, the dragon can make one Claw attack against it as a bonus action.

ACTIONS

Multiattack. The dragon makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage.

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

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 12 CON save, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

Young White Dragon — CR 6

Large Dragon

Armor Class 17 (natural armor)
Hit Points 126
Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.
Perception 17 **Stealth** 13
Immune cold
Senses darkvision 120 ft., keensense 30 ft.
Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+4	+3	+7	−2	+4	+4

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. In addition, difficult terrain composed of ice or snow doesn't cost it extra movement.

Numbing Chill. When the white dragon hasn't unleashed its Cold Breath, the cold builds up within it and ripples outward from it. While the dragon's Cold Breath is available, it emits a numbing chill, and each creature that starts its turn within 10 feet of the dragon must succeed on a DC 15 CON save or its speed is reduced by 10 feet.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

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

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 15 CON save, taking 31 (7d8) cold damage on a failed save, or half as much damage on a successful one.

Adult White Dragon — CR 13

Huge Dragon

Armor Class 18 (natural armor)

Hit Points 238

Speed 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

Perception 22 **Stealth** 15

Immune cold

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+6	+5	+11	–1	+7	+7

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. In addition, difficult terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

Numbing Chill. When the white dragon hasn't unleashed its Cold Breath, the cold builds up within it and ripples outward from it. While the dragon's Cold Breath is available, it emits a numbing chill, and each creature that starts its turn within 20 feet of the dragon must succeed on a DC 19 CON save or its speed is reduced by 15 feet.

Actions

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 CON save, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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 automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 15 CHA save or be vulnerable to cold damage until the end of its next turn. A target resistant to cold damage isn't resistant to it for the duration. A target immune to cold damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 DEX save or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.





Ancient White Dragon — CR 17

Gargantuan Dragon

Armor Class 20 (natural armor)

Hit Points 301

Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

Perception 25 **Stealth** 16

Immune cold

Senses darkvision 120 ft., keensense 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+8	+6	+14	+0	+9	+9

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. In addition, difficult terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (3/Day). If the dragon fails a save, it can choose to succeed instead.

Numbing Chill. When the white dragon hasn't unleashed its Cold Breath, the cold builds up within it and ripples outward from it. While the dragon's Cold Breath is available, it emits a numbing chill, and each creature that starts its turn within 30 feet of the dragon must succeed on a DC 22 CON save or its speed is halved.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 CON save, taking 63 (14d8) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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 automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 17 CHA save or be vulnerable to cold damage until the end of its next turn. A target resistant to cold damage isn't resistant to it for the duration. A target immune to cold damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 DEX save or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.

Dragon, Yellow

A shadow ripples the tall grass as a dragon leaps from concealment, its yellow, catlike body blending into the dry grass. It opens its fanged mouth, which glows like the sun.

Grassland Dragons. Yellow dragons are solitary hunters in grasslands, hills, and canyons. Their bodies are low-slung, lithe, and catlike—perfect for stalking prey under the cover of tall grass or scrubland foliage. When young, their scales are a buttery yellow, but as they age, they turn a deeper yellow with flecks of tan. The oldest have scales the yellow-gold hue of the late-afternoon sun. This likeness to the sun isn't superficial—a yellow dragon's breath weapon is a searing beam of sunlight.

Consummate Hunters. Yellow dragons aren't as animalistic and instinct-driven as their white dragon cousins, but they enjoy days filled with hunting and lounging in the sun, caring little for many of the worldly concerns that plague other dragons. They hunt for sport and like to make it a game, playing with their prey to make the hunt more enjoyable. They crave the chase most of all, and a yellow dragon that isn't particularly hungry often releases caught prey and resumes the chase. Though winged, yellow dragons find the greatest pleasure in hunting on foot, catching prey unawares in the tall grasses.

Ever-Changing Hoards. Yellow dragons are easily distracted, mercurial creatures, and the trinket that held their attention last week might be this week's junk. They find more delight in novelty rather than preening over the same treasures day after day. Because of this, many yellow dragons maintain friendly relations with local communities of grasslands goblins. The dragons' propensity to forget or discard yesterday's treasures complements the kleptomania that strikes many goblins, ensuring the dragon's hoard never stays the same and forever holds its interest.

Maturing. Yellow dragon wyrmlings spend their first few years learning from their parents, who teach the wyrmling how to hunt, where to hunt in lean seasons, and how to avoid grasslands dangers like wildfires and other predators. When a yellow dragon is young, it establishes its own hunting territory on the outskirts of its progenitors' territories, which includes at least one large rock or outcropping for sunning itself. Adult yellow dragons spend their days alternating between lounging in the warm sun and chasing various creatures in their territory, either to eat or for sport. By the time a yellow dragon becomes ancient, it often has an established relationship with local grasslands peoples, particularly goblins, providing protection in exchange for regular tribute of shiny trinkets or new prey.

A Yellow Dragon's Lair

A yellow dragon favors stone caverns near grasslands or in canyons—secure places they can retire to and rest when not hunting. These lairs often contain areas of sunbaked stone, which the dragons use to warm themselves, and a lair typically has at least one area with access to direct sunlight. The interior of a yellow dragon's lair is often riddled with twisting tunnels that it can easily traverse with its lithe body. Most lairs contain several ambush points and even cunningly crafted hazards and traps designed to provide maximum enjoyment while hunting prey within its lair.

Lair Actions

On initiative count 20 (losing initiative ties), a yellow dragon can take a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- ***Grasslands Cacophony.*** The sounds of thunder, howling wind, insects, and a chorus of rustling grasses suddenly roar from a point the dragon can see within 60 feet of it. Each creature within 15 feet of that point that can hear the cacophony must succeed on a DC 15 DEX save or be deafened and stunned until the end of its next turn.
- ***Pitfall.*** A 20-foot-radius pit that is 20 feet deep opens in the ground centered on a point the dragon can see within 120 feet of it. Each creature in that area must succeed on a DC 15 DEX save or fall into the pit, taking falling damage as normal and landing prone. The pit remains for 1 minute, until the dragon uses this lair action again, or until the dragon dies. When the pit ends, its floor rises up to the level of the ground, harmlessly pushing any creatures in the pit back to the surface.
- ***Radiant Flare.*** A flash of bright light bursts from a point in the air the dragon can see within 120 feet of it. Each creature within 30 feet of it that can see the light must succeed on a DC 15 CON save or be blinded until the end of its next turn.



REGIONAL EFFECTS

The region containing a yellow dragon's lair is changed by its presence, which creates one or more of the following effects:

- ***Calm Fires.*** Wildfires are less common within 10 miles of the dragon's lair, and when a wildfire burns within 10 miles of the lair, it lasts half as long.
- ***Fleeing Prey.*** Animals, especially prey animals, within 3 miles of the dragon's lair are more skittish than normal and frequently run at the slightest movement or perceived danger.
- ***Intense Sunlight.*** Within 1 mile of the dragon's lair, the sun beats down more intensely than usual. During the day, each creature in the area, other than yellow dragons, must succeed on a DC 10 CON save every hour or suffer one level of exhaustion. A creature automatically succeeds on this save if it takes shelter from the sun or otherwise avoids direct sunlight.

If the dragon dies, these effects fade in 1d10 days.



Yellow Dragon Wyrmling — CR 2

Medium Dragon

Armor Class 17 (natural armor)
Hit Points 51
Speed 30 ft., climb 30 ft., fly 60 ft.
Perception 15 **Stealth** 14
Resistant blinded
Immune radiant
Senses darkvision 60 ft., keensense 10 ft.
Languages Draconic

STR	DEX	CON	INT	WIS	CHA
+3	+4	+4	+1	+3	+5

Grasslands Camouflage. The yellow dragon's Stealth is 19 while in tall grass or foliage.

Pounce. If the dragon moves at least 15 feet straight toward a creature and then hits with a Claw attack on the same turn, that target must succeed on a DC 12 STR save or be knocked prone. If the target is prone, the dragon can make one Claw attack against it as a bonus action.

ACTIONS

Multiattack. The dragon makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 4 (1d8) radiant damage.

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

Radiant Breath (Recharge 5–6). The dragon exhales radiant energy in a 30-foot line that is 5 feet wide. Each creature in the line must make a DC 12 DEX save, taking 27 (6d8) radiant damage on a failed save, or half as much damage on a successful one.

Young Yellow Dragon — CR 8

Large Dragon

Armor Class 18 (natural armor)
Hit Points 148
Speed 40 ft., climb 40 ft., fly 80 ft.
Perception 18 **Stealth** 15
Resistant blinded
Immune radiant
Senses darkvision 120 ft., keensense 30 ft.
Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+5	+5	+7	+2	+5	+7

Blinding Sunlight. When the dragon hasn't released its Radiant Breath, streaks of sunlight pour from its mouth. Bright light within 10 feet of the dragon is sunlight, and each creature that starts its turn within 10 feet of the dragon must succeed on a DC 15 CON save or be blinded until the start of its next turn.

Grasslands Camouflage. The yellow dragon's Stealth is 20 while in tall grass or foliage.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 4 (1d8) radiant damage.

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

Radiant Breath (Recharge 5–6). The dragon exhales radiant energy in a 60-foot line that is 5 feet wide. Each creature in the line must make a DC 15 DEX save, taking 45 (10d8) radiant damage on a failed save, or half as much damage on a successful one.

Adult Yellow Dragon — CR 16

Huge Dragon

Armor Class 19 (natural armor)
Hit Points 267
Speed 40 ft., climb 40 ft., fly 80 ft.
Perception 23 **Stealth** 17
Resistant blinded
Immune radiant
Senses darkvision 120 ft., keensense 60 ft.
Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+7	+7	+11	+3	+8	+10

Blinding Sunlight. When the dragon hasn't released its Radiant Breath, streaks of sunlight pour from its mouth. Bright light within 20 feet of the dragon is sunlight, and each creature that starts its turn within 20 feet of the dragon must succeed on a DC 19 CON save or be blinded until the start of its next turn.

Grasslands Camouflage. The yellow dragon's Stealth is 22 while in tall grass or foliage.

Legendary Resistance (3/Day). If the yellow dragon fails a save, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 9 (2d8) radiant damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Radiant Breath (Recharge 5–6). The dragon exhales radiant energy in a 90-foot line that is 5 feet wide. Each creature in the line must make a DC 19 DEX save, taking 54 (12d8) radiant damage on a failed save, or half as much damage on a successful one.

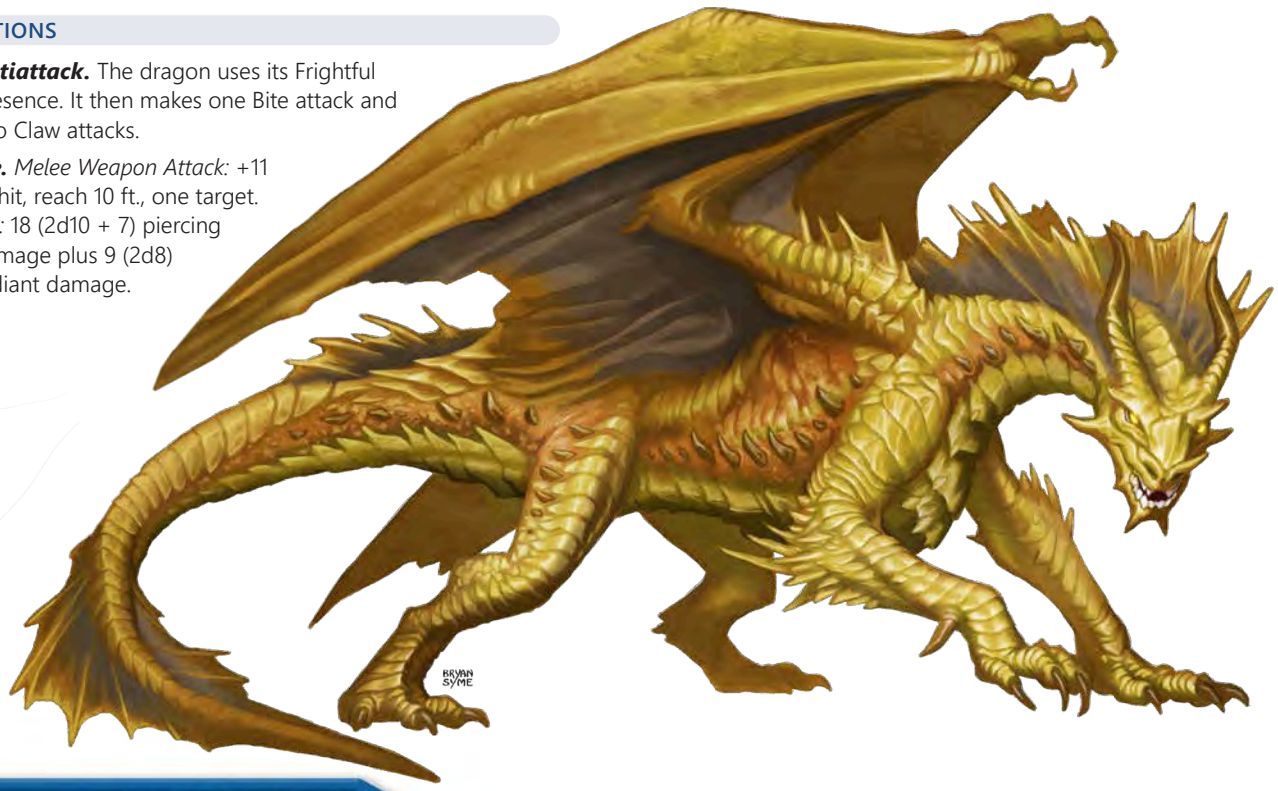
LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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 automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 18 CHA save or be vulnerable to radiant damage until the end of its next turn. A target resistant to radiant damage isn't resistant to it for the duration. A target immune to radiant damage is still immune to it, even if the target fails the save.



Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 DEX save or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.

Ancient Yellow Dragon — CR 20

Gargantuan Dragon

Armor Class 21 (natural armor)
Hit Points 355
Speed 40 ft., climb 40 ft., fly 80 ft.
Perception 26 **Stealth** 18
Resistant blinded
Immune radiant
Senses darkvision 120 ft., keensense 60 ft.
Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+9	+8	+14	+4	+10	+12

Blinding Sunlight. When the dragon hasn't released its Radiant Breath, streaks of sunlight pour from its mouth. Bright light within 30 feet of the dragon is sunlight, and each creature that starts its turn within 30 feet of the dragon must succeed on a DC 22 CON save or be blinded until the start of its next turn.

Grasslands Camouflage. The yellow dragon's Stealth is 23 while in tall grass or foliage.

Legendary Resistance (3/Day). If the yellow dragon fails a save, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon uses its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 13 (3d8) radiant damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Radiant Breath (Recharge 5–6). The dragon exhales radiant energy in a 120-foot line that is 10 feet wide. Each creature in the line must make a DC 22 DEX save, taking 81 (18d8) radiant damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action 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 automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.

Tail Attack. The dragon makes a Tail attack.

Elemental Roar (Costs 2 Actions). The dragon roars at up to two creatures of its choice within 120 feet of it. Each target must succeed on a DC 20 CHA save or be vulnerable to radiant damage until the end of its next turn. A target resistant to radiant damage isn't resistant to it for the duration. A target immune to radiant damage is still immune to it, even if the target fails the save.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 DEX save or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed without provoking opportunity attacks.

Dragonette, Pseudodragon

This cat-sized dragon maintains a cautious crouch, candlelight flickering across its rust-red scales. It raises its stinger-tipped tail defensively before it.



Miniature Dragon. These small cousins of true dragons dwell in forests, lairing in hollow trees, stumps, small caves, or other snug, enclosed areas. While they resemble miniature red dragons, their fine scales are a reddish-brown in color, and their tails end in a venomous stinger. Pseudodragons are also much less aggressive and more skittish than their larger cousins. When desperate, they can deliver a nasty bite with their needle-sharp teeth, but they rely on their stingers for hunting prey and defending themselves, as their venom can incapacitate even large opponents.

Telepathic. Pseudodragons possess a limited form of telepathy that communicates simple emotions or states to others, such as agreement, anxiety, discomfort, acceptance, hunger, or similar. These communications can also take the form of a series of images.

Favored Familiars. Wizards consider pseudodragons quite desirable familiars. Their bonding is more complicated than garnering a standard familiar, because pseudodragons view this as a partnership rather than servitude. They often must be persuaded with offerings or bribes.

Pseudodragon — CR 1/4

Tiny Dragon

Armor Class 13 (natural armor)
Hit Points 12
Speed 15 ft., fly 60 ft.
Perception 13 **Stealth** 12
Resistant poison | poisoned
Senses darkvision 60 ft., keensense 10 ft.
Languages understands Common and Draconic but can't speak

STR	DEX	CON	INT	WIS	CHA
−2	+2	+1	+0	+3	+0

Heightened Senses. The pseudodragon's Perception is 18 when perceiving by sight, hearing, or smell.

Magic Resistance. The pseudodragon has advantage on saves against spells and other magical effects.

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Actions

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

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) poison damage, and the target must succeed on a DC 11 CON save or be poisoned for 1 hour. If the creature fails the save by 5 or more, it falls unconscious while poisoned in this way, or until it takes damage or another creature uses an action to shake it awake.

Puff of Smoke (1/Day). The pseudodragon exhales a cloud of smoke in a 10-foot-radius sphere centered on itself. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Drake, Scorch

The dragon's body is covered in shimmering scales of red, orange, and yellow. Its eyes glow like hot coals and fire burns in its throat as it roars.

Roasted Prey. The scorch drake roams charred wastelands and volcanic plains, hunting anything it can catch. Unable to digest fresh kills, scorch drakes roast victims with their fiery breath before dining. They often scavenge prey baked or cooked by other means, such as geothermal activity, the fire breath of other dragons, or even a desiccated body left for days in the sun. In this way, they conserve energy, reserving their potent fire breath for only the choicest meals.

Roaming Hunter. Scorch drakes often leave their stony wasteland homes to find more plentiful prey, moving into neighboring grasslands or forests. However, their hunting style often turns those fertile lands into charred wastes. Because they are unbothered by heat and fire, they often start wildfires to flush out prey, gobbling up scorched remains or ambushing prey fleeing advancing flames.

Liquid Fire. Scorch drakes radiate heat and are difficult to see clearly at a distance due to the shimmer the heat creates. They exhale a spray of liquid that ignites upon contact with air, which resembles the fire breath of other dragons. However, this liquid is more akin to alchemist's fire, and it coats and clings to the drake's prey, causing victims to continue burning.

Scorch Drake — CR 6

Large Dragon

Armor Class 15 (natural armor)
Hit Points 145
Speed 40 ft., fly 60 ft.

Perception 15 **Stealth** 11
Vulnerable cold
Immune fire
Senses darkvision 60 ft.
Languages Draconic

STR	DEX	CON	INT	WIS	CHA
+3	+1	+4	−2	+5	−1

Heat Shimmer. Creatures more than 30 feet from the scorch drake have disadvantage on WIS (Perception) checks to see the drake.

Scalding Blood. A creature that hits the scorch drake with a melee attack while within 5 feet of the drake takes 3 (1d6) fire damage and must succeed on a DC 15 DEX save or ignite. Until a creature takes an action to douse the fire, an ignited creature takes 3 (1d6) fire damage at the start of each of its turns.

Actions

Multiattack. The scorch drake makes one Bite and two Claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing and 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing and 3 (1d6) fire damage.

Fire Breath (Recharge 5–6). The scorch drake spits liquid fire in a 30-foot cone. Each creature in that area must make a DC 15 DEX save. On a failure, a creature takes 24 (7d6) fire damage and ignites. On a success, a creature takes half the damage and doesn't ignite. Until a creature takes an action to douse the fire, an ignited creature takes 3 (1d6) fire damage at the start of each of its turns. This fire ignites flammable objects in the line that aren't being worn or carried.

Bonus Actions

Fan the Flames. The scorch drake flaps its wings in the direction of one ignited creature it can see within 15 feet of it. The flames coating the target flare up and generate excess smoke. The target must succeed on a DC 15 CON save or be blinded until the end of its next turn.



Drider

The drow smiles, its eyes gleaming silver in the darkness. Six more points of silver appear on its forehead as it lowers itself from the cavern ceiling, revealing its arachnid body.



Abyssal Origins. The first driders were drow elves who wronged the demon lord of spiders and were transformed as punishment for their transgressions. They have since become their own people that inhabit the dark caverns of the world. Driders sometimes ally with drow, duergar, and other denizens of the underworld, living alongside the smaller folk in their settlements, but driders most often keep to themselves in tight-knit family groups.

Underworld Centaurs. Like their surface-world mirrors, driders roam the underworld and are suited for its environment. They can climb walls and traverse ceilings without effort, and where many centaurs have human features, driders nearly always have elven features.

Arachnid Bodies. Driders' lower bodies more than simply resemble spiders; they also have many arachnid features. Their abdomens contain spinnerets for creating webbing, their legs contain sensory organs for detecting movement on webs, and their foremost legs contain poison, like spider mandibles.

Drider — CR 6

Large Monstrosity

Armor Class 18 (natural armor)

Hit Points 112

Speed 30 ft., climb 30 ft.

Perception 15 **Stealth** 19

Resistant Fey Ancestry, Monstrosity Resilience

Immune poison | poisoned

Senses darkvision 120 ft.

Languages Elvish, Undercommon

STR	DEX	CON	INT	WIS	CHA
+3	+6	+4	+1	+2	+1

Fey Ancestry. The drider is resistant to the charmed condition, and magic can't put the drider to sleep.

Monstrosity Resilience. The drider is resistant to exhaustion and to the frightened condition.

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, and its Perception is 10 when perceiving by sight.

Web Sense. While in contact with a web, the drider knows the exact location of any other creature in contact with the same web.

Web Walker. The drider ignores movement restrictions caused by webbing.

Actions

Multiattack. The drider makes one Longsword attack and two Skewer attacks, or it makes three Web Shot attacks.

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.

Skewer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage plus 13 (3d8) poison damage.

Web Shot. *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage, and the target must succeed on a DC 15 STR save or be restrained by webbing. A creature, including the restrained target, can take its action to break the webbing and free the restrained target by succeeding on a DC 15 STR check.

Dryad

A green woman with barklike skin and bedecked in vibrant green leaves and vines emerges from an ancient oak tree.

Forest Defenders. Dryads are fey that are magically bound to trees in the oldest forests of the world, becoming extensions of those trees and defenders of the forest. The death of a dryad's tree usually results in the death of the dryad, unless the tree's death was part of the tree's natural life cycle. A dryad that has survived the death of its tree has one year to find a new, suitable tree with which to bond, or it perishes.

Wildlife Allies. When in danger, dryads call on the forest's animals to protect them or cover their retreat. Dryads can also magically convince would-be foresters and hunters to leave the forest in peace or to seek wood and prey elsewhere. This often leads to conflicting stories of dryads as beautiful and charming or ferocious and accompanied by armies of savage wildlife.

Helping Lost Travelers. Dryads aren't always inimical to creatures hailing from outside their forests. They often help creatures lost in the woods, especially children or humanoids that show respect to nature. Dryads understand that kindness shown to lost travelers today might lead to broader respect and care for the forest in the future.

Dryad **CR 1**

Medium Fey

Armor Class 15 (natural armor)
Hit Points 38
Speed 30 ft.
Perception 14 **Stealth** 15
Resistant Fey Resilience
Senses darkvision 60 ft.
Languages Elvish, Sylvan

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	+2	+4	+4

Fey Resilience. The dryad is resistant to the charmed and unconscious conditions.

Magic Resistance. The dryad has advantage on saves against spells and other magical effects.

One with the Forest. While in a forest, the dryad can't be surprised, and it leaves behind no tracks or other traces of its passage.

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

Tree Stride. Once on its turn, the dryad can use 10 feet of its movement to step magically into one living tree within its 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 larger.

Actions

Multiattack. The dryad makes two Vine Whip or Blast of Pollen attacks. If both Vine Whip attacks hit one creature, the target must succeed on a DC 14 STR save or be restrained by vines until the end of its next turn.

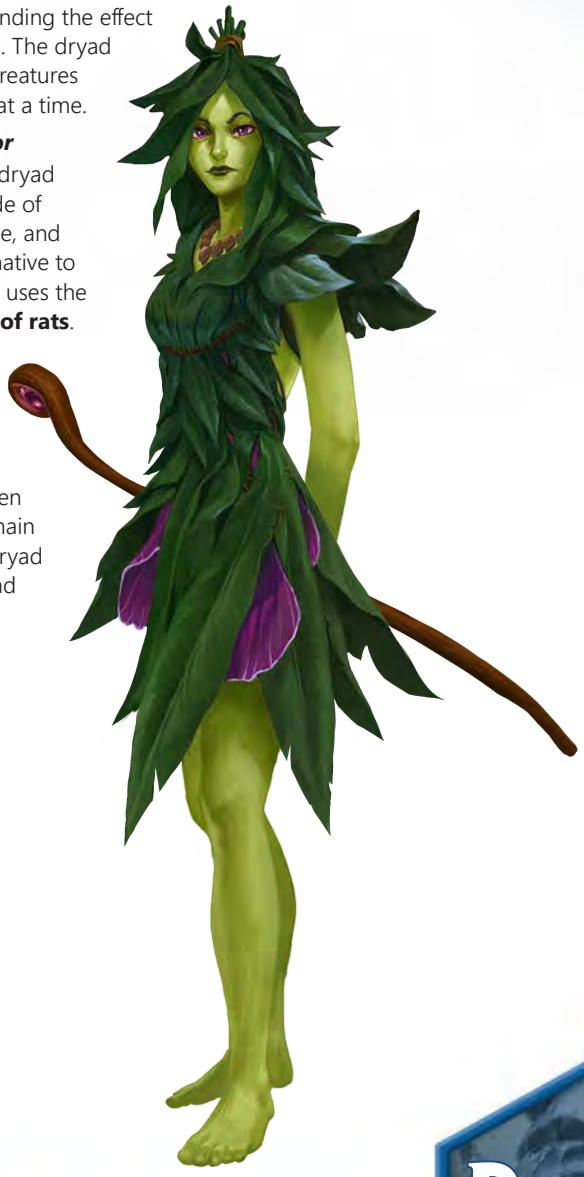
Vine Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Blast of Pollen. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 7 (1d6 + 4) poison damage.

Bonus Actions

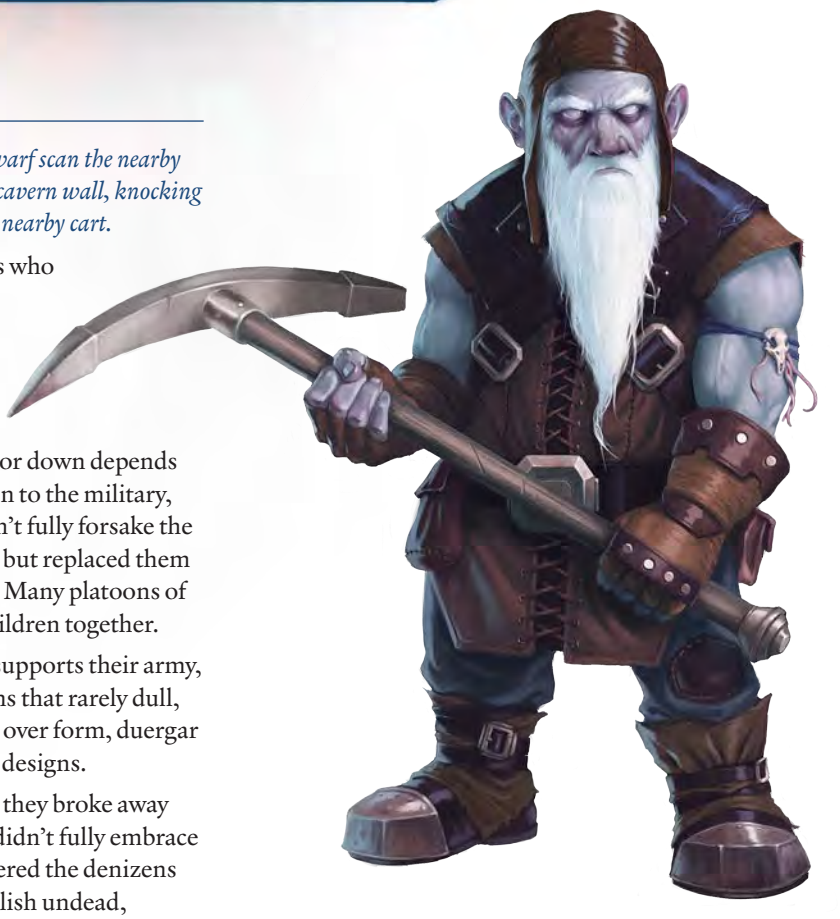
Charming Scent. The dryad emits an alluring, floral scent toward one Beast or Humanoid it can see within 30 feet of it. The target must succeed on a DC 14 WIS save or be charmed for 1 minute. While charmed, the target views the dryad as an ally and views the dryad's requests favorably, though it isn't under the dryad's control. The charmed creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. The dryad can have up to two creatures charmed in this way at a time.

Forest's Aid (21 HP or Fewer, 1/Day). The dryad magically calls a horde of squirrels, rabbits, mice, and other small animals native to the forest. The horde uses the statistics of 1 **swarm of rats**. The called creatures arrive on initiative count 20 of the next round, acting as allies of the dryad and obeying its spoken commands. They remain for 1 hour, until the dryad dies, or until the dryad dismisses them as a bonus action.



Dwarf, Duergar

The milky white eyes of the stony-skinned dwarf scan the nearby caverns. It then slams its large pick into the cavern wall, knocking loose a bit of metal ore, which it tosses into a nearby cart.



Militaristic Dwarves. As dwarves who believed in martial law over a sense of community, the duergar broke away to form their own settlements, traveling deeper into the underworld and away from other dwarves. Their society is comprised of castes, and movement up or down depends on an individual's skills and contribution to the military, including military service. Duergar didn't fully forsake the family units of their overworld cousins, but replaced them with bonds within their military family. Many platoons of troops form lifelong bonds and raise children together.

Utilitarian Wares. Duergar craft supports their army, from defensible architecture, to weapons that rarely dull, to gleaming armor. Preferring function over form, duergar goods rarely feature embellishments or designs.

Bastion Against Horrors. When they broke away from their overworld cousins, duergar didn't fully embrace a militaristic society until they encountered the denizens of the underworld: abyssal fiends, ghoulish undead, aberrant monstrosities, and many other reality-bending horrors. Duergar regularly battle these horrors, seeing the near-endless struggle as a test of their hardiness and commitment to their life below ground, and they have learned techniques, both to evade the horrors and increase their size to go toe-to-toe with the beasts.

Duergar — CR 1

Medium Humanoid

Armor Class 16 (scale mail, shield)
Hit Points 36
Speed 25 ft.
Perception 10 **Stealth** 12
Resistant poison | poisoned | Duergar Resilience
Senses darkvision 120 ft., passive **Perception** 10
Languages Dwarvish, Undercommon

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	+0	+0	−1

Duergar Resilience. The duergar is resistant to the charmed and paralyzed conditions, and it has advantage on saves against spells and illusions.

Reduce. If the duergar starts its turn enlarged, it can choose to end the effect and return to its normal size (no action required).

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, and its Perception is 5 when perceiving by sight.

Actions

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

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

Invisibility. The duergar magically turns invisible until it attacks or uses Enlarge, or until its concentration ends (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Bonus Actions

Enlarge. The duergar magically increases in size, along with any equipment it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on weapon attacks (included in the attacks), and makes STR checks and saves with advantage. While enlarged, it also can no longer use the Invisibility action. If the duergar lacks the room to become Large, this bonus action fails.

Reactions

Shield Wall. The duergar adds 2 to its AC against one weapon attack that would hit it. To do so, the duergar must be wielding a shield and within 5 feet of another duergar that is also wielding a shield.

Elemental, Air

A cyclone howls as it picks up and scatters debris before settling in a vaguely humanoid shape.

Sentient Storms. Air elementals are gathered collections of air, wind, and planar material from the Plane of Air powered by an energetic intelligence. They are most at home on the Plane of Air, but they often find themselves slipping into the Material Plane when a spellcaster summons them or when great thunderstorms on the Material Plane briefly split the barrier between the two planes.

Always Moving. Air elementals are full of energy and rarely stay stationary. An air elemental having a conversation might dart around its conversational partner, punctuating each sentence with a halt and tiny thunderclap. When engaging in combat, air elementals similarly dart around their opponents, pausing long enough to attack with a lash of wind or surround and toss opponents.

Air Elemental — CR 5

Large Elemental

Armor Class 15

Hit Points 94

Speed 0 ft., fly 90 ft. (hover)

Perception 13 **Stealth** 15

Resistant thunder | Elemental Resilience

Immune lightning | Elemental Resilience

Senses darkvision 60 ft.

Languages Auran

STR	DEX	CON	INT	WIS	CHA
+2	+5	+2	−2	+0	−2

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.

Cloud Camouflage. The elemental's Stealth is 20 while in clouds, fog, or windy weather.

Elemental Nature. The elemental doesn't require air, food, drink, or sleep.

Elemental Resilience. The elemental is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to poison damage, to exhaustion, and to the grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions.

Actions

Multiattack. The elemental makes two Wind Lash or Lightning Bolt attacks.

Wind Lash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Lightning Bolt. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 18 (3d8 + 5) lightning damage.

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 13 STR save. On a failure, a target takes 18 (3d8 + 5) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 DEX save or take the same damage and be knocked prone.

If the save is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Reactions

Thunderous Retreat. When a creature the air elemental can see deals damage to it, the elemental can expel a crack of thunder and move up to 15 feet to an unoccupied space it can see. Each creature within 5 feet of the space the elemental left must succeed on a DC 13 CON save or take 7 (2d6) thunder damage.

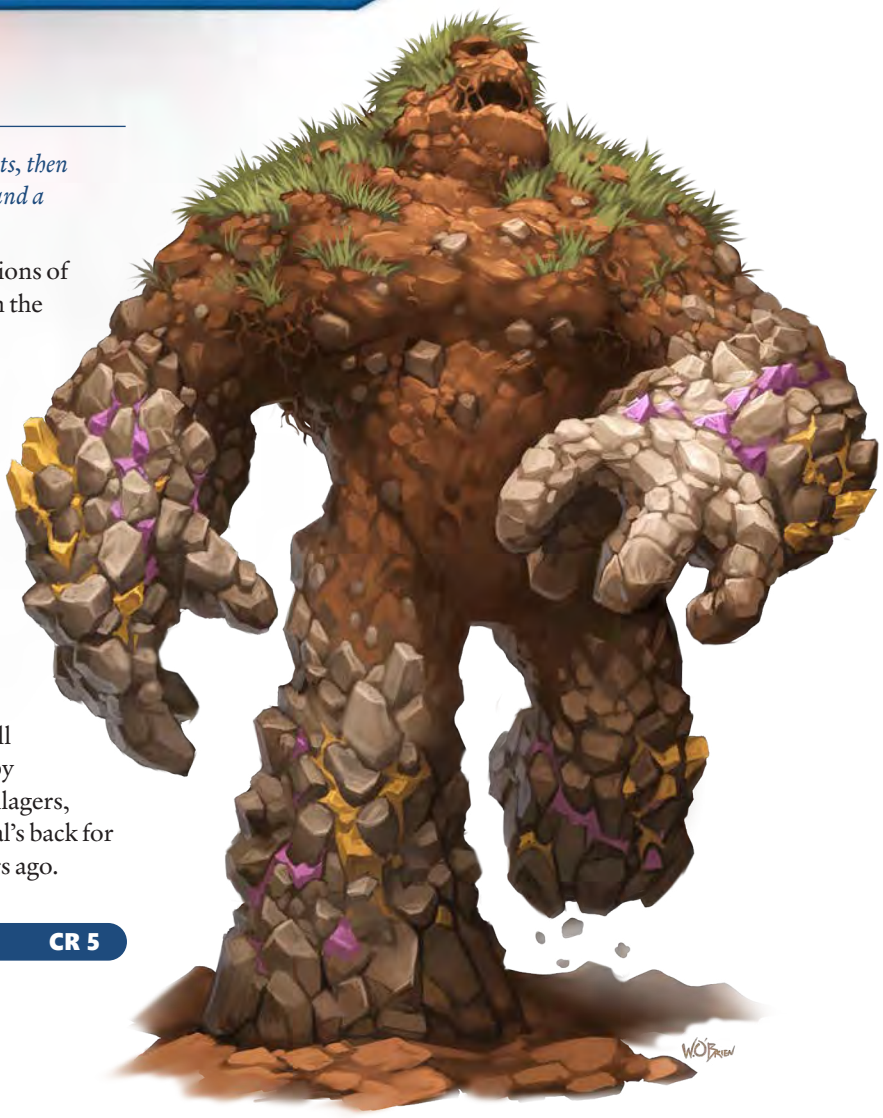


Elemental, Earth

The ground rumbles and shifts, forming two large fists, then a pair of legs, then a small head with gemstone eyes and a cavernous mouth.

Sentient Soil. Earth elementals are collections of soil, rock, gemstones, and planar material from the Plane of Earth powered by a quiet intelligence. They are equally at home on the Plane of Earth and the Material Plane, dwelling in the depths of the soil and rock of both planes.

Plodding Pace. Earth elementals move and change as quickly as the earth around them, often lying comfortably for decades in the same location. When circumstances force them to act, however, they act with powerful swings of their rocky fists, and the very earth around them rumbles and moves at their call. Many would-be bandits have discovered too late that some small mountain villages are unknowingly protected by earth elementals when they attempt to harm villagers, who incidentally tended plants on the elemental's back for decades or who once sang to the elemental years ago.



Earth Elemental — CR 5

Large Elemental

Armor Class 17 (natural armor)
Hit Points 114
Speed 30 ft., burrow 30 ft.
Perception 13 **Stealth** 9
Vulnerable thunder
Resistant Elemental Resilience
Immune lightning | Elemental Resilience
Senses darkvision 60 ft., tremorsense 60 ft.
Languages Terran

STR	DEX	CON	INT	WIS	CHA
+5	−1	+5	−2	+0	−3

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

Earthen Camouflage. The elemental's Stealth is 14 while in muddy, rocky, sandy, or stony terrain.

Elemental Nature. The elemental doesn't require air, food, drink, or sleep.

Elemental Resilience. The elemental is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to poison damage, to exhaustion, and to the paralyzed, petrified, poisoned, and unconscious conditions.

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

Actions

Multiattack. The elemental makes three Slam attacks, or it makes two Lob Stone attacks. If two Slam or Lob Stone attacks hit one creature, the target must succeed on a DC 16 STR save or be knocked prone.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Lob Stone. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Bonus Actions

Earth Tremor (Recharge 4–6). The earth elemental causes the ground on a point it can see within 30 feet of it to rumble and shake violently. Each creature within 10 feet of that point must succeed on a DC 16 DEX save or be knocked prone.

Elemental, Fire

This mobile flame casts light in varying hues of yellow and orange, setting flammable objects alight as it touches them.

Sentient Fire. Fire elementals are living fire from the Plane of Fire powered by an irascible intelligence. They are most at home on the Plane of Fire, but they often make their way to the Material Plane when a spellcaster summons them, when large wildfires rage across grasslands, or when volcanic eruptions burst small holes between the two planes.

Blazing Trails. Born from a plane filled with fire and heat, fire elementals—sometimes accidentally, sometimes deliberately—set fires everywhere they go, finding comfort in the fire. When unable to set fires or told they can't, they often become angered and blaze even hotter. Clever negotiators often encourage fire elementals to find comfort in warm areas of the world where their fire would be less destructive, such as active volcanoes or desert sands.

Fire Elemental — CR 5

Large Elemental

Armor Class 13
Hit Points 110
Speed 50 ft.
Perception 10 **Stealth** 13
Resistant Elemental Resilience
Immune fire | Elemental Resilience
Senses darkvision 60 ft.
Languages Ignan

STR	DEX	CON	INT	WIS	CHA
+0	+3	+3	−2	+0	−2

Elemental Nature. The fire elemental doesn't require air, food, drink, or sleep.

Elemental Resilience. The fire elemental is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to poison damage, to exhaustion, and to the grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions.

Fire Camouflage. The fire elemental's Stealth is 18 while in a Medium or larger fire.

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature must succeed on a DC 14 DEX save or take 5 (1d10) fire damage and catch fire; until a creature takes an action to douse the fire, the burning creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two Fiery Touch or Spit Fire attacks.

Fiery Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Spit Fire. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 16 (3d8 + 3) fire damage.

Bonus Actions

Fiery Dash (Recharge 4–6). The elemental moves up to 20 feet in a straight line and can move through the space of any Large or smaller creature without provoking opportunity attacks. Each space along that line catches fire until the start of the elemental's next turn. A creature that enters a burning space for the first time on a turn or starts its turn there must succeed on a DC 14 DEX save or take 5 (1d10) fire damage.

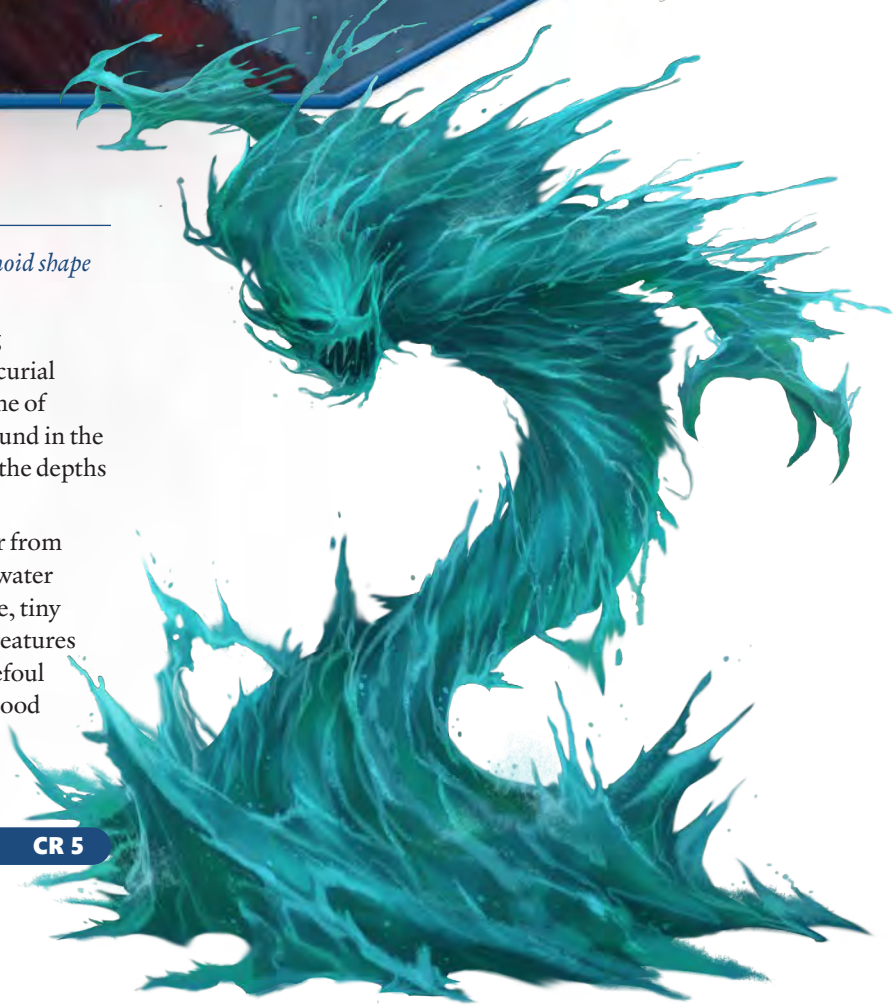


Elemental, Water

A wave of water roils and rises, forming into a humanoid shape with a face that constantly disappears and reforms.

Sentient Water. Water elementals are living water from the Plane of Water powered by a mercurial intelligence. They are equally at home on the Plane of Water and the Material Plane, and they can be found in the deepest ocean trenches, the hearts of springs, or the depths of large lakes on both planes.

Purest Water. Made almost entirely of water from the Plane of Water, water elementals' bodies are water in its purest form and are always free of salt, algae, tiny organisms, and other impurities. They despise creatures and actions that corrupt, poison, or otherwise befoul water. They can cleanse some impurities in the blood of creatures, and coastal communities often petition them for aid in times of plague.



Water Elemental — CR 5

Large Elemental

Armor Class 14 (natural armor)
Hit Points 104
Speed 30 ft., swim 90 ft.
Perception 13 **Stealth** 12
Resistant Elemental Resilience
Immune acid | Elemental Resilience
Senses darkvision 60 ft.
Languages Aquan

STR	DEX	CON	INT	WIS	CHA
+4	+2	+4	−2	+0	−1

Elemental Nature. The elemental doesn't require air, food, drink, or sleep.

Elemental Resilience. The elemental is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to poison damage, to exhaustion, and to the grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions.

Freeze. If the elemental takes cold damage, it partially freezes, and its speed is reduced by 20 feet until the end of its next turn.

Purify Water. If the water elemental sits in a body of slow-flowing or standing water, such as a spring, small creek, or lake, for at least 1 hour, the water becomes purified and rendered free of poison and disease. In slow-flowing water, this purification fades 1 hour after the elemental leaves the water. In standing water, this purification lasts until a contaminant enters the water while the elemental isn't in it.

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.

Water Camouflage. The water elemental's Stealth is 17 while in a Medium or larger body of water.

Actions

Multiattack. The water elemental makes two Water Tendril or Water Bolt attacks. If both Water Tendril attacks hit one creature, it can use Whelm on the target, if available.

Water Tendril. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage, and the target is grappled (escape DC 15) if it is Large or smaller. The water elemental can have up to three targets grappled at a time.

Water Bolt. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 16 (4d6 + 2) bludgeoning damage.

Whelm (Recharge 4–6). The water elemental envelops one creature it is grappling, and the grapple ends. While enveloped, the target is restrained, unable to breathe unless it can breathe water, can't be hit by the elemental's Water Tendril, and it takes 9 (2d8) bludgeoning damage at the start of each of the elemental's turns.

When the elemental moves, the enveloped creature moves with it. The elemental can have only one creature enveloped at a time. A creature within 5 feet of the elemental, including the target, can take its action to free the target from the elemental by succeeding on a DC 15 STR check.

Bonus Actions

Purify Blood (3/Day). The water elemental touches a willing creature that isn't a Construct or Undead. The target is cured of the poisoned condition and of any disease afflicting it.

Elf, Drow

The golden-eyed elf steps from the shadows near the cavern wall, its shortsword held at the ready.

Children of an Elven Schism. Elves, intrinsically tied to nature, grew to appreciate only the aspects they considered beautiful, such as flowers, butterflies, and songbirds. A vocal contingent, alarmed by the effects of this aestheticism, spoke up for the less appreciated creatures whose utility in nature was just as important, taking particular interest in insects and spiders. Unable to come to an agreement with the others of their kind, these elves, taking the name drow, left the sunlit forests for the cool, welcoming darkness of the underworld.

Arachnid Motifs. The drow revere and care for insects of all kinds but hold arachnids and the number eight especially sacred. Though many drow include spider motifs in their armor, weapons, and architecture, just as many use motifs of scorpions, beetles, mites, centipedes, ants, and other arachnids and insects. Some drow societies and settlements even mimic the structures of their chosen icons, from ant-like caste systems to web bridges between suspended buildings to short, round buildings with shell-like walls.

Unique Poisons. Because of their regular association with arachnids and insects, drow have developed a special appreciation for venoms and poisons. They gather venom from their beloved insects, create unique poisons from combinations of these venoms, and coat their weapons in the results when defending their homes.

Drow **CR 1/4**

Medium Humanoid

Armor Class 15 (chain shirt)
Hit Points 12
Speed 30 ft.

Perception 12 **Stealth** 14
Resistant Fey Ancestry
Senses darkvision 120 ft.
Languages Elvish, Undercommon

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	+0	+0	+1

Fey Ancestry. The drow is resistant to the charmed condition, and magic can't put the drow to sleep.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, and its Perception is 7 when perceiving by sight.

Actions

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

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

Bonus Actions

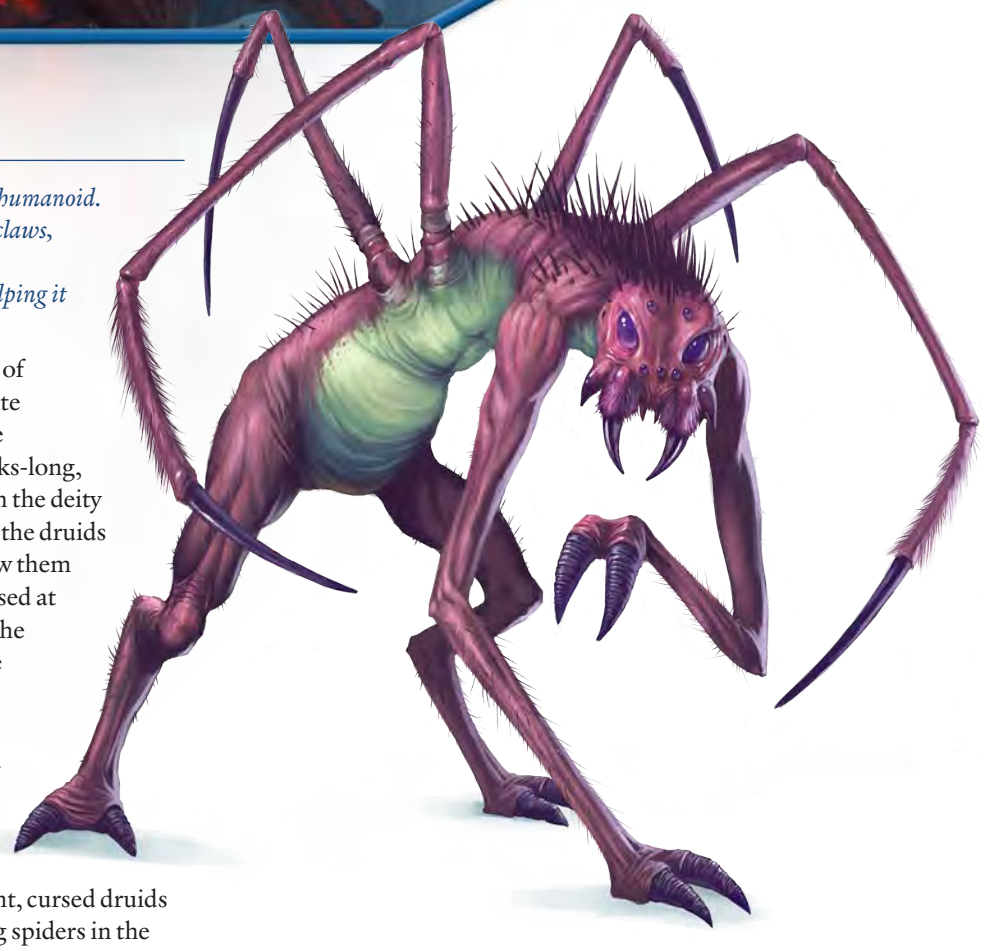
Poison Weapon. The drow coats one weapon it is wearing or carrying in one of the following poisons. Each time the drow hits a creature with that weapon, the target must succeed on a DC 11 CON save or be poisoned for 1 minute and suffer the chosen poison's effect while poisoned in this way. The poisoned creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. The poison remains on the weapon until the start of the drow's next turn.

- **Beetle's Bite.** The target's speed is halved while poisoned.
- **Dark Caress.** The target is blinded while poisoned.
- **Nightmare's Kiss.** The target is frightened of the drow while poisoned.
- **Slumber's Call.** The target falls unconscious while poisoned or until it takes damage or another creature uses an action to wake it.



Ettercap

Webbing trails from the body of this arachnid humanoid. Its elongated limbs are tipped with chitinous claws, and its mandibles drip with foul liquid. Four additional spider legs sprout from its torso, helping it cling to the wall.



Cursed Druids. Millennia ago, a sect of druids that revered spiders sought to create a closer bond between themselves and the spiders they loved. They performed a weeks-long, forbidden ritual that called on magic from the deity of insects. The ritual was intended to give the druids magical bonds with spiders and even allow them to adopt some spider-like features. Incensed at the audacity of the druids, the deity gave the druids what they wanted—and more. The druids were transformed into spider-like monstrosities, stripped of their druidic magic and much of their intelligence, and left in the depths of a jungle far from home or anything familiar.

Spider Friends. Now known as ettercaps, the descendants of those ancient, cursed druids spend their days protecting and nurturing spiders in the jungles and forests of the world. Each ettercap acts as a clan leader of a collection or territory of spiders of all types, shapes, and sizes and ruthlessly defends its charges. Ettercaps exposed to humanoids often pick up enough of the local language to communicate basic ideas and needs. Some ettercaps even broker minor trade agreements of spidersilk in exchange for food, sustaining their colonies and maintaining peace between the spiders and locals.

Ettercap — CR 2

Medium Monstrosity

Armor Class 13
Hit Points 54
Speed 30 ft., climb 30 ft.
Perception 13 **Stealth** 13
Resistant Monstrosity Resilience
Immune poison | poisoned
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+3	+1	−3	+3	−1

Monstrosity Resilience. The ettercap is resistant to exhaustion and to the frightened condition.

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

Web Sense. While in contact with a web, the ettercap knows the exact location of any other creature in contact with the same web.

Web Walker. The ettercap ignores movement restrictions caused by webbing.

Actions

Multiattack. The ettercap makes one Bite attack and one Claws attack, or it makes two Spit Poison attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 13 CON save or be poisoned for 1 minute. The target can repeat the save 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:* 10 (2d6 + 3) slashing damage.

Spit Poison. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 11 (2d8 + 3) poison damage.

Bonus Actions

Web (Recharge 4–6). The ettercap launches a gob of webbing at one creature it can see within 30 feet of it. The target must succeed on a DC 13 DEX save or be restrained. A creature, including the restrained target, can take its action to free the target from the webbing by succeeding on a DC 13 STR check. The webbing can also be attacked and destroyed (AC 10; HP 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Ettin

The pair of heads atop the giant's shoulders bicker with each other as it stomps through the sparse trees on the hillside. The argument is occasionally punctuated by thrusts and shakes of a club that is little more than a tree branch.

Lousy Roommates. Ettins have an independent-minded brain in each of their heads, and they rarely get along with each other. They constantly argue with each other over what to eat, which way to travel, and various other trivialities. Each head controls its side of the body, except when asleep when control switches to the awake head. This disconnect between minds and halves of body leaves most ettins with a jerky, uneven gait. When presented with a credible threat or an empty belly, though, the two heads put aside their differences to vanquish it.

Two Heads Are Better Than One. The obstinacy of the two heads makes it difficult for opponents to affect the ettin's minds. Having two minds also protects the ettin from many effects that might make it unable to move or defend itself or that might otherwise disorient it.

With Harmony, Wisdom. The constant bickering results in many ettins leading violent and often dangerous lives, as their squabbles attract the wrong attention or their heads' stubbornness with each other puts them in deadly situations. The oldest ettins, however, have either built up the strength to face any danger they create for themselves or learn to reach a harmony between the heads. These older, harmonious ettins are a terror to behold on a battlefield and can be an invaluable source of wisdom for those studying mediation and the art of negotiation.

Ettin **CR 4**

Large Giant

Armor Class 12 (natural armor)
Hit Points 95
Speed 40 ft.
Perception 14 **Stealth** 9
Vulnerable Giant Attributes
Resistant Giant Attributes, Multiple Heads
Senses darkvision 60 ft.
Languages Giant, Orc

STR	DEX	CON	INT	WIS	CHA
+5	−1	+3	−2	+0	−1

Giant Attributes. The ettin is resistant to the stunned condition, and it is vulnerable to the prone condition.

Multiple Heads. The ettin has two heads and is resistant to the blinded, charmed, deafened, frightened, stunned, and unconscious conditions.

Obstinate. The ettin has advantage on WIS and CHA saves.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Actions

Multiattack. The ettin makes one Knobbed Club attack and one Spiked Club attack.

Knobbed Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage, and the target must succeed on a DC 15 STR save or be incapacitated until the end of its next turn, as the blow knocks the wind out of the target. This weapon is wielded by the right head.

Spiked Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage, and the target must succeed on a DC 15 CON save or be poisoned for 1 minute, as bits of rotten meat clinging to the club's spikes coat the target's wound. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success. This weapon is wielded by the left head.

Bonus Actions

That One! One of the ettin's heads picks a creature the ettin can see within 30 feet of it, gaining advantage on its next attack against that creature. The other head doesn't like being told what to do and has disadvantage on its next attack against that creature. Each weapon attack notes which head controls that weapon.



Feral Hunter

A flash of bright color emerges from the forest's emerald hues. The figure's hair reflects the shimmering colors of the fey realms, and its face has a bestial aspect, with large ears and yellow, slitted eyes. It nocks an arrow, poised to strike.

Primal Fey. Feral hunters are fey with a deep connection to the vibrant, primal power that courses through the Plane of the Fey. Their humanoid appearance is paired with bestial qualities, such as tails, large ears, horns, patches of fur, or slit or square pupils, and no two feral hunters look the same. All feral hunters have colorful fur and hair, which often shimmers when it is on the Material Plane.

Consummate Hunters. The hunters' primal connection to the fey realms makes them invaluable scouts and trackers to the archfey of the plane. An archfey might task a hunter with safely guiding visitors or with hunting down and killing intruders. On rare occasions, an archfey might send a feral hunter to track a mortal or fey who escaped the fey realms. The hunter is relentless in its pursuit and always returns with its prize or dies trying.

Call of the Wild. Feral hunters regularly punctuate their speech with growls, snarls, and hisses. They rarely tolerate lengthy talking or politicking and may lash out violently when frustrated or annoyed. They feel more at home in the wilds of the Plane of the Fey, and even feral hunters serving archfey seldom stay in the courts of the archfey for long. Most visit only to deliver old bounties and collect new ones.

Feral Hunter **CR 3**

Medium Fey

Armor Class 14 (leather armor)
Hit Points 83
Speed 30 ft.
Perception 14 **Stealth** 15
Vulnerable necrotic
Resistant frightened | Fey Resilience
Senses darkvision 60 ft.
Languages Common, Sylvan

STR	DEX	CON	INT	WIS	CHA
+0	+3	+0	+0	+2	+1

Fey Resilience. The feral hunter is resistant to the charmed and unconscious conditions.

Heightened Senses. The feral hunter's Perception is 19 when perceiving by sight, hearing, or smell.

Precise. A weapon that deals piercing damage deals one extra die of its damage when the feral hunter hits with it (included in the attack).

Woodland Walk. Difficult terrain composed of nonmagical plants doesn't cost the feral hunter extra movement. In addition, the feral hunter can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Actions

Multiattack. The feral hunter makes two Hunting Knife or Longbow attacks.

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

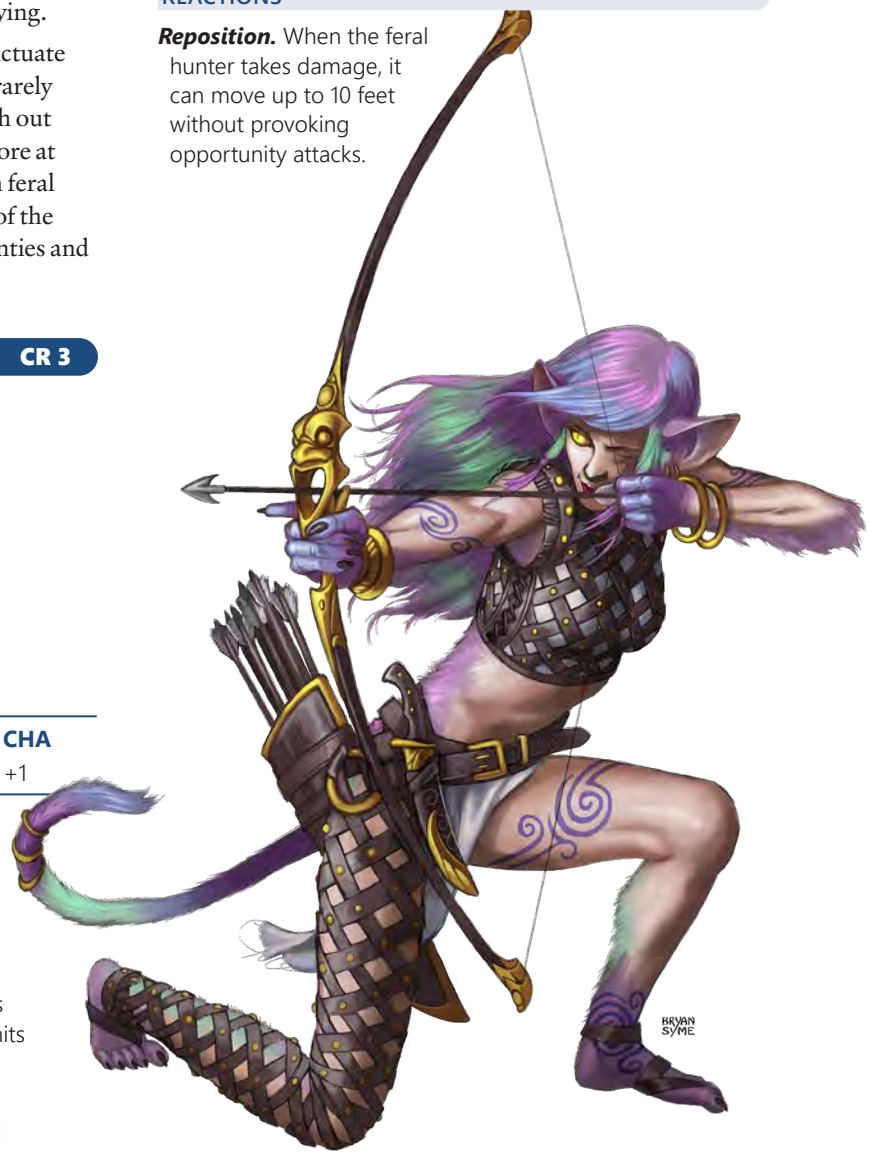
Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Bonus Actions

Mark Quarry. The feral hunter marks one creature it can see within 30 feet of it as its quarry until the start of the feral hunter's next turn. When the feral hunter hits the marked creature with a weapon attack, the weapon deals an extra 1d6 damage of the weapon's type to the target.

Reactions

Reposition. When the feral hunter takes damage, it can move up to 10 feet without provoking opportunity attacks.



Fey Guardian

The fairy's blue hair, glittering wings, and sweet scent contrast sharply with its stern expression.

Linked to Mortals. When a mortal is born, sometimes a linked fey guardian spontaneously forms. Some fey guardians are intentionally called by rituals cast upon a pregnant mortal. Others are summoned when a remarkable child needs to be protected, but the most powerful are created by a dying wish.

Godparent. Fey guardians are imbued with magic that each uses to guard, guide, and protect a humanoid. A guardian is preoccupied with the well-being and fortune of its protégé, but a selfless personality is not guaranteed. Guardians can resent their position or make their charges' lives miserable in the name of "assistance." Fey guardians choose how to help their charges, and fey methods don't always match typical mortal methods or expectations.

Unique Beings. Fey guardians can alter their appearance on whim, depending on their personality and on the needs of their charges. However, each guardian has a preferred appearance; this might be a large beast, an unassuming gnome, or even a glowing figure of pure light.



Fey Guardian **CR 5**

Medium Fey

Armor Class 15 (natural armor)

Hit Points 108

Speed 30 ft., fly 30 ft.

Perception 15 **Stealth** 16

Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks | Fey Resilience

Immune radiant

Senses —

Languages Common, Sylvan

STR	DEX	CON	INT	WIS	CHA
+1	+6	+2	+1	+5	+8

Fey Resilience. The fey guardian is resistant to the charmed and unconscious conditions.

Guardian. The fey guardian is bound to one Humanoid, which it serves as its ward. If the guardian's ward dies, the guardian also dies. The guardian instinctively knows the location, physical state, and emotional state of its ward, provided they are on the same plane of existence. If the ward is on a different plane, the guardian knows which plane but not the exact location. In addition, the two can communicate telepathically over any distance, even when not on the same plane.

Magic Resistance. The fey guardian has advantage on saves against spells and other magical effects.

Actions

Multiattack. The fey guardian makes two Rapier or Slam attacks, or it makes two Shooting Star attacks.

Rapier (Humanoid or True Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 13 (3d8) radiant damage.

Slam (Beast Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 13 (3d8) radiant damage.

Shooting Star. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 18 (3d8 + 5) radiant damage.

Invisibility (True Form Only). The fey guardian magically turns invisible until it attacks, uses Change Shape, or until its concentration ends (as if concentrating on a spell). Any equipment the guardian wears or carries is invisible with it.

Tutelage. The fey guardian can cast the *guidance* and *minor illusion* cantrips and the *comprehend languages* spell at will without requiring spell components.

Bonus Actions

Change Shape. The fey guardian magically transforms into a Medium or smaller Beast or Humanoid, or a Small figure of pure light, or back into its true form, which is Fey. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies.

Flinderbeast

From its perch in a dead tree, the feathered lizard tests the air with its long, forked tongue. It offers a toothy grin before disappearing with a sudden pop.



Colorful Lizards. Flinderbeasts are feathered, lizard-like fey the size of small dogs with colorful neck frills. While they are omnivorous, they primarily eat wood—the denser the better. Flinderbeasts create lairs by hollowing out trees or stacking haphazard piles of logs, where they hide and watch for entertainment. They frequently ally with elves and wild forest fey, but dryads find them barely tolerable pests, because they eat the bark off dryad trees.

Playful Ambushers. Able to remain still for hours, flinderbeasts are incredibly stealthy, but when they choose to attack, they take advantage of their natural ability to teleport to disorient their foes. A flinderbeast delights in ambushing travelers, fey, and even squirrels and birds, nipping victims then teleporting just out of reach. This chaotic game continues until the fey becomes bored, the victim abandons the game, or the victim proves itself a danger.

Wooden Delicacies. Flinderbeasts love to sample rare woods, and gifts of exotic lumber can quickly win them over. Worked wood is like a well-cooked meal to them, and they steal furniture, weapons, shields, and other worked, wooden objects to store in their hollow tree lairs.

Flinderbeast **CR 1**

Small Fey

Armor Class 14
Hit Points 38
Speed 30 ft., climb 20 ft.

Perception 13 **Stealth** 16
Resistant acid | Fey Resilience
Senses darkvision 60 ft.
Languages Sylvan

STR	DEX	CON	INT	WIS	CHA
+1	+4	+0	−2	+1	+3

Fey Resilience. The flinderbeast is resistant to the charmed and unconscious conditions.

Heightened Hearing and Smell. The flinderbeast's Perception 18 when perceiving by hearing or smell.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage plus 3 (1d6) acid damage.

Acid Spit. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) acid damage.

Breath of Flinders (Recharge 5–6). The flinderbeast exhales splinters in a 15-foot cone. Each creature in that area must make a DC 14 DEX save, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Short Step. The flinderbeast teleports to an unoccupied space it can see within 15 feet of it.

Reactions

Catch Snack. When the flinderbeast is the target of a ranged weapon attack that uses ammunition made mostly of wood, such as an arrow, the flinderbeast can attempt to catch and eat the ammunition. The flinderbeast must make a DC 14 DEX save. On a success, it gains 3 (1d6) temporary HP and prevents the attack's damage.

Fungi

A cluster of tall, pallid mushrooms with openings resembling a screaming humanoid mouth sits at the edge of the cavern, tended by a larger purple mushroom with tentacle-like fungal stalks.

Underground Forests. The ever-present moisture and lack of sunlight of the underworld are the perfect conditions for its fungal forests. Much as trees and other plants on the surface gain sentience and mobility, a variety of mushrooms and toadstools think and move of their own accord.

Shrieking Defenders. Shriekers are pale mushrooms that serve as the lookouts and guard dogs of mycolids and other fungal communities. They are nearly immobile and rely on their shrieks to surprise intruders and alert other members of the community. Shriekers can perform this function even when not defending fungal communities, and many creatures enter the underworld to harvest shriekers for use in their own lairs.

Necrotic Feasters. All fungi subsist on decay, but violet fungi especially enjoy feasting on undead creatures. Because of this predilection, violet fungi produce a flesh-rotting blue goop filled with traces of necromantic energies the violets have absorbed from their food.

Shrieker — CR 0

Medium Plant

Armor Class 5
Hit Points 7
Speed 10 ft.
Perception 6 **Stealth** 5
Resistant thunder | Plant Resilience
Immune blinded, deafened, frightened
Senses keensense 30 ft. (blind beyond this radius)
Languages —

STR	DEX	CON	INT	WIS	CHA
−5	−5	+0	−5	−4	−5

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

Plant Resilience. The shrieker is resistant to exhaustion and to the paralyzed, petrified, and unconscious conditions.

Actions

Thunderous Burst. The shrieker emits a concentrated burst of sound at one creature it can sense within 30 feet of it. The target must make a DC 10 DEX save, taking 2 (1d4) thunder damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Shriek. The shrieker emits a high-pitched shriek audible within 300 feet of it. Each creature within 30 feet of it that isn't a Plant and that can hear the shriek must succeed on a DC 10 WIS save or be frightened until the shriek ends. The shrieker must use a bonus action on its subsequent turns to continue shrieking. It can stop shrieking at any time. The shriek ends if the shrieker is incapacitated.

A frightened creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. A creature that successfully saves is immune to the frightened effect of this shrieker's Shriek for the next 24 hours.

Reactions

Startled Shriek. When bright light or a creature other than a Plant moves to within 30 feet of the shrieker, the shrieker can use Shriek, if it isn't already shrieking.

Violet Fungus — CR 1/4

Medium Plant

Armor Class 10
Hit Points 14
Speed 15 ft.
Perception 6 **Stealth** 5
Resistant necrotic | Plant Resilience
Immune blinded, deafened, frightened
Senses keensense 30 ft. (blind beyond this radius)
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+0	+0	−5	−4	−5

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

Plant Resilience. The violet fungus is resistant to exhaustion and to the paralyzed, petrified, and unconscious conditions.

Actions

Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 5 (2d4) necrotic damage.

Bonus Actions

Necrotic Spores (8 HP or Fewer). The violet fungus sends out a burst of necrotic-laced spores, rapidly rotting nearby flesh. Each creature within 10 feet of the violet fungus that isn't a Construct must make a DC 10 CON save, taking 5 (2d4) necrotic damage on a failed save, or half as much damage on a successful one.



Gargoyle

Clinging to its perch with stony claws, this winged statue with a fearsome mien unblinkingly watches all who pass beneath it.



Minor Elementals. The first gargoyles were molded by spellcasters on the Material Plane using local stone and stone from the Plane of Earth. They were barely more than animated stone, carved to look menacing and tasked with protecting locations and structures of great importance to humanoid societies. Eventually, they outlived their creators, and over time, they developed their own personalities and communities, carving new gargoyles from portions of their own bodies mixed with stone from the Material Plane.

Stony Defenders. Though their original creators and those early gargoyles are long gone, gargoyles still have a drive to defend their homes, often violently. Some families of gargoyles have affinities for specific types of humanoid architecture and claim the highest reaches of such locations as their homes. Gargoyles need little in the way of sustenance outside of an occasional meal of stone, and they spend most days resting motionless in the warmth of the sun. This leads most humanoids to view them as a mild inconvenience at worst, with some humanoids viewing their presence as a blessing—provided the gargoyles have a liaison among the humanoids to ensure the gargoyles don't see locals as intruders on the structure. Some humanoid settlements even go so far as to adjust the architecture of their structures, hoping to attract specific gargoyle families as defenders.

Gargoyle — CR 2

Medium Elemental

Armor Class 15 (natural armor)

Hit Points 52

Speed 30 ft., fly 60 ft.

Perception 10 **Stealth** 10

Resistant bludgeoning, piercing, and slashing from nonmagical attacks

Immune poison | exhaustion, petrified, poisoned

Senses darkvision 60 ft.

Languages Terran

STR	DEX	CON	INT	WIS	CHA
+3	+0	+5	−2	+0	−2

Diving Pounce. If the gargoyle is flying and moves at least 20 feet straight toward a creature and then hits it with a Claws attack on the same turn, that target must succeed on a DC 13 STR save or be knocked prone. If the target is prone, the gargoyle can make one Bite attack against it as a bonus action.

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Actions

Multiattack. The gargoyle makes one Bite attack and one Claws attack.

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

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

Reactions

Fearsome Mien. When a creature the gargoyle can see hits it with an attack, the gargoyle can shift its face to appear more monstrous. The attacker must succeed on a DC 13 WIS save or be frightened of the gargoyle until the end of its next turn.

Gelatinous Cube

A floating skeleton surrounded by a wreath of coins floats forward, suspended within a quivering, transparent cube of goo.

Dungeon Cleaners. Created to clean the alchemical spills, living waste, and failed experiments found in the depths of wizardly dungeons, gelatinous cubes are oozes capable of digesting softer living or once-living material, such as cloth, flesh, leather, and even wood, given enough time. On occasion, a gelatinous cube escapes its dungeon home and roams freely in the local sewer system, an ancient cavern, or even an abandoned mine.

Treasure Trail. Gelatinous cubes can't digest harder materials, such as bone and metal, and these materials are eventually passed out of the cube as it moves. A trail of undigested coins, immaculately clean metal armor, and gleaming swords in an otherwise empty dungeon is a sure sign of a gelatinous cube.

Invisible Danger. Gelatinous cubes are transparent, except when digesting a meal or when some of that meal's indigestible belongings remain within it, and are big enough to fill a standard hallway, closet, or small room. Many hapless adventurers exploring abandoned wizard towers have carelessly stepped into empty hallways or dark corners of rooms only to find themselves suddenly suspended inside one of these oozes.

Gelatinous Cube — CR 2

Large Ooze

Armor Class 6
Hit Points 75
Speed 15 ft.
Perception 8 **Stealth** 7
Vulnerable cold
Resistant Ooze Resilience
Immune acid, piercing | Ooze Resilience
Senses keensense 60 ft. (can't sense beyond this radius)
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	−3	+5	−5	−2	−5

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but are subjected to the cube's Engulf and have disadvantage on the save. Creatures inside the cube can be seen but have total cover.

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

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

Ooze Nature. The cube doesn't require sleep.

Ooze Resilience. The cube is resistant to the grappled and restrained conditions, and it is immune to exhaustion and to the blinded, charmed, deafened, frightened, and prone conditions.

Transparent. While motionless, the cube's Stealth is 15, even when the cube is in plain sight.

Actions

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

Engulf. The cube moves up to its speed. While doing so, it can enter a Large or smaller creature's space. When the cube enters a creature's space, the creature must make a DC 13 DEX save. On a success, 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 save. On a failed save, the cube enters the creature's space, the creature takes 10 (3d6) acid damage, and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 13 STR check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Reactions

Skewer Prey. When the gelatinous cube is subjected to piercing damage, it can move a random creature engulfed by it to intercept the attack. The creature takes the piercing damage as if it were the target.



Genie, Djinni

This graceful humanoid stands as tall as two humans, and it dances through the air on a column of clouds.

Gracious Hosts. Djinn are genies originating from realms of elemental air. They are fun-loving and believe that welcoming strangers is far more productive than opening with hostilities. They extend hospitality and the benefit of the doubt even to guests who arrive to their homes with weapons drawn, knowing words can be just as potent. If their open arms are met with violence regardless, djinn typically retreat from the situation, preferring to resolve issues peacefully and with a bottle or two of wine whenever possible.

Deadly Air Manipulators. Should djinn find themselves regretfully in combat, they deftly maneuver around the battlefield. Their homes have lofty ceilings that give them freedom to move, and each room in their home has at least one window or door to move easily between the building and its exterior. While at range, they unleash whirlwinds to confine and reposition foes. When they enter melee, they fight gleefully and banter with their opponents, expressing genuine admiration at any returned witty quips.

Djinni — CR 11

Large Elemental (Outsider)

Armor Class 17 (natural armor)
Hit Points 216
Speed 30 ft., fly 90 ft.
Perception 17 **Stealth** 16
Immune lightning, thunder
Senses darkvision 120 ft.
Languages Auran, Common

STR	DEX	CON	INT	WIS	CHA
+5	+6	+6	+2	+7	+9

Nebulous (Cloud Form Only). The djinni's Stealth is 21, it can hover while flying, can't manipulate objects or attack, and it can pass through any space air can pass through without squeezing. In addition, it can enter and hide in any Tiny or larger container, such as a pouch, lamp, backpack, or barrel.

Actions

Multiattack. The djinni makes three Scimitar or Storm Bolt attacks.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 14 (4d6) lightning damage or thunder damage (the djinni's choice).

Storm Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 18 (3d8 + 5) lightning damage plus 7 (2d6) thunder damage.

Create Air Elemental (1/Day). The djinni magically creates one air-based Elemental of CR 5 or lower in an unoccupied space the djinni can see within 30 feet of it. The elemental acts as an ally of the djinni, obeying its spoken commands. The elemental remains for 1 hour, until the djinni dies, or until the djinni dismisses it as a bonus action.

Travel the Planes (1/Day). The djinni transports itself to a different plane of existence. This works like the *plane shift* spell, except it can affect only itself and can't use this action to banish an unwilling creature.

Bonus Actions

Create Whirlwind. The djinni creates whirlwinds of air around up to two creatures it can see within 60 feet of it. Each target must succeed on a DC 17 STR check or be restrained by a whirlwind. A creature, including the target, can take its action to free the restrained target by succeeding on a DC 17 STR check.

While at least one creature is restrained by one of these whirlwinds, the djinni can use this bonus action to move the whirlwind up to 30 feet, and the restrained target moves with it.

Genie Shape. The djinni magically transforms into a Medium cloud of sparkling, blue air or back into its bipedal form. Its statistics are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its bipedal form if it dies. The djinni can't use this bonus action to transform into its bipedal form while inside a Medium or smaller container.



Genie, Efreeti

Flames flicker across the horns and down the arm of this grinning, red humanoid as it reaches forward and unleashes a blast of fire.

Dueling Genies. Efreet are genies from realms of elemental fire. They take great pleasure in honing their martial skills and are quick to challenge guests to duels to first blood. They enjoy challenging the same opponents regularly to see how each other's skills have developed. They don't kill their opponents unless necessary, as killing an opponent means never getting to test their skills against an improved opponent later. Regardless of the outcome of such duels, efreet are quick to celebrate a good fight with food, wine, and song.

Heat-Resistant Jewelry. Efreet radiate heat, but they aren't constantly on fire. However, most fire they create runs down and along their arms, and they typically keep their torsos and arms lightly covered, preferring heat-resistant jewelry for adornments. They favor brass for its shine and platinum for its durability, and efreet tend to respond favorably when these metals are involved in any bargains.



Efreeti — CR 11

Large Elemental (Outsider)

Armor Class 17 (natural armor)

Hit Points 223

Speed 40 ft., fly 60 ft.

Perception 16 **Stealth** 11

Immune fire

Senses darkvision 120 ft.

Languages Common, Ignan

STR	DEX	CON	INT	WIS	CHA
+6	+1	+7	+7	+6	+7

Nebulous (Cloud Form Only). The efreeti's Stealth is 16, it can hover while flying, can't manipulate objects or attack, and it can pass through any space air can pass through without squeezing. In addition, it can enter and hide in any Tiny or larger container, such as a pouch, lamp, backpack, or barrel.

Actions

Multiattack. The efreeti makes three Scimitar or Hurl Flame attacks.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 10 (3d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 24 (6d6 + 3) fire damage.

Create Fire Elemental (1/Day). The efreeti magically creates one fire-based Elemental of CR 5 or lower in an unoccupied space the efreeti can see within 30 feet of it. The elemental acts as an ally of the efreeti, obeying its spoken commands. The elemental remains for 1 hour, until the efreeti dies, or until the efreeti dismisses it as a bonus action.

Travel the Planes (1/Day). The efreeti transports itself to a different plane of existence. This works like the *plane shift* spell, except it can affect only itself and can't use this action to banish an unwilling creature.

Bonus Actions

Blazing Palisade. The efreeti magically creates a translucent wall of fire along a solid surface at a point it can see within 30 feet of it. The wall can be up to 1 foot thick, up to 45 feet long, and up to 5 feet high, and it can be any shape. Each creature in a space where the fire appears must succeed on a DC 15 DEX save or take 7 (2d6) fire damage. A creature that successfully saves can move to the wall's edge, out of the fire. A creature that enters the wall for the first time on a turn or ends its turn within 5 feet of the wall must succeed on a DC 15 DEX save or take 7 (2d6) fire damage. The efreeti can have only one fire wall active at a time. If it creates another, the previous fire wall disappears.

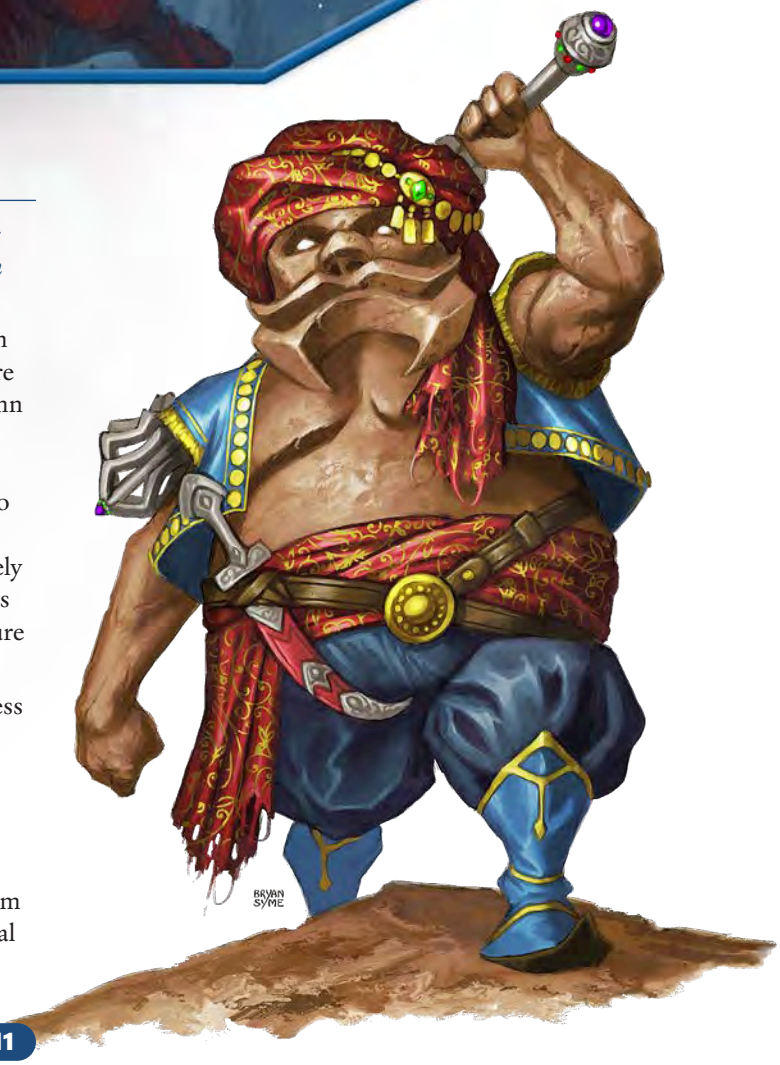
Genie Shape. The efreeti magically transforms into a Medium cloud of thick smoke filled with sparks of fire or back into its bipedal form. Its statistics are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its bipedal form if it dies. The efreeti can't use this bonus action to transform into its bipedal form while inside a Medium or smaller container.

Genie, Hinn

A stout and rugged humanoid figure emerges from the earth as if from water, dressed in fine clothes. Its amber eyes gleam from within its earthen face.

Steadfast and Social. Hinn are genies hailing from realms of elemental earth. Unlike their brethren, they are the most steadfast and least capricious of the genies. Hinn beliefs are not impossible to change, but it takes much time and effort. Though hinn can take gaseous form like other genies, they prefer to stay solid. That connection to the physical world allows them to relate more closely to mortal creatures, and of all genies, they are the most likely to befriend mortals. Still, most hinn consider themselves superior to mortals and react with hostility to any creature that tries to take advantage of their friendliness.

Immense Wealth. As earth creatures, hinn have access to wealth in the form of precious metals and gemstones. Because of the ease with which they can obtain such materials, only the rarest of these truly arouses their interest. Instead, many hinn fixate on unique objects and collect those as valuables, with each hinn preferring different types of objects. One hinn may collect dolls from across the planes, while another might seek out theatrical plays, observing each play then collecting its script.



Hinn — CR 11

Large Elemental (Outsider)

Armor Class 17 (natural armor)
Hit Points 199
Speed 30 ft., burrow 30 ft., fly 60 ft.
Perception 17 **Stealth** 15
Resistant prone
Immune petrified
Senses darkvision 120 ft.
Languages Common, Terran

STR	DEX	CON	INT	WIS	CHA
+6	+1	+11	+2	+7	+8

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

Nebulous (Cloud Form Only). The hinn's Stealth is 20, it can hover while flying, can't manipulate objects or attack, and it can pass through any space air can pass through without squeezing. In addition, it can enter and hide in any Tiny or larger container, such as a pouch, lamp, backpack, or barrel.

Actions

Multiattack. The hinn makes three Gem-Studded Mace or Lob Stone attacks. If two Gem-Studded Mace attacks hit one creature, the target must succeed on a DC 16 CON save or be stunned until the end of its next turn.

Gem-Studded Mace. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 9 (2d8) piercing damage.

Lob Stone. *Ranged Weapon Attack:* +10 to hit, range 20/60 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Create Earth Elemental (1/Day). The hinn magically creates one earth-based Elemental of CR 5 or lower in an unoccupied space the hinn can see within 30 feet of it. The elemental acts as an ally of the hinn, obeying its spoken commands. The elemental remains for 1 hour, until the hinn dies, or until the hinn dismisses it as a bonus action.

Travel the Planes (1/Day). The hinn transports itself to a different plane of existence. This works like the *plane shift* spell, except it can affect only itself and can't use this action to banish an unwilling creature.

Bonus Actions

Churned Earth. The hinn causes the ground on a point it can see within 60 feet of it to erupt. Each creature within 15 feet of that point must succeed on a DC 16 DEX save or take 10 (3d6) bludgeoning damage and be knocked prone.

Genie Shape. The hinn magically transforms into a Medium cloud of dust filled with miniscule clashing, bursting, and reforming rocks or back into its bipedal form. Its statistics are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its bipedal form if it dies. The hinn can't use this bonus action to transform into its bipedal form while inside a Medium or smaller container.

Genie, Sila

A lithe and sinuous humanoid emerges from a column of water, its eyes a deep blue with a depth akin to the ocean. It holds two wave-shaped daggers at the ready.

Fluid and Mercurial. Sila are genies from realms of elemental water. They have no fixed gender or appearance, but they often take on the forms of humanoids when dealing with those creatures. They often view themselves as superior to creatures who have solid, fixed forms. Capricious and mischievous, some sila are haughty and cruel toward solid creatures, while others are playful pranksters, and a few take pity on the creatures, which they see as trapped in fixed forms.

Dagger Wielders. Sila typically carry two jambiyas, daggers with wave-shaped blades that they can wield underwater as well as in air. The jambiyas are considered traditional weapons of these genies and are typically the only solid objects a sila values.

Sila **CR 11**

Large Elemental (Outsider)

Armor Class 17 (natural armor)

Hit Points 216

Speed 30 ft., fly 60 ft., swim 90 ft.

Perception 16 **Stealth** 16

Immune acid, cold

Senses darkvision 120 ft.

Languages Aquan, Common

STR	DEX	CON	INT	WIS	CHA
+5	+6	+6	+7	+2	+9

Amphibious. The sila can breathe air and water.

Fluid Body (Bipedal Form Only). The sila can move through the space of any creature, regardless of size, and a creature of any size can move through a sila's space. In addition, the sila can move through a space as narrow as 1 inch wide without squeezing.

Nebulous (Cloud Form Only). The sila's Stealth is 21, it can hover while flying, can't manipulate objects or attack, and it can pass through any space air or water can pass through without squeezing. In addition, it can enter and hide in any Tiny or larger container, such as a pouch, lamp, backpack, or barrel.

Actions

Multiattack. The sila makes four Cold-Infused Jambiya or Water Burst attacks. If two Water Burst attacks hit one creature, the target must succeed on a DC 17 STR save or be pushed up to 15 feet away from the sila.

Cold-Infused Jambiya. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 5 (2d4) cold damage.

Water Burst. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage.

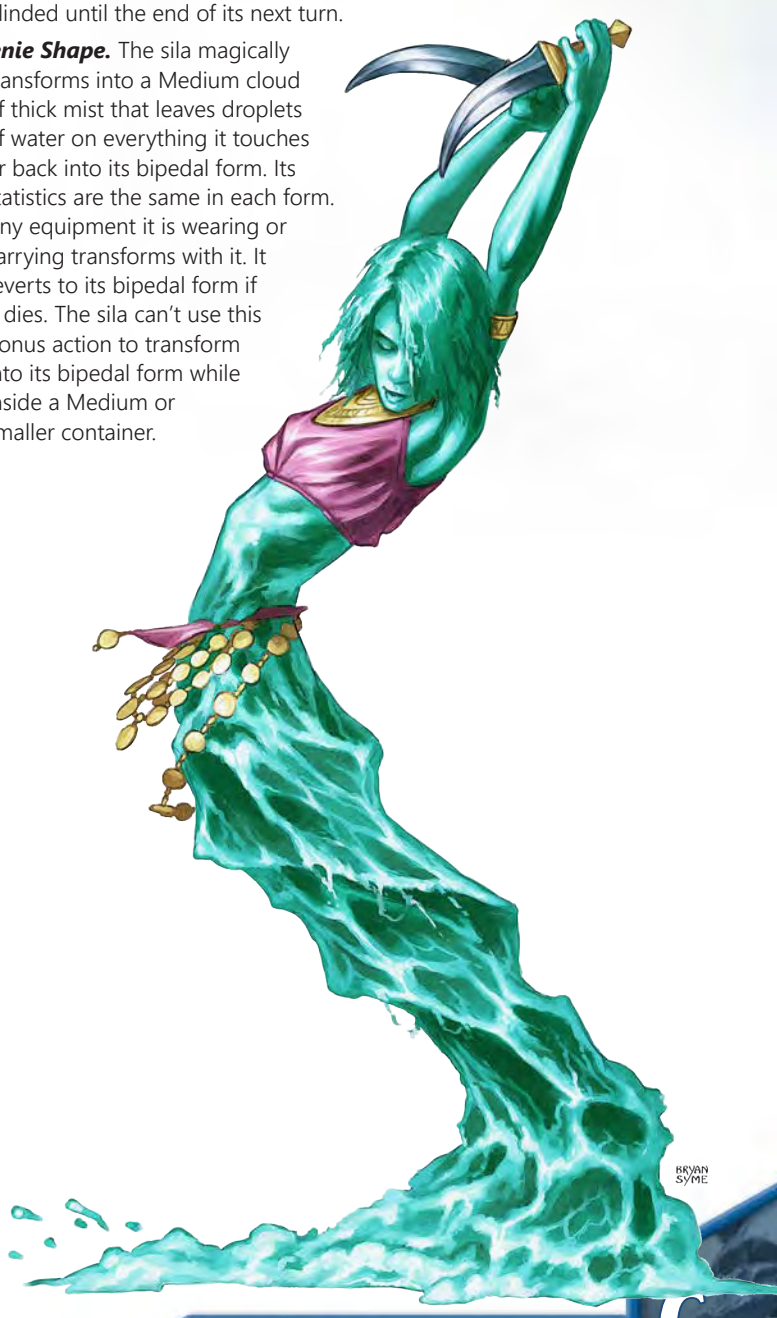
Create Water Elemental (1/Day). The sila magically creates one water-based Elemental of CR 5 or lower in an unoccupied space the sila can see within 30 feet of it. The elemental acts as an ally of the sila, obeying its spoken commands. The elemental remains for 1 hour, until the sila dies, or until the sila dismisses it as a bonus action.

Travel the Planes (1/Day). The sila transports itself to a different plane of existence. This works like the *plane shift* spell, except it can affect only itself and can't use this action to banish an unwilling creature.

Bonus Actions

Clouded Eyes. The sila condenses the air or water around the head or eyes of up to two creatures it can see within 30 feet of it. Each target must succeed on a DC 17 DEX save or be blinded until the end of its next turn.

Genie Shape. The sila magically transforms into a Medium cloud of thick mist that leaves droplets of water on everything it touches or back into its bipedal form. Its statistics are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its bipedal form if it dies. The sila can't use this bonus action to transform into its bipedal form while inside a Medium or smaller container.



Ghost

A translucent humanoid dressed in a style popular ages ago flies through obstacles as it reaches out its arms.

Restless Spirits. Ghosts are the remains of a creature that died without fulfilling an overwhelming desire, such as unfinished tasks, wrongs they committed and wanted to set right, revenge against their enemies, or even identification of their murderers. Ghosts are driven to fulfill these desires and must do so before they can move on to the true afterlife.

Wide-Ranging Attitudes. Most ghosts become angry with being stuck in the mortal world, their unfinished business hanging on them with palpable weight. They lash out at all who come near, harming their chances of receiving help moving on. However, some ghosts have accepted their fate, or even embrace it, seeing it as an opportunity to observe and aid those who might make their same mistakes.



Ghost **CR 4**

Medium Undead

Armor Class 12

Hit Points 68

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

Perception 13 **Stealth** 11

Resistant acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Immune cold, necrotic | charmed, frightened, grappled, paralyzed, petrified, prone, restrained | Undead Resilience

Senses darkvision 60 ft.

Languages any languages it knew in life

STR	DEX	CON	INT	WIS	CHA
−2	+2	+0	+0	+3	+4

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.

Undead Nature. The ghost doesn't require air, food, drink, or sleep.

Undead Resilience. The ghost is immune to poison damage, to exhaustion, and to the poisoned condition.

Unfinished Business. Unless its unfinished business is fulfilled, a destroyed ghost returns in 1d4 days, regaining all its HP and becoming active again within 10 feet of where it died. If presented with an object or piece of information related to its unfinished business, the ghost must succeed on a DC 13 WIS save or be incapacitated until the end of its next turn. After it has been incapacitated by a particular source, the ghost can't be incapacitated by that same source again for 24 hours. If presented with everything it needs to complete its unfinished business, the ghost permanently dies after completing it.

Actions

Multiattack. The ghost makes two Withering Touch or Telekinetic Throw attacks.

Withering Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) necrotic damage.

Telekinetic Throw. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 17 (6d4 + 2) bludgeoning, piercing, or slashing damage, depending on the type of object thrown. The ghost can throw only Small or smaller objects within range that aren't being worn or carried.

Horrify (Recharge 5–6). The ghost speaks a haunting phrase, reveals the wounds from its death, or performs some other expression to scare creatures in a 30-foot cone. Each creature in that area must make a DC 14 WIS save. On a failure, a creature takes 21 (6d6) psychic damage and is frightened until the end of its next turn. On a success, a creature takes half the damage and isn't frightened. A creature that fails the save by 5 or more increases its age in years by 10 percent, rounded up. This aging can be reversed with a *greater restoration* spell or similar magic, but only within 24 hours of the aging occurring.

Bonus Actions

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 Ethereal Plane, and vice versa, yet it can't affect or be affected by anything on the other plane.

Ghoul

This gaunt, gray humanoid wears rags and smells strongly of rotting flesh. It flicks a long tongue out of its mouth, sensing for its next warm meal.

Hungry Undead. Ghouls are undead humanoids with a hunger for humanoid flesh and often inhabit cemeteries and crypts to feast. They carry none of their concerns—and little to no memories—from their former lives. They can spread their hunger to others, and humanoids that succumb to this disease transform into ghouls. Fortunately for many communities, ghouls tend to devour their victims, leaving nothing behind to transform.

Varying Origins. Ghouls can be found anywhere humanoids dwell, leading to differing stories of their origins. Some believe ghouls are a curse on humanoids for hubris committed by ancient people, others believe they were created by a demon lord of undeath to amass an unstoppable army, and a few believe they are a blessing from a god of death whose agents consume only the flesh of those worthy of the afterlife.

Pack Leaders. On occasion, a powerful humanoid succumbs to the ghouls' disease and transforms into a ghast instead. Ghasts are more cunning than their ghoul counterparts, and most ghouls instinctively follow them. Ghasts often retain several memories of their former lives and use these in their hunts, luring in former comrades as meals or new packmates.

Necrophage. Rarely, unique ghasts rise from humanoid spellcasters. These ghasts are known as necrophage ghasts and have a thirst for arcane knowledge almost as strong as their hunger for flesh. Their bodies are infused with magic, altering their natural stench and their bites. However, this infusion makes necrophage ghasts unable to spread the ghoul's disease, inadvertently making less scrupulous humanoid spellcasters more willing to share knowledge and work with them.

Ghoul **CR 1**

Medium Undead

Armor Class 13

Hit Points 34

Speed 30 ft., climb 30 ft.

Perception 12 **Stealth** 14

Immune charmed | Undead Resilience

Senses darkvision 60 ft.

Languages Common

STR	DEX	CON	INT	WIS	CHA
+0	+3	+0	−2	+2	−2

Hungry Dead Nature. The ghoul doesn't require air or sleep. In addition, it must consume at least 2 pounds of raw meat every 24 hours, or it loses its immunity to exhaustion and risks starvation until it does so. While it has any levels of exhaustion from starvation, the ghoul can't remove levels of exhaustion until it consumes at least 4 pounds of raw meat.

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

Undead Resilience. The ghoul is immune to poison damage, to exhaustion, and to the poisoned condition.

Actions

Multiattack. The ghoul makes one Bite attack and one Claws attack. If both attacks hit a creature that isn't a Construct or Undead, the target must succeed on a DC 13 CON save or contract *ghoul hunger* (see the Ghoul Hunger sidebar).

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. If the target is a creature that isn't a Construct or Undead, it must succeed on a DC 13 CON save or be paralyzed for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.



Ghast CR 2

Medium Undead

Armor Class 13

Hit Points 48

Speed 30 ft., climb 30 ft.

Perception 12 **Stealth** 13

Resistant necrotic

Immune charmed | Undead Resilience

Senses darkvision 60 ft.

Languages Common

STR	DEX	CON	INT	WIS	CHA
+3	+3	+0	+0	+2	–1

Hungry Dead Nature. The ghast doesn't require air or sleep. In addition, it must consume at least 2 pounds of raw meat every 24 hours, or it loses its immunity to exhaustion and risks starvation until it does so. While it has any levels of exhaustion from starvation, the ghast can't remove levels of exhaustion until it consumes at least 4 pounds of raw meat.

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

Stench. A creature that starts its turn within 5 feet of the ghast must succeed on a DC 13 CON save or be poisoned until the start of its next turn. On a success, the creature is immune to the ghast's Stench for 24 hours.

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

Undead Resilience. The ghast is immune to poison damage, to exhaustion, and to the poisoned condition.

ACTIONS

Multiattack. The ghast makes one Bite attack and two Claws attacks. If one Bite attack and at least one Claws attack hit a creature that isn't a Construct or Undead, the target must succeed on a DC 13 CON save or contract *ghoul hunger* (see the Ghoul Hunger sidebar).



GHOUL HUNGER

A disease spread by ghouls, *ghoul hunger* instills a hunger for Humanoid flesh in the creature suffering it, fully manifesting after 1d4 hours. Once the disease is fully manifested, the infected creature is poisoned until the disease is cured. This effect can be suppressed for 1 hour if the infected creature consumes any amount of Humanoid flesh. Every 12 hours that elapse, the infected creature must succeed on a DC 13 CON save or its HP maximum is reduced by 7 (2d6). The creature has disadvantage on this save if it consumed any amount of Humanoid flesh while diseased. This reduction lasts until the creature finishes a long rest after the disease is cured. The creature dies if this effect reduces its HP maximum to 0. A creature that succeeds on two of these saves recovers from the disease.

If an infected Humanoid fails two of these saves or dies while infected, it becomes a ghoul, or a ghast if its PB is +4 or higher, in a flesh-rending transformation. If the humanoid is a spellcaster with a PB +4 or higher, it has a 25 percent chance of transforming into a necrophage ghast instead. Only a *wish* spell or similarly powerful magic can reverse the transformation.

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. If the target is a creature that isn't a Construct or Undead, it must succeed on a DC 13 CON save or be paralyzed for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Necrophage Ghast — CR 4

Medium Undead

Armor Class 16 (Arcane Infusion)
Hit Points 75
Speed 30 ft., climb 30 ft.
Perception 10 **Stealth** 13
Resistant necrotic
Immune charmed | Undead Resilience
Senses darkvision 60 ft.
Languages Common

STR	DEX	CON	INT	WIS	CHA
+0	+2	+2	+6	+0	−1

Arcane Infusion. While the ghast is conscious and wearing no armor and wielding no shield, it adds its INT modifier to its AC (included above).

Hungry Dead Nature. The ghast doesn't require air or sleep. In addition, it must consume at least 2 pounds of raw meat every 24 hours, or it loses its immunity to exhaustion and risks starvation until it does so. While it has any levels of exhaustion from starvation, the ghast can't remove levels of exhaustion until it consumes at least 4 pounds of raw meat.

Necrophage Stench. A creature that starts its turn within 30 feet of the ghast must succeed on a DC 14 CON save or have disadvantage on all saves against spells cast by the ghast for 1 minute. If a creature's save is successful or the effect ends for it, the creature is immune to the ghast's Necrophage Stench for the next 24 hours.

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

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

Undead Resilience. The ghast is immune to poison damage, to exhaustion, and to the poisoned condition.

ACTIONS

Multiattack. The ghast makes one Bite attack and two Claws attacks, or it makes three Arcane Blast attacks. It can replace one Bite attack or two Arcane Blast attacks with a use of Spellcasting.

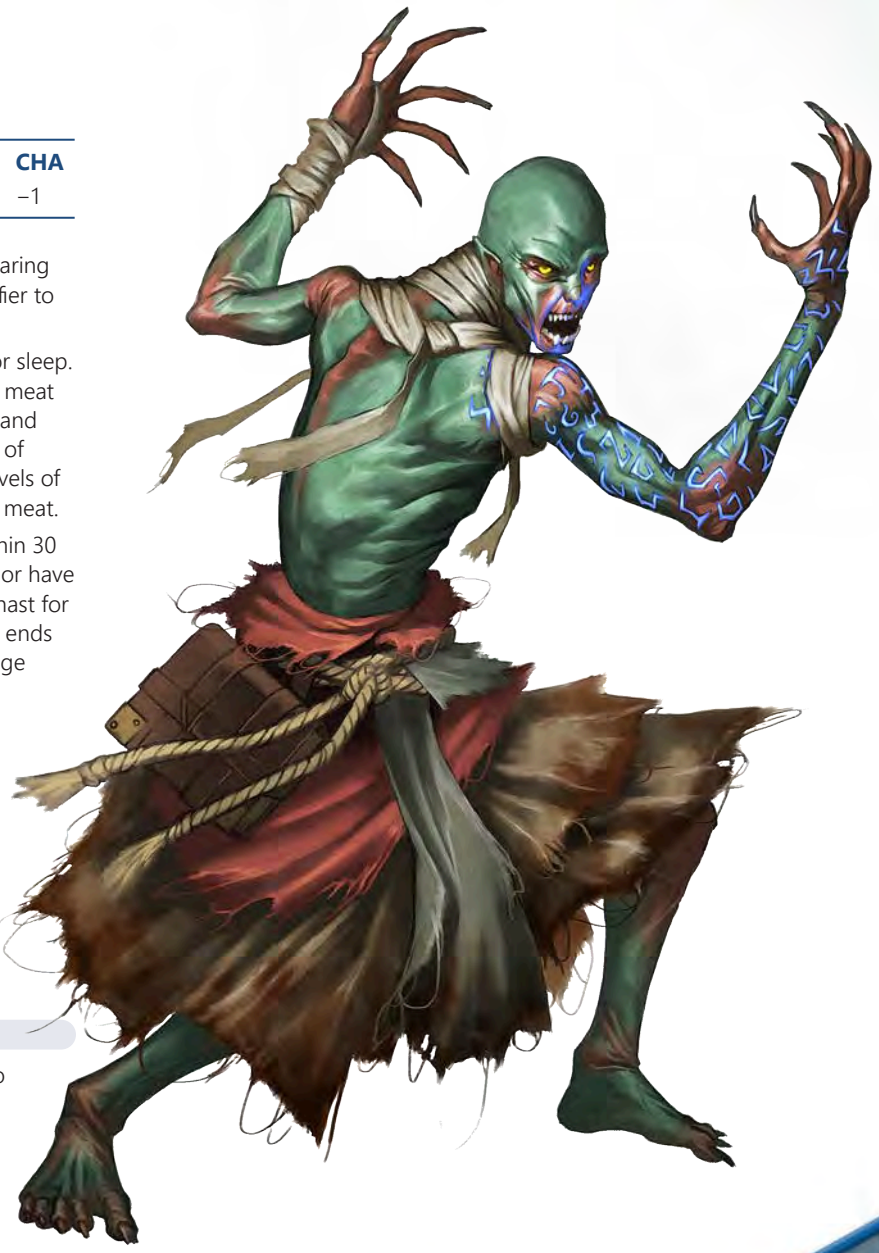
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 14 (4d6) force damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature that isn't a Construct or Undead, it must succeed on a DC 14 CON save or be paralyzed for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Arcane Blast. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 11 (2d6 + 4) force damage.

Spellcasting. The ghast casts one of the following spells, requiring no material components and using INT as the spellcasting ability (spell save DC 14).

At will: *guidance*, *mage hand*, *prestidigitation*
3/day each: *command*, *charm*, *hold*, *ray of enfeeblement*
1/day each: *fear*, *invisibility* (self only)



Giant, Cloud

This towering giant has skin the blue-gray of a stormy sky and hair floating around its head like clouds bathed in a sunrise. It gazes at the world beneath it with fierce eyes.

High Above All. Cloud giants are above other creatures, figuratively and literally, lairing in mighty castles on mountain peaks or on floating cloud islands drifting over the land. They consider themselves superior to most creatures, including other giants, except perhaps storm giants. Some lean into this sense of superiority and use their innate might to subjugate others, ruling all land visible from the tops of their mountain homes. Others keep themselves wholly apart from those bound to trod the land, seeing earthly concerns as beneath their notice and turning their gaze to the heavens and the concerns of flying creatures.

Cloud Shapers. Cloud giants have an innate connection to clouds and can walk across clouds as earthly creatures walk across the land. They can gather and form clouds into a variety of shapes, often creating whole cities from cloud stuff. Earthly visitors to cloud giant cities must be careful, though. Not all such places are protected by magic that would allow an earthly visitor to walk the clouds as easily as the giants.



Cloud Giant — CR 9

Huge Giant

Armor Class 14 (natural armor)
Hit Points 175
Speed 40 ft., fly 60 ft.
Perception 17 **Stealth** 10
Vulnerable Giant Attributes
Resistant cold | Giant Attributes
Senses —
Languages Giant

STR	DEX	CON	INT	WIS	CHA
+8	+0	+10	+1	+7	+8

Cloudsight. The cloud giant can see through areas obscured by clouds, fog, smoke, and steam without penalty.

Giant Attributes. The cloud giant is resistant to the stunned condition, and it is vulnerable to the prone condition.

Heightened Smell. The cloud giant's Perception is 22 when perceiving by smell.

Actions

Multiattack. The cloud giant makes three Cloud-Coated Mace attacks, or it makes two Wind Burst attacks.

Cloud-Coated Mace. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage plus 4 (1d8) cold damage.

Wind Burst. *Ranged Spell Attack:* +8 to hit, range 150 ft., one target. *Hit:* 31 (5d10 + 4) bludgeoning damage, and the target must succeed on a DC 16 STR save or be pushed up to 10 feet away from the cloud giant and knocked prone.

Bonus Actions

Cloud Cover. The cloud giant creates a 20-foot cube of clouds centered on a point it can see within 60 feet of it. The cube spreads around corners, and its area is heavily obscured. The cloud lasts for 1 minute, until the cloud giant dies, or until the cloud giant uses this bonus action again.

Condense. The cloud giant causes a 20-foot-radius sphere of cloud, fog, smoke, or steam centered on a point it can see within 60 feet of it to become as thick as mud, making the area difficult terrain for creatures moving through it. A creature that starts its turn in the hardened cloud must succeed on a DC 15 STR save or be restrained until the start of its next turn. The cloud remains condensed for 1 minute, until the cloud giant dies, or until the cloud giant uses this bonus action again.

Reactions

Cirrus Deflection. The cloud giant creates a bit of hardened cloud between it and an attacker, increasing the giant's AC by 4. To do so, it must be able to see the attacker.

Giant, Dirgesinger

A giant, clad in ragged black garments, sings a song so deep it rumbles bones and scatters pebbles. It carries an immense, sickle-shaped sword in one hand, and winding symbols decorate its skin.

Singing Giants. Less numerous than other giants, dirgesingers are the descendants of giants who worshipped an ancient god of death. They are known for the deep, rhythmic dirges they sing, and their songs echo for miles in the deep caverns and mountains they call home.

Death-Dealing Saviors. With their connection to the god of their ancestors, dirgesingers can bring eternal rest to undead by singing a special dirge over the creature's remains. Most dirgesinger clans view this as a sacred duty, but others believe slaying both the living and the dead sates their ancient god, preventing it from waking and bringing an end to all life.

Tattooed at Birth. The holy scripture of the dirgesingers is only sung. Its full recital takes days, and the song is passed down from clan elders. When a dirgesinger is born, a passage from the work is tattooed on its skin. Dirgesingers add their victories to the song inscribed on their bodies, giving each clan its own secrets, sagas, and sacred oaths.

Dirgesinger — CR 9

Huge Giant

Armor Class 17 (natural armor)
Hit Points 185
Speed 40 ft.
Perception 17 **Stealth** 11
Vulnerable Giant Attributes
Resistant necrotic | frightened | Giant Attributes
Senses darkvision 60 ft.
Languages Common, Giant

STR	DEX	CON	INT	WIS	CHA
+6	+1	+4	+0	+3	+2

Divine Weapons. The dirgesinger's weapon attacks are magical. When the dirgesinger hits with a weapon attack, the weapon deals an extra 4d8 necrotic damage or radiant damage (included in the attack), the dirgesinger's choice.

Giant Attributes. The dirgesinger is resistant to the stunned condition, and it is vulnerable to the prone condition.

Restful Dirge. A creature slain by the dirgesinger can't become Undead. In addition, a dirgesinger can spend 10 minutes singing a magical dirge over the remains of an Undead it has destroyed. If it does, that Undead can't be restored or gain a new body, such as through the Rejuvenation or Unfinished Business traits. If the Undead has a phylactery, mummified heart, or similar object that allows such rejuvenation, the dirgesinger must perform this dirge over that object rather than the creature's remains.

Actions

Multiattack. The dirgesinger giant makes two Sickle Sword attacks.

Sickle Sword. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 18 (4d8) necrotic damage or radiant damage (the giant's choice).

Bonus Actions

Bellow. The dirgesinger bellows one of the following songs at up to two creatures it can see within 60 feet of it.

- **Debilitating Song.** The dirgesinger sings a deep, rumbling song that disrupts the bodies of creatures. Each target must succeed on a DC 16 CON save or be poisoned until the end of its next turn.
- **Dissonant Hymn.** The dirgesinger sings a discordant song that rattles creatures to the core. Each target must succeed on a DC 16 INT save or be frightened until the end of its next turn. While frightened, the creature must move away from the giant by the safest available route.
- **Mournful Dirge.** The dirgesinger sings a dirge full of sorrow, regrets, and missed opportunities. Each target must succeed on a DC 16 WIS save or have disadvantage on saves until the end of its next turn.



Giant, Fire

The bearded giant with a body like cooling lava hefts a flaming sword over its shoulder and steps forward with a clink of its heavy, metal armor.

Volcanic Giants. Fire giants dwell in areas with volcanic activity, carving out fortresses in the sides of calderas or building them atop geothermal plains in the highlands. Left without heat for long periods of time, a fire giant's skin begins to itch and crack with even the slightest movement. Because of this, they regularly bathe in lava and, when no lava is available, in hot springs. They abhor the cold and keep fires burning almost constantly when dwelling in colder climes. This occasionally puts them at odds with frost giants, who see the fire giants' melting of the ice and snow around their homes as a disruption of the natural order of the arctic.

Talented Smiths. Fire giants enjoy metallurgy and use the heat of their homes to heat, purify, and forge metals into various tools, armor, and weapons. Many fire giant smiths mold metal by hand while it is submerged in lava, taking pride in the personal touch it affords them over traditional smithing tools. The giants trade these goods with peoples nearby, most often dwarves, and take great offense if the quality of the metal is ever called into question. Several ancient wars between some dwarf and fire giant clans were started because one smith openly challenged the skill of another.

Fire Giant **CR 9**

Huge Giant

Armor Class 18 (plate)
Hit Points 175
Speed 30 ft.

Perception 16 **Stealth** 13
Vulnerable Giant Attributes
Resistant Giant Attributes
Immune fire
Senses —
Languages Dwarven, Giant

STR	DEX	CON	INT	WIS	CHA
+7	+3	+10	+0	+2	+8

Giant Attributes. The fire giant is resistant to the stunned condition, and it is vulnerable to the prone condition.

Actions

Multiattack. The fire giant makes two Flaming Greatsword or Lava Boulder attacks.

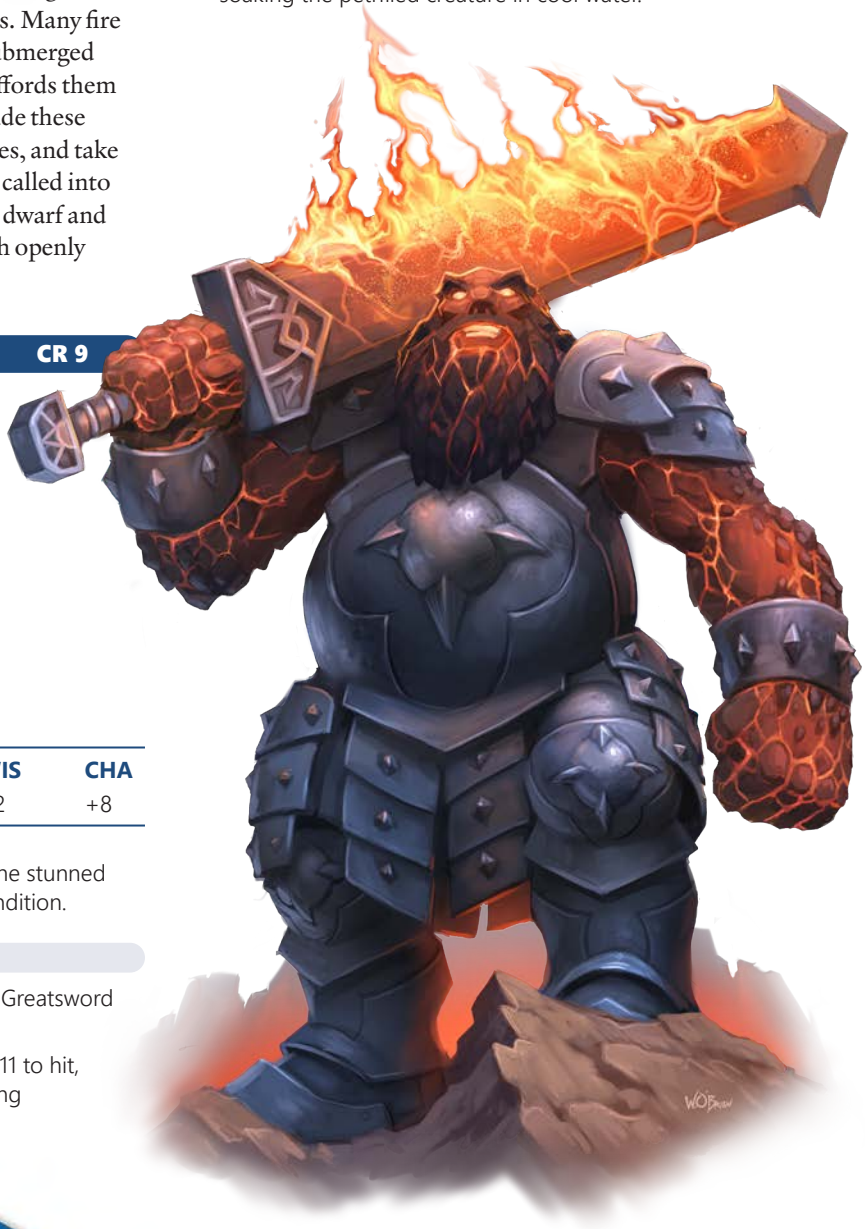
Flaming Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage plus 4 (1d8) fire damage.

Lava Boulder. *Ranged Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 19 (3d10 + 3) bludgeoning damage plus 13 (3d8) fire damage.

Volcanic Burst (Recharge 5–6). The fire giant expels built-up heat from within itself, sending a blast of lava outward. Each creature within 15 feet of the fire giant must make a DC 16 DEX save. On a failure, a creature takes 36 (8d8) fire damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone. A creature that fails this save has disadvantage on the next save it makes against the giant's Pyroclastic Surge before the start of the giant's next turn.

Bonus Actions

Pyroclastic Surge. A burst of volcanic gas and rock fragments flows in a 60-foot-line that is 5 feet wide from the fire giant's outstretched hand. Each creature in the line must succeed on a DC 16 DEX save or be poisoned until the end of its next turn and pushed up to 15 feet away from the giant. A creature that fails the save by 5 or more is petrified in volcanic ash for 1 hour or until a creature spends 1 minute soaking the petrified creature in cool water.



Giant, Frost

The hides of polar bears hang across the body of this blue, icy giant with a snowy beard. The giant raises an axe made of ice, which glistens as sunlight flows through it.

Northern Nomads. Frost giants live in small, nomadic family groups in arctic climes, traveling along glaciers and living off hunted game. Some groups raid humanoid villages in their annual travels, taking livestock and tools during years of lighter game, while other groups barter with humanoid villages, trading for metal tools with furs and animal parts of creatures inaccessible to the more cold-sensitive humanoids.

Ice Sculptors. Frost giants find great pleasure in ice, snow, and the frozen world, enjoying how light glistens through the icicles hanging from a tree or the quiet beauty of freshly fallen snow. They sculpt ice and snow into useful tools, such as the axes they favor, but they also sculpt for pleasure, creating ice sculptures of animals they consume, deities they worship, or heroes of that year's trek through the arctic. The temporary nature of the sculptures and the constant movement of the family excites the giants into creating new sculptures everywhere they go, expressing each year's triumphs and troubles through ice.



Frost Giant — CR 8

Huge Giant

Armor Class 14 (hide armor)
Hit Points 166
Speed 40 ft.
Perception 13 **Stealth** 12
Vulnerable Giant Attributes
Resistant blinded | Giant Attributes
Immune cold
Senses —
Languages Common, Giant

STR	DEX	CON	INT	WIS	CHA
+6	+2	+8	−1	+3	+4

Giant Attributes. The frost giant is resistant to the stunned condition, and it is vulnerable to the prone condition.

Ice Walk. The frost giant can move across icy surfaces without needing to make an ability check. In addition, difficult terrain composed of ice or snow doesn't cost it extra movement.

Snowsight. The frost giant can see through areas obscured by snowfall, sleet, and other wintry precipitation without penalty.

Actions

Multiattack. The giant makes two Icy Greataxe or Ice Boulder attacks.

Icy Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage plus 4 (1d8) cold damage.

Ice Boulder. *Ranged Weapon Attack:* +6 to hit, range 60/240 ft., one target. *Hit:* 18 (3d10 + 2) bludgeoning damage plus 9 (2d8) cold damage.

Avalanche (Recharge 5–6). The frost giant sends out a wave of snow in a 30-foot cone. Each creature in that area must make a DC 16 DEX save. On a failure, a creature takes 14 (4d6) bludgeoning damage and 18 (4d8) cold damage and is buried. On a success, a creature takes half the damage and isn't buried. A buried creature is restrained and unable to breathe or stand up. A creature, including the buried creature, can take its action to free the buried creature by succeeding on a DC 16 STR check.

Bonus Actions

Wintry Blast. A blast of wintry air extends in a 30-foot line that is 5 feet wide from the frost giant's outstretched hand. Each creature in the line must succeed on a DC 16 CON save or its speed is halved until the end of its next turn. A creature that fails the save by 5 or more is petrified in ice for 1 hour or until a creature spends 1 minute warming the petrified creature.

Giant, Hill



This slouching, brutish giant's hairy form is clad in crude hides. It wields a massive tree limb as a club, its broken branches poking out like spikes, and carries a satchel dripping with gore and buzzing with flies.

Giants of the Land. More earthly than their cloud giant cousins and less sophisticated craftsmen than their fire giant cousins, hill giants dwell in palisaded settlements in the forests and valleys in the foothills of mountains. Their homes are typically made of loosely cut logs or uprooted trees with some homes still sporting branches or even bits of roots on the exterior. They primarily live off the land, but they often take what they need from creatures smaller and weaker than themselves, seeing this as the natural order of the world.

Mighty Leaders. Might makes right among these giants, and the leaders of their settlements are the toughest—and often largest—giants in the village. Hill giants are unerringly loyal and obedient to leaders they feel are stronger than them, and they can be fierce allies to other creatures that have the right leader at the helm.

Gluttons. Hill giants are a bit gluttonous, gorging on meals whenever the season is bountiful. They always carry gnawed-on carcasses, barrels of pilfered foods, and uprooted berry bushes in pouches, pockets, and satchels as ready snacks. Easily distracted, they rarely consume all such saved food, leaving the smell of rot ever-present around these containers.

Hill Giant — CR 5

Huge Giant

Armor Class 12 (hide armor)
Hit Points 126
Speed 40 ft.
Perception 12 **Stealth** 9
Vulnerable Giant Attributes
Resistant poison | poisoned | Giant Attributes
Senses —
Languages Giant

STR	DEX	CON	INT	WIS	CHA
+5	+0	+7	−3	−1	−2

Giant Attributes. The hill giant is resistant to the stunned condition, and it is vulnerable to the prone condition.

Show of Might. The hill giant can use STR instead of CHA when making CHA (Intimidation) checks.

Actions

Multiattack. The giant makes two Spiked Tree Branch or Rotten Snack attacks.

Spiked Tree Branch. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 5 (2d4) piercing damage.

Rotten Snack. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 7 (2d6) poison damage, and the target must succeed on a DC 16 CON save or be poisoned until the end of its next turn.

Bonus Actions

Body Bounce. The hill giant bumps its stomach, hip, shoulder, knee, or other part of its body into a creature within 10 feet of it. The target must succeed on a DC 16 STR save or be pushed up to 10 feet away from the giant and knocked prone.

Giant, Stone

This lean, muscular, and hairless giant appears chiseled from granite. A large bag is slung over its shoulder, and it palms a small boulder in one hand.

Giants of the Deep Earth. Stone giants live simple, ascetic lives, lairing with extended families in caves among the rocky highlands. They herd animals for food, leather, and fur, though they spend the majority of their time underground. Each extended family prefers a particular type of stone or crystal and use it in their decorations, both on themselves and in their homes. These stones are believed to have specific properties that exemplify or enhance some trait the family values, such as courage, optimism, wisdom, determination, compassion, or similar.

Lovers of Games. While generally stoic, stone giants love friendly competition and physical sports, such as rock-throwing and wrestling. The echo of cracks and booms in the mountains often signals one of these competitions, which the giants are careful to perform only in areas and seasons where avalanches aren't a concern. Many stone giant courtships and inter-family rivalries happen at these games, strengthening the bonds between the families.

Stone Giant — CR 7

Huge Giant

Armor Class 17 (natural armor)
Hit Points 156
Speed 40 ft.
Perception 14 **Stealth** 15
Vulnerable thunder | Giant Attributes
Resistant lightning | petrified | Giant Attributes
Senses darkvision 60 ft.
Languages Giant

STR	DEX	CON	INT	WIS	CHA
+6	+5	+8	+0	+4	−1

Giant Attributes. The stone giant is resistant to the stunned condition, and it is vulnerable to the prone condition.

Stone Camouflage. The giant's Stealth is 20 while in rocky terrain.

Actions

Multiattack. The giant makes two Stony Fist or Rock attacks.

Stony Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage. The target is grappled (escape DC 17) if it is a Large or smaller creature and the stone giant isn't already grappling a creature.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 STR save or be knocked prone.

Bonus Actions

Wrestle. The stone giant performs one of the following wrestling maneuvers against one creature it is grappling. The target must succeed on a DC 17 STR save or suffer the listed effect until the stone giant uses this bonus action again or until the grapple ends.

- **Armbar.** The target has disadvantage on attack rolls and on checks made to escape the grapple.
- **Chinlock.** The target can't speak and can't cast spells with verbal components.
- **Takedown.** The target is knocked prone and restrained.
- **Throw.** The target is thrown up to 30 feet in a random direction and knocked prone, ending the grapple. 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 17 DEX save or take the same damage and be knocked prone.

Reactions

Missile Deflection. If a creature the giant can see makes a ranged weapon attack against the giant, the giant can add 3 to its AC. If the attack misses, the giant can catch the missile, provided the attack included a projectile, and throw it back at the attacker, using the giant's normal ranged weapon attack bonus and the weapon's normal damage.



Giant, Storm

A blue-skinned giantess reaches into the cloudy sky and pulls out a ball of lightning. Her long, white hair whips about her, crackling with electricity, as she squeezes the ball into a jagged, spear-like bolt of lightning moments before hurling it.

Lightning Lords. Storm giants are masters of controlling and manipulating the energy of storms, pulling lightning from storm clouds to use as weapons. Though they can actively manipulate storms, nearby storms also respond to the giants' moods, becoming a calm, sunny day when the giant is happy or a raging maelstrom when the giant is furious. When storm giants gather, their collective emotions drive the flow of the weather for miles around them, welcoming traveling merchants when the giants seek trade or toppling armies when the giants go to war.

Reclusive Ascetics. Storm giants are aware of the effect their mood has on the local weather, and they often seek lives of solitude and calm reflection away from most other creatures. They live either alone or in small family groups in structures built on high coastal cliffs or remote tropical islands. They are noble folk, who are easy to befriend and quick to anger, especially if insulted or tricked.



Storm Giant — CR 13

Huge Giant

Armor Class 16 (scale mail)
Hit Points 243
Speed 50 ft., swim 50 ft.
Perception 19 **Stealth** 12
Vulnerable Giant Attributes
Resistant cold | Giant Attributes
Immune lightning, thunder
Senses —
Languages Common, Giant

STR	DEX	CON	INT	WIS	CHA
+14	+2	+10	+3	+9	+9

Amphibious. The giant can breathe air and water.

Giant Attributes. The giant is resistant to the stunned condition, and it is vulnerable to the prone condition.

Influence Weather. Nearby weather responds to the storm giant's desires. At the start of each minute, the storm giant can choose to change the precipitation, temperature, and wind within 3 miles of it by one stage, up or down (no action required). This effect works like the changing weather conditions aspect of the *control weather* spell, except the conditions change immediately and the storm giant can't change the temperature by more than one stage up or down from the area's standard temperature.

Stormsight. The storm giant can see through areas obscured by clouds, fog, rain, snow, and storms without penalty.

Updraft. While in an area open to the sky, the storm giant has a flying speed of 30 feet.

Actions

Multiattack. The giant makes three Greatsword attacks, or it makes four Lightning Bolt attacks.

Greatsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage.

Lightning Bolt. *Ranged Spell Attack:* +9 to hit, range 150 ft., one target. *Hit:* 22 (4d8 + 4) lightning damage. If the giant scores a critical hit, the target must succeed on a DC 17 CON save or be paralyzed until the end of its next turn.

Thunderous 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 DEX save. On a failure, a creature takes 36 (8d8) lightning damage and 21 (6d6) thunder damage and is stunned until the end of its next turn. On a success, a creature takes half the damage and isn't stunned.

Reactions

Stormy Rebuke. When a creature the storm giant can see hits it with a melee attack while within 5 feet of the giant, the giant can send a stormy blast at the creature. The attacker must succeed on a DC 17 STR save or be pushed up to 15 feet away from the giant and knocked prone.

Gibbering Mouther

Fleshy extensions pull the eye-studded, amorphous mound across the ground as mind-rending burbling utters from its myriad mouths.

Absorb Prey. Aggressively ravenous, gibbering mouthers exist to hunt and consume victims, absorbing their prey into their bodies and adding its eyes and mouths to theirs. A mouther's chaotic whispering confuses and bewilders its next meal, allowing the slow aberration time to feed.

Agent of the Far Beyond. Gibbering mouthers hail originally from chaotic planes, where they acted as passive scouts, spies, and guardians, allowing their masters to observe the world through their many eyes. Mouthers no longer have such connections and roam the planes untethered, consuming whatever they can catch.

Formless Body and Land. The bodies of gibbering mouthers are collections of alien eyes and teeth-filled mouths suspended in shapeless blobs of oozing flesh. Though slow, mouthers' otherworldly nature warps the land around them, making their prey easier to catch.

Maddening Murmurs. The mouths of gibbering mouthers whisper a discordance of agonized voices, bestial sounds, and dark truths. Some claim these voices speak lost secrets, but most who listen for long risk losing their minds.

Gibbering Mouther **CR 2**

Medium Aberration

Armor Class 9
Hit Points 72
Speed 10 ft., swim 10 ft.

Perception 10 **Stealth** 9
Resistant Aberrant Resilience
Immune prone
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	−1	+3	−4	+0	−2

Aberrant Ground. The ground within 10 feet of the mouther is dough-like difficult terrain. A creature that starts its turn in the area must succeed on a DC 13 STR save or its speed is halved until the start of its next turn.

Aberrant Resilience. The mouther is resistant to the charmed, frightened, paralyzed, and stunned conditions, and it has advantage on saves against spells or effects that would alter its form.

Gibbering. The mouther babbles incoherently while it can see any creature and isn't incapacitated. A creature that starts its turn within 20 feet of the mouther and that can hear the gibbering must succeed on a DC 13 WIS save or it can't take reactions until the start of its next turn and must roll a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and moves its full speed 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 mouther makes two Bite attacks. If both attacks hit one Medium or smaller creature, the target must succeed on a DC 13 STR save or be knocked prone.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 11 (2d8 + 2) piercing damage.

Rend Mind. One creature the mouther can see within 30 feet of it must succeed on a DC 13 WIS save or take 18 (4d8) psychic damage and suffer a random, short-term dread effect for 1 minute

Bonus Actions

Blinding Spittle. The mouther spits an otherworldly goo at up to two creatures it can see within 30 feet of it. Each target must succeed on a DC 13 DEX save or be blinded until the end of its next turn.



Gnoll

This fierce, hyena-headed humanoid with mottled gray fur and a brown mane, barks a laugh, showing its sharp teeth as it raises a spear in clawed hands.



Grasslands Dwellers. Gnoll packs roam the grasslands and deserts of the world, following herds of their favored prey and scavenging when all else fails. They live close to the land and the hyenas they resemble, and they generally keep themselves apart from most other humanoids. Some gnoll packs trade with the merchants that travel through their lands, some raid these merchants, and others hire themselves out as escorts and guards for such caravans.

Matriarchal Society. Gnoll packs are typically made up of several matriarchal family units, and are, in turn, ruled over by the most powerful female warrior. This matriarch leads the pack's warriors, and she is advised by each family's leader along with an elder female oracle, who performs religious ceremonies and magical workings.

Rebellious Scions. Gnolls have a wide variety of stories of their origins, but the one thing in common among all of them is that gnolls were once created as servitors to some otherworldly entity. These stories always include a gnoll matriarch leading her people against their masters, freeing the gnolls and sending them to a new life on the Material Plane. All gnolls retain a spark of independence and rebellion and are always ready to rise up against a tyrant.

Gnoll **CR 1/2**

Medium Humanoid

Armor Class 15 (hide armor, shield)

Hit Points 22

Speed 30 ft.

Perception 10 **Stealth** 13

Senses darkvision 60 ft.

Languages Gnoll

STR	DEX	CON	INT	WIS	CHA
+2	+1	+0	−2	+0	−2

Heightened Smell. The gnoll's Perception is 15 when perceiving by smell.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 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.

Bonus Actions

Taunting Bark. The gnoll lets out a high-pitched laugh and taunts one creature it can see within 30 feet of it. The target must make a DC 12 CHA save. On a failure, a creature takes 2 (1d4) psychic damage and must spend its next turn moving up to its speed toward the gnoll and make one attack against the gnoll.

Reactions

Rampage. When the gnoll reduces a creature to 0 HP, it can move up to half its speed and make one Bite attack. If it does, attack rolls against it have advantage until the start of its next turn.

Gnome, Deep

Pick in hand, this bald gnome with stony skin scrutinizes a large crystal for a moment. It then reaches into its apron and pulls out a crystal-topped tool and taps it on the larger crystal, which glows briefly in response.

Subterranean Isolationists. Deep gnomes are small, subterranean humanoids distantly related to surface gnomes. They dwell in hidden communities, where they grow fungi for food. Deep gnomes tend to be standoffish and isolationist when it comes to interactions with outsiders, but once their trust is earned they can be steadfast allies.

Gem-Focused. Deep gnomes have an affinity for gemstones and crystals, both mundane and magical. Subtle, innate magic within each gnome resonates with specific crystals, and their societies operate based on these talents, with each gnome contributing to the whole in a way unique to its resonance. Some resonances allow the gnomes to better sense particular crystals and gemstones hidden within the rock of their subterranean home, others allow the gnomes to generate light and other minor magics while holding the crystal, and a few allow the gnomes to grow and strengthen the crystals, creating tools, weapons, and even structures.

Elemental Relations. Some deep gnomes resonate strongly with the primordial magic that holds earth elementals together. Because of this, many deep gnome settlements include several earth elemental citizens, who feel a kinship with such gnomes and help grow and defend the settlement. Conversely, the gnomes' affinity for gemstones and crystals often puts them at odds with xorn, who eat such stones. More than one deep gnome crystalline statue, bridge, or building has collapsed from a group of hungry xorn gorging on the delicacy.

Deep Gnome — CR 1/2

Small Humanoid

Armor Class 15 (chain shirt)
Hit Points 23
Speed 20 ft.
Perception 12 **Stealth** 12
Senses darkvision 120 ft.
Languages Gnomish, Terran, Undercommon

STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+1	+0	−1

Gnome Cunning. The deep gnome has advantage on INT, WIS, and CHA saves against magic.

Stone Camouflage. The deep gnome's Stealth is 17 while in rocky terrain.

Actions

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

Crystalline Dart. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Bonus Actions

Infused Weapon. The deep gnome crushes a magic-infused crystal on the end of its war pick. Until the start of the gnome's next turn the war pick is magical and deals an extra 2 (1d4) force damage when the gnome hits with it.

Discordant Shatter. The deep gnome throws a magic-infused crystal at a point it can see within 30 feet of it, shattering the crystal, which emits a rapid series of discordant waves of magic. Each creature within 10 feet of that point must succeed on a DC 12 CON save or be incapacitated until the end of its next turn. A creature sensitive to or proficient in the use of magic, such as a spellcaster, has disadvantage on this save.

Reactions

Crystalline Flash. When a creature the deep gnome can see within 5 feet of it attacks it, it can throw a magic-infused crystal on the ground, shattering the crystal in a brilliant flash of light. If the attacker uses sight to perceive the gnome, the attacker must succeed on a DC 12 DEX save or have disadvantage on the attack roll.



Goblins

Stepping out of the shadows, this small, yellow-green humanoid has long, pointed ears, an upturned nose, and red eyes. It grins slyly as two larger figures step out of the shadows behind it. The brown-furred one raises a massive, heavily spiked club, while the other takes a practiced warrior's stance and weighs its surroundings with shrewd, yellow eyes.

Varied and Fecund. Goblins come in three distinct varieties: the sneaky goblin, the bullying bugbear, and the militaristic hobgoblin. Though the standard goblin is the most common, all have large families, and goblins typify the phrase "strength in numbers." All goblins are opportunistic optimists, ignoring what others think of them, stubbornly prospering in badlands or inhospitable terrain, and finding the best in most situations. Goblins can find delight in digging a trinket out of the mud or stealing a shiny ring from a pompous human, while bugbears enjoy the screech of metal, snap of wood, and crunch of bones beneath their heavy clubs. Hobgoblins value order, such as in a job well done, a sharpened blade, or the taste of freshly-plundered ale.

Bullying Bugbears. As the largest goblins, bugbears are named for their unique, furred and bearish appearance. They are more aggressive, destructive, and ferocious than their cousins. They bully their smaller cousins into obedience when possible. They don't expect pushback, but they back down from the rare, coordinated response. The same happens when bugbears fight other creatures. If assured of an easy win, they use their size and strength to force opponents to back down.

However, they flee when their opponents demonstrate superiority on the battlefield; only a powerful leader can push the bugbears to overcome their hesitation against a superior foe.

Thieving Goblins. Goblins delight in the discovery of hidden things, and stealing hidden or protected items is an enjoyable challenge. To goblins, anyone who can't successfully guard their wealth doesn't deserve it. Every goblin appreciates a good robbery, even if they are the victim. Many goblins parley their stealth, cunning, and practiced theft into careers. In cities, they excel in spycraft, information gathering, and thievery. In the wilderness, goblins are skillful scouts, trappers, and bandits.

Rule Bound Hobgoblins. As a society, most hobgoblin enclaves are highly organized military bands, called cohorts, whose members are ranked by their skills and accomplishments. The militant hobgoblins live their lives



according to the Decrees, a complicated set of rules, laws, and customs. All hobgoblins are sworn to serve their cohorts from birth, raised to honor both the Decrees and their superiors. The cohort combines military virtues with family loyalty, and to swear by the cohort is the most binding promise a hobgoblin can give.



Bugbear — CR 1

Medium Humanoid

Armor Class 14 (hide armor)
Hit Points 40
Speed 30 ft.
Perception 10 **Stealth** 16
Senses darkvision 60 ft.
Languages Common, Goblin

STR	DEX	CON	INT	WIS	CHA
+5	+2	+1	−1	+0	−1

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

ACTIONS

Spiked Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. A surprised target takes an extra 4 (1d8) piercing damage and must succeed on a DC 13 CON save or be stunned until the end of its next turn.

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 5 (1d6 + 2) piercing damage at range.

Bugbear Champion — CR 4

Medium Humanoid

Armor Class 17 (chain shirt, shield)
Hit Points 85
Speed 30 ft.
Perception 11 **Stealth** 16
Resistant charmed, frightened
Senses darkvision 60 ft.
Languages Common, Goblin

STR	DEX	CON	INT	WIS	CHA
+6	+2	+2	+1	+1	+0

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

ACTIONS

Multiattack. The bugbear champion makes two Spiked Club attacks and one Shield Smash attack, or it makes three Javelin attacks.

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

Shield Smash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 STR save or be knocked prone.

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 7 (1d6 + 4) piercing damage at range.

REACTIONS

Stubborn Attacker (Recharge 5–6). When the champion misses with an attack, it can change that miss to a hit.

Goblin — CR 1/4

Small Humanoid

Armor Class 15 (leather armor, shield)
Hit Points 12
Speed 30 ft.
Perception 9 **Stealth** 14
Senses darkvision 60 ft.
Languages Common, Goblin

STR	DEX	CON	INT	WIS	CHA
−1	+4	+0	+0	−1	−1



ACTIONS

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

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

Gang Up (1/Day). The goblin moves up to half its speed toward a creature it can see. Each friendly goblin within 30 feet of the goblin can use its reaction to join the gang up and move up to half its speed toward the same target. This movement doesn't provoke opportunity attacks. If the initiating goblin is within 5 feet of the target, the target must make a DC 12 DEX save, taking 5 (2d4) bludgeoning damage on a failed save, or half as much damage on a successful one. For each goblin after the first that participated in the gang up and that is within 10 feet of the target, the damage increases by 1 as arrows, knives, sharp pocket scraps, and similar "weapons" fly at the target from all angles. Afterwards, each goblin after the first that participated in the gang up can't use Gang Up until it finishes a short or long rest.

BONUS ACTIONS

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

Goblin Captain — CR 1

Small Humanoid

Armor Class 17 (chain shirt, shield)
Hit Points 32
Speed 30 ft.
Perception 11 **Stealth** 14
Senses darkvision 60 ft.
Languages Common, Goblin

STR	DEX	CON	INT	WIS	CHA
+0	+4	+0	+1	+1	+0

ACTIONS

Multiattack. The goblin captain makes two Scimitar or Shortbow attacks. If both attacks hit one target, the goblin captain can make one extra Scimitar or Shortbow attack.

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

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

BONUS ACTIONS

Get That One! The goblin captain points at a target and calls out to a friendly goblin it can see within 30 feet of it. The chosen goblin can use its reaction to move up to half its speed and make one melee attack against the target.

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

REACTIONS

Protect Me! When a creature the goblin captain can see targets it with an attack, the captain can sidestep behind an ally within 5 feet of it, moving to an unoccupied space within 5 feet of the ally. The chosen ally becomes the target of the attack instead.



Hobgoblin — CR 1/2

Medium Humanoid

Armor Class 18 (chain mail, shield)
Hit Points 18
Speed 30 ft.
Perception 10 **Stealth** 8 (13 without armor)
Senses darkvision 60 ft.
Languages Common, Goblin

STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	+0	+0	−1

ACTIONS

Multiattack. The hobgoblin makes two Longsword or Longbow attacks.

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.

BONUS ACTIONS

Tactical Analysis. The hobgoblin briefly studies one creature it can see within 30 feet of it. It has advantage on the next attack roll it makes against that creature before the start of the hobgoblin's next turn.

Hobgoblin Commander — CR 3

Medium Humanoid

Armor Class 17 (half plate)
Hit Points 72
Speed 30 ft.
Perception 10 **Stealth** 9 (14 without armor)
Resistant charmed, frightened
Senses darkvision 60 ft.
Languages Common, Goblin

STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+1	+0	+2

Unshakable Command. Each friendly creature within 30 feet of the hobgoblin commander can't be charmed or frightened while the commander isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin commander makes three Greatsword or Longbow attacks.

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

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

BONUS ACTIONS

Martial Tactics. The hobgoblin commander employs one of the following tactics:

- **Emboldening Shout.** One friendly creature within 30 feet of the hobgoblin commander that it can see gains 7 (2d6) temporary HP until the start of the commander's next turn.
- **Pressing Advance.** The commander moves up to half its speed and commands one friendly creature it can see within 30 feet of it to also move. The target can use its reaction to move up to half its speed in the direction of the commander's choosing. This movement for both creatures is unaffected by difficult terrain and doesn't provoke opportunity attacks.



Hobgoblin Conjurer — CR 2

Medium Humanoid

Armor Class 15 (brigandine)
Hit Points 60
Speed 30 ft.
Perception 11 **Stealth** 7 (12 without armor)
Senses darkvision 60 ft.
Languages Common, Goblin

STR	DEX	CON	INT	WIS	CHA
–1	+2	+1	+5	+1	+0

ACTIONS

Multiattack. The hobgoblin conjurer makes two Conjurer's Staff or Acid Bolt attacks.

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

Acid Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 12 (2d8 + 3) acid damage.

Spellcasting. The hobgoblin conjurer casts one of the following spells, using INT as the spellcasting ability (spell save DC 13).

At will: *light, mage hand, prestidigitation*

3/day each: *fog cloud, grease*

1/day: *web*

BONUS ACTIONS

Harrying Specter. The hobgoblin conjurer creates a spectral hobgoblin next to a creature it can see within 30 feet of it. The target must succeed on a DC 13 WIS save or have disadvantage on attack rolls on its next turn.

REACTIONS

Rescuing Teleport. When a bugbear, goblin, or hobgoblin takes damage while below half its HP maximum while within 30 feet of the conjurer, the conjurer can summon that creature to its side, provided the conjurer can see the target. The target teleports to an unoccupied space within 5 feet of the conjurer.



Golem, Clay

A clay sculpture of a well-muscled dwarf steps off a plinth in the temple's hallway, dwarven runes dancing in rings around its arms and neck. As it raises its arm, the clay of its hand shifts into an axe.

Divine Golems. Any spellcaster with the power and knowledge is capable of creating a clay golem, but most clay golems are created by clerics and priests to protect high-ranking clergy, reliquaries, or particularly significant holy sites. The golems are usually sculpted to represent heroes within the faith's stories, bearing the hero's regal countenance, broad shoulders, infamous armor, or similar features. They are also sometimes painted with colors significant to their creator's faith or colors said to be worn by the heroes they depict.

Sculpted Bodies. Clay golems are almost always humanoid in shape, but the clay that makes up their bodies is somewhat moldable to the golem's (or its creator's) will, allowing the golem to shape its hands into different weapons. Similarly, clay golems' personalities are moldable, and many develop personality quirks, likes, and dislikes reflective of the preferences of the clergy around them.

Creator Connection. Like all golems, the clay golem contains something dear to its creator. Spellcasters not associated with temples often give drops of their blood during the creation process, while clergy often place a holy symbol, minor relic, or similar object or symbol significant to the faith at the heart of the golem.



Clay Golem — CR 9

Large Construct

Armor Class 14 (natural armor)

Hit Points 163

Speed 20 ft.

Perception 9 **Stealth** 9

Immune acid | Golem Resilience

Senses darkvision 60 ft.

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

STR	DEX	CON	INT	WIS	CHA
+5	–1	+4	–4	–1	–5

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains HP equal to the acid damage dealt.

Construct Nature. The golem doesn't require air, food, drink, or sleep.

Fire Weakness. When the clay golem takes fire damage, its body temporarily hardens like baked clay. Until the end of its next turn, the golem's speed is reduced by 10 feet, it can't use Mold Hand, and its AC becomes 18.

Golem Resilience. The golem is immune to poison and psychic damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to exhaustion and to the charmed, frightened, paralyzed, petrified, and poisoned conditions.

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

Magic Resistance. The golem has advantage on saves against spells and other magical effects.

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

Actions

Multiattack. The golem makes three Slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning, piercing, or slashing damage, as determined by Mold Hand. The target must succeed on a DC 16 STR save or suffer an effect based on the type of damage: knocked prone (bludgeoning), pushed up to 10 feet away from the golem (piercing), or its speed is reduced by 10 feet until the end of its next turn (slashing).

Haste (Recharge 5–6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on DEX saves, and can make a Slam attack as a bonus action.

Bonus Actions

Mold Hand. The clay golem molds its hand into the shape of a weapon or back into a hand. The golem's Slam attack deals bludgeoning, piercing, or slashing damage, depending on the type of weapon chosen, until the golem uses this bonus action again. For example, a hand shaped like an axe deals slashing damage.

Golem, Flesh

The man steps forward with a lurching gait. The loose clothing covering his arms and face falls away, revealing a stitched-together body made up of disparate flesh.

Disparate Flesh. Flesh golems are made of flesh from a variety of once-living humanoid creatures. This material typically limits the creation of flesh golems to spellcasters with knowledge of necromancy and requires a spellcaster to infuse the flesh with lightning to animate it.

Intelligent Golems. Flesh golems are typically much smarter than other golems. Despite this, flesh golems are usually incapable of speech outside of basic words and phrases. The dead flesh that comprises them makes most muscular movement, like speech and walking, stilted. With a consciousness also comes the capability of fear, and flesh golems almost universally fear fire, understanding the danger it poses to flesh.

Creator Connection. Flesh golems are almost always created by tormented or grieving spellcasters seeking to recreate or bring back a lost loved one. Because of this, almost all flesh golems contain within them some memento of the lost loved one, such as a child's toy, a smoking pipe, a knitted scarf, or similar. The emotionally charged energy of these mementos leaves flesh golems fairly unstable, and many enter uncontrolled rages when in danger.



Flesh Golem — CR 5

Medium Construct

Armor Class 9

Hit Points 129

Speed 30 ft.

Perception 13 **Stealth** 9

Immune lightning | Flesh Golem Resilience

Senses darkvision 60 ft.

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

STR	DEX	CON	INT	WIS	CHA
+4	−1	+4	−2	+0	−3

Aversion of Fire. If the golem takes fire damage, it loses its immunity to the frightened condition and has disadvantage on attack rolls and ability checks until the end of its next turn.

Berserk (55 HP or Fewer). When the golem starts its turn, 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 HP.

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 CHA (Persuasion) check. If the check succeeds, the golem ceases being berserk. If the golem takes damage while still at 55 HP or fewer, the golem might go berserk again.

Construct Nature. The golem doesn't require air, food, drink, or sleep.

Flesh Golem Resilience. The golem is immune to poison damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to exhaustion and to the charmed, frightened, paralyzed, petrified, and poisoned conditions.

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 HP equal to the lightning damage dealt.

Magic Resistance. The golem has advantage on saves 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:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Creator's Anguish (Recharge 5–6). The golem releases a wave of emotional anguish from its core. Each creature within 15 feet of the golem must make a DC 15 WIS save. On a failure, a creature takes 31 (9d6) psychic damage and is incapacitated until the end of its next turn, as its mind fills with memories of its greatest failures. On a success, a creature takes half the damage and isn't incapacitated.

Golem, Iron

A large, metallic figure strides forward, its footfalls booming on the stone floor.

Forged Golems. Each iron golem is forged by a team of blacksmiths led by a spellcaster. The process is grueling and taxing on all involved, and many iron golems never see completion, as smiths die of exhaustion or spellcasters tax their magic to the point of losing it.

Dungeon Guardians. Iron golems produce poisonous gas within their bodies as a side effect of the creation process. Because of this quirk, they are particularly deadly in enclosed spaces and are often tasked with protecting dungeon corridors, underground prisons, and treasuries filled with valuables unaffected by poisonous gas.

Creator Connection. Like all golems, the iron golem contains something dear to its creator. For iron golems, this is often a favored suit of armor, weapon, or shield that saved the creator's life. This martial connection fills the golem, imbuing it with the fighting prowess of a dozen warriors.

Iron Golem **CR 16**

Large Construct

Armor Class 20 (natural armor, shield)

Hit Points 201

Speed 30 ft.

Perception 15 **Stealth** 9

Immune fire | Golem Resilience

Senses darkvision 120 ft.

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

STR	DEX	CON	INT	WIS	CHA
+12	−1	+5	−4	+0	−5

Construct Nature. The golem doesn't require air, food, drink, or sleep.

Golem Resilience. The golem is immune to poison and psychic damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to exhaustion and to the charmed, frightened, paralyzed, petrified, and poisoned conditions.

Fire Absorption. Whenever the golem is subjected to fire damage, it takes no damage and instead regains HP equal to the fire 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 saves against spells and other magical effects.

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

Warrior Stance. At the start of each of its turns, the iron golem chooses one of the following fighting stances to adopt, which lasts until the start of the golem's next turn.

- **Aggressive.** When the golem uses Multiattack, it can replace one additional Spear Arm attack with a Shield Bash attack. If it does so, its AC is reduced by 2 until the start of its next turn.
- **Retributive.** The next time the golem is hit by a melee weapon attack from a creature within 5 feet of it before the start of its next turn, the golem can slam its shoulder into the attacker as a reaction. The attacker must succeed on a DC 18 STR save or be pushed up to 10 feet away from the golem and knocked prone.
- **Defensive.** The golem's AC increases by 4, but it can't make Shield Bash attacks until the start of its next turn.

Actions

Multiattack. The golem makes four Spear Arm attacks. It can replace one Spear Arm attack with a Shield Bash attack.

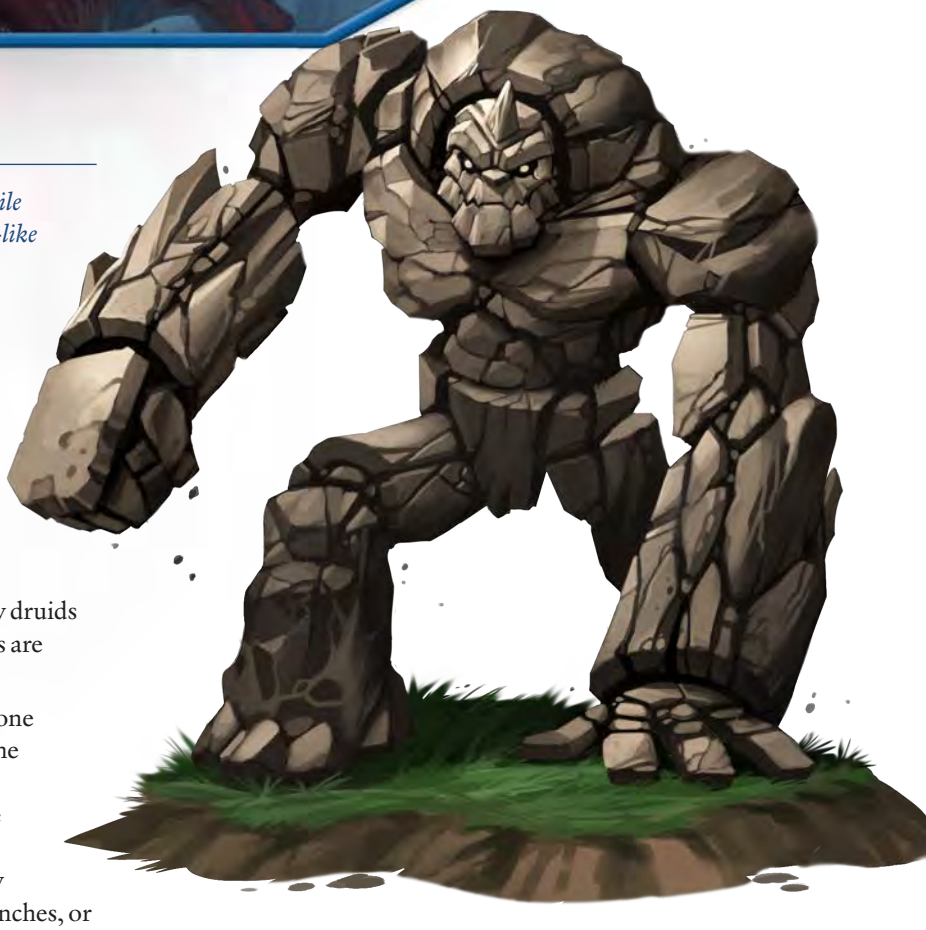
Shield Bash. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage, and the target must succeed on a DC 18 STR save or be knocked prone.

Spear Arm. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Expel Poisonous Gas (Recharge 5–6). The golem vents poisonous gas from small holes across its body. Each creature within 15 feet of the golem must make a DC 18 CON save, taking 54 (12d8) poison damage on a failed save, or half as much damage on a successful one.



Golem, Stone



A perched bird suddenly takes flight as the overgrown pile of rocks where it perched rises to reveal a large, human-like collection of stone.

Repurposed Golems. Any stone can be used to create a stone golem, but most such golems are made from reclaimed stone that has outlived its original purpose. Built from ancient rock, the golem perceives the passage of each breath, each raindrop, and each beam of sunlight and can briefly share this perception with others.

Druidic Creations. Any spellcaster with the power and knowledge is capable of creating a stone golem, but most stone golems are created by druids seeking to protect the natural world. These golems are covered in vines, mosses, guano, and lichen.

Creator Connection. Like all golems, the stone golem contains something dear to its creator. Stone golems created in urban environments by arcane spellcasters often include a building's cornerstone painted with arcane symbols of protection in the creator's blood. Stone golems created in forests by druids often contain heirloom seeds, petrified branches, or other symbols significant to the druid's order.

Stone Golem — CR 10

Large Construct

Armor Class 17 (natural armor)
Hit Points 176
Speed 30 ft.
Perception 10 **Stealth** 9
Immune Golem Resilience
Senses darkvision 120 ft.
Languages understands the languages of its creator but can't speak

STR	DEX	CON	INT	WIS	CHA
+5	−1	+9	−4	+0	−5

Construct Nature. The golem doesn't require air, food, drink, or sleep.

Golem Resilience. The golem is immune to poison and psychic damage and to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to exhaustion and to the charmed, frightened, paralyzed, petrified, and poisoned conditions.

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

Magic Resistance. The golem has advantage on saves against spells and other magical effects.

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

Actions

Multiattack. The golem makes three Slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Slow (Recharge 6). The golem shares the plodding perception of timeless stone with those nearby, slowing all life to a crawl. Each creature within 10 feet of the golem must make a DC 17 WIS save. On a failure, a creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Rearrange Stone. The stone golem rearranges some of the stone comprising its body, choosing one of the following arrangements. The arrangement lasts until the golem ends the effect as a bonus action, uses this bonus action again, or until it is incapacitated.

- **Jagged Stones.** The golem turns several of the stones on its body to point outward. Its AC is reduced by 2, and each time a creature within 5 feet of the golem hits it with a melee attack, the attacker takes 5 (2d4) piercing damage.
- **Protective Slabs.** The golem slides several flat stones around its body to protect its vulnerable areas. Its speed is reduced by 10 feet, and each time it takes damage, the damage is reduced by 5 (2d4).

Gorgon

The stench of the creature's breath comes first, a sulfuric and choking miasma. The creature exhaling this green vapor is a bull-like beast completely covered in overlapping iron plates. It paws at the ground with mighty hooves and lowers wickedly sharp horns for the attack.

Uncertain Origins. Studies differ as to the origins of the gorgons. Some claim they were created by mages to act as guardians, others name deities of the forge or metal as the originator. Today, gorgons roam grasslands, scrubland, and hills, and they propagate like any other living creature.

Obsessively Territorial. A gorgon herd consists of an older bull gorgon, several females, and younger males. Gorgon herds prefer wide, open spaces and frequent mineral outcroppings. They guard their range fiercely, seldom tolerating any creature larger than a hare.

Poisonous Gullet. The gorgon prefers to feed on grass and herbs, but it also feasts on shards of obsidian, pyrite, and cinnabar chipped from natural deposits by its horns. In addition to helping the gorgon digest the vegetation it eats, the minerals also break down in the gorgon's stomach, producing the gorgon's legendary gas.

Gorgon **CR 5**

Large Monstrosity

Armor Class 18 (natural armor)
Hit Points 96
Speed 40 ft.

Perception 15 **Stealth** 10
Resistant Monstrosity Resilience
Immune poison | petrified, poisoned
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+5	+0	+4	−4	+2	−2

Monstrosity Resilience. The gorgon is resistant to exhaustion and to the frightened condition.

Trampling Charge. If the gorgon moves at least 20 feet straight toward a creature and then hits it with a Gore attack on the same turn, that target must succeed on a DC 16 STR save or be knocked prone. If the target is prone, the gorgon can make one Hooves attack against it as a bonus action.

Actions

Multiattack. The gorgon makes one Gore attack and one Hooves attack.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

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

Petrifying Breath (Recharge 5–6). The gorgon exhales poisonous, petrifying gas in a 30-foot cone. Creatures in the area must make a DC 13 CON save. On a failure, a creature takes 21 (6d6) poison damage and is restrained as it begins to turn to stone. On a success, a creature takes half the damage and isn't restrained. A restrained creature must repeat the save at the end of its next turn. On a success, the effect ends on the creature. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

Reactions

Poisonous Retort. When the gorgon is hit by an attack from a creature it can see within 10 feet of it, the gorgon can snort angrily, releasing a puff of poisonous gas at the creature. The attacker must succeed on a DC 16 CON save or be poisoned until the end of its next turn.



Gray Ooze

Fresh mortar glistens on the stone wall. Suddenly, the mortar rises up, snake-like, and lashes out.

Living Mortar. The first gray oozes appeared when curing mortar was accidentally exposed to excess magic near a building site. The oozes have since propagated into their own type of ooze, though some still form when curing mortar is exposed to strong magic. Comprised of the caustic materials that make up mortar, gray oozes can dissolve most material other than stone, but they subsist primarily on animals they can catch.

Stone Affinity. Perhaps due to their origins as mortar, gray oozes have an affinity for stone, particularly worked stone. They are often found in dungeons, stone cities, or old brick buildings, and some longer-lived gray oozes develop minor bonds with the stone they frequent, becoming territorial and protective of it.

Camouflaged Ambushers. When the putty-like ooze lies dormant, a thin crust forms across the surface of its body, making it look like freshly laid mortar. Using this, gray oozes often stretch themselves across worked stone and hide as ordinary mortar to ambush prey.

Gray Ooze — CR 1/2

Medium Ooze

Armor Class 8
Hit Points 29
Speed 15 ft., climb 15 ft.
Perception 8 **Stealth** 12
Vulnerable cold
Resistant acid, fire | Ooze Resilience
Immune Ooze Resilience
Senses keensense 60 ft. (can't sense beyond this radius)
Languages —

STR	DEX	CON	INT	WIS	CHA
+1	−2	+3	−5	−2	−4

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

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative −1 penalty to damage rolls. If its penalty drops to −5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from ordinary fresh or curing mortar.

Ooze Nature. The ooze doesn't require sleep.

Ooze Resilience. The ooze is resistant to the grappled and restrained conditions, and it is immune to exhaustion and to the blinded, charmed, deafened, frightened, and prone conditions.

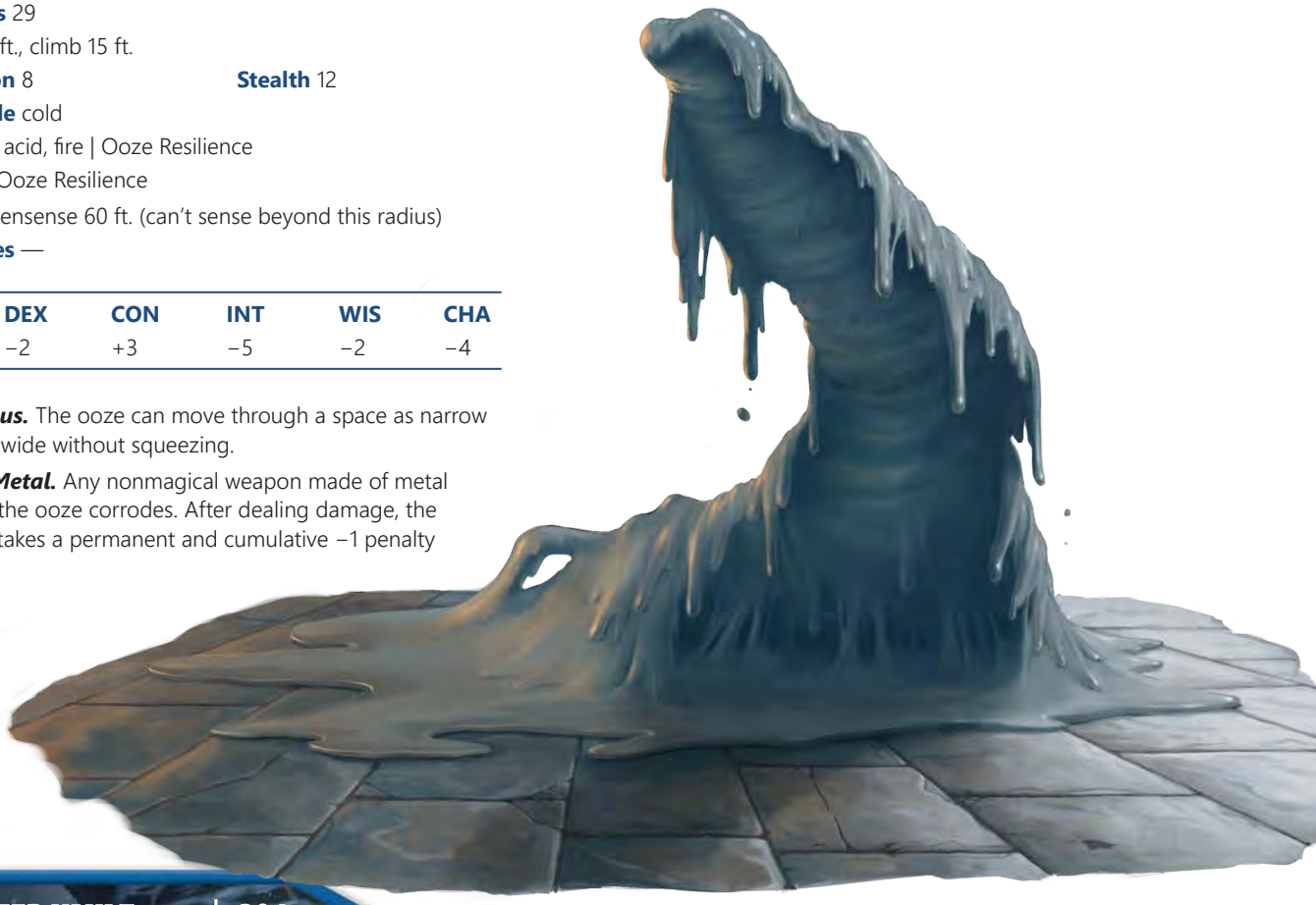
Spider Climb. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, the armor is partly corroded and takes a permanent and cumulative −1 penalty to the AC it offers. Armor reduced to an AC of 10 is destroyed.

Reactions

Solidify. When the ooze is hit by an attack, it can partially solidify its body, reducing the damage it takes by 2 (1d4). If it has taken fire damage since the start of its last turn, the damage it takes is reduced by 3 (1d6) instead. The ooze can't use this reaction if it has taken cold damage since the start of its last turn.



Grick

The large, beaked worm uncurls from the stone wall and lashes out with tentacles ending in long barbs.

Underground Predators. Gricks are subterranean predators that wander the caverns and dungeons of the world. Their orange skin shifts to gray to blend into their stony surroundings as they hunt prey.

Grick Gaps. Though solitary hunters, gricks cohabitate with other gricks in communal lairs called gaps. Any prey not consumed by a hunting grick is often dragged back to the gap for the benefit of all.

Grick Leaders. When prey is plentiful, a particularly large and powerful grick might hatch in a gap. These advanced gricks have additional tentacles around their beaks to better hold prey. They are natural leaders, coordinating small groups of gricks on hunts to take down larger prey.

Grick — CR 2

Medium Monstrosity

Armor Class 14 (natural armor)
Hit Points 57
Speed 30 ft., climb 30 ft.
Perception 12 **Stealth** 12
Resistant bludgeoning | Monstrosity Resilience
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+2	+0	−4	+2	−3

Monstrosity Resilience. The grick is resistant to exhaustion and to the frightened condition.

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

Stone Camouflage. The grick's Stealth is 17 in rocky terrain.

Actions

Multiattack. The grick makes one Beak attack and one Tentacles attack.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (4d4 + 2) piercing damage.

Advanced Grick — CR 7

Large Monstrosity

Armor Class 18 (natural armor)
Hit Points 136
Speed 30 ft., climb 30 ft.
Perception 12 **Stealth** 13
Resistant bludgeoning | Monstrosity Resilience



Immune charmed
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+3	+2	−3	+2	−1

Coordinated Strikes. Each friendly grick within 10 feet of the advanced grick has advantage on attack rolls against any creature the advanced grick has attacked since the start of its last turn.

Monstrosity Resilience. As grick.

Spider Climb. As grick.

Stone Camouflage. The grick's Stealth is 18 while in rocky terrain.

Actions

Multiattack. The grick makes one Beak attack and four Tentacle attacks.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, the grick can automatically hit the target with its Beak, and the grick can't make Beak attacks against other targets.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Bonus Actions

Body Slam. The grick slams its body into a creature it can see within 5 feet of it. The target must succeed on a DC 15 STR save or be pushed up to 10 feet away from the grick and knocked prone.

Griffon

This regal aerial predator has the feathered head, wings, and talons of an eagle and the sleek, furred body of a lion.



Aerial Prides. Griffons nest in high places, such as mountain outcroppings and seaside cliffs, where the elevation provides a view of the surrounding territory. They gather in small collections of mated pairs, sharing the same nesting territory each year and hunting in groups to feed mates and young. Each mated pair maintains the same nest year after year, lining it with fabric, fur, and other items pilfered from nearby creatures or torn off prey. Though some nests may contain untold treasures, only the bravest or most foolish risk life and limb ascending the sheer cliffs to a pride of angry griffons for such treasure.

Regal and Revered. Often captured in artwork, heraldry, and story, griffons are seen as noble beasts by many humanoids, yet they are also nimble and deadly predators. Many humanoids prize griffons as mounts for their most elite warriors. Training a griffon is by no means an easy task, as the chicks imprint on their owners a few weeks after hatching. Once bonded, a griffon is affectionate and loyal to its rider for the remainder of its life.

Griffon — CR 2

Large Monstrosity (Animal)

Armor Class 12
Hit Points 63
Speed 30 ft., fly 80 ft.
Perception 13 **Stealth** 12
Resistant Monstrosity Resilience
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	−4	+1	−1

Heightened Sight. The griffon's Perception is 18 when perceiving by sight.

Monstrosity Resilience. The griffon is resistant to exhaustion and to the frightened condition.

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

Pounce. If the griffon moves at least 20 feet straight toward a creature and then hits it with a Claws attack on the same turn, that target must succeed on a DC 14 STR save or be knocked prone. If the target is prone, the griffon can make one Beak attack against it as a bonus action.

Actions

Multiattack. The griffon makes one Beak attack and one Claws attack.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

Grimlock

Uttering a repetitive clicking sound, a rugged, human-like creature shuffles forward, cocking its head to one side as if listening intently. It has gray skin, stringy hair, and large, sightless white eyes.

Ancient Humans. Grimlocks descend from the human population of a vast empire long ago lost to the underground in some forgotten calamity. Over generations, they adapted to the world below ground, gradually losing their sight and evolving new senses. Relying on hearing and scent, grimlocks thrive in dark environments. However, their extremely sensitive ears are particularly vulnerable to loud sounds.

Echosense. Grimlocks speak and understand the language of the subterranean world, though they prefer to speak their own dialect of Dwarvish. The clicking sounds that form most of their words also serve as a form of echolocation.

Blind Stewards. Xenophobic hunter-gatherers, grimlocks retain some slight vestige of their ancestors' mighty empire in the form of complex techno-arcane devices. Grimlock shamans use oral traditions to pass down knowledge of how to maintain these machines, though few grimlocks know how to construct them. This doesn't stop grimlocks from pocketing baubles cast off from these devices, and many grimlocks have found the baubles to be effective at repelling or disorienting intruders.

Accidental Transformation. Occasionally, regular exposure to some of the larger techno-arcane devices of their ancestors will mutate and transform an unsuspecting grimlock. This transformation increases the grimlock's size and strength, removes much of the grimlock's hair, and fills the grimlock with a magical, red light that shines from its eyes and gives its stony, gray skin a sandy hue. Transformed grimlocks are known as morlocks among their people and are often relied on as defenders of grimlock settlements. Unfortunately, the transformation and whatever magic now imbues the morlock greatly shortens its lifespan. Many grimlock shamans have spent lifetimes studying morlocks, seeking a cure, a way to recreate the process, or a way to extend the lifespans of their transformed kin.

Magical Morlocks. Each morlock's body holds raw magic from the techno-arcane device that transformed it. This magic gives morlocks some protection against magic, but the magic also eats at the morlock, shortening its lifespan and causing it near-constant discomfort. To ease this discomfort, morlocks occasionally vent this magic in short bursts. When defending their homes, morlocks use this necessary venting to also hinder their foes.

Grimlock **CR 1/4**

Medium Humanoid

Armor Class 11
Hit Points 17
Speed 30 ft.
Perception 11 **Stealth** 13
Vulnerable thunder | deafened
Immune blinded
Senses keensense 30 ft. (can't sense beyond this radius)
Languages Dwarvish, Undercommon

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	−1	+1	−2

Heightened Hearing and Smell. The grimlock's Perception is 16 when perceiving by hearing or smell.

Stone Camouflage. The grimlock's Stealth is 18 while in rocky terrain.

Suppressed Senses. The grimlock can't use its keensense while deafened and unable to smell.

Actions

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

Bonus Actions

Strange Bauble. The grimlock reaches into a pocket, pulls out a small object, and throws



it at a creature the grimlock can sense within 30 feet. The grimlock chooses one of the following objects:

- **Flashing Rock.** The grimlock throws a warm, scintillating rock at the target that bursts with a myriad of colors. The target must succeed on a DC 11 DEX save or be blinded until the end of its next turn.
- **Illusory Dancer.** The grimlock throws a small disk that emits a blurry, fractured illusion of a graceful, humanoid dancer. The target must succeed on a DC 11 CHA save or be incapacitated until the end of its next turn as it is mesmerized by the dance.
- **Whirling Death.** The grimlock throws a small, bladed gear that grows larger and larger as it travels toward the target, threatening to slice the target into pieces. The target must succeed on a DC 11 WIS save or be frightened until the end of its next turn. On a success, the target realizes the gear's growth was a magical, illusory effect and that the gear never increased in size.

Morlock — CR 2

Large Humanoid

Armor Class 14 (natural armor)
Hit Points 62
Speed 30 ft.
Perception 10 **Stealth** 12
Vulnerable thunder | deafened
Senses darkvision 60 ft., keensense 30 ft.
Languages Dwarvish, Undercommon

STR	DEX	CON	INT	WIS	CHA
+5	+1	+3	−2	+0	−3

Heightened Hearing and Smell. The morlock's Perception is 15 when perceiving by hearing or smell.

Magic-Infused Blood. A creature that hits the morlock with a melee attack while within 5 feet of it takes 2 (1d4) force damage.

Magic Resistance. The morlock has advantage on saves against spells and other magical effects.

Suppressed Senses. The morlock can't use its keensense while deafened and unable to smell.

ACTIONS

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 +5) slashing damage.

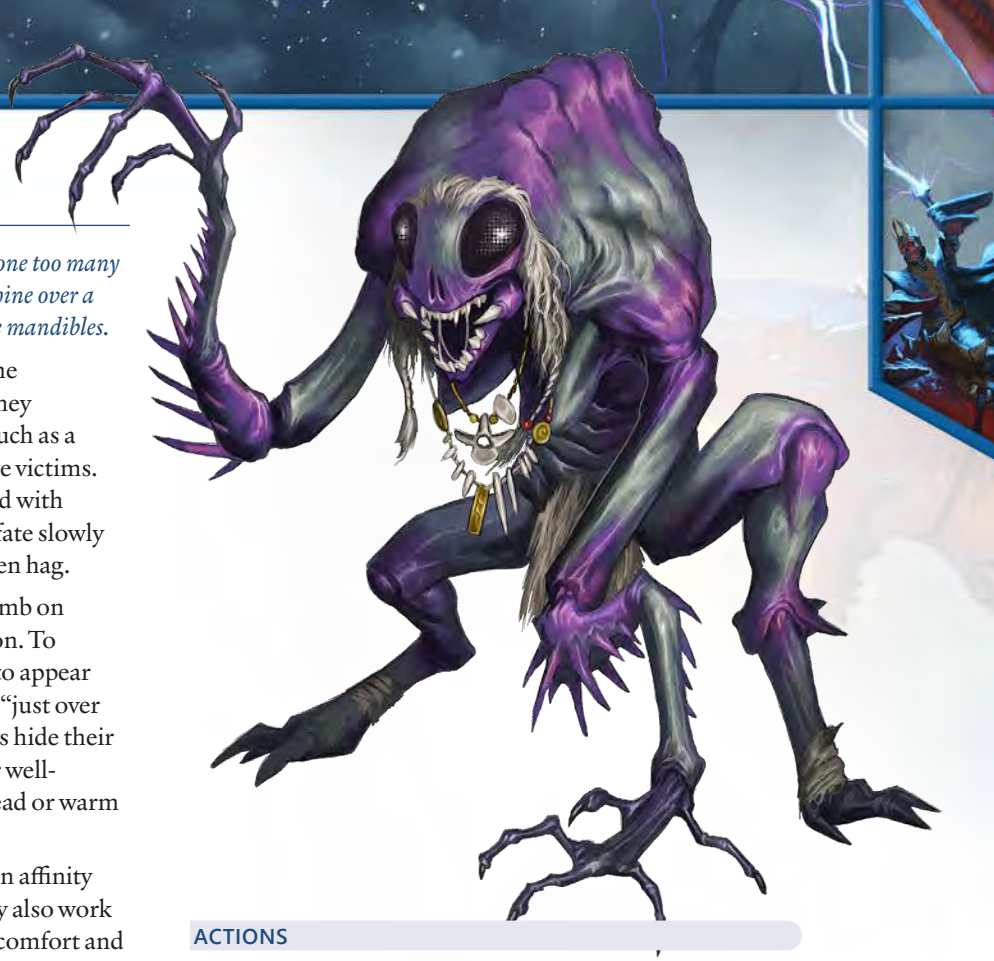
BONUS ACTIONS

Eject Magic. The morlock expels some of the magic built up within its body, choosing one of the following effects. It can't use the same effect two rounds in a row.

- **Arrhythmic Burst.** The morlock claws at its breastbone then arches its back in pain, releasing a burst of magical energy that thrums like a heartbeat. Each creature concentrating on a spell within 30 feet of the morlock must succeed on a DC 13 CON save or lose concentration on the spell. Each creature within 5 feet of the morlock must succeed on a DC 13 CON save or be incapacitated until the end of its next turn, as its heartrate briefly becomes arrhythmic, matching the thrum of magic.
- **Hacking Cough.** The morlock coughs up a small, noxious cloud. Each creature within 5 feet of it must succeed on a DC 13 CON save or be poisoned for 1 minute. A poisoned creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.
- **Timelost Screech.** The morlock opens its mouth and exhales the sound of hundreds of ancient metal devices screeching to life at once in a 15-foot cone. Each creature in the area must succeed on a DC 13 WIS save or be deafened and frightened until the end of its next turn. Grimlocks automatically succeed on the save.



Hag, Ambush



The illusion fades, revealing a distorted figure with one too many joints in its arms and legs. Huge, glossy black eyes shine over a slitted nose, and the cruel smile opens into spiderlike mandibles.

Helpless Feast. Ambush hags subsist on the helplessness of trapped or solitary creatures. They construct seemingly welcome environments, such as a warm and cozy cottage in the wilderness, to lure victims. Beneath this pleasant illusion, their nest is filled with traps to capture and immobilize prey. As their fate slowly overwhelms them, their despair feeds the hidden hag.

Expert Illusionists. Ambush hags can climb on walls, and they produce a sticky, paralytic poison. To avoid scaring away prey, the hag uses illusions to appear as a kindly, older woman who needs assistance "just over there" or some similar ruse. Some ambush hags hide their presence altogether, relying on the lure of their well-crafted nests, filled with the scent of baking bread or warm candlelight.

Unusual Allies. While ambush hags have an affinity for spiders and regularly work with them, many also work with mimics, who can reinforce the illusion of comfort and safety. A mimic keeps prey captured and can feast on the remains once the hag has had its fill of helplessness and despair. In return, the mimic gets shelter and assistance in luring prey closer.

Ambush Hag — CR 9

Medium Fey

Armor Class 16 (natural armor)
Hit Points 156
Speed 30 ft., climb 30 ft.
Perception 16 **Stealth** 18
Resistant Fey Resilience
Immune poison | poisoned
Senses darkvision 120 ft.
Languages Common, Sylvan

STR	DEX	CON	INT	WIS	CHA
+3	+8	+3	+3	+2	+8

Fey Resilience. The ambush hag is resistant to the charmed and unconscious conditions.

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 16 WIS (Insight) check.

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

Actions

Multiattack. The ambush hag makes two Claw attacks or three Poison Spray attacks. It can replace one attack with a use of Spellcasting.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 18 (4d8) poison damage, and the target must succeed on a DC 16 CON save or be paralyzed for 1 minute. The creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Poison Spray. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 22 (4d8 + 4) poison damage, and the target must succeed on a DC 16 STR save or be restrained until the end of its next turn.

Spellcasting. The ambush hag casts one of the following spells, requiring no material components and using CHA as the spellcasting ability (spell save DC 16):

At will: *message, minor illusion, prestidigitation*

3/day each: *blur, charm, hallucinatory terrain* (as an action)

1/day each: *hypnotic pattern, major image, seeming*

Bonus Actions

Illusory Appearance. The hag covers itself and anything it is wearing or carrying with a magical illusion that makes it look like another creature of its general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if the hag 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 it would feel its rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 INT (Investigation) check to discern that the hag is disguised.

Hag, Green

The sneering, hideous face of this sickly, green crone peers from beneath a tangle of long, gray hair.

Revel in Pain. Green hags are fey that enjoy causing emotional suffering, subsisting on the psychic energy of the resulting pain. Cloaked in illusions, green hags visit humanoid settlements, where they learn the people and use that knowledge to cause suffering, spreading lies and manipulating people into vicious slander, false accusations, theft, infidelity, and even murder.

Deep Forests and Swamps. Green hags live in dismal, overgrown lands, such as haunted forests, festering swamps, and overgrown moors. Green hags most often keep guardian snakes and pet spiders, finding them more agreeable than other creatures.

Wisdom for a Price. Of all hags, green hags associate with humanoids the most. Tales of witches, wicked elders, and enchanters in the woods often come from a nearby green hag. Some even act as wise elders living openly in the woods outside of humanoid settlements, where they offer medicinal cures and wisdom—for a price. Unfortunately, the cure may not always be what the petitioner expects.



Green Hag — CR 3

Medium Fey

Armor Class 16 (natural armor)
Hit Points 76
Speed 30 ft.

Perception 14 **Stealth** 13
Resistant Fey Resilience
Senses darkvision 60 ft.
Languages Common, Sylvan

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	+1	+2	+6

Amphibious. The hag can breathe air and water.

Fey Resilience. The hag is resistant to the charmed and unconscious conditions.

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 WIS (Insight) check.

Speak with Beasts. The hag can communicate with Beasts as if they shared a language.

Actions

Multiattack. The hag makes two Claw or Torment attacks. If two attacks hit one creature, the target must succeed on a DC 14 WIS save or be overwhelmed with pain and have disadvantage on attack rolls until the end of its next turn.

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

Torment. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 14 (3d6 + 4) psychic damage.

Poisonous Allies (1/Day). The hag magically calls 1 **giant spider**, 2 **giant poisonous snakes**, or 2d4 **poisonous snakes** (see Animals Appendix for statistics). They arrive in 1d4 rounds, acting as allies of the hag and obeying its spoken commands. The creatures remain for 1 hour, until the hag dies, or until the hag dismisses them as a bonus action.

Invisible Passage. The hag magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). While invisible, it leaves no physical evidence of its passage and can be tracked only by magic. Any equipment it wears or carries is invisible with it.

Spellcasting. The hag casts one of the following spells, requiring no material components and using CHA as the spellcasting ability (spell save DC 14).

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

1/day: *bestow curse*

Bonus Actions

Illusory Appearance. The hag covers itself and anything it is wearing or carrying with a magical illusion that makes it look like another creature of its general size and Humanoid shape. The illusion ends if the hag takes a bonus action to end it or if the hag 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 it would feel its rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 INT (Investigation) check to discern that the hag is disguised.

Hag, Night

The red eyes of this withered, violet-skinned crone bore into all it perceives as its lips peel back in a hideous, fanged grin.

Fiendish Hags. When a green hag spends decades of its life on the Lower Planes, it often transforms into a night hag. Some green hags seek this transformation and revel in the power it brings. Others see the transformation as a corruption of the hags' connection to the natural world and work to cure or cull their tainted sisters.

Feast on Sorrow. Like all hags, night hags thrive on distress in mortal creatures. For night hags, this is sorrow. Night hags often hide in the Ethereal Plane and cause nightmares that leave a victim weeping in its sleep, and they regularly sup on the little, daily occurrences that weigh on the mortal soul, causing it to sink deeper into depression.

Soul Brokers. Night hags are able to taint souls for the Lower Planes, usually by inflicting nightmares on sleeping mortals. A night hag gains these souls when the creature dies and uses them either as currency in the Lower Planes or as rewards to fiends working for the hag.

Night Hag — CR 5

Medium Fiend

Armor Class 17 (natural armor)

Hit Points 104

Speed 30 ft.

Perception 15 **Stealth** 15

Resistant cold, fire; bludgeoning, piercing, and slashing damage from nonmagical attacks

Immune charmed, unconscious

Senses truesight 120 ft.

Languages Abyssal, Common, Infernal, Primordial

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	+3	+2	+6

Magic Resistance. The hag has advantage on saves against spells and other magical effects.

Actions

Multiattack. The night hag can use Cause Sorrow. It then makes two Claw or Arcane Bolt attacks. It can replace one Claw or Arcane Bolt attack with a use of Spellcasting.

Claw (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

Arcane Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 19 (3d10 + 3) force damage.

Cause Sorrow. One creature the hag can see within 10 feet of it must succeed on a DC 14 CHA save or be filled with sorrow for 1 minute. While filled with sorrow, a creature is incapacitated and experiences visions or memories of sorrowful events. The target can repeat the save at the end of each of its turns (if conscious) or end of each hour (if unconscious), ending the effect on itself on a success.

For each hour an unconscious creature is affected, its HP maximum is reduced by 5 (1d10). This reduction lasts until removed by the *greater restoration* spell or similar magic. The creature dies if this effect reduces its HP maximum to 0. If an unconscious creature suffers from Cause Sorrow for at least 1 hour, it doesn't gain any benefits from the rest.

The hag can have only one creature filled with sorrow at a time. If it uses Cause Sorrow on another, the effect on the previous creature ends.

Spellcasting. The hag casts one of the following spells, requiring no material components and using CHA as the spellcasting ability (spell save DC 14).

At will: *ray of enfeeblement*, *silent image*

2/day each: *detect thoughts*, *plane shift* (self only), *sleep*

Bonus Actions

Change Shape. The hag magically transforms into Medium or smaller Humanoid, or back into its true form, which is Fiend. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. The hag can use Cause Sorrow on an unconscious creature not on its plane; otherwise, the hag can't affect or be affected by anything on the other plane.



Hag, Sea

Limp, kelp-like hair drapes the body of this withered crone, not quite hiding her sagging, green skin or the slimy patches of scales.

Coastal Fey. Sea hags are aquatic fey that live along coastlines, often in marshy coves, barren sea caves, or shipwrecks. They often ally with other coastal sea creatures, such as sahuagin and selkie.

Devour Fear. Sea hags subsist on the fear emitted by mortal creatures. They enjoy playing tricks on sailors, travelers, and other land-dwelling creatures to make them fear the sea and the creatures that lurk in it. Many tales of frightening creatures along the coast can be attributed to decades of the subtle machinations of a sea hag.

Purposefully Hideous. Sea hags believe the tastiest fear comes from vanity and the fear of losing beauty. They grow slimy scales across their body, leave their hair and clothing unkempt, and even collect patches of barnacles on their skin to display themselves as horrific examples of bodies left to the sea. They show beautiful, vain humanoids their own decay to imply that every creature's beauty will wither and fade.

Sea Hag — CR 2

Medium Fey

Armor Class 14 (natural armor)
Hit Points 51
Speed 30 ft., swim 40 ft.

Perception 11 **Stealth** 13
Resistant Fey Resilience
Immune frightened
Senses darkvision 60 ft.
Languages Aquan, Common, Giant

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	+1	+1	+1

Amphibious. The sea hag can breathe air and water.

Fey Resilience. The sea hag is resistant to the charmed and unconscious conditions.

Horrific Appearance. When a Humanoid that can see the hag's true form starts its turn within 30 feet of the hag, the hag can force it to make a DC 12 WIS save. On a failure, the creature is frightened until the start of its next turn.

Unless surprised or the revelation of the hag's true form is sudden, such as the ending of Illusory Appearance, a creature can avert its eyes to avoid the save at the start of its turn. If the creature does so, it can't see the hag until the start of its next turn, when it can avert its eyes again. If the creature looks at the hag in the meantime, it must immediately make the save.

Underwater Camouflage. The hag's Stealth is 18 while underwater and not using Illusory Appearance.

Actions

Multiattack. The hag uses Death Glare. It then makes two Claw attacks.

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

Death Glare. One creature the hag can see within 30 feet of it must succeed on a DC 12 WIS save or be frightened until the end of its next turn. If the target is already frightened and fails the save, it is reduced to 0 HP instead. If reduced to 0 HP in this way, the creature is stable.

Bonus Actions

Illusory Appearance. The hag covers itself and anything it is wearing or carrying with a magical illusion that makes it look like another creature of its general size and Humanoid shape. The illusion ends if the hag takes a bonus action to end it or if the hag dies.

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

Reactions

Barnacle Block. When the hag takes damage from a source it can see, the hag can shift the barnacles and scales on its body to absorb some of the impact, reducing the damage by 4 (1d8).



Harpy

With a human body and the wings and talons of a swift raptor, this creature slashes the air as it dives at prey.



Coastal Aeries. Harpies dwell in dark forests and along coastlines, building their aeries in high places to protect their young. They live in large flocks of six to ten mated pairs and their children. A typical clamor of harpies is led by the strongest hunters or most powerful singers. Dangerous hunters with a taste for human and giant flesh, they lure prey to its doom using their magical voices or descend upon prey with talon and claw.

Agents of the Divine. Harpies were favored messengers of the gods until some ancient transgression exiled them from the divine realms. Most harpies have no stories or legends of that time, but a few clamors of harpies retain fragments of divine prophecies, rituals, or messages they carried long ago. Some harpies still seek to regain their status as messengers, while others work actively against all gods, embittered by the loss of their status.

Harpy — CR 1

Medium Monstrosity

Armor Class 13
Hit Points 38
Speed 20 ft., fly 40 ft.
Perception 10 **Stealth** 13
Resistant charmed | Monstrosity Resilience
Senses darkvision 120 ft.
Languages Common

STR	DEX	CON	INT	WIS	CHA
+1	+3	+1	−2	+0	+1

Monstrosity Resilience. The harpy is resistant to exhaustion and to the frightened condition.

Actions

Multiattack. The harpy makes two Claw or Screech attacks. If both Screech attacks hit one Giant or Humanoid, the target has disadvantage on the next save it makes against the harpy's Luring Song before the start of the harpy's next turn.

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

Screech. *Ranged Spell Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 8 (2d6 + 1) thunder damage.

Bonus Actions

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 11 WIS save or be charmed until the song ends. The harpy must use a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the save. A charmed target can also repeat the save at the end of each of its turns. If the save is successful, the effect ends on it. A target that successfully saves is immune to this harpy's song for the next 24 hours.

Hell Hound

Brimstone permeates the air around this hulking canine. The beast's claws are curved daggers, its eyes shine with a burning radiance, and flames curl out of its fanged mouth.

Wild Fiends. Few know the origins of hell hounds, but all agree they are dangerous fiends and just as common in the Lower Planes as fire. Though hell hounds can and do serve more powerful fiends, they are wild at heart and hate to serve for too long.

Infernal Guardians. Hell hounds often protect sites important to demons or devils, chasing off trespassers and raising the alarm to call more powerful fiends. Greater demons and devils occasionally reward mortals with the service of hell hounds, relying on the hound to aid the supplicant but also report back about their actions.

No Mere Beast. Despite their animal shape and bestial instincts, hell hounds are cunning and often cruel fiends. Opponents who expect them to act like hounds discover the error before being consumed. Hell hounds prefer to fight in great numbers, and when they begin a hunt, very little dissuades them.

Hell Hound — CR 3

Medium Fiend

Armor Class 15 (natural armor)
Hit Points 76
Speed 50 ft.
Perception 15 **Stealth** 11
Immune fire | charmed, frightened
Senses darkvision 60 ft.
Languages understands Infernal but can't speak

STR	DEX	CON	INT	WIS	CHA
+5	+1	+2	−2	+3	−2

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

Prey Sense. The hound can pinpoint, by scent, the location of Medium and smaller creatures within 30 feet of it.

Actions

Multiattack. The hell hound makes two Bite attacks.

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

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 DEX save, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.



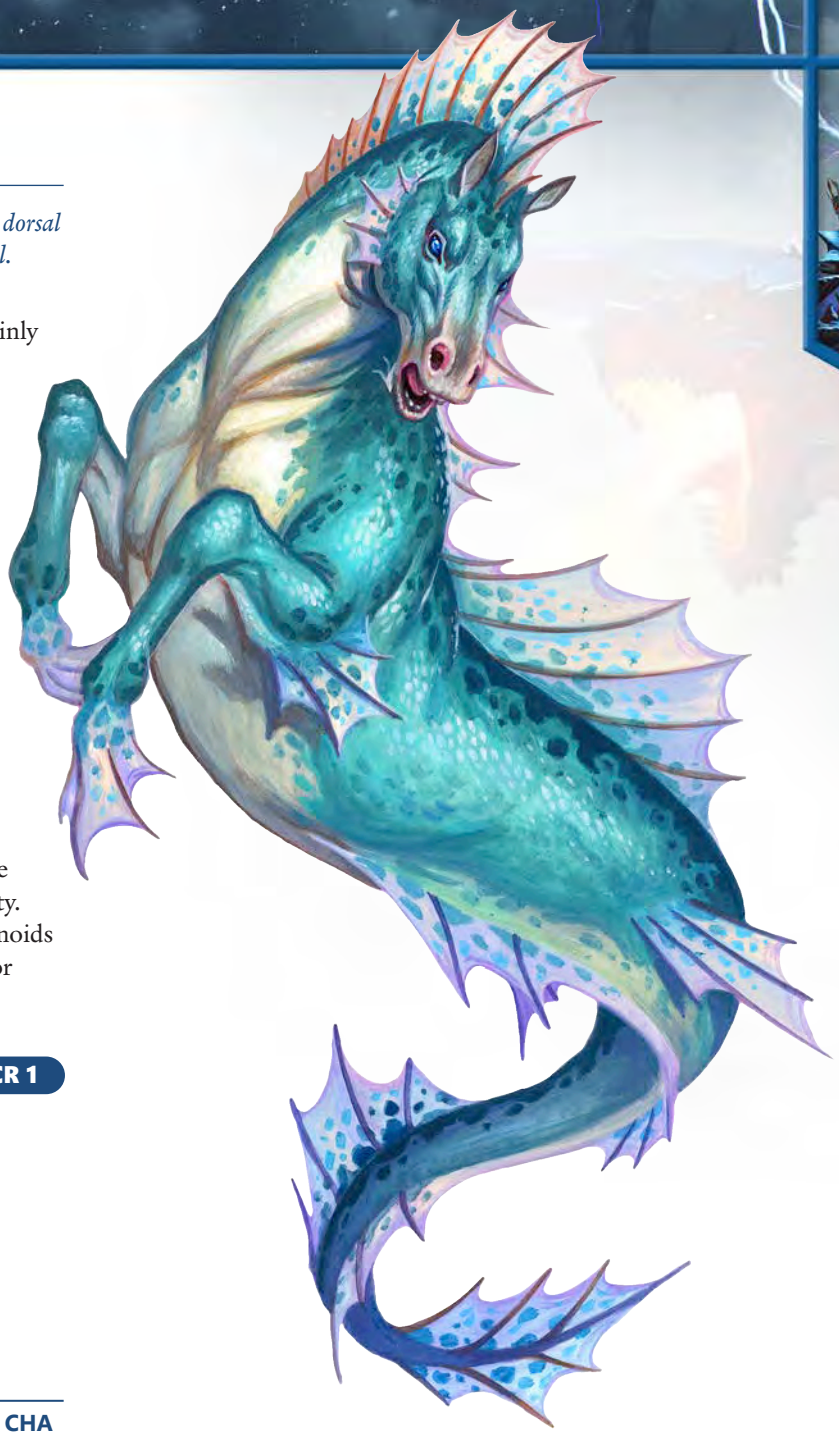
Hippocampus

This sea creature has the foreparts of a horse, though with a dorsal fin rather than a mane. Its hind quarters are a large fish tail.

Horses of the Sea. These large herbivores live in herds of eight to twenty in coastal waters, feeding mainly on kelp and underwater plants. About the size of a riding horse, their bodies are covered in fine scales, ranging in color from white like sea foam, to deep blues and greens. Hippocampi that live and breed among merfolk or selkies often grow larger, comparable to draft horses in size.

Coastal Roamers. Hippocampus herds prefer shallow, warmer waters where large predators are scarce. They roam deeper and colder areas for food and retreat to warmer and safer bays and coves at nightfall.

Humanoid Affinity. Hippocampi often live with aquatic humanoids. Merfolk, selkies, and aquatic elves and gnomes ride them as mounts or hitch them to barges or sea chariots to carry goods. This arrangement suits the creatures well, because the hippocampi can lay eggs and raise their young in safety. In many areas, hippocampi save land-dwelling humanoids from drowning after shipwrecks, driving off sharks, or rescue fishing boats from sahuagin or sea hags.



Hippocampus **CR 1**

Large Beast

Armor Class 11
Hit Points 42
Speed 10 ft., swim 60 ft.

Perception 13 **Stealth** 11
Resistant cold
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+1	+1	−4	+1	−1

Amphibious. The hippocampus can breathe air and water.

Shared Breath. The hippocampus's gills pull more air from the water than the hippocampus needs, expelling the excess as bubbles down its neck and across its back. If an air-breathing creature is riding the hippocampus, these bubbles can provide that creature a supply of fresh air when the hippocampus isn't in combat or traveling at a fast pace.

Actions

Multiattack. The hippocampus makes one Bite attack and one Tail Slap attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Tail Slap. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Bonus Actions

Rearing Kick. The hippocampus rears up and kicks its forelegs at one creature it can see within 5 feet of it. The target must succeed on a DC 14 STR save or be knocked prone or pushed up to 10 feet away from the hippocampus (the hippocampus's choice).

Hippogriff

Flashing down from the heavens, this creature has the body and hind legs of a horse but the head, wings, and forelegs of a mighty eagle. With a raptor's scream, it dives to strike.

Foothills Hunter. The swift hippogriffs hunt the mountains, foothills, plains, and wild places of the world. They are omnivorous but prefer meat. A single hippogriff covers hundreds of square miles as its hunting territory, and some of them follow herd animals as they migrate.

Eternal Mates. Hippogriffs mate for life, raising one to two young at a time. They lay eggs, taking turns watching the hatchlings while the other mate hunts for food. When a hippogriff dies, its mate often starves itself to death.

Loyal Steeds. Hippogriff eggs are prized treasures and valuable to everyone from elven lords to powerful human generals. Of all the monstrous mounts, hippogriffs are the easiest to train. However, the death of a hippogriff's rider sends the mount into a frenzy.



Hippogriff **CR 1**

Large Monstrosity (Animal)

Armor Class 11

Hit Points 44

Speed 40 ft., fly 60 ft.

Perception 13 **Stealth** 10

Resistant Monstrosity Resilience

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	−4	+3	−1

Heightened Sight. The hippogriff's Perception is 18 when perceiving by sight.

Monstrosity Resilience. The hippogriff is resistant to exhaustion and to the frightened condition.

Actions

Multiattack. The hippogriff makes one Beak attack and one Claws attack.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

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

Bonus Actions

Dive (Recharge 5–6). While flying, the hippogriff dives onto a creature below it. The hippogriff moves at least 20 feet in a straight line toward a creature it can see. The target must succeed on a DC 13 STR save or take 7 (2d6) bludgeoning damage and be knocked prone.

Hivebound

A reptilian creature flies on shimmering wings, always surrounded by the drone of insects. A beehive covers its head, as if grown there, and it exhales a swarm of angry bees.

Symbiotic History. Hivebound are the result of a centuries-ago symbiotic relationship between the reptilian obidia and the chatta bees they farmed. Chatta honey held psychic energies that transferred to anyone who ate it, making them temporarily bond with the hive and protect it. Over time, the obidia ate more and more honey, until eventually the two became one being. The obidia's intelligence infused the hive, elevating it above other insects, and the hive filled the obidia's body.

Whole Being. Hivebound are unique creatures made up of a hive inside a reptilian body. They propagate by sending out a young queen with a small, egg-like piece of the hive that contains an incubating reptilian body. When it hatches, the queen climbs into the mouth, bonds with the mindless body to establish the hive mind, and begins creating the rest of the hive's members.

Other Hives. Though hivebound started with obidia and chatta bees, they have since expanded to include other types of insects that create colonies or hives, such as ants, termites, and wasps. Hivebound often control swarms of other insects that have fallen under their sway.



Hivebound **CR 5**

Small Monstrosity

Armor Class 15 (natural armor)

Hit Points 108

Speed 25 ft., fly 40 ft.

Perception 12 **Stealth** 12

Resistant bludgeoning | charmed | Monstrosity Resilience

Immune blinded

Senses keensense 60 ft. (can't sense beyond this radius)

Languages understands Common but can't speak

STR	DEX	CON	INT	WIS	CHA
+2	+3	+4	−2	+2	−2

Collective Mind. The hivebound's individual insects and swarms under its control are connected via a hive mind. It can telepathically communicate with any of its individual insects and swarms within 1 mile of it, and it can't be surprised. It can have up to five swarms of insects under its control at a time.

Monstrosity Resilience. The hivebound is resistant to exhaustion and to the frightened condition.

Reinforced Mind. If the hivebound starts its turn afflicted by an ongoing effect that allows a repeated INT, WIS, or CHA save to end the effect, such as the *hold* spell, the hivebound can make the save at the start of the turn instead of the end and has advantage on the save.

Actions

Multiattack. The hivebound makes one Bite attack and two Claw attacks, or it makes three Spit Insect attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 10 (3d6) poison damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Spit Insect. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 15 DEX save or be pestered until the end of its next turn. A pestered creature has disadvantage on the next attack roll it makes before the pester ends.

Swarm Breath (Recharge 5–6). The hivebound exhales stinging insects in a 30-foot cone. Each creature in the area must make a DC 15 DEX save, taking 10 (4d4) piercing damage and 17 (5d6) poison damage on a failed save, or half as much damage on a successful one. A swarm of insects under the hivebound's control then forms in an unoccupied space in that area.

Bonus Actions

Swift Flight. The hivebound flies up to half its speed without provoking opportunity attacks.

Homunculus

This diminutive creature has the wings of a bat and fingers tipped in black claws. Its voice is screechy and thin.

Arcane Servants. The first homunculi were made by arcanists seeking to create life via magical or alchemical means. Today, many spellcasters create homunculi as spies, assistants, messengers, and even sneakthieves. Homunculi are proud of their status and connection to their masters, and they often view themselves as true assistants, not servants, and clearly superior to any other familiar.

All That Glitters. Homunculi have an unending fascination with magical auras and shiny objects, a fascination inherited from their creators' innate interest in magic. A homunculus will touch and handle any glittering object unless its master explicitly forbids it, and many will hoard small shiny objects in out of the way roosts.



Bonded to Creator. The link between master and homunculus is akin to sharing the same mind. Knowledge is shared between them with a thought, and the master's desires rarely need be spoken aloud. A spellcaster that loses a homunculus suffers a brief melancholy and a temporary disruption of their magic. A homunculus that loses its creator enters a deep melancholy, especially if the loss was sudden. Homunculi that survive this period of melancholy often seek new spellcasters for bonding within a matter of days or weeks.

Homunculus — CR 1

Tiny Construct

Armor Class 13

Hit Points 34

Speed 20 ft., fly 40 ft.

Perception 12 **Stealth** 15

Immune Construct Resilience

Senses darkvision 60 ft.

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

STR	DEX	CON	INT	WIS	CHA
−3	+3	+0	+2	+0	−2

Bound Construct. The homunculus serves another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded and on the same plane of existence, the companion can sense what the homunculus senses and the two can communicate telepathically. While the homunculus is within 100 feet of the companion, it can use a reaction to deliver any spell the companion casts that has a range of touch. If the spell requires an attack roll, the homunculus uses the companion's spell attack modifier for the roll. While the homunculus is within 10 feet of its companion, the companion has advantage on INT (Arcana) and INT (Investigation) checks.

At any time and for any reason, the homunculus can end its service as a familiar, ending the telepathic bond.

Construct Nature. The homunculus doesn't require air, food, drink, or sleep.

Construct Resilience. The homunculus is immune to poison and psychic damage, and it is immune to exhaustion and the charmed, frightened, paralyzed, petrified, and poisoned conditions.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 5 (2d4) poison damage, and the target must succeed on a DC 12 CON save or be poisoned for 1 minute. If the save fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

Unattached Homunculi

Almost all homunculi serve spellcasters, especially those that utilize arcane magic. However, some homunculi become unattached from their spellcasters, most often when that spellcaster dies. Such homunculi tend to seek out new spellcasters to form a new bond and attempt to entice potential masters withcollected shiny objects.

A homunculus not bonded to a spellcaster loses the Bound Construct trait and has disadvantage on attack rolls and saves until it spends a long rest bonding with a willing spellcaster.

Hydra

The creature's twisting, serpentine body branches into five necks, each ending in a scaled head with snapping jaws.



Fixated Guardians. Hydras are extremely territorial lesser dragons, charging aggressively at any threat or potential prey. They are primarily solitary beasts concerned only with hunting, but they occasionally become fixated on a creature, object, structure, or natural terrain feature. A fixated hydra stays near the obsession, protecting it for as long as there is food nearby.

Multiheaded Horrors. When first encountered, most hydras have five heads. They can regenerate a missing head with two new ones almost instantly, allowing them to continue hunting regardless of the danger. Mysteriously, hydras with more than five heads lose the extra heads within a day; the extras wither and fall away or (if the hydra is starving) are consumed by the remaining heads.

Wetland Predators. Hydras dwell in warm swamps and marshes, though some inhabit fish-filled lakes in more temperate climes. Hydras are the top predators in their wetland homes. Only something as powerful as an adult black dragon or a concerted effort by a large collection of humanoids can drive a hydra to seek new hunting territory.

Hydra — CR 8

Huge Dragon

Armor Class 15 (natural armor)
Hit Points 166
Speed 30 ft., swim 30 ft.
Perception 16 **Stealth** 14
Resistant Multiple Heads
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+5	+1	+5	−4	+0	−2

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads and is resistant to the blinded, charmed, deafened, frightened, stunned, and unconscious conditions.

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 HP for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many Bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Noxious Breath (Recharge Special). The hydra exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 16 CON save, taking 40 (9d8) poison damage on a failed save, or half as much damage on a successful one. While the hydra has five or more heads, this action has a recharge of 6. The recharge range increases for each head the hydra has below five. For example, a hydra that starts its turn with two heads can recharge this feature on a 3, 4, 5, or 6.

Bonus Actions

Bloody Burst (Has Fewer Than Five Heads). The hydra squeezes the stumps of its severed heads, spraying blood and gore. Each creature within 5 feet of the hydra must succeed on a DC 16 CON save or be incapacitated until the end of its next turn and poisoned for 1 minute. A poisoned creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Infernal Champion

A horned figure steps out of a burst of fire and brimstone, clad completely in armor. In one hand it holds a shield bearing the device of a grinning devil, in the other, a long, forked lance. The eyes in the helm glow bright and red.

Transformed Demons and Devils. Infernal champions are fiends who have been elevated into a new form due to their prowess in battle. They are typically promoted by archdevils or demon lords, but balors and pit fiends can also promote a lesser fiend into a champion. These champions are dogged in their pursuit of their assigned tasks and only a true death in the Lower Planes stops them.

Loyal Servants. Infernal champions swear an oath to serve their masters, or to fulfill specific tasks, and this oath is as binding as any devilish pact. They are unwaveringly loyal, whether they are commanded to eliminate a hated enemy or guard a valuable prize for centuries. Many demon lords chafe under this loyalty, mistrusting it or finding the unwavering infernal champion contradicting new goals by following older, oath-sworn orders. Because of this, most infernal champions are found serving archdevils rather than demon lords.

Armed by Hell's Forges. The armor infernal champions wear is made in forges heated by hellfire and cooled in mortal blood. The armor is then fused to the fiend's flesh as part of its transformation into an infernal champion, permanently affixing the armor to the creature. The infamous forked lances they bear burn with hellfire when the champion is in battle.

Infernal Champion **CR 11**

Medium Fiend (Outsider)

Armor Class 20 (natural armor, shield)

Hit Points 173

Speed 40 ft.

Perception 17 **Stealth** 12

Resistant cold, fire, lightning; bludgeoning, piercing, and slashing damage from nonmagical attacks

Immune poison | charmed, frightened, poisoned

Senses darkvision 120 ft.

Languages Abyssal, Infernal, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+6	+2	+5	+1	+3	+5

Fiendish Weapons. The infernal champion's weapon attacks are magical. When the champion hits with any weapon, the weapon deals an extra 2d8 fire damage (included in the attack).

Magic Resistance. The infernal champion has advantage on saves against spells and other magical effects.

Actions

Multiattack. The infernal champion makes two Forked Lance attacks and one Shield Bash attack, or it makes four Hurl Flame attacks.

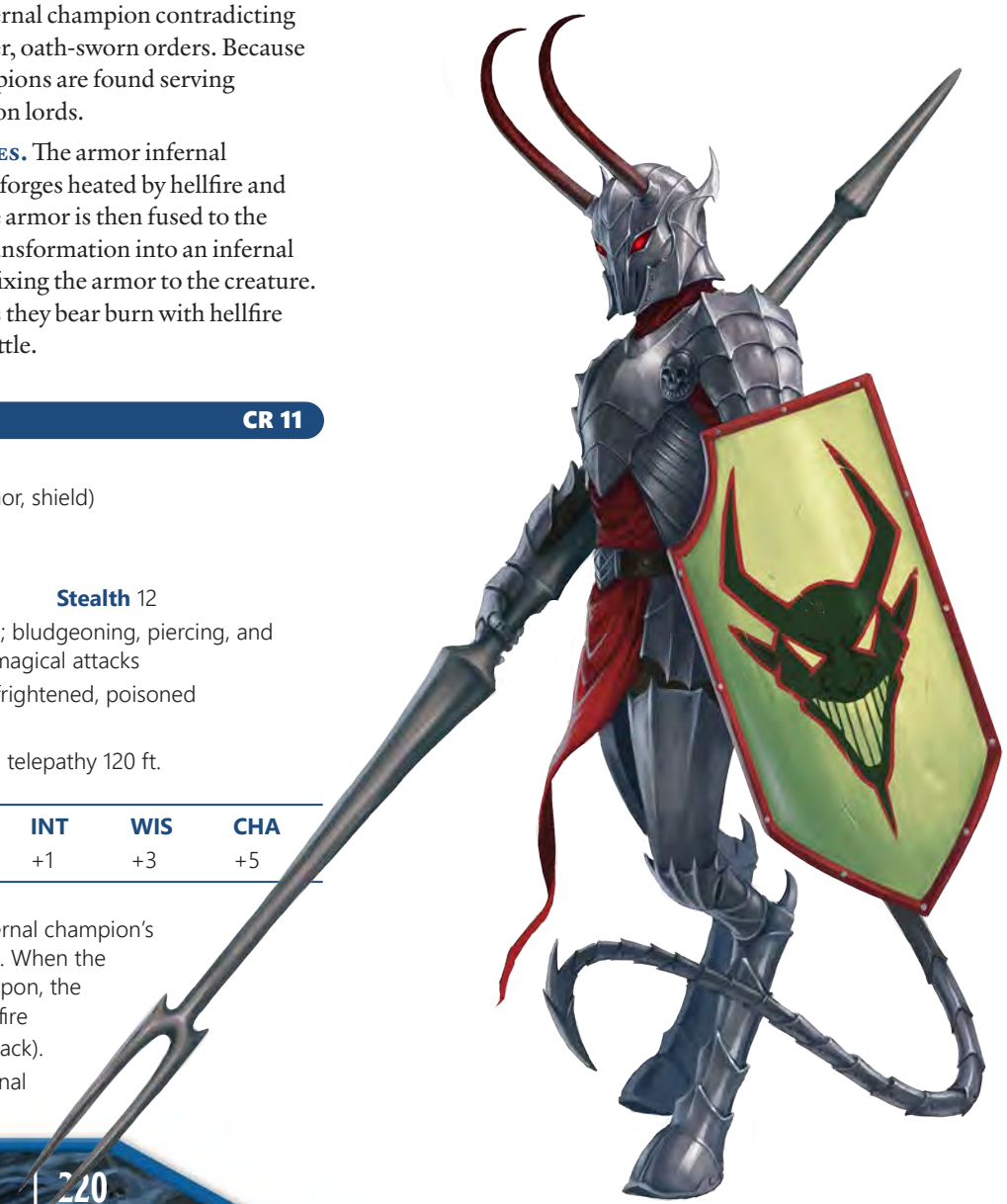
Forked Lance. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 9 (2d8) fire damage.

Shield Bash. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 9 (2d8) fire damage. If the target is a Large or smaller creature, it must succeed on a DC 17 STR save or be knocked prone.

Hurl Flame. *Ranged Spell Attack:* +9 to hit, range 150 ft., one target. *Hit:* 18 (3d8 + 5) fire damage.

Reactions

Tail Lash. When a creature moves into a space within 10 feet of the infernal champion, it can whip its armor-coated tail at the creature. The target must succeed on a DC 17 DEX save or take 7 (2d6) slashing damage.



Insatiable Brood

The closely packed mass of tiny, winged heads dives down, the jagged teeth of each head gnashing hungrily.

Ravenous Swarm. These ravenous beasts are always found in great, gnawing swarms. Each individual in an insatiable brood is a head, slightly larger than a human fist, with bulging black eyes swirling with Void energy and a large mouth lined with teeth. Wasp-like wings protrude from where the ears would be on a humanoid head. The sound of gnashing teeth precedes the brood as it travels.

Unceasing Appetite. True to its name, an insatiable brood tries to devour everything it can reach, leaving a trail of devastation in its wake. Where the material a brood consumes actually goes is a mystery, as the individuals in a brood lack full bodies. Some sages speculate that the maws of these creatures are gateways to the Void. Others say they simply disintegrate what they ingest, exhaling it in clouds of dust.

Killers of Life, Destroyers of Beauty. Although an insatiable brood is satisfied with devouring everything in its path, it prefers consuming living creatures first, with special attention to those trying to flee. When it senses no living creatures nearby, an insatiable brood devours examples of natural or artificial beauty, such as artwork or other finely crafted objects, reveling in the destruction of beauty.



Insatiable Brood — CR 3

Medium Swarm of Tiny Aberrations

Armor Class 13
Hit Points 63
Speed 0 ft., fly 50 ft.
Perception 11 **Stealth** 15
Resistant cold | Swarm Resilience
Immune Swarm Resilience
Senses darkvision 60 ft.
Languages understands Void Speech but can't speak

STR	DEX	CON	INT	WIS	CHA
+0	+5	+1	−3	+1	−2

Aberrant Resilience. The insatiable brood has advantage on saves against spells or effects that would alter its form.

Magic Bites. The insatiable brood's Bites attacks are magical.

Siege Monster. The insatiable brood deals double damage to objects and structures.

Swarm. The insatiable brood can occupy another creature's space and vice versa, and the brood can move through any opening large enough for a Tiny creature. The brood can't regain HP or gain temporary HP.

Swarm Resilience. The swarm is resistant to bludgeoning, piercing, and slashing damage, and it is immune to the charmed, frightened, grappled, paralyzed, petrified, prone, restrained, and stunned conditions.

Void Dweller. The insatiable brood doesn't require air, food, drink, or sleep, and it is immune to the effects of Void terrain. In addition, it can fly through the Void as if through air.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage plus 18 (4d8) force damage, or 7 (2d6) piercing damage plus 9 (2d8) force damage if the insatiable brood has half its HP or fewer.

Bonus Actions

Void Gaze. The insatiable brood turns all its individual heads in one direction, and its hundreds of Void-filled eyes stare at one creature the brood can see within 30 feet of it. The target must succeed on a DC 13 WIS save or be frightened until the end of its next turn. If the target fails the save by 5 or more, it suffers a random, short-term dread effect for 1 minute.

Invisible Stalker

Glowing eyes appear and vanish, leaving nothing behind but a slight breeze and a growing sense of dread.

Invisible Elementals. Hailing from the Plane of Air, invisible stalkers are naturally transparent, elemental beings made up of living atmosphere. For those able to see invisible creatures, the invisible stalker is a vaguely humanoid cloud with yellowish, glowing eyes.

Compelled Servitors. Long ago when mortals first learned to bind planar creatures into service, invisible stalkers were among the first. Mortals saw how the stalkers willingly served elemental lords and genies as spies and assassins and decided to use them for the same tasks. Invisible stalkers resent the magical compulsion—they had served elemental lords and genies willingly. Though they follow any order given by mortal spellcasters that have magically bound them, they always try to subvert those orders and long to break their binding and return home.

Bucolic Wanderers. When encountered on the Plane of Air, invisible stalkers peacefully roam the plane, gaining sustenance by dining upon breezes and currents. Unfortunately, eons of forcible magical summons have left most invisible stalkers with a general distaste for mortals. They flee from any mortal encountered, attacking only if cornered or if they outnumber the mortals.



Invisible Stalker — CR 6

Medium Elemental

Armor Class 14

Hit Points 121

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

Perception 18 **Stealth** 22

Resistant Elemental Resilience

Immune Elemental Resilience

Senses darkvision 60 ft.

Languages Auran, understands Common but can't speak it

STR	DEX	CON	INT	WIS	CHA
+3	+4	+2	+0	+5	+0

Elemental Nature. The invisible stalker doesn't require air, food, drink, or sleep.

Elemental Resilience. The stalker is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks. In addition, it is immune to poison damage, to exhaustion, and to the grappled, paralyzed, petrified, poisoned, prone, restrained, and unconscious conditions.

Faultless Tracker. At the end of each long rest, the invisible stalker can choose a creature it knows or has seen to be its quarry. A stalker summoned by another creature can choose only the quarry specified by its summoner, but the stalker also knows the location of its summoner while it continues to serve the summoner. The stalker always knows the direction and distance to its quarry, provided the two are on the same plane of existence.

Invisibility. The stalker is invisible. The condition's effect on DEX (Stealth) checks has been included in the above Stealth value.

Actions

Multiattack. The stalker makes two Slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 9 (2d8) cold damage. If the target is the stalker's quarry, the target must succeed on a DC 15 DEX save or its speed is halved until the end of its next turn.

Bonus Actions

Steal Breath. The invisible stalker calls on the air in the lungs of one breathing creature it can see within 30 feet of it, causing the air to leave the creature. The target must succeed on a DC 15 CON save or be unable to speak or cast spells with verbal components until the end of its next turn. A creature that fails the save by 5 or more is also incapacitated and suffocating for the duration, as it coughs uncontrollably.

Kobolds

Three short, draconic humanoids scurry out of the shadows, reptilian tails whipping back-and-forth with excitement. One grins mischievously while holding a contraption, another twirls a dagger with eyes alert to danger, and the third lights a candle on its miner's cap.

Practical Minions. Kobolds are diligent, hardworking creatures who view life through a practical lens. They often work beside larger, more powerful creatures, especially dragons, because it is more practical to work with such creatures than defy them and get eaten. Whether the larger creatures are dragons or humans, the relationship is typically mutually beneficial for both, and many kobold clans serve specific dragons or human family lines for generations.

Clever Miners. Though kobolds can be found almost anywhere, they are most at home underground, in dark forests, or in the shadowed streets of close-built cities. Most are skilled miners and have at least a passing interest in alchemical substances or mechanical devices. Because of this, most kobold clan lairs are filled with traps.

Scaly Teamwork. Kobolds share a strong communal instinct, knowing that only by acting together can they hope to defeat or survive threats against them. Young are hatched and raised in clutches, and many kobolds spend their entire lives close to their clutchmates, even if each pursues a different field. Kobolds without a clan or traveling the world often extend this mentality to their traveling companions, viewing even non-kobolds as their clutchmates.

Assassins and Alchemists. Kobolds are quick studies and curious about anything and everything. This leads some kobolds to seek lives of excitement and new thrills as spies, assassins, and covert messengers, and it leads others to pursue lives of tinkering or witchcraft, where they create wondrous machines or strange potions.

Kobold — CR 1/8

Small Humanoid

Armor Class 12
Hit Points 9
Speed 30 ft.
Perception 8 **Stealth** 14
Senses darkvision 60 ft.
Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
−2	+4	−1	−1	−2	−1

Pack Tactics. The kobold has advantage on attack rolls 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.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, and its Perception is 3 when perceiving by sight.

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.

Bonus Actions

Scurry. The kobold moves up to 15 feet without provoking opportunity attacks. If the kobold is aware of traps in the area, the kobold can choose if this movement triggers any of them.





Kobold Swiftblade CR 3

Small Humanoid

Armor Class 15 (leather armor)
Hit Points 80
Speed 30 ft., climb 15 ft.
Perception 12 **Stealth** 16
Senses darkvision 60 ft.
Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
–1	+6	+0	+1	+2	+0

Pack Tactics. The kobold has advantage on attack rolls 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.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, and its Perception is 7 when perceiving by sight.

ACTIONS

Multiattack. The kobold swiftblade makes two Scimitar or Hand Crossbow attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 7 (2d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage.

BONUS ACTIONS

Hidden Scurry. The swiftblade moves up to 15 feet without provoking opportunity attacks, and if it moves into a lightly or heavily obscured area, it takes the Hide action, using its Stealth value as the result of the check. If the swiftblade is aware of traps in the area, it can choose if this movement triggers any of them.

Kobold Tinkerer CR 1/2

Small Humanoid

Armor Class 13 (leather armor)
Hit Points 25
Speed 30 ft.
Perception 10 **Stealth** 12
Senses darkvision 60 ft.
Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
–1	+2	–1	+4	+0	+0



Pack Tactics. The kobold has advantage on attack rolls 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.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, and its Perception is 5 when perceiving by sight.

ACTIONS

Multiattack. The tinkerer makes two Tinkerer's Hammer or Parts-Filled Sling attacks.

Tinkerer's Hammer. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage. If the tinkerer makes this attack against a friendly Construct, the tinker has advantage on the attack roll, and the target regains HP instead of taking damage.

Parts-Filled Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning, piercing, or slashing damage (the tinkerer's choice).

Makeshift Ally (1/Day). The tinkerer cobbles together spare parts from its pockets and pouches, creating a Tiny Construct. The Construct can appear however the tinkerer wants, it obeys the tinkerer's spoken commands, and it uses the statistics of a **solodron mechadron**. The Construct remains for 1 hour, until the tinkerer dies, or until the tinkerer dismisses it as a bonus action. When the Construct dies or is dismissed, it falls into its component parts.

BONUS ACTIONS

Scurry. The kobold moves up to 15 feet without provoking opportunity attacks. If the kobold is aware of traps in the area, the kobold can choose if this movement triggers any of them.

Kobold Witch — CR 5

Small Humanoid

Armor Class 13

Hit Points 126

Speed 30 ft.

Perception 12 **Stealth** 13

Senses darkvision 60 ft.

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
–1	+3	+1	+0	+2	+7

Pack Tactics. The kobold has advantage on attack rolls 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.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, and its Perception is 7 when perceiving by sight.



ACTIONS

Multiattack. The kobold witch makes three Eldritch Burst attacks. It can replace one attack with a use of Spellcasting.

Eldritch Burst. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 13 (2d8 + 4) force damage.

Spellcasting. The kobold witch casts one of the following spells, using CHA as the spellcasting ability (spell save DC 15).

At will: *disguise self*, *druidcraft*, *guidance*

2/day each: *command*, *ray of enfeeblement*

1/day: *bestow curse*

BONUS ACTIONS

Scurry. The kobold moves up to 15 feet without provoking opportunity attacks. If the kobold is aware of traps in the area, the kobold can choose if this movement triggers any of them.

Witch's Cauldron. The kobold witch ladles steaming brew out of a small cauldron it is holding and flings the substance at one friendly creature it can see within 15 feet of it. The target gains 5 (2d4) temporary HP until the start of the witch's next turn.

REACTIONS

Hex. When a creature the kobold witch can see within 60 feet of it makes an ability check, attack roll, or save, the target must roll a d6 and subtract the number rolled from that ability check, attack roll, or save.

Kraken

The massive, squid-like creature breaks the surface of the water, each tentacle as long as a galleon.

Primordial Terror. Krakens are massive, deep sea-dwelling leviathans possessing a great intellect. Many are obsessed with destroying any land- or air-dwelling creatures that ply the ocean's waves, and untold sailors, fisherfolk, and seaside villagers have perished in their writhing tentacles. Thankfully, krakens are rarely found in pairs or groups.

God Hunter, Ship Killer. A single kraken is strong enough to destroy the largest ships and even threaten a seaside community. Krakens were once servants of oceanic deities, but some ancient schism led to their separation from the divine. Most reject their divine parent and attack any priests, paladins, or celestials they encounter.

Undersea Hoard. Krakens sleep in deep-sea caverns, often for decades at a time. At the heart of a kraken's lair lies the plunder from eons of crushed ships, sunken cities, and lost civilizations. The ships, marble pillars, and other elements of its hoard are often arranged like a diorama in a broken and rotten mockery of what they once were.

A Kraken's Lair

Krakens keep lairs in deep ocean trenches and remote, submerged coastal caverns, where they can slumber for years at a time undisturbed. A kraken's lair typically includes dozens of tunnels, where the kraken can easily hide or corner any intruders, with a central treasure chamber.

Lair Actions

On initiative count 20 (losing initiative ties), the kraken can take a lair action to cause one of the following effects; the kraken can't use the same effect two rounds in a row:

- **Fulminate.** The kraken's lair becomes electrified. Up to four creatures the kraken can see within 120 feet of it must make a DC 22 CON save, taking 13 (3d8) lightning damage on a failed save or half as much damage on a successful one. A creature that fails the save by 5 or more is also stunned until the end of its next turn.
- **Silt Cloud.** A 60-foot-radius sphere of fine, swirling sand appears centered on a point the kraken can see within 120 feet of it. The sphere spreads around corners and is heavily obscured. The cloud remains for 10 minutes or until the kraken uses this lair action again.
- **Tidal Churn.** Water shifts in the kraken's lair. Up to four creatures the kraken can see within 60 feet of it that are touching water must succeed on a DC 22 STR save or be pushed or pulled up to 60 feet away from or toward the kraken (the kraken's choice).

Regional Effects

The region containing a kraken's lair is altered by its presence, which creates one or more of the following effects:

- **Dark Brine.** Water within 5 miles of the kraken's lair becomes supernaturally dark, silty, or otherwise lightly obscured.
- **Thunderous Waves.** Within 10 miles of the kraken's lair, waves and seaborn winds produce a deafening roar. Each hour a creature spends in the area, it must succeed on a DC 13 CON save or be deafened. Creatures submerged in water or sand automatically succeed on the save. In addition, each creature that spends at least half of a short or long rest in the area and not submerged in water or sand must succeed on a DC 13 CON save or gain no benefit from the rest.
- **Tide Sense.** The kraken is aware of the presence of any creature within 1 mile of the lair that remains in contact with water or sand for at least 1 hour. In addition, the kraken knows the distance and direction of each Celestial and Fiend in the area.

If the kraken dies, these effects fade in 1d10 days.

Kraken **CR 23**

Gargantuan Monstrosity

Armor Class 18 (natural armor)

Hit Points 475

Speed 20 ft., swim 60 ft.

Perception 21 **Stealth** 17

Resistant Monstrosity Resilience

Immune lightning; bludgeoning, piercing, and slashing damage from nonmagical attacks | frightened, paralyzed

Senses keensense 60 ft., truesight 120 ft.

Languages understands Abyssal, Celestial, Infernal, and Primordial but can't speak, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+17	+7	+14	+13	+11	+5

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.

Legendary Resistance (3/Day). If the kraken fails a save, it can choose to succeed instead.

Monstrosity Resilience. The kraken is resistant to exhaustion and to the frightened condition.

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



ACTIONS

Multiattack. The kraken makes three Tentacle attacks. It can replace one Tentacle attack with a Bite attack.

Bite. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 28 (4d8 + 10) piercing damage. If the target is a Large or smaller creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 42 (12d6) acid damage at the start of each of the kraken's turns.

If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 24 CON save at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +17 to hit, reach 30 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage, and the target is grappled (escape DC 22). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

Ink Cloud (Recharge 6). While underwater, the kraken expels an ink cloud in a 30-foot-radius centered on the kraken. The cloud spreads around corners, and the area is heavily obscured. Each creature in the area when it first appears must make a DC 22 CON save, taking 110 (20d10) poison damage on a failed save, or half as much damage on a successful one. A creature that enters the ink cloud for the first time on a turn or starts its turn there must succeed on a DC 22 CON save or take 11 (2d10) poison damage and be poisoned until the start of its next turn. The cloud lasts for 1 minute or until dispersed by a strong current.

BONUS ACTIONS

Fling. One Large or smaller object held or creature grappled by the kraken is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 22 DEX save or take the same damage and be knocked prone.

Reel. The kraken pulls up to two creatures grappled by it up to 25 feet straight toward it.

LEGENDARY ACTIONS

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

Swim. The kraken swims up to half its swimming speed without provoking opportunity attacks.

Tentacle Attack. The kraken makes one Tentacle attack.

Lightning Storm (Costs 2 Actions). The kraken magically calls bolts of lightning to strike up to two creatures it can see or sense within 120 feet of it. Each creature must make a DC 22 DEX save, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Lamia

The sounds of tinkling bells through the arid hills precedes the half-goat, half-human creature.

Prisoners of Immortality. Most lamia descend from a group of corrupt mages who bargained for immortality with the powers of darkness. Betrayed by the fiends, the lamia gained their wish but became half-beast. The first lamia tried to return to human society, but their immortality made it difficult to keep friends and allies and to avoid anger and suspicion. Because of this, most lamia inhabit badlands, barren foothills, and other arid locations, but some travel the world, carrying their wealth in jewelry, fine clothes, and small treasures secreted on their person.

Badlands Danger. Lamia are swift and dangerous creatures typically found in ancient ruins and the crumbling remains of older civilizations. Their innate magic makes them notoriously difficult to track, as their tracks seem to erase after each step, and they can confound a victim's mind with both arcane illusions and compulsions.

Eager for Refinement. Lamia are hedonists and desire finery in all its forms. Their small, cramped hill lairs in caverns or castle ruins are magnificently appointed and decorated with goods taken from caravans and travelers. For a lamia to agree to hold an audience with visitors requires that a petitioner display good manners and bring a gift that sparkles or dazzles in some way. These gifts need not be more than a token: even threadbare elegance is often enough, though older lamia can certainly tell copper from gold and threadbare from new.



Lamia **CR 4**

Large Monstrosity

Armor Class 13 (natural armor)

Hit Points 95

Speed 30 ft.

Perception 12 **Stealth** 13

Resistant charmed | Monstrosity Resilience

Senses darkvision 60 ft.

Languages Abyssal, Common

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	+2	+2	+5

Badlands Strider. Difficult terrain composed of sand, mud, or rock doesn't cost the lamia extra movement. In addition, the lamia leaves no tracks or other traces of its passage when moving through sandy, muddy, or rocky terrain.

Monstrosity Resilience. The lamia is resistant to exhaustion and to the frightened condition.

Actions

Multiattack. The lamia makes two Hooves attacks and one Dagger attack, or it makes three Arcane Bolt attacks. It can replace one attack with a use of Spellcasting.

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.

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

Arcane Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 12 (2d8 + 3) force damage.

Spellcasting. The lamia casts one of the following spells, requiring no material components and using CHA as the spellcasting ability (spell save DC 13).

At will: *minor illusion*, *silent image*, *suggestion*

3/day each: *charm*, *command*, *major image*

1/day: *compulsion*

Bonus Actions

Intoxicating Gaze. The lamia gazes at one creature it can see within 30 feet of it. The target must succeed on a DC 13 CHA save or be charmed until the end of its next turn and cursed for 1 hour. While cursed, the target has disadvantage on WIS saves and on all ability checks.

Lantern Hagfish

A writhing slug-shaped clump of wrinkled flesh weaves through clusters of slime-crusted bone. As its form contorts, its pores leak viscous slime that glows with pale, otherworldly light.

Void Worms. Lantern hagfish are worm-like creatures native to worlds stricken by the Void—indeed, they are one of the few creatures capable of surviving such darkened places. They produce a luminescent slime that protects their bodies from the hazards of the Void and allows them to survive indefinitely in a dormant state when food is scarce. They can be found on the Material Plane in rivers, lakes, and seas where the barrier between the mortal world and the Void is thin. Lantern hagfish in the mortal world often gorge themselves on fish, crustaceans, and even coastal animals, fattening themselves on the bounty of the plane before finding their way back to the Void.

Glowing Communication. Lantern hagfish can change the color and brightness of their slime's luminescence, and they use this to communicate with each other. They most often communicate tides or currents or share when plentiful food is nearby. When gathered, they can use their lights to coordinate takedowns of larger prey. Creatures that frequently travel the Void worlds, such as satarre, use captured lantern hagfish to provide light or warn them of void waves or tremors.

Lantern Hagfish **CR 1/8**

Small Aberration

Armor Class 11

Hit Points 9

Speed 15 ft., swim 30 ft.

Perception 10 **Stealth** 11

Resistant cold | grappled, prone, restrained | Aberrant Resilience

Senses —

Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+1	+0	−4	+0	−5

Aberrant Resilience. The lantern hagfish is resistant to the charmed, frightened, paralyzed, and stunned conditions, and it has advantage on saves against spells or effects that would alter its form.

Bioluminescent Slime. The lantern hagfish sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The hagfish can alter the radius as a bonus action. In addition, the hagfish has advantage on attack rolls against a creature if at least one other hagfish is within 5 feet of the creature and that other hagfish isn't incapacitated.

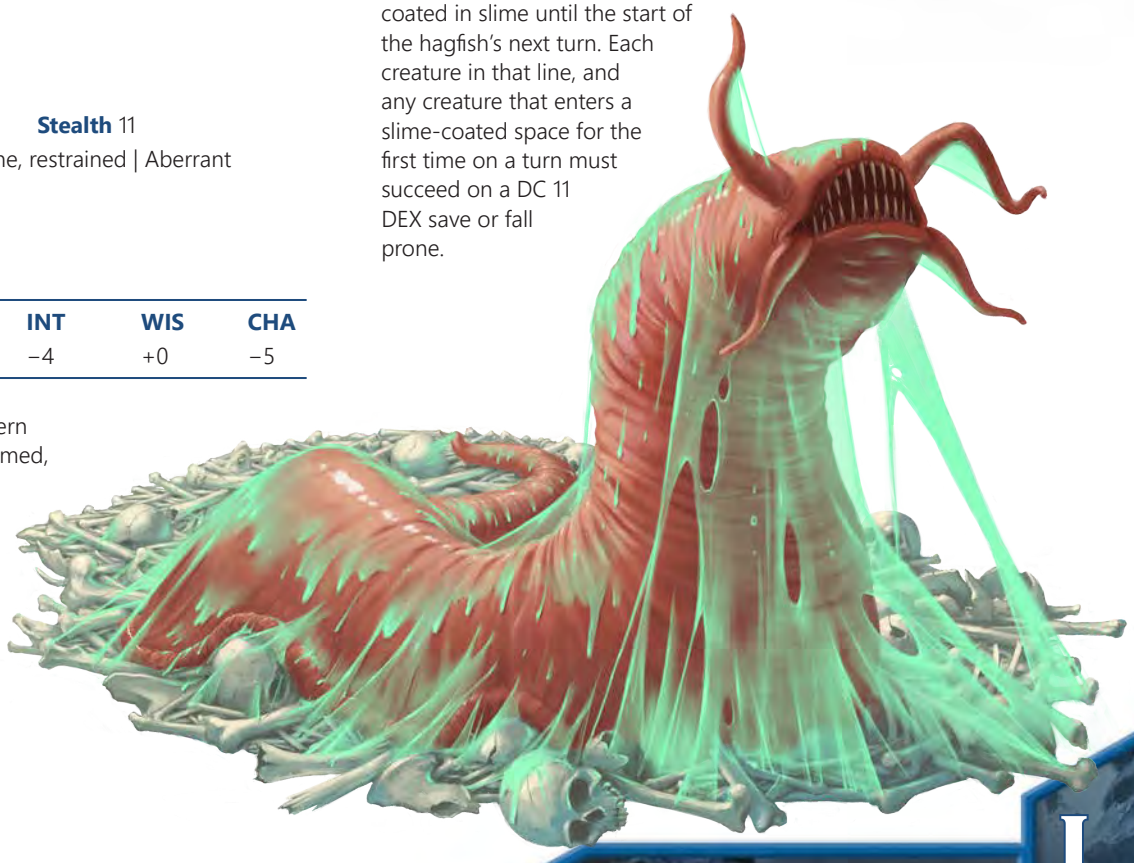
Void Dweller. The lantern hagfish doesn't require air or sleep, and it is immune to the effects of Void terrain. In addition, it can swim through the Void as if through water.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage. If the target is a prone creature that isn't a Construct or Undead, the hagfish can burrow into the creature's flesh. While burrowed into a creature, the hagfish can't attack, and at the start of each of the hagfish's turns, the target loses 3 (1d4 + 1) HP as the hagfish consumes it from the inside. The burrowed hagfish moves with the target whenever the target moves, requiring none of the hagfish's movement. It can detach itself by spending 5 feet of its movement on its turn. It does so after it consumes 6 HP worth of flesh from the target or the target dies. A creature, including the target, can take its action to extract the burrowed hagfish by succeeding on a DC 11 WIS (Medicine) check.

Bonus Actions

Slime Slide. While on a solid surface, the lantern hagfish slides up to 15 feet in a straight line and can move through the space of any creature without provoking opportunity attacks. Each space on that surface along that line is coated in slime until the start of the hagfish's next turn. Each creature in that line, and any creature that enters a slime-coated space for the first time on a turn must succeed on a DC 11 DEX save or fall prone.



Lich

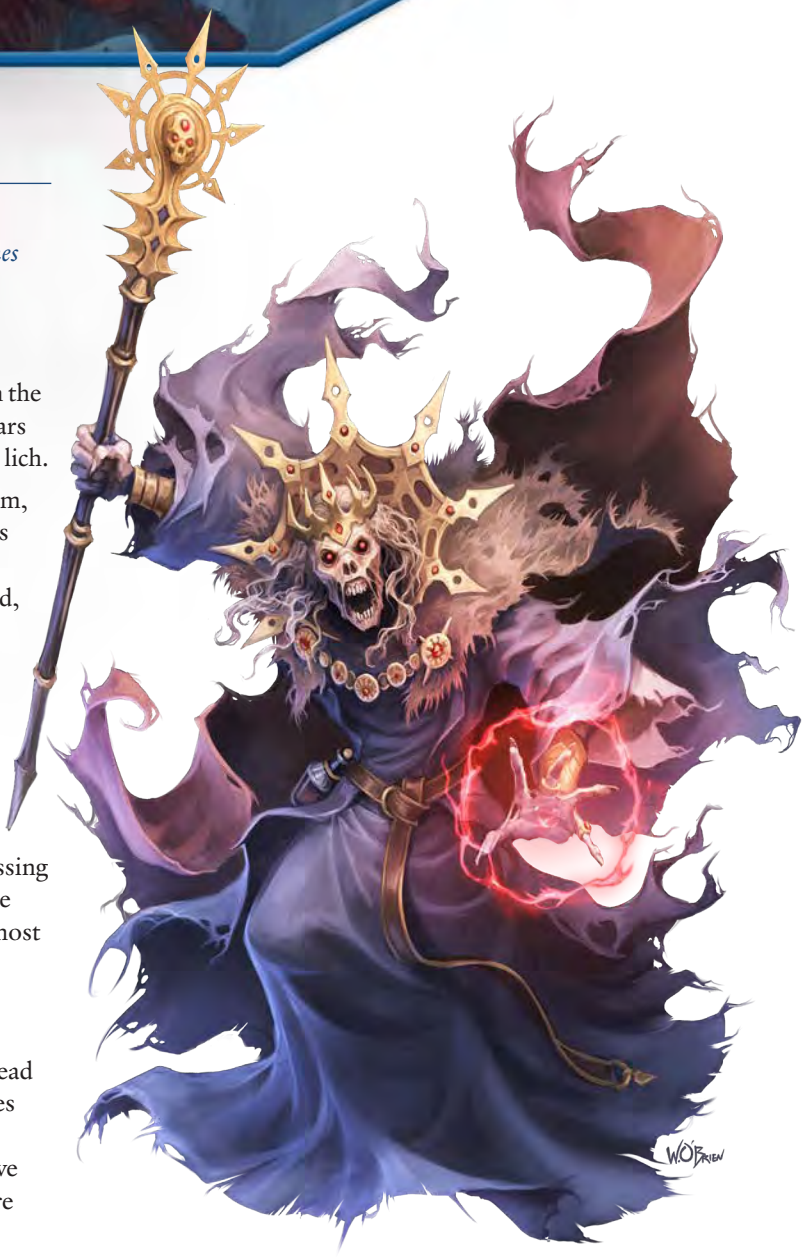
Clad in the finest raiment, this skeletal spellcaster floats on currents of immense power. The light of its arcane might shines from the hollow eye sockets of its bare skull.

Eternal Scholar. A lich is a spellcaster who seeks immortality out of fear of death, to continue lifelong research, and as a path to greater power. However, even the most megalomaniac and least scholarly liches spend years researching how to become a lich, which varies for each lich.

Soul Vessels. Regardless of the lich's road to lichdom, the final step always requires complex and blasphemous rituals that bind the lich's soul into a vessel called a phylactery. The lich's mortal body then becomes undead, and its soul stays safe within the phylactery. A lich can only truly be killed if its phylactery is destroyed, leading most liches to go to great lengths to safeguard their phylacteries.

Centuries-Long Plots. A lich's immortality helps it execute far-reaching and long-lasting plans, manipulating entire cities and nations. In the process, the lich also continues its arcane studies, amassing a collection of spells, magic items, and relics to enhance its power. The longer lived a lich is, the harder it is for most mortal creatures to comprehend the scope of its plans.

Powerful Necromancers. Even liches not well-versed in necromancy learn a great deal about it by becoming a lich. As powerful undead, many lesser undead are drawn to liches, leaving even the most isolated liches with several undead minions at its disposal. Similarly, spellcasters seeking arcane knowledge often opt to serve liches to learn from them. Wise apprentices leave before becoming powerful enough to be considered a threat.



A Lich's Lair

Preferring to pursue their goals in solitude, most liches create lairs in isolated towers, long-abandoned mansions, or hidden dungeons. Their lairs are filled with magical and mundane traps, undead minions, arcane wards, and magical sensors that allow the lich to observe any area of its lair.

Lair Actions

On initiative count 20 (losing initiative ties), the lich can take a lair action to cause one of the following effects; the lich can't use the same effect two rounds in a row:

- **Abjure Life.** Each creature within 120 feet of the lich that isn't undead can't regain HP until initiative count 20 on the next round. For the duration, a creature that is reduced to 0 HP within 120 feet of the lich must immediately make a death save.
- **Shroud of the Dead.** A blanket of necrotic energy falls on a point the lich can see within 120 feet of it. Each creature within 10 feet of that point must succeed on a DC 20 WIS save or be blinded and deafened and vulnerable to necrotic damage until initiative count 20 on the next round.
- **Unlife Tether.** One creature the lich can see within 60 feet of it must succeed on a DC 20 CHA save or become magically tethered to the lich until initiative count 20 on the next round. While tethered, the lich is resistant to all damage dealt by the tethered creature, the tethered creature takes necrotic damage equal to half the damage taken by the lich, and if the tethered creature regains HP, the lich regains twice that amount.

Regional Effects

The region containing a lich's lair is warped by its influence, which creates one or more of the following effects:

- **Scrambled Translocation.** Within 1 mile of the lich's lair, planar travel and teleportation are warped. When a creature other than the lich tries to teleport into, out of,

or within the area, the creature must roll a d6. On a 1–3, the teleportation fails. On a roll of 4–6, a teleporting creature takes 11 (2d10) force damage and appears in an unoccupied space just outside of this area.

- **Spell Detection.** The lich is intrinsically aware of and can identify any spell cast within 3 miles of its lair. In addition, if a creature casts a spell of 4th circle or higher, the lich knows the distance and direction of that creature for 1 hour.
- **Withering Fog.** A magical fog permeates the area within 5 miles of the lich's lair. The area is lightly obscured, and each creature that isn't a Construct or Undead that finishes a long rest in the area must succeed on a DC 13 CON save or suffer one level of exhaustion.

If the lich dies, these effects fade in 1d10 days.

Lich — CR 21

Medium Undead

Armor Class 17 (natural armor)

Hit Points 314

Speed 30 ft.

Perception 19 **Stealth** 13

Resistant cold, lightning, necrotic

Immune bludgeoning, piercing, and slashing damage from nonmagical attacks | charmed, frightened, paralyzed | Undead Resilience

Senses truesight 120 ft.

Languages Common plus up to five other languages

STR	DEX	CON	INT	WIS	CHA
+0	+3	+10	+12	+9	+3

Arcane Mastery. The lich can concentrate on two spells simultaneously. If it casts a third spell that requires concentration, the lich loses concentration on the oldest spell. If the lich is concentrating on two spells and loses concentration because of taking damage, it loses concentration only on the oldest spell.

Legendary Resistance (3/Day). If the lich fails a save, 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 HP and becoming active again. The new body appears within 5 feet of the phylactery.

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

Undead Nature. The lich doesn't require air, food, drink, or sleep.

Undead Resilience. The lich is immune to poison damage, to exhaustion, and to the poisoned condition.

Actions

Multiattack. The lich uses Lich's Gaze. It then makes four Arcane Death Burst attacks, or it makes three Arcane Death Burst attacks and one Death-Infused Rod attack. It can replace one attack with a use of Spellcasting.

Arcane Death Burst. *Melee or Ranged Spell Attack:* +12 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 23 (4d8 + 5) force damage plus 17 (5d6) necrotic damage.

Death-Infused Rod. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) bludgeoning damage plus 17 (5d6) necrotic damage, and the target must succeed on a DC 20 CON save or be paralyzed for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Lich's Gaze. The lich fixes its gaze on one creature it can see within 30 feet of it. The target must succeed on a DC 20 CHA save or be charmed or frightened (the lich's choice) until the end of its next turn.

Spellcasting. The lich casts one of the following spells, using INT as the spellcasting ability (spell save DC 20).

At will: *detect magic*, *disguise self*, *mage hand*, *message*, *prestidigitation*

3/day each: *charm*, *detect thoughts*, *dispel magic*, *invisibility* (self only), *mirror image*

2/day each: *bestow curse*, *cloudkill*, *dimension door*, *greater hold*

1/day each: *plane shift* (self only), *power word stun*, *wall of force*

Bonus Actions

Levitate. The lich can rise or descend vertically up to 20 feet and can remain suspended there. This bonus action works like the *levitate* spell, except there is no duration, and the lich doesn't need to concentrate to continue levitating each round.

Reactions

Absorb Spell. When a creature the lich can see within 60 feet of it casts a spell, the lich can absorb the spell's energy, countering it. This works like the *counterspell* spell, except the lich must always make a spellcasting ability check, no matter the spell's circle. Its ability check for this is +12. If it successfully counters the spell, the lich gains 5 temporary HP for each level of the spell.

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.

Move. The lich moves up to its speed without provoking opportunity attacks. If the lich is levitating, it can use this legendary action to move horizontally, propelling itself with a blast of arcane power.

Cast a Spell (Costs 2 Actions). The lich uses Spellcasting.

Disrupt Life (Costs 3 Actions). Each creature within 20 feet of the lich that isn't Undead must make a DC 20 CON save, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one. The lich regains HP equal to the single highest amount of necrotic damage dealt.

Lich, Virtuoso

The beautiful singer bows to the adoring crowd before stepping behind the curtain. Away from the eyes of the crowd, the singer changes its half-mask, briefly revealing a ghastly, undead visage.

Birthed by Art. A virtuoso lich is an artist whose love of art sustains it beyond death. Such a lich is created when an artist powerful in both its artistic and magical expression dies with art left undone. The artists often die before completing or creating a masterpiece, and the torment of the art left undone couples with the artist's powerful magical talents, turning the artist into a virtuoso lich. A virtuoso lich's soul is bound to an object of art, such as a favorite musical instrument, painting, dance slippers, quill, or some other object of artistic expression that was significant to the lich in life. This piece of art is the lich's phylactery.

Beautiful Mien. A virtuoso lich maintains the beauty of its former life, appearing much as it did in life—save for one physical feature that betrays its undead nature. This undead feature can be a clawed, skeletal hand, which the lich hides in a glove; a stiff, zombie-like leg, which the lich disguises with robes and a cane; a face ravaged by undeath, which the lich covers in a beautiful mask; or any other appropriate feature.

A Virtuoso Lich's Lair

A virtuoso lich chooses a lair with an eye and ear for artistic potential, whether that lair is an ancient cavern with natural acoustics, a meadow with plentiful natural light, a hall of mirrors, or some other locale capable of enhancing some form of art, allowing the lich's magic and artistic expression to swell, reaching every corner.

Lair Actions

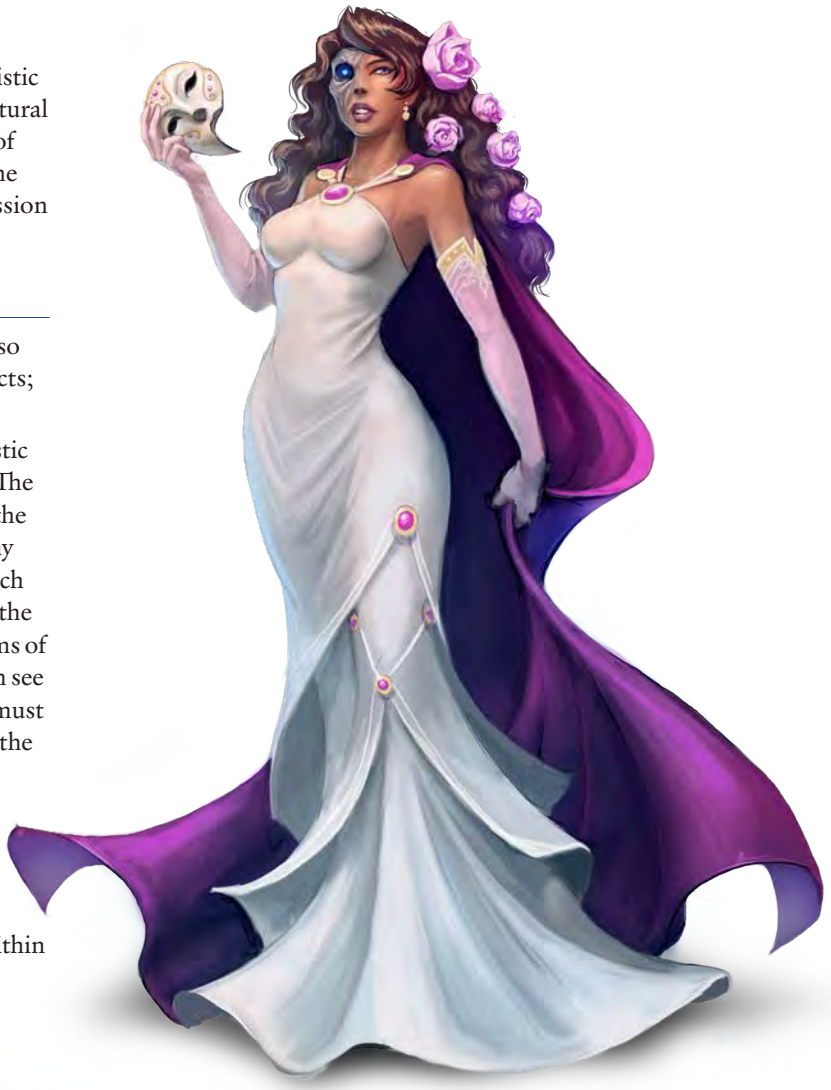
On initiative count 20 (losing initiative ties), the virtuoso lich takes a lair action to cause one of the following effects; the lich can't use the same effect two rounds in a row:

- **Artistic Assault.** The virtuoso lich channels an artistic expression it can see or hear into a magical assault. The artistic expression must be of the type chosen with the lich's Versatile Artist trait, but it otherwise can be any form of expression not originating from the lich, such as the song of nearby singers that echoes in the lair, the colorful paint decorating canvases, the twirling forms of dancers, or similar. The lich chooses a creature it can see within 30 feet of the artistic expression. The target must make a DC 17 DEX save, taking 18 (4d8) damage of the type chosen with the Versatile Artist trait on a failed save, or half as much damage on a successful one.
- **Artistic Distraction.** The natural artistry of the lich's lair becomes suddenly enhanced, distracting and hindering nearby creatures. The lich chooses a point it can see within 60 feet of it. Each creature within 5 feet of that point must make a DC 17 CHA save. On a failure, a creature has disadvantage on saves against the lich's spells and its Corrupted Art action until initiative count 20 on the next round.
- **Veil of Art.** A shimmering veil of an artistic expression of the lich's choice, such as dancing, music, swirling colors, or similar, appears on a point the lich can see within 60 feet of it. Each creature within 10 feet of that point must succeed on a DC 17 WIS save or be incapacitated until initiative count 20 on the next round, as it spends most of its turn mesmerized by the artistic expression.

Regional Effects

The region containing a virtuoso lich's lair is warped by its magical influence, which creates one or more of the following effects:

- **Artistic Charm.** Each nonhostile Beast within 1 mile of the lich's lair that is exposed to an artist performing a form of art, such as dancing, playing music, or painting, must succeed on a DC 13 CHA save or become friendly toward the artist. The Beast doesn't obey the artist's commands, but it doesn't attack the artist unless attacked by the artist or the artist's allies.



- **Inspire Art.** Creatures within 5 miles of the lich's lair have advantage on CHA (Performance) checks when performing the art the lich has chosen that day as part of its Versatile Artist trait.
- **Vibrant Art.** Artistic expressions within 10 miles of the lair are more vibrant: music has more body, paint colors are more vibrant, tailored clothing fits perfectly, and similar. Because of this vibrancy, Humanoids in the area and exposed to such art are more likely to be pleasant and in good moods and less likely to act aggressively.

If the lich dies, these effects fade in 1d10 days.

Virtuoso Lich — CR 12

Medium Undead

Armor Class 17 (natural armor)

Hit Points 185

Speed 30 ft.

Perception 15 **Stealth** 17

Resistant necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Immune blinded, deafened, charmed, frightened, paralyzed | Undead Resilience

Senses truesight 60 ft.

Languages Common plus up to two other languages

STR	DEX	CON	INT	WIS	CHA
+0	+7	+2	+2	+5	+9

Legendary Resistance (3/Day). If the lich fails a save, 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 HP and becoming active again. The new body appears within 5 feet of the phylactery.

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

Undead Nature. The lich doesn't require air, food, drink, or sleep.

Undead Resilience. The lich is immune to poison damage, to exhaustion, and to the poisoned condition.

Versatile Artist. At the end of each long rest, the lich chooses one form of artistic expression, such as song, poetry, dance, fashion, paint, or similar. Until it finishes a long rest, the lich has immunity to one type of damage, which is associated with its artistic expression. For example, a lich expressing art through song or poetry has immunity to thunder damage, a lich expressing art through fashion has immunity to slashing damage, and a lich expressing art through paint has immunity to acid damage. This trait can't give the lich immunity to force, psychic, or radiant damage.

Actions

Multiattack. The virtuoso lich uses Corrupted Art. It then makes three Artistic Flourish attacks. It can replace one attack with a use of Spellcasting.

Artistic Flourish. *Melee or Ranged Spell Attack*: +9 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 18 (3d8 + 5) damage of the type chosen with the Versatile Artist trait plus 9 (2d8) force damage.

Call Muse. The lich chooses one Beast or Humanoid it can see within 30 feet of it to be its muse. The target must succeed on a DC 17 WIS save or become the lich's muse and be charmed by the lich for 1 minute. While charmed, the muse has a speed of 0 and is incapacitated as it watches or listens to the lich's artistic expression. The muse can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to the lich's Call Muse for the next 24 hours. If the muse suffers harm from the lich, it is no longer charmed.

The lich can have only one muse at a time. If it charms another, the effect on the previous muse ends. If the lich is within 30 feet of its muse and can see its muse, the lich has advantage on its first Artistic Flourish attack each round against a creature that isn't its muse.

Corrupted Art. The lich hums a discordant melody, paints a crumbling symbol of death in the air, performs a reality-bending pirouette, or emulates some other expression of corrupted or twisted art and targets one creature it can see, other than itself, within 60 feet. This action's effects change, depending on if the target is Undead.

- **Non-Undead.** The target must make a DC 17 WIS save. On a failure, a creature is blinded, charmed, or deafened (the lich's choice) until the end of its next turn. On a success, a creature takes half the damage and isn't incapacitated.
- **Undead.** The target regains 18 (4d8) HP. Healing that exceeds the target's HP maximum becomes temporary HP.

Spellcasting. The lich casts one of the following spells, using CHA as the spellcasting ability (spell save DC 17).

At will: *disguise self*, *mage hand*, *message*, *prestidigitation*

3/day each: *charm*, *hideous laughter*, *hold*, *invisibility* (self only)

2/day each: *dispel magic*, *fear*, *dimension door*

1/day each: *irresistible dance*, *programmed illusion*, *seeming*

Legendary Actions

The virtuoso lich can take 3 legendary actions, choosing from the options below. Only one legendary action 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.

Call Muse. The lich uses Call Muse.

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

Cast a Spell (Costs 2 Actions). The lich uses Spellcasting.

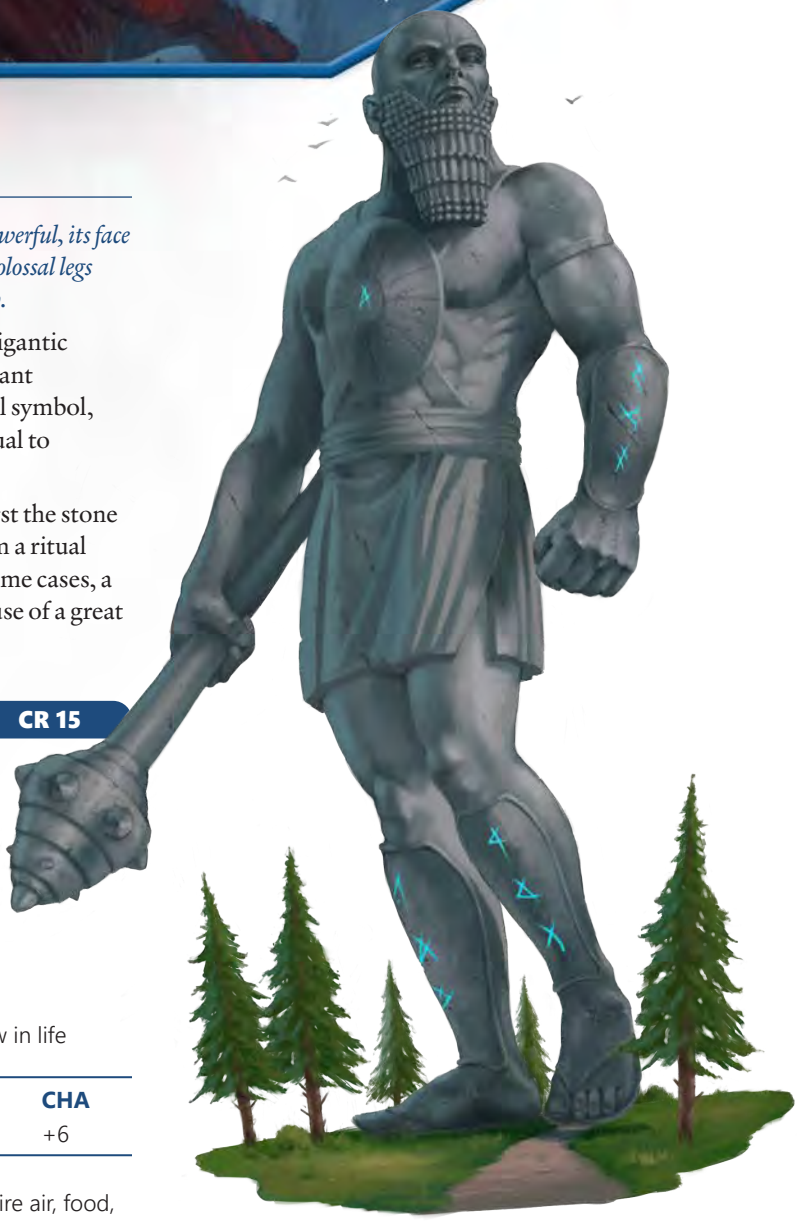
Unrestrained Art (Costs 3 Actions). The lich unleashes the full force of its artistic talents. Each creature with 15 feet of the lich must make a DC 17 DEX save. On a failure, a creature takes 9 (2d8) damage of the type chosen with the Versatile Artist trait and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

Living Colossus

This immense statue towers above the trees, regal and powerful, its face serious and determined. As runes light up across it, the colossal legs begin to move, and the ground quakes with its every step.

Symbolic Monument. A living colossus is a gigantic statue depicting a powerful or historically significant individual. Such a monument becomes a powerful symbol, allowing the spirit of the commemorated individual to animate the monument.

Varied Origins. To create a living colossus, first the stone must be carved and then clerics or wizards perform a ritual to draw the willing spirit into its monument. In some cases, a spirit spontaneously inhabits its monument because of a great need or the oaths the individual had in life.



Living Colossus **CR 15**

Gargantuan Construct

Armor Class 18 (natural armor)
Hit Points 261
Speed 60 ft.
Perception 17 **Stealth** 9
Resistant slashing
Immune Construct Resilience
Senses darkvision 120 ft., keensense 30 ft.
Languages any languages the animating spirit knew in life

STR	DEX	CON	INT	WIS	CHA
+10	–1	+10	+0	+2	+6

Construct Nature. The living colossus doesn't require air, food, drink, or sleep.

Construct Resilience. The living colossus is immune to poison and psychic damage, and it is immune to exhaustion and the charmed, frightened, paralyzed, petrified, and poisoned conditions.

False Appearance. While the living colossus remains motionless, it is indistinguishable from a normal statue or monument of the individual it represents.

Immutable Form. The living colossus is immune to any spell or effect that would alter its form.

Siege Monster. The living colossus deals double damage to objects and structures.

Actions

Multiattack. The living colossus makes three Slam attacks, or it makes four Spirit Blast attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 32 (4d10 + 10) bludgeoning damage.

Spirit Blast. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 24 (4d8 + 6) psychic damage.

Thunderous Clap (Recharge 5–6). The living colossus slams its hands together, creating a thunderous wave in a 30-foot cone. Each creature in that area must make a DC 18 CON save, taking 59 (17d6) thunder damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Quake. The living colossus strikes the ground with its foot. Each creature within 30 feet of the living colossus must succeed on a DC 18 STR save or be knocked prone and have the air knocked from its lungs, if it is a breathing creature, until the start of the living colossus's next turn. A creature with the air knocked from its lungs can't speak or cast spells with verbal components. If a creature fails the save by 5 or more, it is also stunned until the start of the living colossus's next turn.

Reactions

Bolstering Spirit. When a friendly creature the living colossus can see within 60 feet of it, other than itself, takes damage, the living colossus can share some of the life force of the spirit animating it with that friendly creature. The target gains 14 (4d6) temporary HP for 1 minute. If the target would take enough damage to reduce it to 0 HP, it instead regains 14 (4d8) HP.

Lizardfolk

The muscular reptilian humanoid tastes the air with a forked tongue, its rumbling hiss as much a warning as its sharp claws and weapons.

Cold-Blooded Humanoids. Lizardfolk are slightly larger and more powerfully built than humans. Their cold-blooded nature allows them to thrive in tropical and temperate environments, though most live in swamps. A few scattered groups of lizardfolk carve out small territories in the verdant river deltas near salt marshes, jungles, or deserts.

Fallen Civilization. Lizardfolk believe that they ruled portions of the world long ago. Though their society today is less advanced, they take great pride in stories of their former greatness, and their communities are often found clinging to the crumbling ruins of their ancestors.

Omnivorous Pragmatists. The lizardfolk are eminently practical creatures, which leads some humanoids to believe lizardfolk are unemotional. However, lizardfolk would say that they simply temper their feelings with pragmatism. Even their diet emphasizes practical or available foods rather than what might be tastiest.

Swamp Magic. Lizardfolk magic is primordial and taps into their connection with swamps, rainforests, and the creatures found there. Lizardfolk shamans coat their weapons in frog poison and snake venom and channel that poison into deadly magical blasts. When in danger, they can also coat their bodies in poison and bright paints to discourage would-be attackers or predators.

Inspiring Leaders. Lizardfolk are even pragmatic when choosing their leaders. Most lizardfolk clans are led by a council of elder lizardfolk rulers. Future lizardfolk rulers are chosen when lizardfolk youth come of age. Youth who inspire, encourage, and defend their kin, often risking their own lives for their fellows, are swiftly promoted to positions of responsibility and trained by elders, a current shaman, or retired rulers. Once trained, these rulers lead groups of lizardfolk hunters, scouts, emissaries, and defenders.

Lizardfolk **CR 1/2**

Medium Humanoid

Armor Class 15 (natural armor, shield)
Hit Points 22
Speed 30 ft., climb 15 ft., swim 30 ft.
Perception 13 **Stealth** 14
Senses —
Languages Draconic

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−2	+3	−2

Heightened Smell and Taste. The lizardfolk's Perception is 18 when perceiving by smell or taste.

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

Actions

Multiattack. The lizardfolk makes one Bite attack and one Heavy Club attack, or it makes two Javelin attacks.

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

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

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

Reactions

Shoving Counter. If a creature misses the lizardfolk with an attack and the lizardfolk is wielding a shield, the lizardfolk can shove its shield into the creature. The attacker must succeed on a DC 12 STR save or be pushed up to 10 feet away from the lizardfolk and knocked prone.



Lizardfolk Shaman — CR 2

Medium Humanoid

Armor Class 13 (natural armor)
Hit Points 57
Speed 30 ft., climb 15 ft., swim 30 ft.
Perception 15 **Stealth** 12
Resistant poison | poisoned
Senses —
Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	+0	+5	+0

Heightened Smell and Taste. The lizardfolk's Perception is 20 when perceiving by smell or taste.

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

ACTIONS

Multiattack. The lizardfolk makes one Bite attack and one Ritual Staff attack, or it makes two Swamp Bolt attacks.

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

Ritual Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage plus 7 (2d6) poison damage.

Swamp Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 10 (2d6 + 3) poison damage, and the target must succeed on a DC 13 CON save or be poisoned until the end of its next turn.

Spellcasting. The lizardfolk shaman casts one of the following spells, using WIS as the spellcasting ability (spell save DC 13).

At will: *druidcraft*, *guidance*, *mending*
2/day each: *cure wounds*, *entangle*, *grease*
1/day: *ray of enfeeblement*

BONUS ACTIONS

Poisoned Body (32 HP or Fewer). The shaman coats itself in poison until the start of its next turn. It takes 3 (1d6) poison damage. In addition, the next time a creature hits the shaman with a melee attack while within 5 feet of the shaman before the start of the shaman's next turn, the attacker takes 7 (2d6) poison damage.



Lizardfolk Ruler CR 4

Medium Humanoid

Armor Class 15 (scale mail)

Hit Points 100

Speed 30 ft., climb 15 ft., swim 30 ft.

Perception 12 **Stealth** 10 (15 without armor)

Immune charmed, frightened

Senses —

Languages Common, Draconic

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	+0	+2	+2

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

Heightened Smell and Taste. The lizardfolk's Perception is 17 when perceiving by smell or taste.

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

Unshakable Command. Each friendly creature within 30 feet of the lizardfolk ruler can't be charmed or frightened while the ruler isn't incapacitated.

ACTIONS

Multiattack. The lizardfolk ruler makes two Bite attacks and one Greataxe attack, or it makes three Javelin attacks.

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

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

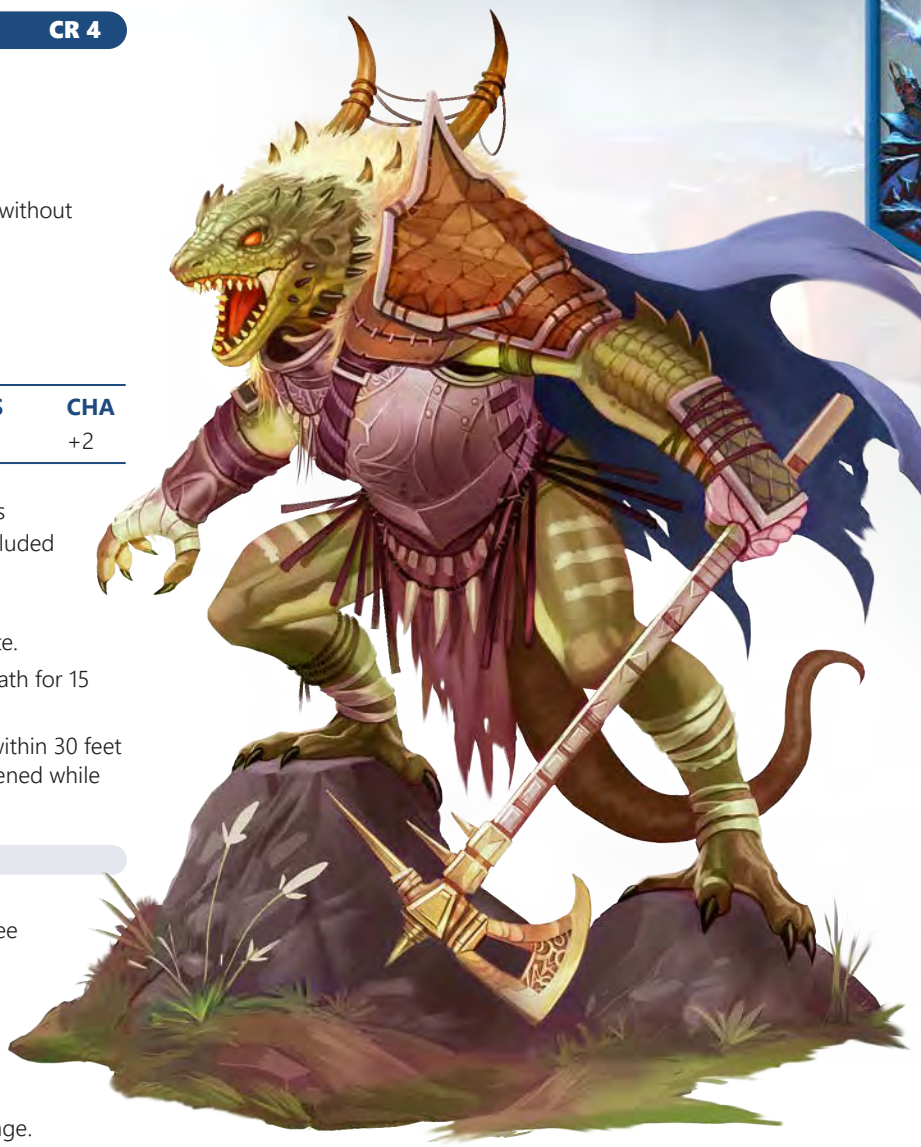
Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

BONUS ACTIONS

Leader's Challenge. The ruler hisses out a challenge or a threat (the ruler's choice) toward one creature it can see within 30 feet of it. The target must make a DC 13 CHA save. If the target fails the save against a challenge, the target has disadvantage on attack rolls against any creature other than the ruler until the start of the ruler's next turn. If the target fails the save against a threat, the ruler has advantage on the next attack roll it makes against the target before the start of its next turn.

REACTIONS

Inspiring Hiss. When a friendly lizardfolk the ruler can see within 30 feet of it is hit by an attack, the ruler can hiss out inspiring words to encourage the lizardfolk to keep going. The target gains 5 (2d4) temporary HP for 1 minute.



CHAMELEON LIZARDFOLK

Some lizardfolk have bodies similar to chameleons. They can change the hue of their scales to match their surroundings, and they have extremely long tongues for catching insects and other small prey. These lizardfolk have the Adaptive Camouflage trait and the Tongue Trip bonus action.

Adaptive Camouflage. If the lizardfolk spends at least 1 minute in a particular type of terrain, such as swamp, forest, or underwater, its Stealth increases by 5 while in that terrain.

Tongue Trip. The lizardfolk lashes out its tongue at a creature it can see within 15 feet of it. The target must succeed on a STR save or be knocked prone. The save DC equals the save DC of the lizardfolk's other features, such as Shoving Counter, Spellcasting, or Leader's Challenge.

Lycanthropes

A rat scurries through the sewers, climbs up a pipe, and squeezes out of a drain into an alley. Its body suddenly pops and cracks as it grows and changes into a scrawny, unkempt man.

Shapechanging Humanoids. Lycanthropes can change their humanoid bodies into the forms of beasts or a hybrid of the two. Many variants exist, including rats, bears, boars, and wolves. While in humanoid form, they often take on personality aspects inherent in their bestial sides. While in animal form, they are larger than most others of their kind and demonstrate great cunning and intelligence.

Cursed Origins. Lycanthropes are humanoids suffering an ancient curse, which made the first lycanthropes prone to uncontrolled rages and transformed them into beasts, often without remembering the event. These rages were so terrifying—for the victims and the cursed—that the legends remain what most people know of lycanthropes. Newly cursed lycanthropes temporarily suffer the same rages, further supporting the longevity of such legends. Some lycanthropes embrace their terrifying reputation, and others seek to simply live out their lives in peace. A few live among other humanoids, hiding their true selves, but most live with other lycanthropes in distant settlements.

Controlled Curse. Most lycanthropes can control their shapechanging, except in times of extreme duress, and retain their memories and personalities while transformed. Cursed lycanthropes, those who became lycanthropes after being bitten, enter uncontrolled rages for only the first few months after being cursed. They eventually learn to control their bestial side. Natural-born lycanthropes (those with at least one lycanthrope parent) don't enter uncontrolled rages from their lycanthropy.

Painful Transformation. Lycanthropy does more than just provoke the savagery of an enraged beast; the transformation itself is painful. Bones and joints crack and pop, muscles stretch and rend, and claws and snouts burst from flesh. Even natural-born lycanthropes aren't exempt from the pain of transformation. As a result, most lycanthropes have a high tolerance for pain; however, silver overrides much of this tolerance, making it a universal weapon against dangerous lycanthropes.

Specific Lycanthropes

The most common types of lycanthropes are werebears, wereboars, wererats, weretigers, and werewolves. These descriptions apply mostly to natural-born lycanthropes. Those cursed with lycanthropy through a bite retain the personalities and ideals they had before becoming cursed.

Werebears. Werebears live in small, tight-knit family units in the forests, mountains, and wild places of the world. Of all the lycanthropes, werebears have the closest connection to nature and the natural world, and many werebears are kindly creatures that protect nature, tend the wounds of animals, and preserve the balance by culling overpopulations. Newly cursed werebears often become inordinately protective of nature, their homes, and their families, lashing out at the slightest perceived threats.

Wereboars. Wereboars live in large family groups in forests, grasslands, and foothills. They enjoy the simple pleasures in life, like tearing into a farmer's field of vegetables or standing firm against a pack of wolves. Wereboars can anger quickly, especially when challenged. Wereboars tend to tear up fields and forest floors in search of food, annoying fey and farmers equally. They have a great fondness for ale and feasting and for taking apart hunting parties that expect to spear normal boar for sport.

Wererats. Wererats live in and around cities and towns. Of all the lycanthropes, they are the most intermingled with humanoids, often living as sailors, thieves, musicians, and scouts. When they are part of a family group, they reveal their true nature only when initiating an individual into the family by sharing the wererat curse. Newly cursed wererats often experience uncontrolled fits of kleptomania.

Curse of Lycanthropy

When a lycanthrope bites a Humanoid or otherwise passes its saliva into a Humanoid's wound, it can spread the curse of its lycanthropy to the Humanoid. For the first 30 days after becoming infected, the Humanoid experiences dreams and nightmares related to the Beast associated with its curse, such as bear or wolf. During this time, the curse can be cured with the *remove curse* spell or similar magic. After the 30 days has passed, the Humanoid undergoes its first transformation in its sleep, and it spends the evening without control of its body and acting in a way appropriate to a newly cursed member of its type of lycanthropy, as defined in the lycanthrope's lore. Once the first transformation takes place, the creature can no longer be cured of lycanthropy, except by a *wish* spell or similar magic.

A newly cursed Humanoid continues transforming each night and remembers only fragments of these events. Every 7 days, it can repeat the save it made when it was first cursed. When it succeeds on this save three times, it gains full control of its transformation, retains its memories while transformed, and no longer has to make this save, becoming a true lycanthrope.

Weretigers. Weretigers live solitary lives in forests and grasslands. They take a mate long enough to raise their young, then all go their separate ways. The rarest and most elusive of lycanthropes, weretigers are the most bestial of their kind, spending more time in beast form than in humanoid shape. Newly cursed weretigers often hunt and kill for weeks, as their powerful hunger claws at them.

Werewolves. Extremely pack-oriented, hereditary werewolves live in family groups led by a pair of grandparents or great-grandparents. These groups live nomadically, hunting and gathering as they follow migrating game through forests and foothills. Lone werewolves are also quite common, especially among those who gain the curse through a bite, and often seek to create their own packs by spreading the curse. Werewolf lycanthropy is the most widespread and widely known, and to this day, the average person believes there is only one form of lycanthropy: werewolf.



Werebear CR 5

Medium Humanoid (Lycanthrope)

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

Hit Points 126

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

Perception 14 **Stealth** 10

Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses —

Languages Common (can't speak in bear form)

STR	DEX	CON	INT	WIS	CHA
+5	+0	+3	+0	+4	+1

Heightened Smell. The werebear's Perception is 19 when perceiving by smell.

Actions

Multiattack. The werebear makes three Claw or Greataxe attacks. It can replace one attack with a Bite attack, provided it is in the appropriate form. If two Claw attacks hit one creature, the target is grappled (escape DC 15). The werebear can grapple only one creature at a time.

Bite (Bear or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage. If the target is a Humanoid, it must succeed on a DC 14 CON save or be cursed with the werebear lycanthropy curse (see Curse of Lycanthropy sidebar).

Claw (Bear or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

Bonus Actions

Change Shape. The werebear transforms into a Medum or Large bear, a Large bear-humanoid hybrid, or back into its true form, which is Humanoid. Its statistics, other than its size, speed, 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.

Pin. One creature grappled by the werebear is knocked prone, and it is restrained until the grapple ends.

Wereboar CR 4

Medium Humanoid (Lycanthrope)

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

Hit Points 100

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

Perception 12 **Stealth** 10

Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses —

Languages Common (can't speak in boar form)

STR	DEX	CON	INT	WIS	CHA
+5	+0	+2	+0	+0	−1

Charge (Boar or Hybrid Form Only). If the wereboar moves at least 15 feet straight toward a target and then hits it with a Slam or Tusks attack on the same turn, the target takes an extra 7 (2d6) damage of the weapon's type. If the target is a creature, it must succeed on a DC 13 STR save or be knocked prone.



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

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The wereboar makes three Maul or Slam attacks. It can replace one attack with a Tusks attack, provided it is in the appropriate form. If two Maul or Slam attacks hit one creature, the target must succeed on a DC 13 STR save or be knocked prone.

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

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

Tusks (Boar or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a Humanoid, it must succeed on a DC 12 CON save or be cursed with the wereboar lycanthropy curse (see Curse of Lycanthropy sidebar).

BONUS ACTIONS

Challenging Snort (Boar or Hybrid Form Only). The wereboar snorts and stomps its feet at a creature it can see within 30 feet of it. The target must succeed on a DC 13 WIS save or be frightened until the end of its next turn and have disadvantage on the next save it makes against being knocked prone by the wereboar.

Change Shape. The wereboar transforms into a Medum or Large boar, a Medium boar-humanoid hybrid, or back into its true form, which is Humanoid. Its statistics, other than its size, speed, 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.

Wererat — CR 2

Medium Humanoid (Lycanthrope)

Armor Class 12

Hit Points 57

Speed 30 ft. (swim 30 ft. in rat or hybrid form)

Perception 12 **Stealth** 14

Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses darkvision 60 ft.

Languages Common (can't speak in rat form)

STR	DEX	CON	INT	WIS	CHA
+0	+4	+1	+0	+0	–1

Heightened Smell. The wererat's Perception is 17 when perceiving by smell.

Pack Tactics. The wererat has advantage on attack rolls 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.



ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The wererat makes three Claw or Shortsword attacks, or it makes three Hand Crossbow attacks. It can replace one attack with a Bite attack, provided it is in the appropriate form.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a Humanoid, it must succeed on a DC 11 CON save or be cursed with the wererat lycanthropy curse (see Curse of Lycanthropy sidebar).

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

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

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

BONUS ACTIONS

Change Shape. The wererat transforms into a Tiny or Small rat, a Medium rat-humanoid hybrid, or back into its true form, which is Humanoid. Its statistics, other than its size and speed, 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.

Weretiger CR 4

Medium Humanoid (Lycanthrope)

Armor Class 12

Hit Points 95

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

Perception 13 **Stealth** 14

Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses darkvision 60 ft.

Languages Common (can't speak in tiger form)

STR	DEX	CON	INT	WIS	CHA
+3	+4	+3	+0	+1	+0

Heightened Hearing and Smell. The weretiger's Perception is 18 when perceiving by hearing or smell.

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

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The weretiger makes four Claw or Scimitar attacks, or it makes four Longbow attacks. It can replace one attack with a Bite attack, provided it is in the appropriate form.



Bite (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a Humanoid, it must succeed on a DC 13 CON save or be cursed with the weretiger lycanthropy curse (see Curse of Lycanthropy sidebar).

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

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

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

BONUS ACTIONS

Bleed Prey. The weretiger chooses a creature it can see within 30 feet of it to be its prey until the prey dies, until the weretiger dies, or until the weretiger uses this bonus action on another creature. While within 60 feet of its prey, the weretiger can pinpoint its prey's location. In addition, if the weretiger hits the prey with at least two melee weapon attacks, the weretiger rends the prey's flesh, and the prey must succeed on a DC 13 CON save or lose 7 (2d6) HP at the start of its next turn, as the wound bleeds excessively.

Change Shape. The weretiger transforms into a Large tiger, a Medium tiger-humanoid hybrid, or back into its true form, which is Humanoid. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true

form if it dies.

Werewolf CR 3

Medium Humanoid (Lycanthrope)

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

Hit Points 76

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

Perception 12 **Stealth** 13

Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses —

Languages Common (can't speak in wolf form)

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	+0	+0	+0

Heightened Hearing and Smell. The werewolf's Perception is 17 while perceiving by hearing or smell.

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

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes three Claws or Spear attacks. It can replace one attack with a Bite attack, provided it is in the appropriate form.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage. If the target is a Humanoid, it must succeed on a DC 13 CON save or be cursed with the werewolf lycanthropy curse (see Curse of Lycanthropy sidebar).

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Spear (Humanoid Form Only). *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.

BONUS ACTIONS

Change Shape. The werewolf transforms into a Medum or Large wolf, a Medium wolf-humanoid hybrid, or back into its true form, which is Humanoid. Its statistics, other than its size, speed, 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.

Hungry Growl (Wolf and Hybrid Form Only). The werewolf stares down and growls at one creature it can see within 30 feet of it. The target must succeed on a DC 13 WIS



FORCED TRANSFORMATION AND CONSENT

When a Humanoid first transforms into a lycanthrope and until it becomes a true lycanthrope, as defined in the Curse of Lycanthropy sidebar, it has no control over itself while transformed, and each transformation lasts for approximately the duration of a long rest. Whether through charm, illusion, or lycanthropy, losing autonomy over a character can feel like a personal invasion. As a GM, if you plan to include lycanthropy, talk with your players ahead of time about how the rules around this curse will play out. You will take control of the character for a time, and it might result in the character doing things that the player wouldn't choose. However, the player must still deal with the consequences of the character's in-game actions while under your control. For more information about consent and how to have these conversations with your players, see Safety Tools in the introduction of the *Player's Guide*.

Other options include leaving lycanthropy out of your game, making the curse require extra effort to obtain, or redefining lycanthropy so that players retain control over their characters but suffer some other penalty.

Magmin

This small creature's skin is a shell of barely cooled magma. Waves of heat rise from it as plumes of fire burn in its eyes and mouth.

Miniature Volcanoes. Native to the Elemental Planes, magmin live on the churning, tumultuous border between the planes of earth and fire. They feed on fire-blasted rock and carve channels in the earth for lava to flow, much like a farmer might irrigate crops. On the Material Plane, they inhabit volcanic vents or inactive volcanoes, feasting on the volcanic rock, often channeling the flow of lava to expand a volcano's reach. When slain, they erupt in a blast of lava.

Easy to Summon. Of all the elementals, magmin are the easiest to summon, and many spellcasters call magmin to their sides for protection, for heating alchemical reactions or firing arcane kilns and forges, or for testing their powers of conjuration. A blend of calm earth and temperamental fire, magmin are generally complacent when summoned, especially for short-term tasks. However, they are quick to anger and turn on their summoners if mistreated or kept from their homes for longer than a week or two. Many spellcasters and alchemists have returned to find their laboratories or notebooks turned to ashes by unhappy magmin leaving in a blaze of fire.



Magmin — CR 1/2

Small Elemental

Armor Class 14 (natural armor)
Hit Points 22
Speed 30 ft., burrow 15 ft.
Perception 10 **Stealth** 12
Immune fire
Senses darkvision 60 ft.
Languages Ignan

STR	DEX	CON	INT	WIS	CHA
−2	+2	+1	−1	+0	+0

Death Burst. When the magmin dies, it collapses into a Tiny cinder cone. On initiative count 20 after the magmin dies, the cinder cone erupts in a burst of fire and lava. Each creature within 10 feet of the cone must make a DC 11 DEX save, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Hardened Magma. While the magmin isn't ablaze, it is resistant to piercing and slashing damage from nonmagical attacks, and it is vulnerable to thunder damage.

Molten Body. While the magmin is ablaze, each creature that hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Actions

Burning Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 3 (1d6) fire damage.

Bonus Actions

Ignited Illumination. The magmin sets itself ablaze or extinguishes its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Manticore

A creature with the wings of a bat, the body of a lion, a spiked tail, and a human head stalks through the grass, crying plaintively.

Hunters of the Wilds. Manticores are fierce, stalking carnivores. Typically solitary hunters, they sometimes band together in a pack to take down larger prey. Rarer still, a particularly powerful or clever manticore takes up a tribe of smaller or younger manticores and may even demand tribute from local humanoids.

Humanoid Eaters. Manticores prefer to prey upon humanoids and generally intelligent creatures. They can mimic voices, luring hapless victims into an ambush. They feast upon a few victims, then flee the region before locals start to band together against them.

Retribution of Nature. Manticores hunt in areas where humanoids are plentiful or areas where humanoids have despoiled nature. By culling humanoids in an area, they often help nature recover from the damage. Some manticores lean into this idea of being nature's retribution and threaten "nature's wrath" if locals don't give them tribute.



Manticore — CR 3

Large Monstrosity

Armor Class 14 (natural armor)
Hit Points 80
Speed 30 ft., fly 50 ft.
Perception 11 **Stealth** 13
Resistant Monstrosity Resilience
Senses darkvision 60 ft.
Languages Common

STR	DEX	CON	INT	WIS	CHA
+3	+3	+3	−2	+1	−1

Mimicry. The manticore can mimic Humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 13 WIS (Insight) check.

Monstrosity Resilience. The manticore is resistant to exhaustion and to the frightened condition.

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

Actions

Multiattack. The manticore makes one Bite attack and two Claw attacks, or it makes two Tail Spike attacks. If both Tail Spike attacks hit one creature, the target must succeed on a DC 13 CON save or be poisoned until the end of its next turn.

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:* 10 (2d6 + 3) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 5 (2d4) poison damage.

Reactions

Spiky Retaliation. When a creature the manticore can see hits it with a melee attack while within 5 feet of it, the manticore can jab a spike into the attacker. The attacker must succeed on a DC 13 DEX save or take 5 (2d4) poison damage.

Variant: Wingless Manticore

Many manticores, especially those inhabiting grasslands, don't have wings, stalking prey through tall grasses rather than from the air. Such a manticore doesn't have a flying speed, and it gains the following trait:

Pounce. If the manticore moves at least 15 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 13 STR save or be knocked prone. If the target is prone, the manticore can make one Bite attack against it as a bonus action.

Mechadrons

A squat construct with a heavy body, thick limbs, and a central mechanical eye steadily digs a very precise trench, while a cylindrical construct with a single eye zips around the air above it.

Planar Constructs. Mechadrons are living constructs that inhabit the outer planes of law and order. All mechadrons are manufactured by the mechadrons that came before. Each is crafted for a specific purpose, and mechadrons work in unison to accomplish seemingly impossible tasks.

We of One. All mechadrons refer to themselves as "we" and seem intrinsically drawn to one another. No one knows if mechadrons even contain a sense of self or desire outside of "The Plan," a goal they all serve.

Machine Speech Relay. A mechadron can relay communications between other mechadrons using a specialized, high-pitched dialect of Machine Speech. This helps larger mechadrons coordinate attacks, marches, ambushes, or looting operations. Mechadrons can also relay Machine Speech with one another in line of sight using nearly imperceptible eye movements. They transfer vast amounts of information in seconds this way. Sometimes, parts of their Machine Speech break into Common, leaving listeners with tidbits of their conversation.

Reconfiguration. Mechadrons don't evolve, grow, or change on their own. However, they can combine with a few hours of work, reconfiguring themselves for greater effectiveness and potency. For instance, a solodron that combines with a dupladron becomes a tripladron. Through reconfiguration, mechadrons drastically change their demeanor, skill, and purpose. Through great effort and planning, a mechadron can reconfigure itself back into its original components, though this is rare.

Solodron. The solodron is a fast-flying surveyor and scout. From a mile away, it can judge measurements and distances to within a fraction of an inch, or one thousandth of a *quantant*, the universal unit of measure that all mechadrons use, without offering any conversion for other creatures. Roughly speaking, a quantant is about 1.5 feet.

Dupladron. Heavily crafted, the dupladron tirelessly works to reshape its environment in whatever way the Plan instructs. The dupladron relies on solodron scouts to ensure precise positioning of each structure. Capable of creating or demolishing sturdy structures in a few hours or days, solodrons can even dig trenches in minutes, providing shelter for themselves, companions, or plunder.

Tripladron. Sturdy and weaponized, tripladrons function as field troops and repairers, defending and repairing other mechadrons in the field. Their bodies contain a variety of arms tipped with different implements, such as grabbing pincers, drills, slicing blades, and small hammers, all of which can be used alternately for repairs or in defense of their fellow mechadrons.

Tetradron. The strongest and most intelligent of the mechadrons, the tetradron's mechanical wings and helmet-like head make it look almost angelic beside other mechadrons. Tetradrons are the core carriers of the Plan, and their precise leadership ensures each mechadron does its part to enact the Plan. Tetradrons protect other mechadrons, especially from living creatures, but all mechadrons understand the importance of the tetradrons' role, sacrificing themselves to protect the carriers of the Plan at all costs. If the worst should come to pass and a tetradron is destroyed, the surviving mechadrons gather what remains of the tetradron and reconfigure themselves into a new tetradron, absorbing the slain tetradron's knowledge and continuing to enact the directives of the Plan.

Solodron — CR 1/8

Tiny Construct

Armor Class 13 (natural armor)
Hit Points 8
Speed 0 ft., fly 60 ft. (hover)
Perception 14 **Stealth** 11
Vulnerable acid
Immune deafened, prone | Construct Resilience
Senses truesight 60 ft.
Languages Common, Machine Speech

STR	DEX	CON	INT	WIS	CHA
+1	+1	+3	+2	+0	−3

Construct Nature. The solodron doesn't require air, food, drink, or sleep.

Construct Resilience. The solodron is immune to poison and psychic damage, and it is immune to exhaustion and the charmed, frightened, paralyzed, petrified, and poisoned conditions.

Unerring Mind. The solodron can perfectly recall information it has seen or heard in the past 90 days.



Actions

Melee Armament. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning, piercing, or slashing damage (the solodron's choice).

Eye Beam. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 4 (1d4 + 2) force damage.

Bonus Actions

Machine Vigor. The solodron ends one spell, magical effect, or condition affecting it.



Dupladron CR 1/2

Small Construct

Armor Class 13 (natural armor)
Hit Points 23
Speed 30 ft.
Perception 12 **Stealth** 11
Vulnerable acid
Immune deafened | Construct Resilience
Senses truesight 60 ft.
Languages Common, Machine Speech

STR	DEX	CON	INT	WIS	CHA
+1	+1	+3	+2	+0	−3

Construct Nature. The dupladron doesn't require air, food, drink, or sleep.

Construct Resilience. The dupladron is immune to poison and psychic damage, and it is immune to exhaustion and the charmed, frightened, paralyzed, petrified, and poisoned conditions.

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

Unerring Mind. The dupladron can perfectly recall information it has seen or heard in the past 90 days.

ACTIONS

Multiattack. The dupladron makes two Melee Armament attacks.

Melee Armament. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning, piercing, or slashing damage (the dupladron's choice).

Eye Beam. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 7 (2d4 + 2) force damage.

Stitch Together. The dupladron casts the *mending* cantrip, requiring no material components and using INT as the spellcasting ability.

BONUS ACTIONS

Machine Vigor. The dupladron ends one spell, magical effect, or condition affecting it.

Tripladron CR 4

Medium Construct

Armor Class 14 (natural armor)
Hit Points 100
Speed 30 ft.
Perception 11 **Stealth** 12
Vulnerable acid
Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks
Immune deafened | Construct Resilience
Senses truesight 90 ft.
Languages Common, Machine Speech

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	+2	+1	−1

Construct Nature. The tripladron doesn't require air, food, drink, or sleep.

Construct Resilience. The tripladron is immune to poison and psychic damage, and it is immune to exhaustion and the charmed, frightened, paralyzed, petrified, and poisoned conditions.

Three's Vulnerability. When a creature makes a weapon attack against the tripladron and the roll on the die is a 3 or 13, the attack scores a critical hit against the tripladron, regardless of the attack total. When a creature's weapon damage roll ends in a "3," the tripladron isn't resistant to the damage, regardless of the damage type.



ACTIONS

Multiattack. The tripladron makes three Blade Arm or Launch Drill attacks. It can replace one Blade attack with a Grabber attack.

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

Grabber. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13) if it is a Medium or smaller creature. Until this grapple ends, the tripladron can't use its Grabber attack.

Launch Drill. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

BONUS ACTIONS

Field Repair. The tripladron repairs one Construct other than itself that it can see within 10 feet of it. The target regains 7 (2d6) HP and has disadvantage on attack rolls until the end of its next turn. A Construct can't be restored to more than half its HP maximum from Field Repair.

Machine Vigor. The tripladron ends one spell, magical effect, or condition affecting it.

Tetradron CR 6

Large Construct

Armor Class 16 (natural armor)

Hit Points 126

Speed 30 ft., fly 40 ft. (hover)

Perception 15 **Stealth** 12

Vulnerable acid

Resist bludgeoning, piercing, and slashing damage from nonmagical attacks

Immune deafened, prone | Construct Resilience

Senses truesight 90 ft.

Languages Common, Machine Speech

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	+4	+2	+2

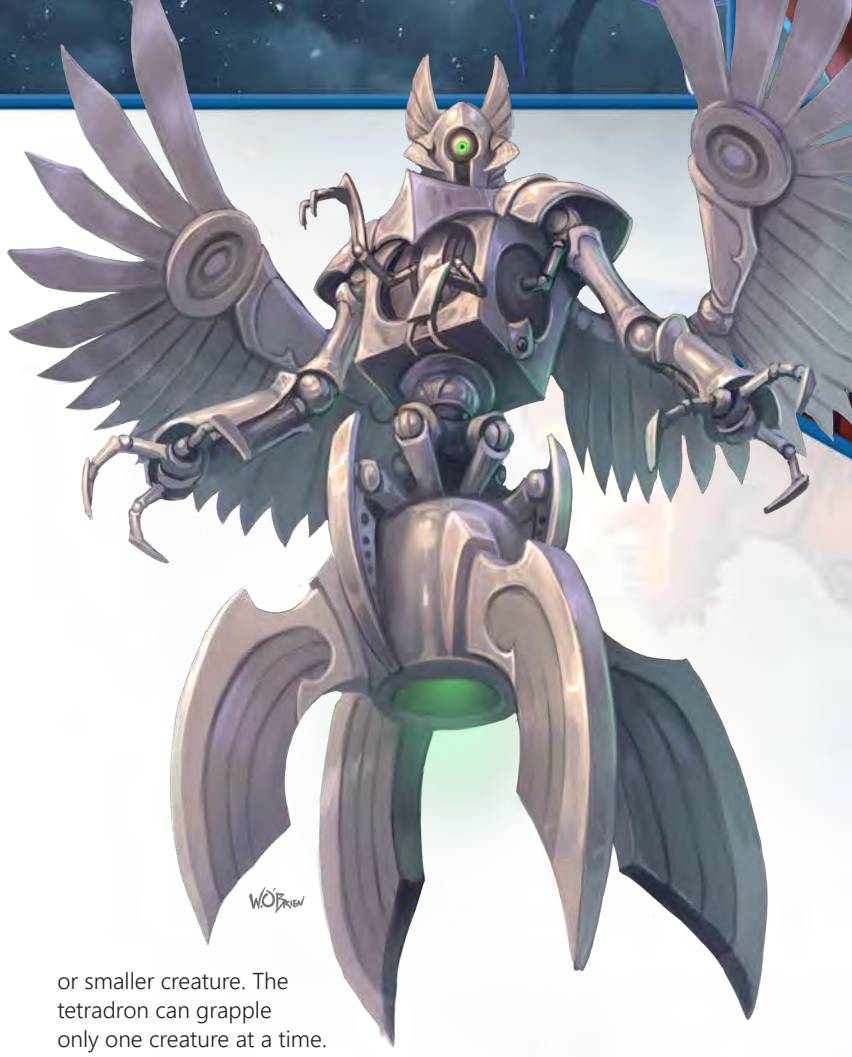
Construct Nature. The tetradron doesn't require air, food, drink, or sleep.

Construct Resilience. The tetradron is immune to poison and psychic damage, and it is immune to exhaustion and the charmed, frightened, paralyzed, petrified, and poisoned conditions.

Four's Vulnerability. When a creature makes a weapon attack against the tetradron and the roll on the die is a 4 or 14, the attack scores a critical hit against the tetradron, regardless of the attack total. When a creature's weapon damage roll ends in a "4," the tetradron isn't resistant to the damage, regardless of the damage type.

ACTIONS

Multiattack. The tetradron makes four Metal Claw or Launch Wing Blade attacks. If at least two Metal Claw attacks hit one creature, the target is grappled (escape DC 15) if it is a Large or smaller creature. The tetradron can grapple only one creature at a time.



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

Launch Wing Blade. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 11 (2d8 + 2) slashing damage.

Wing Slice (Recharge 5–6). The tetradron extends its wings and slices in a 15-foot cone. Each creature in that area must make a DC 15 DEX save, taking 27 (6d8) slashing damage on a failed save, or half as much damage on a successful one.

Call Mechadrons (1/Day). The tetradron magically calls 2d6 **solodrons**, 2d4 **dupladrons**, or 1 **tripladron**. The called creatures arrive in 1d4 rounds, acting as allies of the tetradron and obeying its spoken commands. The Constructs remain for 1 hour, until the tetradron dies, or until the tetradron dismisses them as a bonus action.

BONUS ACTIONS

Inject Sedative. The tetradron injects one creature it is grappling that isn't a Construct or Undead with a mild sedative. The target must succeed on a DC 15 CON save or be incapacitated for 1 minute. The incapacitated creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Machine Vigor. The tetradron ends one spell, magical effect, or condition affecting it.

REACTIONS

Protect the Plan. When a creature the tetradron can see targets it with an attack, it can choose for a mechadron within 5 feet of it to become the new target.

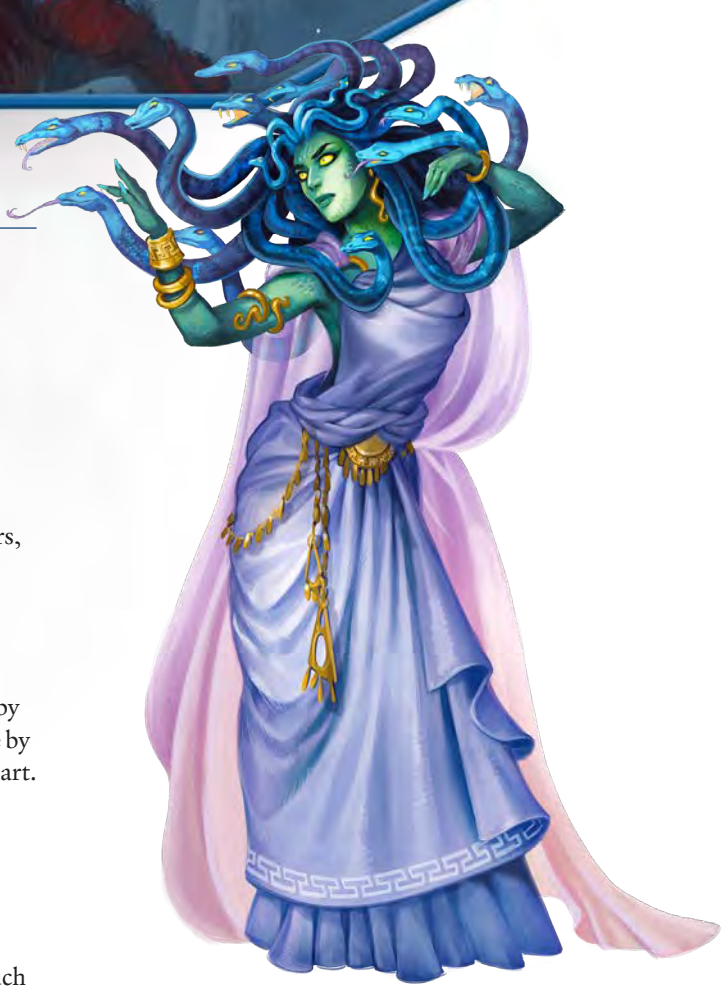
Medusa

The woman suddenly pulls back the hood of her cloak to reveal hair formed of twisting serpents. Her eyes flash with a golden light, and the snakes begin to hiss.

Snake-Haired Connoisseurs. Medusas are human-like creatures with snakes sprouting from their heads in place of hair. They are clever, charismatic, and have a fierce love of art, music, and finery. Medusas are most known for their deadly gaze, which can turn flesh into stone. Indeed, a few have posed as talented sculptors, though these restrict their work to animal subjects.

Hidden Enclaves. Most medusas dwell in remote areas, where their gaze doesn't sow chaos. They carve elaborate sculptures, play music on harps or flutes, and weave colorful clothes. They are also drawn to art made by others. Many otherwise reclusive medusas risk exposure by sneaking into cities or villages to observe and enjoy such art.

Criminal Masterminds. Some medusas use their natural charm, deadly gaze, and near-agelessness to create and run spy networks, criminal organizations, or information brokerages in major cities. They remain masked and hooded when interacting with clients or agents, and they use names or titles meant to impress, such as Matron of Mysteries, Starlit Shadow, or Master of Ashes.



Medusa — CR 6

Medium Monstrosity

Armor Class 15 (natural armor)
Hit Points 112
Speed 30 ft.
Perception 14 **Stealth** 15
Resistant petrified | Monstrosity Resilience
Immune poison | poisoned
Senses darkvision 60 ft.
Languages Common

STR	DEX	CON	INT	WIS	CHA
+0	+4	+3	+2	+1	+6

Monstrosity Resilience. The medusa is resistant to exhaustion and to the frightened condition.

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 14 CON save if the medusa isn't incapacitated and can see the creature. If the save 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 save at the end of its next turn, becoming petrified on a failure or ending the effect on itself 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 save 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, due to its curse, is affected by its own gaze. A medusa isn't resistant to its own gaze.

Snake Friend. The medusa can communicate with snakes as if they shared a language, and snakes can't be petrified by the medusa's Petrifying Gaze.

Actions

Multiattack. The medusa makes one Snake Hair attack and two Shortsword attacks, or it makes three Longbow attacks.

Snake Hair. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 14 (4d6) poison damage.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage.

Reactions

Interruptive Hiss. When a creature the medusa can see targets it with an attack, the medusa's snakes can suddenly rise and hiss at the attacker. The attacker must succeed on a DC 14 WIS save or fail the attack roll.

Mephits

The clouds of dust and steam cackle as they form into two figures, each with sharply pointed ears, long noses, and clawed fingers and toes.

Mischievous Elementals. Capricious and hopelessly intrusive, mephits are small elemental creatures native to the various Elemental Planes. A group of mephits is called a "pest," and indeed, many creatures that regularly interact with mephits think the term might be much too kind. They tend to be chatty, overeager creatures that leap before looking, and they rarely understand the concepts of manners or belongings. Mephits are much more interested in having fun—if that makes someone else sad, it's not their problem.

Questionable Origins. The inhabitants of the Elemental Planes believe mephits are either a natural phenomenon like elemental roaches or mice or fey spirits trapped in elemental bodies. None of the inhabitants of the Elemental Planes want to claim the mephits as their friends or creations, a fact that doesn't bother mephits.

Summoned Familiars. Mephits are commonly summoned by spellcasters needing a mixture of elements to complete alchemical processes or an assistant with a touch more magic or elemental power than a typical familiar. Some mischievous spellcasters feel a kinship with mephits and take a mephit as a familiar. Such spellcasters often encourage pranks or join in on the mephit's fun, and the bond between two such tricksters can be lifelong and nigh-unbreakable.

Explosive Deaths. Each mephit fuses two different elements, leaving its body somewhat unstable. When a mephit is slain, this unstable mixture explodes, as the elements separate and return to their raw states.

Various Elements. Mephits can be comprised of any two elements, but the four most common mephits are dust (air and earth), ice (air and water), magma (earth and fire), and steam (fire and water). All mephits share many personality traits, but the elements comprising a mephit subtly affect its personality, causing it to exhibit mild traits related to its component elements. For example, magma mephits tend to be quicker to anger than other mephits, and dust mephits go with the flow of events around them more often than other mephits.



Dust Mephit — CR 1/2

Small Elemental

Armor Class 12
Hit Points 27
Speed 30 ft., fly 30 ft. (hover)
Perception 13 **Stealth** 14
Vulnerable fire, thunder
Immune lightning, poison | poisoned, prone
Senses darkvision 60 ft.
Languages Auran, Terran

STR	DEX	CON	INT	WIS	CHA
−3	+2	+0	−2	+1	+0

Death Burst. When the mephit dies, it explodes in a burst of dust. Each creature within 5 feet of it must succeed on a DC 11 DEX save or be blinded for 1 minute. A blinded creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

False Appearance. While the mephit remains motionless and hovering, it is indistinguishable from an ordinary cloud of dust.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage, and the target loses 2 (1d4) HP at the start of its next turn, as sand and grit irritate the wound.

Dust Blast. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target loses 2 (1d4) HP at the start of its next turn, as sand and grit irritate the wound.

Blinding Breath (Recharge 6). The mephit exhales blinding dust in a 15-foot cone. Each creature in that area must make a DC 11 DEX save. On a failure, a creature takes 5 (2d4) bludgeoning damage and is blinded for 1 minute. On a

success, a creature takes half the damage and isn't blinded. A blinded creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Sandman's Call (1/Day). The mephit casts the *sleep* spell (spell save DC 11), requiring no material components and using WIS as the spellcasting ability.

Ice Mephit — CR 1/2

Small Elemental

Armor Class 12
Hit Points 27
Speed 30 ft., fly 30 ft.
Perception 12 **Stealth** 14
Vulnerable bludgeoning, fire
Immune cold, poison | poisoned
Senses darkvision 60 ft.
Languages Aquan, Auran

STR	DEX	CON	INT	WIS	CHA
−3	+2	+0	−2	+0	+1

Death Burst. When the mephit dies, it explodes in a burst of viscous ice. Each creature within 5 feet of it must succeed on a DC 11 DEX save or be restrained by ice for 1 minute. A creature, including the restrained creature, can take its action to free the restrained creature by succeeding on a DC 11 STR check. The ice melts immediately if the restrained creature takes fire damage, freeing the creature.



False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 3 (1d6) cold damage.

Ice Shard. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) cold damage.

Frost Breath (Recharge 6). The mephit exhales freezing fog in a 15-foot cone. Each creature in that area must make a DC 11 CON save. On a failure, a creature takes 7 (2d6) cold damage and is restrained by ice until the end of its next turn. On a success, a creature takes half the damage and isn't restrained.

BONUS ACTIONS

Cloud of Snow (1/Day). The mephit casts the *fog cloud* spell, requiring no material components and using CHA as the spellcasting ability.

Magma Mephit — CR 1/2

Small Elemental

Armor Class 12 (natural armor)
Hit Points 27
Speed 30 ft., fly 30 ft.
Perception 12 **Stealth** 12
Vulnerable bludgeoning, cold
Immune fire, poison | poisoned
Senses darkvision 60 ft.
Languages Ignan, Terran

STR	DEX	CON	INT	WIS	CHA
+2	+0	+0	−2	+0	+1

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must succeed on a DC 11 DEX save or be pushed up to 10 feet away from the mephit, knocked prone, and catch on fire. Until a creature takes an action to douse the fire, the creature on fire takes 3 (1d6) fire damage at the start of each of its turns.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of molten rock.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 3 (1d6) fire damage.

Lob Magma. *Ranged Weapon Attack:* +2 to hit, range 20/60 ft., one target. *Hit:* 7 (2d6) fire damage.

Pyroclastic Burst (Recharge 6). The mephit exhales an explosive blast of lava in a 15-foot cone. Each creature in the area must make a DC 11 STR save. On a failure, a creature takes 7 (2d6) fire damage and is pushed up to



10 feet away from the mephit and knocked prone. On a success, a creature takes half the damage and isn't pushed or knocked prone.

BONUS ACTIONS

Pyrotechnic Display (1/Day). The mephit casts the *color spray* spell (spell save DC 11), requiring no material components and using CHA as the spellcasting ability.

Steam Mephit — CR 1/2

Small Elemental

Armor Class 12
Hit Points 27
Speed 30 ft., fly 30 ft. (hover)
Perception 13 **Stealth** 14
Vulnerable cold, thunder
Immune fire, poison | poisoned, prone
Senses darkvision 60 ft.
Languages Aquan, Ignan

STR	DEX	CON	INT	WIS	CHA
−3	+2	+0	−2	+1	+0

Death Burst. When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 11 DEX save or be scalded for 1 minute. A scalded creature has disadvantage on weapon attack rolls and on ability checks that require manual dexterity. A scalded creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

False Appearance. While the mephit remains motionless and hovering, it is indistinguishable from an ordinary cloud of steam.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 2 (1d4) fire damage.

Steam Blast. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 2 (1d4) fire damage

Steam Breath (Recharge 6). The mephit exhales superheated breath in a 15-foot cone. Each creature in that area must make a DC 11 CON save. On a failure, a creature takes 5 (2d4) fire damage and suffers one level of exhaustion. On a success, a creature takes half the damage and doesn't suffer exhaustion. A creature can't suffer more than two levels of exhaustion from a steam mephit's Steam Breath, regardless of the number of times it fails the save or the number of steam mephits using Steam Breath against it.

BONUS ACTIONS

Hazy Form (1/Day). The mephit casts the *blur* spell, requiring no material components and using WIS as the spellcasting ability.

MEPHIT FAMILIARS

Some mephits are willing to serve spellcasters, especially mischievous spellcasters who enjoy pranks and being chatty. Such mephits have the following trait.

Familiar. The mephit can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the mephit senses as long as they are within 1 mile of each other. While the mephit is within 10 feet of its companion, the companion is resistant to two conditions, depending on the type of mephit: blinded and unconscious (dust), grappled and restrained (ice), poisoned and prone (magma), or blinded and exhaustion (steam). At any time and for any reason, the mephit can end its service as a familiar, ending the telepathic bond.

Merfolk

The graceful creature combines a human torso with a fish tail, fins and whisker-like tendrils on its arms and face, and fin-ears that flap idly in the current. It tightens its grip on a spear and crinkles its brow in a wary expression.

Undersea Folk. Merfolk are sea-dwelling and water-breathing humanoids who live in scattered ocean kingdoms consisting of majestic, underwater cities. Merfolk kingdoms vary in depths from coastal and coral reef kingdoms to deeper sea kingdoms, but even the deepest merfolk kingdoms don't go into deep ocean trenches, where light fades away and krakens dwell.

Seaside Allies. Merfolk seldom visit the surface, but some seaside towns have generations-long trade agreements with merfolk cities near them. Such towns often find fish plentiful in the nearby waters, and their fisherfolk and merchants are left unmolested by denizens of the deep. These unspoken benefits typically remain only so long as the merfolk's' relationship with the seaside town remains pleasant and equitable for both sides—and so long as the townsfolk don't harm, pollute, or overfish the waters.

Seaborne Equipment. Forging metal underwater requires magic, dedicated air-filled chambers, or similar accommodations. Because of this, most merfolk grow coral into armor and weapons and use shells, shark jaws, jellyfish stingers, and similar objects as weapons. Those merfolk who do wear or wield metal tools acquire them by raiding sunken ships or trading with surface-dwellers.

Guardians of the Depths. The sea contains millennia of history in the form of sunken ships, drowned cities, and castaway ancient treasures. Merfolk make use of these locations, and aquatic adventurers often employ merfolk guides for exploring them. The sea also contains more dangerous locales: deep prisons for ancient, fell creatures held in magical slumbers as well as gates that seal unstable rifts to the Elemental Plane of Water or Lower Planes. Many merfolk kingdoms dedicate themselves to preventing such creatures from reaching the surface world or keeping such rifts carefully guarded, and some consider this dedication a sacred duty.

Planar Variations. The proximity of many merfolk kingdoms to planar rifts produces variations in merfolk eggs, causing one in every several dozen merfolk to hatch as a much larger, stronger, and typically more aggressive merfolk known as a merrow. Most merfolk kingdoms treat merrow as any other member of merfolk society, but some merrow reject merfolk society, are exiled from some kingdoms purely for being merrow, or otherwise become separated from their merfolk cousins. These lone merrow occasionally find themselves working for sea hags, sahuagin monarchs, or even humanoid sea captains.



Merfolk **CR 1/8**

Medium Humanoid

Armor Class 12 (coral armor)
Hit Points 9
Speed 10 ft., swim 40 ft.
Perception 12 **Stealth** 12
Senses darkvision 60 ft.
Languages Aquan, Common

STR	DEX	CON	INT	WIS	CHA
+1	+0	+1	+0	+0	+1

Amphibious. The merfolk can breathe air and water.

Actions

Coral Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Sharpened Shell. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Bonus Actions

Nimble Rush. The merfolk takes the Dash or Disengage action.

Reactions

Coral Scrape. When a creature the merfolk can see hits it with a melee attack while within 5 feet of it, the merfolk can twist its body to scrape the attacker's arm or similar attacking

appendage across the rough coral of its armor. The attacker must succeed on a DC 11 DEX save or have disadvantage on the next attack roll it makes before the end of its next turn, as its attacking appendage hurts from the abrasion.

Merrow CR 2

Large Monstrosity

Armor Class 13 (natural armor)
Hit Points 60
Speed 10 ft., swim 40 ft.
Perception 12 **Stealth** 10
Resistant Monstrosity Resilience
Senses darkvision 60 ft.
Languages Aquan, Common

STR	DEX	CON	INT	WIS	CHA
+4	+0	+2	−1	+0	−1

Amphibious. The merrow can breathe air and water.

Monstrosity Resilience. The merrow is resistant to exhaustion and to the frightened condition.

Actions

Multiattack. The merrow makes one Bite attack and two Claw attacks. It can replace one Claw attack with a Harpoon attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

Harpoon. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the harpoon sticks in the target. While the harpoon is stuck, the merrow can't make Harpoon attacks against other targets, and the target and merrow can't move farther than 60 feet away from each other. A creature, including the target, can take its action to detach the harpoon by succeeding on a DC 14 STR check. Alternatively, the cord connecting the merrow to the harpoon can be attacked and destroyed (AC 10; HP 15; immune to bludgeoning, poison, and psychic damage), dislodging the harpoon into an unoccupied space within 5 feet of the target and preventing the merrow from using Recall Harpoon.

Bonus Actions

Shoving Rush. The merrow takes the Dash action. If it moves, it can propel itself into one creature it can see along its path. The target must succeed on a DC 14 STR save or be knocked prone. This movement doesn't provoke opportunity attacks from a target that fails this save.

Recall Harpoon. The merrow pulls on the cord connected to its harpoon, returning the harpoon to its empty hand. If the harpoon is stuck in a creature, that creature must succeed on a DC 14 STR save or be pulled up to 20 feet toward the merrow. Regardless, the harpoon is dislodged and returned to the merrow's hand.



Deep Sea Merfolk

Few merfolk live in the deepest parts of the ocean, but those that do have several adaptations to the lightless, hostile environment. Their bodies glow similar to other deep sea creatures, and they harvest the glowing organs of other such creatures to light their deep sea cities. Deep sea merfolk are zealous merfolk with regards to protecting the Material Plane's oceans from planar intruders, and their proximity to these dangers means that merrow comprise at least a third of most deep sea merfolk populations.

Deep sea merfolk and deep sea merrow are resistant to cold damage and have the following additional trait:

Bioluminescence. The merfolk sheds dim light in a 5- to 30-foot radius. It can alter the radius as a bonus action.

Mimic

A hateful crimson eye opens on the surface of the otherwise innocuous barrel. Then another eye opens, and another still. With startling speed, the barrel becomes a pseudopod-wielding horror, its toothy maw opening wide.

Shapeshifting Ambusher. The dungeon delver's bane, a mimic is a stealthy predator that transforms itself into an inanimate object, perfectly copying the appearance of wood or stone. It typically poses as furniture, doors, stairs, and the like. In its natural form, it resembles an amorphous blob with flesh-like protrusions resembling objects it previously copied.

Deceptive Hunters. While not terribly intelligent, mimics are uncanny predators. They lurk in well trafficked areas of dungeons, wildernesses, or urban environments, assuming shapes intended to lure prey. They then use their sticky adhesive skin to trap their next meal.

Taste Focused. Mimics are supremely patient, but they are obsessed with consuming prey to relish the taste, not necessarily to sate hunger. The taste buds of a mimic's tongue are extremely sensitive, and they gather a great deal of information with every bite.

Mimic **CR 2**

Medium Monstrosity (Shapechanger)

Armor Class 12 (natural armor)
Hit Points 58
Speed 20 ft.
Perception 11 **Stealth** 13
Vulnerable cold
Resistant grappled | Monstrosity Resilience
Immune acid | prone
Senses keensense 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	−3	+1	−1

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Monstrosity Resilience. The mimic is resistant to exhaustion and to the frightened condition.

Actions

Multiattack. The mimic makes two Pseudopod attacks. If it is grappling a creature, it can replace one attack with a Bite attack.

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

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bonus Actions

Change Shape. The mimic transforms into a Large or smaller object or back into its true, amorphous form, which is a Monstrosity. 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.

Reactions

Prey Shield. When a creature the mimic can see hits it with an attack while it is grappling a creature, the mimic can roll the grappled creature in front of the blow, forcing the grappled creature to take the damage instead.



Minotaur

Charging with axe in hand, this broad and fierce-looking creature has the head and hooved legs of a bull and the body of a towering human.

Bullish People. Minotaurs fuse features of both humans and bulls. They can be as stubborn and temperamental as their bull heads imply, but they are also typically very protective of their families and homes. They can be steadfast allies or relentless enemies.

Maze Adepts. Mazes hold an honored place in minotaur culture, and many of their most important ceremonies involve mazes in some fashion. A minotaur always remembers its route in a maze and has a knack for choosing the correct direction.

Architects and Axes. The minotaurs' comfort in mazes often extends into a passion for architecture, carpentry, stonemasonry, or similar interest in building objects and structures. As a people, minotaurs excel in building complex structures both above and below ground, and many find pleasure in a well-built structure with a myriad of rooms, hallways, and switchbacks, especially structures that might seem mazelike to visitors. In battle, minotaurs tend to wield axes and can destroy siege engines, watch towers, and other structures with a few, well-placed blows.



Minotaur — CR 3

Large Monstrosity

Armor Class 14 (natural armor)
Hit Points 80
Speed 40 ft.
Perception 17 **Stealth** 10
Resistant Monstrosity Resilience
Senses darkvision 60 ft.
Languages Abyssal

STR	DEX	CON	INT	WIS	CHA
+6	+0	+3	−2	+3	−1

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 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 14 STR save or be pushed up to 10 feet away from the minotaur and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Monstrosity Resilience. The minotaur is resistant to exhaustion and to the frightened condition.

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

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

Actions

Multiattack. The minotaur makes one Gore attack and one Greataxe attack.

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

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

Bonus Actions

Bleeding Frenzy (44 HP or Fewer). The minotaur enters a frenzy until the start of its next turn. Until the frenzy ends, the minotaur deals an extra 3 (1d6) damage of the weapon's type each time it hits with a melee weapon attack, and the minotaur takes an extra 3 (1d6) damage of the weapon's type the first time it is hit with a melee weapon attack before the frenzy ends.

Moon Knight

A being of pure moonlight clad in tarnished armor creates a sword of pale light from its hand. It then raises its shield, to better display the symbol of a crescent moon glinting on the shield's surface.

Moonlit Directives. Moon knights are fey warriors empowered with moonlight. Mysterious even among other fey, moon knights follow inexplicable directives they say are handed down from the moon itself. Many archfey believe their orders come from a rogue archfey who hides in moonlight or even on the moon itself and work against the knights whenever possible. Other archfey happily embrace the knights, using each knight as a champion in the fey courts or as a warrior to fulfill missions elsewhere. Moon knights are loyal to whomever they choose to follow, but they always heed any orders they receive from the moon above all else, even if it threatens their current masters or missions. Though the moon doesn't call on them often, moon knights know it leads them to some greater destiny.

Transformed Fey. Moon knights can spontaneously appear during the full moon in a forest glade or fallow field filled with fey magic, but most moon knights are lesser fey who are willingly transformed after hearing a song or voice in a beam of moonlight. This leads to moon knights with various personalities, as many remember most of their former lives, but all moon knights understand they now serve a higher calling beyond the frivolities of their pasts.

Moon Knight — CR 5

Medium Fey

Armor Class 20 (plate, shield)
Hit Points 84
Speed 30 ft.
Perception 14 **Stealth** 8 (13 without armor)
Resistant grappled, restrained | Fey Resilience
Immune radiant
Senses darkvision 60 ft.
Languages Common, Sylvan

STR	DEX	CON	INT	WIS	CHA
+4	+0	+2	+1	+1	+5

Fey Resilience. The moon knight is resistant to the charmed and unconscious conditions.

Moonlit Walk. While the moon knight is in bright or dim light, difficult terrain composed of nonmagical plants doesn't cost it extra movement, and it can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Actions

Multiattack. The moon knight makes two Sword of the Moon attacks and one Shield Bash attack, or it makes three Moonfire attacks. If at least two Sword of the Moon or Moonfire attacks hit a shapechanger or other creature not in its true form, such as from the *polymorph* spell or a druid's Beast Form, the target must succeed on a DC 15 CON save or be forced into its true form.

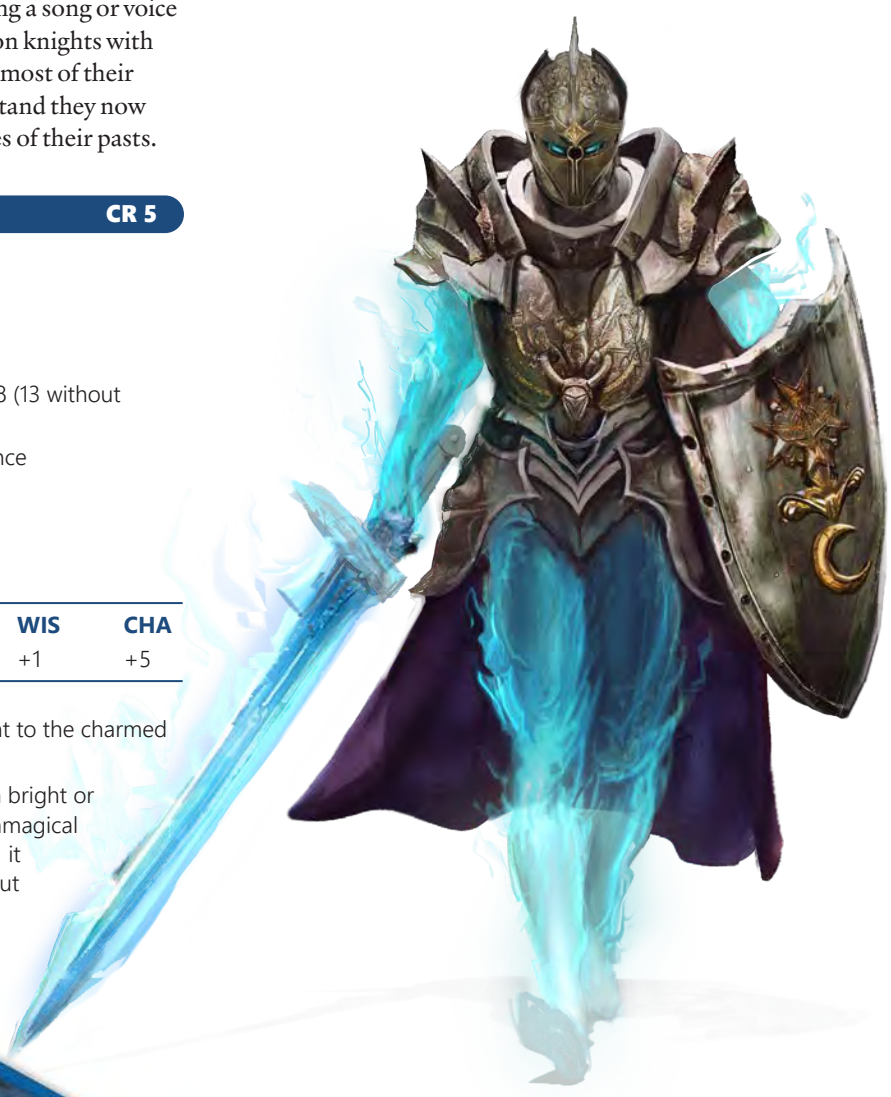
Sword of the Moon. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 7 (2d6) radiant damage.

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

Moonfire. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 13 (3d6 + 3) radiant damage, and the target must succeed on a DC 15 DEX save or be blinded until the end of its next turn.

Bonus Action

Moonlight Step. The moon knight teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. The origin and destination spaces must be in bright or dim light.



Mordovermis

A long, leathery worm glides through the air, four fangs spread wide in a mouth that contains a great, golden eye. The skin on its belly folds back like a robe, revealing a writhing mass of slimy tendrils, each ending in a toothy maw.



Tube Feeder. A mordovermis has a brown, wrinkled hide and a long body that resembles a worm, ending in a "mouth" surrounded by four fangs. Its single, golden eye rests in the middle of these fangs. Its powerful gaze can leave prey transfixed as it slithers closer, and its tail ends in a barbed stinger to kill transfixed prey. On its underside are dozens of retractable, segmented, hollow tubes, each tipped with gnawing, envenomed teeth. Their toxin liquefies flesh, which the mordovermis slurps up through the tubes after wrapping around its prey.

Squeezing Lairs. Mordovermis commonly inhabit old ruins or underground caves. They prefer to lair in areas accessible only by squeezing through small openings, making their resting areas easy to defend. Because of this, they consume their meals away from their lairs and return to their lairs to rest and avoid the light of day. Their most common prey are deer, wolves, humanoids, and other larger creatures they can easily wrap around.

Planar Exiles. Mordovermis fled some great conflict on their home world long ago, and have wandered other worlds since then. On most worlds, they have flourished, delighting in the easy prey and the myriad of hiding spaces in the mortal realm. Few living mordovermis still remember their ancient home and fewer still care to return to it, but they are commonly found in the passageways of the Labyrinth.

Mordovermis — CR 3

Large Aberration

Armor Class 13 (natural armor)
Hit Points 72
Speed 10 ft., fly 40 ft. (hover)
Perception 14 **Stealth** 12
Resistant bludgeoning | Aberrant Resilience
Immune prone
Senses darkvision 120 ft.
Languages Deep Speech, telepathy 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	−2	+2	+3

Aberrant Resilience. The mordovermis is resistant to the charmed, frightened, paralyzed, and stunned conditions, and it has advantage on saves against spells or effects that would alter its form.

Sinuous Form. The mordovermis can easily move through any opening large enough for a Small creature. It can squeeze through any opening large enough for a Tiny creature. The mordovermis's destination must still have suitable room to accommodate its volume.

Sunlight Sensitivity. While in sunlight, the mordovermis has disadvantage on attack rolls, and its Perception is 9 when perceiving by sight.

Actions

Multiattack. The mordovermis makes two Sting attacks. If both Sting attacks hit one Large or smaller creature, the mordovermis can use Consume on the creature without the need for the target to be incapacitated.

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

Consume. The mordovermis wraps its body around an incapacitated creature. The target must make a DC 13 STR save. On a failure, the target takes 5 (2d4) piercing damage and 9 (2d8) acid damage and is grappled (escape DC 13). On a success, the target takes half the damage and isn't grappled. Until this grapple ends, the target is restrained and takes 18 (4d8) acid damage at the start of each of its turns, and the mordovermis can't use Consume.

Bonus Actions

Transfixing Gaze. The mordovermis focuses its gaze on one creature it can see within 30 feet of it. The target must succeed on a DC 13 WIS save or be charmed until the end of its next turn. While charmed, the creature is incapacitated and has a speed of 0.

Mummy

The air carries the stench of decay and choking dust as the figure shuffles forward, its withered features barely visible beneath the yellowed funerary cloth wrapped around it.

Tomb Guardians. Intelligent undead reanimated by magic or divine will, mummies are created in dry climates through sacred burial rites. Some are granted unlife immediately, while others sleep for millennia until their reanimation is triggered by a specific event, such as the desecration of their tomb.

Curse Bearers. Due to the unique nature of a mummy's creation, it carries a magical curse that rots the flesh of those it touches, eventually turning the creature into dust. In this way, mummies ensure those who intrude into their tombs never escape and can't be reanimated. Wise tomb robbers steer clear of ancient tombs and rooms filled with mysterious dust.



Eternal Advisors. Occasionally, a mummy is called to serve a ruler or even the mummy's descendants. Such mummies typically serve in an advisory rule, far from the prying eyes of the living. However, some serve as physical bodyguards, safeguarding the mummy's living bloodline or the nation's rightful ruler. These bodyguards invariably are silent and wear full-face helmets, masks, or veils.

Mummy Lords. Mummified high priests or divinely appointed rulers can rise as mummy lords. Commanding both the undead and the desert sands, mummy lords rule alongside or in place of the current living ruler. Terrifying though they are, everything they do is, in their minds, for the betterment of their people, their nations, or their religious orders. Among mortals, mummy lords conceal their undead forms with gold, jewels, burials masks, and elegant robes. Mummy lords aren't all-powerful. The magic animating a mummy lord imbues its heart, typically stored in a canopic jar near where it was first entombed. If this heart is destroyed, the mummy lord is permanently slain, and many mummy lords go to great lengths to ensure the safety of their hearts.

A Mummy Lord's Lair

Mummy lords typically claim lairs in vast tombs or in palaces at the heart of the cities they rule. They surround themselves with opulence, loyal followers, and an abundance of sand, which they use to defend themselves.

Lair Actions

On initiative count 20 (losing initiative ties), the mummy lord can take a lair action to cause one of the following effects; the mummy lord can't use the same effect two rounds in a row:

- **Blast of Putrescence.** A blast of putrescent wind assaults up to three creatures the mummy lord can see within 120 feet of it. Each target must succeed on a DC 17 CON save or take 7 (2d6) poison damage and be poisoned until the end of its next turn.
- **Blinding Sandstorm.** A 10-foot-radius swirl of sand appears on a point the mummy lord can see within 60 feet of it. A creature that enters the swirl of sand for the first time on a turn or starts its turn there must succeed on a DC 17 DEX save or be blinded until the start of its next turn. The swirl of sand lasts for 1 minute, until the mummy lord uses this lair action again, or until the mummy lord dies.
- **Swathe in Pain.** One creature the mummy lord can see within 60 feet of it must succeed on a DC 17 CON save or be wracked with pain until the end of its next turn. While wracked with pain, the creature has disadvantage on saves, and if it casts a spell, it must succeed on a DC 17 CON save or the spell fails to cast, expending the action required to cast it but not the spell slot or daily use.

REGIONAL EFFECTS

The region containing a mummy lord's lair is altered by its deathly presence, which creates one or more of the following effects:

- **Allegiance.** Creatures that inhabit the area within 10 miles of the mummy lord's lair or that spend at least 7 days in the area develop a strong sense of loyalty and love for the mummy lord's chosen people, nation, or deity.
- **Monument Surveillance.** Within 3 miles of the mummy lord's lair, the mummy lord can choose to see and hear through any statue or monument depicting itself, its blood descendants, or a symbol of the nation or deity associated with the mummy lord, such as a statue of the monarchy's griffon insignia or a carved monument depicting the deity's holy symbol.
- **Mummy's Curse.** Objects within 1 mile of the mummy lord's lair and that belong to the mummy lord carry a powerful curse. A creature that takes such an object without the mummy lord's permission becomes permanently cursed. While cursed, the creature ages twice as quickly, requires 12 hours to finish a long rest instead of 8, and has disadvantage on death saves. The creature remains cursed even if it no longer has the object, and each creature after the first that holds or carries the object for at least 24 hours also becomes cursed. The curse automatically ends on all creatures if the object is returned to within 1 mile of the mummy lord's lair. The curse can be suppressed for 24 hours by a *remove curse* spell.

If the mummy lord dies, these effects fade in 1d10 days.

Mummy — CR 3

Medium Undead

Armor Class 13 (natural armor)
Hit Points 80
Speed 20 ft.
Perception 12 **Stealth** 9
Vulnerable fire
Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks
Immune necrotic | charmed, frightened, paralyzed | Undead Resilience
Senses darkvision 60 ft.
Languages the languages it knew in life

STR	DEX	CON	INT	WIS	CHA
+3	−1	+3	−2	+2	+1

Undead Nature. The mummy doesn't require air, food, drink, or sleep.

Undead Resilience. The mummy is immune to poison damage, to exhaustion, and to the poisoned condition.

ACTIONS

Multiattack. The mummy makes two Rotting Fist attacks. If both attacks hit one creature that isn't a Construct or Undead, the target must succeed on a DC 13 CON save or be cursed with mummy rot (see the Mummy Rot sidebar).

Rotting Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) necrotic damage.

BONUS ACTIONS

Dreadful Glare. The mummy glares at one creature it can see within 60 feet of it. The target must succeed on a DC 13 WIS save or be frightened until the end of its next turn. If the target fails the save by 5 or more, it is also paralyzed for the same duration.

Mummy Lord — CR 15

Medium Undead

Armor Class 17 (natural armor)
Hit Points 270
Speed 20 ft.
Perception 19 **Stealth** 10
Vulnerable fire
Immune necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks | charmed, frightened, paralyzed | Undead Resilience
Senses darkvision 60 ft.
Languages the languages it knew in life

STR	DEX	CON	INT	WIS	CHA
+4	+0	+8	+5	+9	+8

Legendary Resistance (3/Day). If the mummy lord fails a save, it can choose to succeed instead.

Magic Resistance. The mummy lord has advantage on saves against spells and other magical effects.

Rejuvenation. A destroyed mummy lord gains a new body in 24 hours if its heart is intact, regaining all its HP and becoming active again. The new body appears within 5 feet of the mummy lord's heart.

Turning Defiance. The mummy lord and any friendly Undead within 30 feet of it have advantage on saves against effects that turn undead.

Undead Nature. The mummy lord doesn't require air, food, drink, or sleep.

Undead Resilience. The mummy lord is immune to poison damage, to exhaustion, and to the poisoned condition.

ACTIONS

Multiattack. The mummy makes two Blessed Khopesh attacks and one Rotting Fist attack, or it makes four Divine Bolt attacks. It can replace one attack with a use of Spellcasting.

Blessed Khopesh. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 14 (4d6) necrotic damage or radiant damage (the mummy lord's choice).

Rotting Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 21 (6d6) necrotic damage, and the target must succeed on a DC 17 CON save or be cursed with mummy rot (see the Mummy Rot sidebar).

Divine Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 21 (5d6 + 4) necrotic damage or radiant damage (the mummy lord's choice).

Undead Servitors. The mummy lord magically calls 2d6 **skeletons** or **zombies**, 1d4 **specters**, or 2 **mummies**. The called creatures arrive in 1d4 rounds, acting as allies of the mummy lord and obeying its spoken commands. The Undead remain for 1 hour, until the mummy lord dies, or until the mummy lord dismisses them as a bonus action. The mummy lord can have any number of Undead under its control at one time, provided the combined total CR of the Undead is no higher than 6.

Spellcasting. The mummy lord casts one of the following spells, using WIS as the spellcasting ability (spell save DC 17).

At will: *command*, *guidance*, *thaumaturgy*

3/day each: *dispel magic*, *hold*, *silence*

1/day each: *contagion*, *insect plague*

BONUS ACTIONS

Bolster Undead. The mummy lord sends necrotic power into up to three friendly Undead it can see, other than itself, within 30 feet of it. Each target regains 14 (4d6) HP and has advantage on the next attack roll it makes before the start of the mummy lord's next turn.

Dreadful Glare. The mummy lord glares at up to two creatures it can see within 60 feet of it. Each target must succeed on a DC 17 WIS save or be frightened until the end of its next turn. If the target fails the save by 5 or more, it is also paralyzed for the same duration.

LEGENDARY ACTIONS

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

Detect Life. The mummy lord automatically detects every creature that isn't a Construct or Undead within 30 feet of it, pinpointing the current location of each.

Sandy Teleport. The mummy lord transforms into loose sand and teleports up to 60 feet to an unoccupied space it can see, reforming in that space. Any equipment it is wearing or carrying transforms with it.

Call Servitors (Costs 2 Actions). The mummy lord uses Undead Servitors.

Unleash Divine Energy (Costs 2 Actions). The mummy lord unleashes a wave of divine energy. Each creature within 10 feet of it must make a DC 17 CON save. On a failure, a creature takes 14 (4d6) necrotic damage or radiant damage (the mummy lord's choice) and is stunned until the end of its next turn. On a success, a creature takes half the damage and isn't stunned.



MUMMY ROT

Mummies, and to a lesser extent their remains, can spread a unique, disease-like curse called mummy rot that slowly rots the flesh of those cursed. A creature has a 50 percent chance to become cursed with mummy rot for each minute it spends exposed to the remains of a mummy or to the remains of a creature that died while cursed by mummy rot. A creature normally immune to disease is immune to mummy rot, but spells and effects that combat diseases, such as the *restoration* spell, have no effect on mummy rot.

The flesh of a creature cursed with mummy rot slowly deteriorates, rotting off in flakes at first then whole chunks as the curse progresses. While cursed, a creature can't regain HP, and at the end of each long rest, it must succeed on a DC 13 CON save or its HP maximum is reduced by 7 (2d6). If the curse reduces the creature's HP maximum to 0, the creature dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or similar magic.

Mycolids

This small fungus has the white fibrous stalk and soft, spongy head of a mushroom. Beneath its wide, bell-shaped cap, small arms clutch ramshackle gardening tools and crude weapons, while flat leg-stalks move the plant-creature toward any potential threats.

Magical Creation. Mycolids sprout in areas infused with unnatural magical energy, such as the fetid bog of a black dragon, the cavernous ruins of the underworld, or a shady glade blessed by an archfey or druid. Regardless of region or climate, commoner mycolids spend most of their lives cultivating a huge variety of mushrooms into a single unbroken chain of interconnected growth.

Community First. Mycolids thrive in harsh environments without thought for shelter, culture, art, or history, and instead pour every moment of their relatively short lives into expanding the colony. Few creatures attack the peaceful fungal folk, but those that do find their woody bodies, soft, springy heads, and immunity to pain difficult to overcome. When a colony is threatened, every commoner mycolid fights to the death to protect the collective.

Highly Toxic. Though commoner mycolids are safe to handle, creatures foolish enough to eat one may succumb to their potent toxins. In extreme situations, mycolids may let themselves be eaten to kill massive or dangerous creatures and add fertilizer to the colony. Mycolid spores are a powerful defense mechanism as well, and older mycolids have more powerful spores. Even newborn commoner mycolid spores can addle the mind of most beasts.



Shared Memory. Each mycolid is a clone of a single progenitor called a spore lord. A family of like mycolids, the spawn of an individual spore lord, is called a "ring," and each ring shares a collective pool of memories and consciousness connected to a mycelial network. As a result, mycolids remember their own births as though they tended to their younger selves personally and can recall every birth and death since the ring began. Though all members of a ring look identical, no two rings are exactly alike. Separate rings can't share thoughts or memories, but all mycolids can communicate telepathically over short distances.

Spore Lord. When a safe area of rich, damp fertilizer can be secured, a commoner mycolid may undergo a rapid change into a more powerful spore-generating form to create a near-endless supply of identical offspring. This form, called a spore lord, doesn't rule over other mycolids. But while commoners tend to the health of mushrooms and mycolid sprouts, spore lords protect the colony from threats and supply it with a stream of clones. A single spore lord might create dozens or hundreds of clones of itself in its lifetime, and a dozen spore lords from different rings may share a single fertile location without conflict.

Magic Channelers. Upon transformation, a spore lord is made larger, stronger, and smarter by the primal magic that spawned it. Spore lords instinctively know how to manipulate the environment through cultivation and magic.

Communal Knowledge. All members of a spore lord's ring share its memories, but commoners don't quite understand how and why the spore lord is different. Only when separated from the colony can a commoner reach such an understanding, usually moments before it changes into a spore lord itself.

Mycolid Commoner — CR 1/2

Small Plant

Armor Class 12
Hit Points 21
Speed 15 ft.

Perception 13 **Stealth** 14
Resistant poison | Plant Resilience
Senses keensense 120 ft. (can't sense beyond this radius)
Languages understands Sylvan but can't speak, telepathy 30 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	−2	+3	−3

Fungal Toxicity. A creature that hits the mycolid with a melee attack while within 5 feet of it must succeed on a DC 13 CON save or be poisoned for 1 hour. If the poison isn't neutralized before 1 hour has passed, the creature must succeed on a DC 13 CON save, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Mycolid Connection. The mycolid can pinpoint the location of each friendly mycolid within 120 feet of it. In addition, its telepathy range increases to 120 feet when communicating with other mycolids.

Plant Resilience. The mycolid is resistant to exhaustion and to the paralyzed, petrified, and unconscious conditions.

ACTIONS

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

Slowing Spores (Recharge 5–6). The mycolid ejects slowing spores from its body. Each creature that isn't a mycolid within 5 feet of the mycolid must make a DC 13 WIS save. On a failure, a creature takes 5 (2d4) poison damage and is slowed until the end of its next turn. On a success, a creature takes half the damage and isn't slowed. A slowed creature's speed is halved, and it can't take reactions.

BONUS ACTIONS

Fetid Feast. The mycolid draws sustenance from a Medium or larger pile of carrion or rotting vegetation within 5 feet of it. It regains 5 (2d4) HP. The mycolid can't use Fetid Feast on a pile of carrion or vegetation if it or another mycolid has already used Fetid Feast on that pile.

Mycolid Spore Lord — CR 3

Medium Plant

Armor Class 14 (natural armor)

Hit Points 68

Speed 15 ft.

Perception 14 **Stealth** 12

Resistant Plant Resilience

Immune poison

Senses keensense 120 ft. (can't sense beyond this radius)

Languages understands Druidic and Sylvan but can't speak, telepathy 60 ft.

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	−1	+4	−1

Fungal Toxicity. A creature that hits the mycolid with a melee attack while within 5 feet of it must succeed on a DC 13 CON save or be poisoned for 5 hours. If the poison isn't neutralized before 5 hours have passed, the creature must succeed on a DC 14 CON save, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one.

Mycolid Connection. The spore lord can pinpoint the location of each friendly mycolid within 1 mile of it. In addition, its telepathy range increases to 1 mile when communicating with other mycolids.

Plant Resilience. The mycolid is resistant to exhaustion and to the paralyzed, petrified, and unconscious conditions.

ACTIONS

Multiattack. The spore lord makes two Fungal Staff attacks or uses Hurl Sap twice.



Fungal Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) poison damage.

Hurl Sap. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 11 (2d8 + 2) poison damage, and the sap sticks to the target. While the sap is stuck, the target takes 4 (1d8) poison damage at the start of each of its turns. A creature can use an action to scrape away the sap, ending the effect.

Mushroom Ring (Recharge 5–6). The spore lord causes fungal growth to erupt from a point on the ground it can sense within 120 feet of it. A ring of mushrooms sprouts in a 15-foot radius around that point. Each creature that isn't a mycolid within that ring must make a DC 14 CON save, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. Each mycolid within that ring gains 5 (2d4) temporary HP.

Slumber Spores (Recharge 5–6). The spore lord ejects sleep-inducing spores from its body. Each creature that isn't a mycolid within 10 feet of the spore lord must make a DC 14 WIS save. On a failure, a creature takes 9 (2d8) poison damage and falls unconscious for 1 minute. On a success, a creature takes half the damage and doesn't fall unconscious. The unconscious creature wakes if it takes damage or if a creature uses an action to wake it.

BONUS ACTIONS

Fetid Feast. The spore lord draws sustenance from a Medium or larger pile of carrion or rotting vegetation within 5 feet of it. It regains 7 (2d6) HP. The spore lord can't use Fetid Feast on a pile of carrion or vegetation if it or another mycolid has already used Fetid Feast on that pile.

Nagas

The regal creature slithers forward on a snake-like tail that extends from its torso, the tail's blue and gold scales glistening in the light. It smiles and gestures toward the temple.

Regal Serpents. Nagas are serpentine creatures with humanoid torsos. Their gold and blue scales and skin give them an otherworldly air of nobility and serenity. They possess great intellect and magical ability, and they have a strong connection to the Upper Planes.

Temple Guardians. Directed long ago by some long-forgotten deity, nagas protect ancient temples in deserts or jungles. Occasionally, nagas protect underground temples, either carved below ground or sunken in some ancient catastrophe. Many seeking wisdom or enlightenment make pilgrimages to these temples to speak with the nagas there. Because of this, nagas are rarely alone and most have a retinue of apprentices, monks, priests, and mystics.

Driven and Vain. Nagas are driven and highly motivated creatures, whose nigh-unmatched zeal is tempered only by the decades or centuries that some tasks take to complete. They are also vain creatures that bask in the adoration of others. Their need for adoration further drives the naga to provide wisdom and to encourage others to spread the glory of its deity, temple, or sacred site.

Immortal Beings. As semi-divine creatures, nagas are immortal. They don't feel the touch of the years and can't perish from old age. Similarly, while they can't be permanently killed except by powerful magic, they also can't have offspring. Despite this, new nagas occasionally appear to replace nagas permanently slain. Most often, these young appear as large golden eggs found in naga temples—if protected and warmed, these divine gifts hatch as young nagas within a month.

Spirit Nagas. Most nagas are temple guardians and known as guardian nagas, but other types of nagas exist. The most common naga outside of the guardian naga is the spirit naga, a corrupted and fallen guardian naga. A spirit naga is a guardian naga that failed to protect its temple from destruction, became corrupted when its temple was desecrated, or succumbed to its vanity and sought godhood. These spirit nagas spend their first decades after their fall seeking vengeance, even going so far as to blame pilgrims for giving them "too much" adoration. Afterwards, they find new purpose in causing misery to those around them, sharing the emptiness and utter loss they feel with others. To this end, they use their considerable power to pretend that they are still guardian nagas, projecting the image of their former selves over their withered, skeletal forms. They take the greatest pleasure from the disbelief that comes when they reveal their true selves to creatures they have been manipulating for years.

Guardian Naga — CR 10

Large Monstrosity

Armor Class 18 (natural armor)
Hit Points 176
Speed 40 ft.
Perception 18 **Stealth** 18
Resistant necrotic, radiant | Monstrosity Resilience
Immune poison | charmed, poisoned
Senses darkvision 60 ft.
Languages Abyssal, Celestial, Common, Infernal

STR	DEX	CON	INT	WIS	CHA
+4	+8	+7	+7	+8	+8

Divine Strikes. The naga's weapon attacks are magical. When the naga hits with any weapon attack, the weapon deals an extra 3d8 necrotic damage or radiant damage (included in the attack), the naga's choice.

Monstrosity Resilience. The naga is resistant to exhaustion and to the frightened condition.

Rejuvenation. If it dies, the naga returns to life in 1d6 days, regaining all its HP and becoming active again. Only a *wish* spell can prevent this trait from functioning.

Actions

Multiattack. The guardian naga makes three Slam or Spit Poison attacks, or it makes one Constrict attack and two Slam attacks. It can replace one attack with a use of Spellcasting.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 13 (3d8) necrotic damage or radiant damage (the naga's choice), and the target is grappled (escape DC 16) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the naga can't Constrict another target.



Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 13 (3d8) necrotic damage or radiant damage (the naga's choice).

Spit Poison. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) poison damage plus 13 (3d8) necrotic damage or radiant damage (the naga's choice).

Spellcasting. The guardian naga casts one of the following spells, requiring only verbal components and using WIS as the spellcasting ability (spell save DC 16).

At will: *augury* (as an action), *command*, *mending*, *thaumaturgy*

3/day each: *bestow curse*, *cure wounds*

2/day each: *freedom of movement*, *hold*

1/day: *geas* (as an action)

BONUS ACTIONS

Protector's Step. The naga magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space within the sacred site or temple it protects or within 30 feet of the exterior of such a site. Swirls of golden light or tendrils of inky shadow (the naga's choice) appear at the origin and destination when it uses this bonus action.

Spirit Naga CR 8

Large Monstrosity

Armor Class 15 (natural armor)

Hit Points 166

Speed 40 ft.

Perception 15 **Stealth** 16

Vulnerable radiant

Resistant Monstrosity Resilience

Immune necrotic, poison | charmed, poisoned

Senses darkvision 60 ft.

Languages Abyssal, Celestial, Common, Infernal

STR	DEX	CON	INT	WIS	CHA
+4	+6	+5	+3	+5	+6

Guardian Projection. The spirit naga's skeletal form is covered with a magical illusion that makes it look like the guardian naga it was in life. The naga can use a bonus action to dismiss this illusion until the end of its next turn.

The changes wrought by this illusion fail to hold up to physical inspection. For example, a creature touching the spirit naga would feel its rough, dry scales and exposed bones instead of the smooth, cool scales of a guardian naga. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 INT (Investigation) check to discern the spirit naga's true appearance.

Monstrosity Resilience. The naga is resistant to exhaustion and to the frightened condition.

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

Rejuvenation. If it dies, the naga returns to life in 1d6 days, regaining all its HP and becoming active again. Only a *wish* spell can prevent this trait from functioning.

ACTIONS

Multiattack. The spirit naga makes two Bite or Spit Poison attacks. If both attacks hit one creature, the target must succeed on a DC 14 CON save or be poisoned for 1 minute. A poisoned creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 5 (2d4) poison damage and 18 (4d8) necrotic damage.

Spit Poison. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 10 (3d4 + 3) poison damage plus 18 (4d8) necrotic damage.

Spellcasting. The spirit naga casts one of the following spells, requiring only verbal components and using CHA as the spellcasting ability (spell save DC 14).

At will: *command*, *mage hand*, *minor illusion*

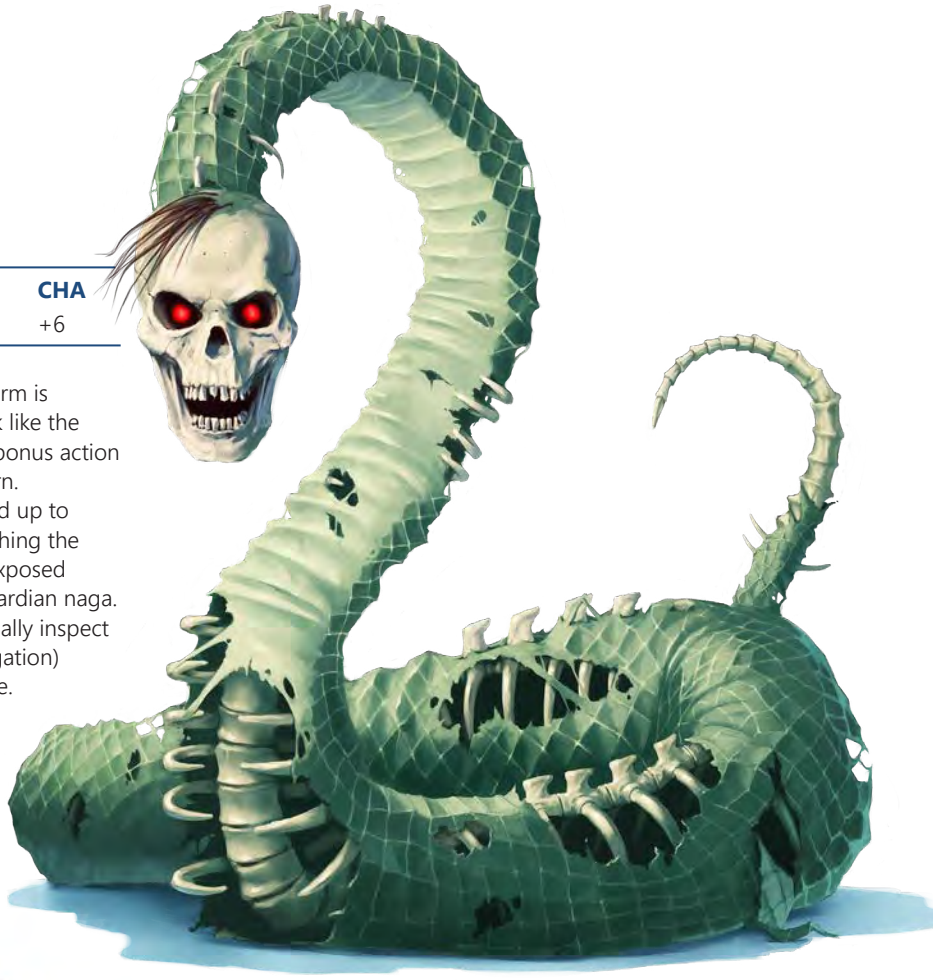
3/day each: *augury* (as an action), *charm*, *sleep*

2/day each: *bestow curse*, *hold*

1/day: *dominate*

BONUS ACTIONS

Hidden Step. The spirit naga magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see and takes the Hide action.



Nightmare

No mortal horse neighs with such a hellish, echoing sound–and this one's fiery mane and tail flicker and flap in the wind. It paws the air with flaming, skull-shaped hooves, and fire burns in its eyes.

Fiendish Horses. Nightmares are intelligent, equine fiends found on the Lower Planes, where they roam in vast herds. They can run in the air as easily as they do upon the ground, and their hoofprints burn briefly wherever they step.

Powerful Mounts. Nightmares are the favored mounts and battle companions of devilish generals, demon lords, powerful undead, and even high priests of fire, planar, demonic, or devilish deities. Such creatures need only approach a nightmare with the request for assistance in dark deeds, and the nightmare often happily obliges. Mortals must perform complex rituals to call nightmares to their service, and in these situations, nightmares almost always require the supplicant prove it is worthy of a steed as magnificent and powerful as the nightmare. The desired proof is unique to each nightmare, but it typically involves the performance of a dark deed or a display of magical strength.

Planar Striders. Nightmares were first created as messengers of dark deities and powerful fiends, who granted them the power to move quickly between the Lower, Material, and Ethereal Planes. This helped the nightmares enter almost any fortress, especially the citadels of fiends, and so a portion of the power was eventually stripped from them. Still, nightmares can move between planes and can bring those nearby with them, making them highly desired as mounts and messengers.



Nightmare — CR 3

Large Fiend

Armor Class 13 (natural armor)
Hit Points 76
Speed 60 ft., fly 90 ft.

Perception 11 **Stealth** 12
Immune fire
Senses —
Languages understands Abyssal, Common, and Infernal but can't speak

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	+0	+1	+2

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

Riding Flames. Any creature riding a willing nightmare is resistant to fire damage. A creature riding the nightmare without the nightmare's permission takes 3 (1d6) fire damage at the start of each of the nightmare's turns.

Actions

Multiattack. The nightmare makes two Flaming Hoof attacks.

Flaming Hoof. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 7 (2d6) fire damage.

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

Bonus Actions

Burning Hoofprints. The nightmare increases the intensity of the heat on its hooves. Until the start of its next turn, it leaves burning hoofprints in any surface through which it walks, creating a trail of fire in its wake. A creature that enters a space with burning hoofprints for the first time on a turn or starts its turn there must succeed on a DC 13 DEX save or take 3 (1d6) fire damage. The hoofprints stop burning at the start of the nightmare's next turn.

Nimbostratus Spirit

A cloudy wisp, covered in snow and crackling with electricity, zips about the clouds with a laugh that sounds like rain lightly striking a metal surface.

Cloudy Fey. Nimbostratus spirits are fey creatures who live in the sky, dancing between raindrops, chasing lightning, and sleeping on clouds. They delight in stormy weather and sometimes descend to the ground to observe the full force of a storm.

Storm Chasers. In their quest to frolic among the clouds, nimbostratus spirits tirelessly follow storms until they dissipate. The normally carefree fey become despondent if they find themselves in clear skies. To enjoy plenty of lightning, thunder, wind, and precipitation, they often follow cloud and storm giants or ask friendly druids to call up rain.

Lightning Javelins. When forced to, nimbostratus spirits prefer to fight their battles at a distance. This allows them to throw electrically charged javelins while their hazy appearance shields them. When they become bored with fighting or desperate to flee, they use their magic and the cover of clouds to escape.

Heralds of Storms. Wise druids, sea captains, and weather mages study nimbostratus spirits, cataloguing individual spirits and their storm preferences, to help them predict inclement weather in mountains and at sea. Some nimbostratus spirits are known to be especially wild and reckless, and their appearance can mean major storms, lightning, and floods. Some believe that a fey Prince of the Clouds summons these spirits once or twice a year to generate and empower especially violent storms.



Nimbostratus Spirit — CR 2

Tiny Fey

Armor Class 13
Hit Points 52
Speed 20 ft., fly 40 ft.
Perception 12 **Stealth** 15
Resistant cold | deafened | Fey Resilience
Immune lightning, thunder
Senses darkvision 60 ft.
Languages Auran, Common, Sylvan

STR	DEX	CON	INT	WIS	CHA
−2	+5	+2	+0	+2	+3

Cloudsight. The nimbostratus spirit can see through areas obscured by clouds, fog, smoke, and steam without penalty.

Fey Resilience. The nimbostratus spirit is resistant to the charmed and unconscious conditions.

Haziness. A constant haze of light cloud cover clings to the nimbostratus spirit. Ranged attacks against the spirit from creatures relying on sight are made with disadvantage.

Stable Flight. The nimbostratus spirit has advantage on checks and saves to avoid being buffeted, moved, or knocked prone by wind or storms.

Actions

Multiattack. The nimbostratus spirit makes two Lightning Javelin attacks.

Lightning Javelin. *Melee or Ranged Spell Attack*: +5 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 10 (2d6 + 3) lightning damage.

Bonus Actions

Cloud Cover. The nimbostratus spirit creates a 10-foot cube of clouds centered on a point it can see within 30 feet of it. The cube spreads around corners, and its area is heavily obscured. The cloud lasts for 1 minute, until the spirit dies, or until the spirit uses this bonus action again.

Ochre Jelly

The viscous, yellow substance suddenly rises, extending tendrils outward. The stench of rotten eggs fills the air as it moves.

Stormy Origins. Occasionally, rocs lay eggs that never hatch, because of damage to the egg or improper hatching conditions. When such an egg is struck by lightning from a storm magically conjured by a storm giant's shifting mood, the yolk within transforms into an ochre jelly. The jelly eventually breaks free from the shell and escapes the nest, driven by the roc's instinct to hunt and consume meat.

Rotten Bodies. Ochre jellies are living, rotten eggs and exude the overwhelming stench of weeks-old eggs. The stench precedes them wherever they go and leaves those close to them retching uncontrollably. They use this to their advantage, pouncing on and devouring victims of their awful stench. Their acidic bodies dissolve most creatures they come across, but the acid they produce doesn't harm harder materials, such as bone, wood, or metal.

Lightning Affinity. Created by magical lightning, ochre jellies are inherently immune to it. In addition, when an ochre jelly is struck by lightning or is cut in pieces, it splits in half, creating two, autonomous jellies. Each jelly then continues hunting, consuming, and growing until it regains the size of the original jelly. In this way, ochre jellies have propagated across the world, even in regions that don't contain rocs or storm giants.



Ochre Jelly — CR 2

Large Ooze

Armor Class 8
Hit Points 71
Speed 15 ft., climb 15 ft.
Perception 8 **Stealth** 8
Resistant acid | Ooze Resilience
Immune lightning, slashing | grappled, poisoned | Ooze Resilience
Senses keensense 60 ft. (can't sense beyond this radius)
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	−2	+2	−4	−2	−5

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

Ooze Nature. The ochre jelly doesn't require sleep.

Ooze Resilience. The ochre jelly is resistant to the restrained condition, and it is immune to exhaustion and to the blinded, charmed, deafened, frightened, and prone conditions.

Overwhelming Stench. A creature that starts its turn within 10 feet of the ochre jelly must succeed on a DC 13 CON save or be poisoned until the start of its next turn. If a creature fails the save by 5 or more, it must spend its turn retching uncontrollably and be unable to move or act.

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

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 7 (2d6) acid damage. If the target is poisoned, it must succeed on a DC 13 CON save or also take 5 (2d4) poison damage.

Reactions

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

Ogre

The enormous creature stomps forward, its thick hide marked with battle scars. It gives a toothy grin through a coarse, dark beard, then swings a massive club around its head.



Little Giants, Big Humanoids. Ogres are the smallest of the giants and often look like bulky, thick-skinned humans. Omnivorous and hardy, they can survive almost anywhere, and many dwell in the wilderness in small, nomadic groups. Just as many ogres live solitary lives, seeking their own paths.

Great Strength. Ogres are best-known for their sheer strength, as even the weakest of ogres is stronger than the average human. They enjoy contests of strength and often forget how strong they truly are. Many ogres use that strength to earn a living in cities, finding steady work as stevedores, haulers, bouncers, or bodyguards. Some ogres work in cities only during droughts or when herds decline, while other ogres find that life in the city suits them.

Shock Troops. Because of their strength, ogres are highly valued as shock troops for military excursions. Many nations actively seek ogres for their armies, and soldiering often works out well for an ogre. After leaving an army's regular food and shelter, many ogres turn to banditry to survive.

Ogre — CR 2

Large Giant

Armor Class 11 (hide armor)
Hit Points 66
Speed 40 ft.
Perception 8 **Stealth** 9
Vulnerable Giant Attributes
Resistant Giant Attributes
Senses darkvision 60 ft.
Languages Common, Giant

STR	DEX	CON	INT	WIS	CHA
+4	−1	+3	−3	−2	−2

Giant Attributes. The ogre is resistant to the stunned condition, and it is vulnerable to the prone condition.

Actions

Multiattack. The ogre makes two Greatclub or Javelin 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.

Bowling Sweep (Recharge 5–6). The ogre sweeps its weapon in a wide arc around it. Each creature within 10 feet of the ogre must make a DC 14 STR save. Small and smaller creatures have disadvantage on the save. On a failure, a creature takes 14 (4d6) bludgeoning damage, is pushed up to 10 feet away from the ogre, and is knocked prone. On a success, a creature takes half the damage and isn't pushed or knocked prone.

Bonus Actions

Shoving Rush. The ogre takes the Dash action. If it moves, it can propel itself into one creature it can see along its path. The target must succeed on a DC 14 STR save or be knocked prone. This movement doesn't provoke opportunity attacks from a target that fails this save.

Oni

Floating in midair, this large, blue creature wears ceremonial armor and carries a massive glaive in one clawed hand. Its solid white eyes glint with intelligence as its hand glows with magic.

Ogre Mages. Oni are nearly immortal giants known for their cunning and magical powers. Long ago, oni were magically adept ogres who made a deal with an archdevil. The archdevil imbued the ogres with power but also physically altered their forms to be closer to its image, shifting their skin to a pale blue, sprouting horns from their heads, and turning their hair and eyes white. Not long after, the archdevil perished, and oni now possess fiendish power without the constraints of an infernal contract.

Hidden Schemers. Oni can magically change their shapes and often hide among humanoids and ogres. They have little patience for decades-long schemes and like seeing the immediate fruits of their plotting. These plots can vary wildly between oni, from some oni bettering their own personal lives to others inciting war between nations.

Otherworldly. Though oni feel most at home on the Material Plane, their fiend-granted power marks them as creatures of the Lower Planes. When an oni is killed, its spirit is transferred to the Lower Planes, where it revives as if it were a devil or demon. Because of this, oni are comfortable taking greater risks, knowing they can easily return to continue their schemes regardless of whose ire they earn.

Oni — CR 7

Large Giant (Outsider)

Armor Class 16 (chain mail)
Hit Points 134
Speed 30 ft., fly 30 ft. (hover)
Perception 14 **Stealth** 13
Resistant Giant Attributes
Immune prone
Senses darkvision 60 ft.
Languages Common, Giant

STR	DEX	CON	INT	WIS	CHA
+4	+3	+6	+2	+4	+6

Empowered Weapons. The oni's weapon attacks are magical. When the oni hits with any weapon, the weapon deals an extra 3d6 force damage (included in the attack).

Giant Attributes. The oni is resistant to the stunned condition.

Regeneration. The oni regains 10 HP at the start of its turn if it has at least 1 HP.

Actions

Multiattack. The oni makes two Claw or Glaive attacks, or it makes three Arcane Bolt attacks. It can replace one attack with a use of Spellcasting.

Claw (True Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 10 (3d6) force damage.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, or 9 (1d10 + 4) slashing damage in a Medium or smaller form, plus 10 (3d6) force damage.

Arcane Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 17 (4d6 + 3) force damage.

Whirling Glaive (Recharge 5–6). The oni channels its magic into its twirling glaive, creating magical wind in a 30-foot cone. Each creature in the area must make a DC 14 STR save. On a failure, a creature takes 31 (9d6) cold damage and is pushed up to 15 feet away from the oni. On a success, a creature takes half the damage and isn't pushed.

Spellcasting. The oni casts one of the following spells, requiring no material components and using CHA as the spellcasting ability (spell save DC 14).

At will: *darkness*, *invisibility* (self only)

1/day each: *charm*, *gaseous form*, *sleep*

Bonus Actions

Change Shape. The oni magically transforms into a Small or Medium Humanoid, a Large ogre, or back into its true form, which is Giant. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying transforms with it, except for its glaive, which adjusts to fit its new form. If the oni dies, it reverts to its true form, and the glaive reverts to its normal size.



Orc

The tusked humanoid roars a challenge with its axe and shield raised, ready for comba.

Ancient Warriors. Orcs sing battle songs of former empires, slain foes, and military brilliance. Though no sages can confirm these stories, they serve as the foundation for the orcs' austere way of life and unshakable honor code.

Hardy Wanderers. Most orcs are driven by a thirst for exploration and discovery. Due to their uncanny survivability, far-traveling orcs have been found near-dead in dangerous locales, only to make a seemingly miraculous recovery days after being found.



Orc — CR 1/2

Medium Humanoid

Armor Class 13 (hide armor)
Hit Points 25
Speed 30 ft.
Perception 12 **Stealth** 11
Resistant exhaustion
Senses darkvision 60 ft.
Languages Common, Orc

STR	DEX	CON	INT	WIS	CHA
+3	+1	+3	−2	+0	+0

Stalwart. If the orc starts its turn afflicted by an ongoing effect that allows for a repeated save to end the effect, such as the *hold* spell or the poison from an ettercap's Bite, the orc can make the save at the start of the turn instead of the end and has advantage on the save.

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 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Warrior's Advance. The orc moves up to its speed toward a hostile creature that it can see.

Orc Warlord — CR 4

Medium Humanoid

Armor Class 17 (half plate)
Hit Points 90
Speed 30 ft.
Perception 13 **Stealth** 7 (12 without armor)
Resistant exhaustion
Immune frightened
Senses darkvision 60 ft.
Languages Common, Orc

STR	DEX	CON	INT	WIS	CHA
+4	+2	+4	−1	+1	+1

Martial Adept. A melee or ranged weapon deals one extra die of its damage when the orc warlord hits with it (included in the attack).

Stalwart. As the orc.

Actions

Multiattack. The orc warlord makes two Longsword attacks and one Skull Club attack, or it makes three Longbow attacks.

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

Skull Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Bonus Actions

Warrior's Advance. As the orc.

Warlord's Rally (Recharge 4–6). The warlord yells a rallying cry to its allies. Each friendly creature within 30 feet of the warlord that can hear the warlord has advantage on the next attack roll it makes before the start of the warlord's next turn.

Otyugh

An enormous mound rises from the muck, grasping with two tentacles as a massive, toothy maw opens on its front.

Tentacled Mass. This bizarre creature's body is a shapeless mass of flesh atop three thick fins. Three tentacles sprout from the body, two longer ones ending in spiky, grasping pads, and a third, shorter limb bearing the otyugh's eyes and nostrils. Much of the creature's front side is taken up by a cavernous mouth filled with sharp teeth.

Adaptable Appetites. Otyughs are omnivorous, eating anything organic and delighting in rot, waste, and carrion. Their constant hunger extends to living creatures as well. They hide while submerged in water or bury themselves in mud or filth, lashing out at potential prey as they pass.

Damp Dwellers. Otyughs prefer wet environs, lairing in swamps, rainforests, partially flooded caves, or other wilderness areas prone to damp and decay. They can also be found in populated areas. City sewers, village middens, or boneyards contain what these sewer horrors view as abundant sources of food.

Otyugh **CR 5**

Large Aberration

Armor Class 14 (natural armor)
Hit Points 108
Speed 30 ft.
Perception 11 **Stealth** 10
Resistant Aberrant Resilience
Immune poison | poisoned
Senses darkvision 120 ft.
Languages Otyugh

STR	DEX	CON	INT	WIS	CHA
+3	+0	+7	−2	+1	−2

Aberrant Resilience. The otyugh is resistant to the charmed, frightened, paralyzed, and stunned conditions, and it has advantage on saves against spells or effects that would alter its form.

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. Each creature that starts its turn within 10 feet of the otyugh must succeed on a DC 15 CON save or be poisoned until the start of its next turn.

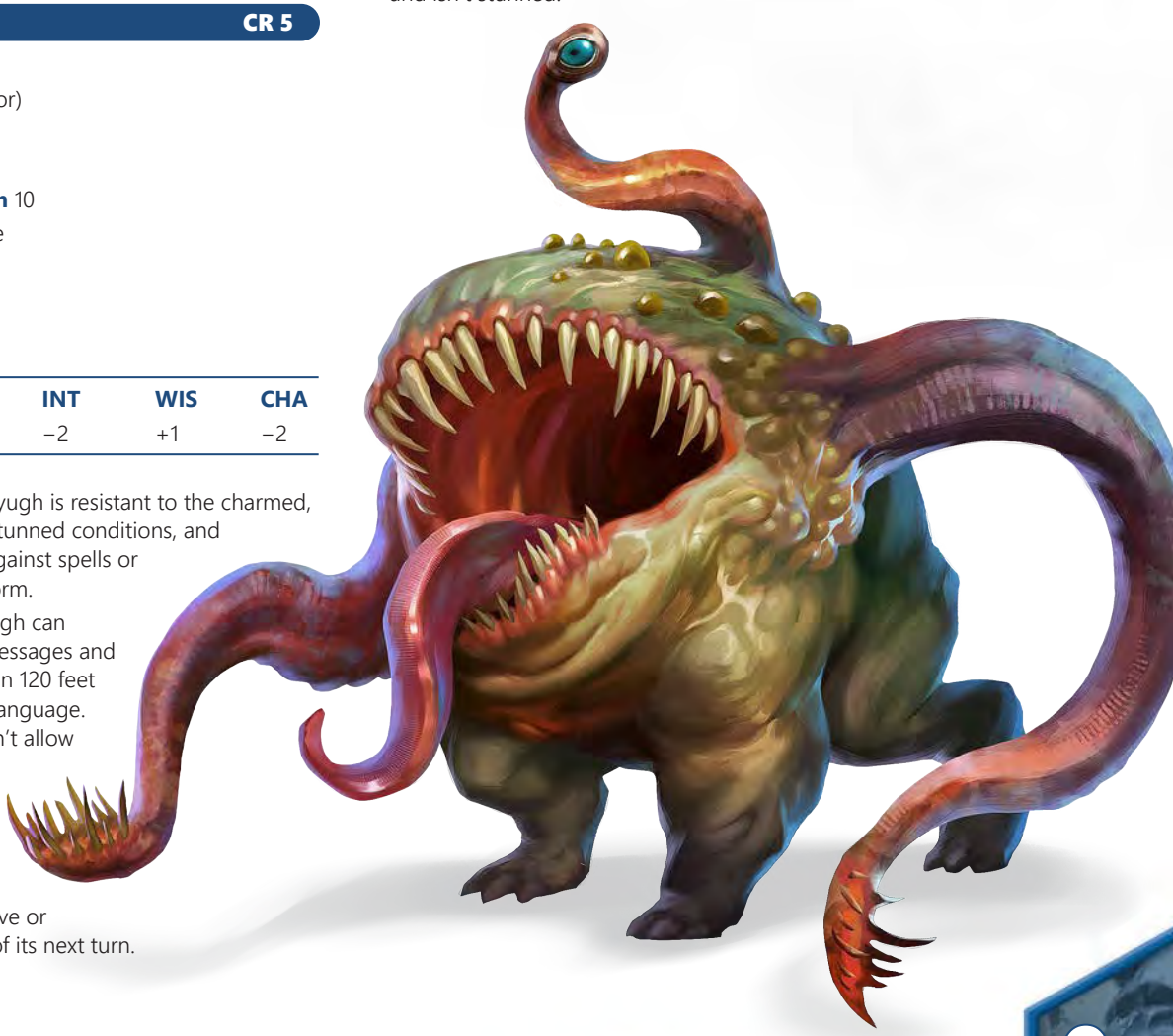
Actions

Multiattack. The otyugh makes one Bite attack and two Tentacle attacks. It can replace both Tentacle attacks with a use of Tentacle Slam.

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

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13). 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 into a solid surface. Each creature must make a DC 15 STR save. On a failure, a creature takes 14 (4d6) bludgeoning damage and is stunned until the end of its next turn. On a success, a creature takes half the damage and isn't stunned.



Owlbear

Bursting from the forest undergrowth, a massive creature—equal parts bear and owl—gives a roaring screech as it charges.



Ursine Avians. Vicious carnivores, owlbears devour vast amounts of deer, boar, and other creatures in the forests they inhabit—and vomit up distinctive bezoars of undigested bone, hide, and feathers. An owlbear has the shape and mass of a grizzly bear, with a thick coat of fur intermixed with feathers. The massive body is topped with a great, owl-like head, complete with large, round eyes and a curved, hooked beak that can grip and tear its prey. Though incapable of flight, the owlbear's limbs are covered with enough feathers for gliding when it leaps from sufficiently high cliffs and hills.

Territorial. Territorial and testy, owlbears are quick to challenge interlopers in their domain. An owlbear faces larger or more numerous opponents with undaunted savagery that often scares off even more powerful foes.

Nesting. Normally solitary, owlbears remain together only to rear hatchlings until they are old enough to fend for themselves. Mated pairs sometimes build an enormous stick-nest in a cavern or on a rocky spire. An angry owlbear defending its eggs or young is especially dangerous.

Tribal Guardians. When humanoid tribes capture owlbear hatchlings or eggs, they sometimes raise the creatures as fearsome guardians or mounts. Dwarves have also been known to keep owlbears as guards.

Owlbear — CR 3

Large Monstrosity (Animal)

Armor Class 14 (natural armor)
Hit Points 80
Speed 40 ft.
Perception 13 **Stealth** 11
Resistant Monstrosity Resilience
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+5	+1	+3	−4	+1	−2

Glide. The owlbear has long, sturdy feathers along its forelimbs and sides that expand while falling to slow its rate of descent to 60 feet per round, landing on its feet and taking no falling damage. It can move up to 5 feet horizontally for every 1 foot it falls. The owlbear can't gain height with its gliding feathers alone. If subjected to a strong wind or lift of any kind, it can use the updraft to glide farther.

Heightened Sight and Smell. The owlbear's Perception is 18 when perceiving by sight or smell.

Monstrosity Resilience. The owlbear is resistant to exhaustion and to the frightened condition.

Actions

Multiattack. The owlbear makes one Beak attack and one Claws attack. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 15).

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Vicious Bound (44 HP or Fewer). The owlbear roars and barrels through creatures. It moves up to 20 feet in a straight line and can move through the space of any Medium or smaller creature. The first time it enters a creature's space during this move, that creature must make a DC 15 STR save. On a failure, a creature takes 18 (4d8) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

Bonus Actions

Rend. The owlbear violently wrenches a Medium or smaller creature it is currently grappling. The target must make a DC 15 STR save, taking 9 (2d8) slashing damage on a failed save, or half as much damage on a successful one.

Pegasus

A noble flying horse, its coat shining like newly fallen snow, soars overhead on majestic, feathered wings, mane and tail streaming behind it.

Flying Horses. Free-spirited creatures, pegasi soar the skies with wild dignity on the Upper Planes and in the Material Plane. Ranging far from civilization, pegasi are skittish creatures that are typically comfortable only in the presence of their own kind. Intruders cause them to take wing quickly to find more secluded surroundings. Their diet is similar to mundane horses, feeding on grass and flowers in alpine meadows and taking water from mountain streams and high lakes.

Mountain Nests. Fiercely protective of their young, pegasi build nests in rocky hills, atop spires and peaks inaccessible to most creatures without the power of flight. When the young are ready to leave the nest, the entire herd watches over and protects them until they reach adulthood.

Heroic Servitors. Pegasi are intelligent, autonomous, and untamable. However, a being of pure heart and good intent can sometimes convince a pegasus to become its companion, especially if the being is in desperate need or faces some monumental task, such as thwarting those committing evil acts.

Pegasus **CR 2**

Large Celestial (Animal)

Armor Class 12

Hit Points 57

Speed 60 ft., fly 90 ft.

Perception 12 **Stealth** 12

Resistant Celestial Resilience

Immune charmed

Senses —

Languages understands Celestial, Common, Elvish, and Sylvan but can't speak

STR	DEX	CON	INT	WIS	CHA
+4	+2	+3	+0	+2	+1

Celestial Resilience. The pegasus is resistant to radiant damage.

Diving Pounce. If the pegasus is flying and moves at least 20 feet straight toward a creature and then hits it with a Hooves attack on the same turn, that target must succeed on a DC 14 STR save or be knocked prone. If the target is prone, the pegasus can make one Hooves attack against it as a bonus action.

Magic Resistance. The pegasus has advantage on saves against spells and other magical effects.

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

Actions

Multiattack. The pegasus makes two Hooves attacks.

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

Reactions

Catch Rider. If the pegasus's rider fails a check or save to remain in the saddle or is subjected to an effect that would dismount it, the pegasus can shift to catch the falling rider, preventing the rider from being dismounted.



Phase Spider



A large spider pops into view as if from nowhere, poised on eight legs. Patterns of deep green mark its black carapace. Eight eyes scan for signs of prey before it vanishes again.

Ethereal Spiders. Phase spiders are large spiders with an innate connection to the Ethereal Plane, which allows them to slip in and out of the plane with ease. Consummate predators, they can move in and out of sight and reach while constantly tracking their prey. Much smarter than other spiders, phase spiders live in small groups led by a single matriarch and communicate with each other via a language made up of a combination of mandible clicks and body language.

Elusive Nests. Phase spiders make their nests in the Ethereal Plane to keep their young safe from predators on the Material Plane. Because of this, phase spider young are particularly vulnerable and reliant upon the adults, and phase spiders are aggressively protective of the young. Few ever see a phase spider nest, and most who do don't survive the experience.

Dog Hunters. Phase spiders despise blink dogs and often kill them on sight. While many sages speculate the phase spider's shifting causes painful dissonance for blink dogs, some speculate the blink dog's teleporting is the only natural magic capable of easily reaching phase spider nests. Phase spiders attack the dogs preemptively to protect their vulnerable nests.

Phase Spider — CR 3

Large Monstrosity

Armor Class 13 (natural armor)
Hit Points 73
Speed 30 ft., climb 30 ft.
Perception 10 **Stealth** 15
Resistant Monstrosity Resilience
Immune poison | poisoned
Senses darkvision 60 ft.
Languages Phase Spider

STR	DEX	CON	INT	WIS	CHA
+2	+3	+1	−2	+0	−2

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

Monstrosity Resilience. The phase spider is resistant to exhaustion and to the frightened condition.

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

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Multiattack. The phase spider makes one Barbed Legs attack and one Bite attack. It can replace one attack with a Phasing Web attack.

Barbed Legs. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 3) piercing damage, and the target must make a DC 13 CON save, 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 HP, the target is stable but poisoned for 1 hour, even after regaining HP, and is paralyzed while poisoned in this way.

Phasing Web. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. While restrained in this way, the target can see and attack creatures on the Ethereal Plane, and the restrained target can be seen and attacked by creatures on the Ethereal Plane. A creature, including the restrained target, can take its action to free the target from the webbing by succeeding on a DC 13 STR check. The webbing can also be attacked and destroyed (AC 12; HP 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Bonus Actions

Ethereal Jaunt. The phase spider magically shifts from the Material Plane to the Ethereal Plane, or vice versa.

Purple Worm

An enormous worm, its body armored in plates of bluish-purple chitin, bursts from the cavern floor. Its vast, toothy maw is large enough to swallow a horse whole.

Underworld Predators. Truly the rulers of their domains, purple worms claim the underworld as their hunting grounds. These tremendous monsters can bore through solid rock, creating new tunnels and passageways as they travel. Any creature a purple worm encounters besides another of its kind is prey.

Follow Prey by Sound. Purple worms are attracted by sound and vibration, leading most subterranean humanoids to travel as quietly as possible and ensure that battles are short and decisive. Major settlements in the underworld have contingencies in place for a purple worm attack.

Gemstones and Ore. A purple worm digests the earth and rock it ingests while tunneling, excreting it along the tunnels it creates and in the caverns where it rests. In mineral-rich areas, brave souls may find undigested gems and unrefined ores among a purple worm's waste, or even inside its body if they are mighty enough to defeat it.

Purple Worm **CR 15**

Gargantuan Monstrosity

Armor Class 18 (natural armor)

Hit Points 255

Speed 50 ft., burrow 30 ft.

Perception 14 **Stealth** 8

Resistant Monstrosity Resilience

Immune prone

Senses keensense 60 ft., tremorsense 60 ft.

STR	DEX	CON	INT	WIS	CHA
+9	−2	+11	−5	+4	−3

Monstrosity Resilience. The purple worm is resistant to exhaustion and to the frightened condition.

Tunneler. The purple worm can burrow through solid rock at half its burrowing speed, and it leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The worm makes one Bite attack and one Tail Stinger attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 DEX save or be swallowed by the purple worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside of the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns.

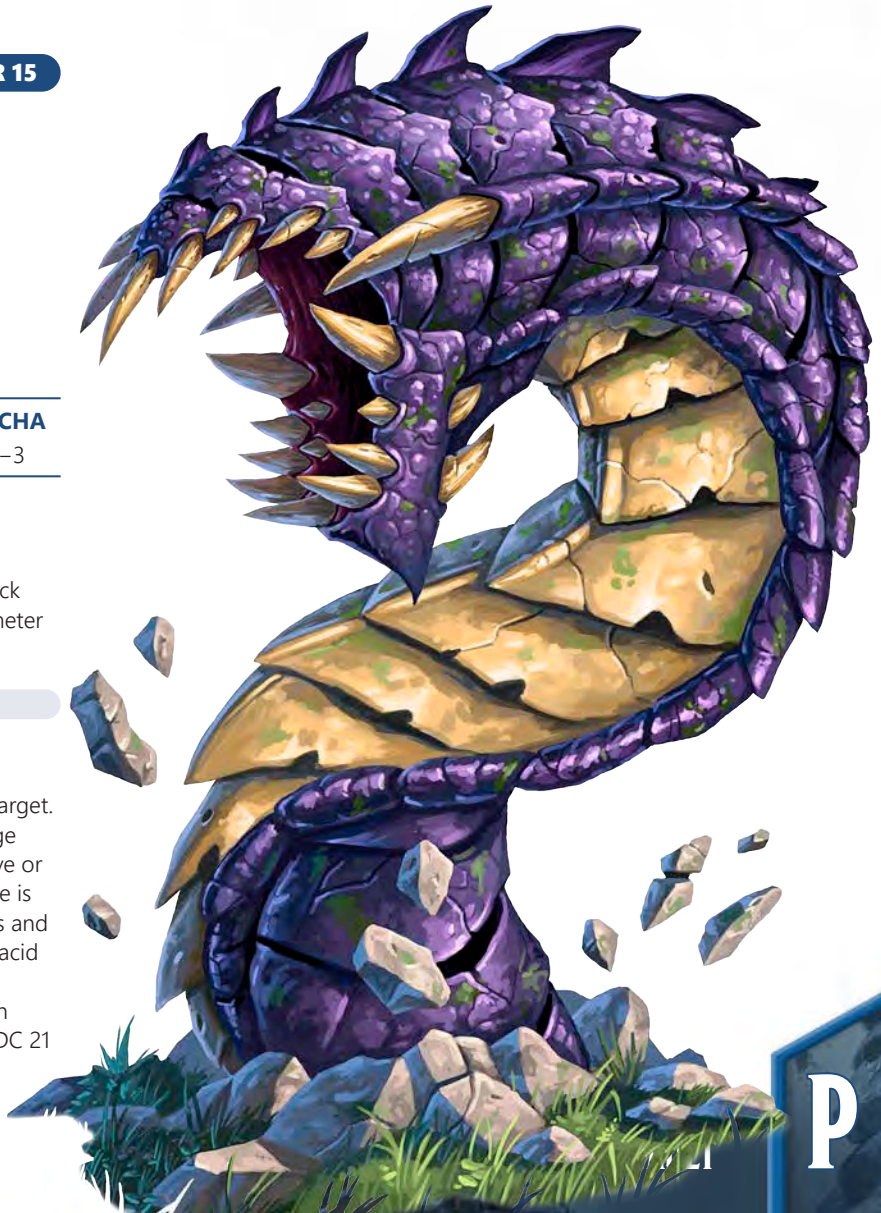
If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 CON save at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. *Hit:* 19 (3d6 + 9) piercing damage, and the target must make a DC 19 CON save, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Thrash (Recharge 5–6). The purple worm convulses its large body, smashing everything around it. Each creature within 20 feet of the worm must make a DC 19 STR save. On a failure, a creature takes 54 (12d8) bludgeoning damage and is stunned until the end of its next turn. On a success, a creature takes half the damage and isn't stunned.

Bonus Actions

Rapid Digestion. The purple worm's digestive system absorbs some of the already digested material from creatures it has swallowed. If the purple worm has at least one swallowed creature inside it, the purple worm regains 9 (2d8) HP. This healing increases by 4 (1d8) for each creature currently inside the purple worm, to a maximum of 10d8.



Rakshasa

The clawed fingers of a tiger-headed man dressed in finery tap idly on a book he carries in his back-turned hands. His fanged mouth smiles warmly, but the smile never reaches his cold eyes.

Material Fiends. Fiends long separated from the Lower Planes, rakshasas are tiger-headed, lightly furred creatures with backwards-facing hands. They enjoy indulging their appetite for power, physical comfort, and culinary delights.

Powerful Manipulators. Rakshasas are masters of deception and coercion. They enact schemes in humanoid societies, manipulating mortals, directing nations, and leading shadow organizations. Their unique magic protects them from all but the most powerful spells, but it makes them strangely susceptible to piercing weapons.

Immortal Scheming. Rakshasas are patient and methodical, spending months or even years on schemes. If slain, a rakshasa's spirit lingers on the Material Plane, reincarnating after its dark whispers corrupt a mortal.

Rakshasa **CR 13**

Medium Fiend

Armor Class 16 (natural armor)

Hit Points 166

Speed 40 ft., fly 30 ft. (hover)

Perception 18 **Stealth** 18

Vulnerable piercing damage from magical attacks

Immune bludgeoning, piercing, and slashing damage from nonmagical attacks | prone

Senses truesight 60 ft.

Languages Abyssal, Common, Infernal

STR	DEX	CON	INT	WIS	CHA
+2	+8	+4	+1	+8	+10

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 saves against all other spells and magical effects.

Actions

Multiattack. The rakshasa makes four Claw or Arcane Bolt attacks. It can replace one attack with a use of Spellcasting. If two Claw attacks hit one creature, the target is cursed. While cursed, the target gains no benefit from finishing a short or long rest. The curse lasts until removed by the *remove curse* spell or similar magic.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage plus 10 (3d6) force damage.

Arcane Bolt. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 22 (5d6 + 5) force damage.

Travel the Planes (1/Day). The rakshasa magically transports itself to a different plane of existence. This works like the *plane shift* spell, except the rakshasa can affect only itself and can't use this action to banish an unwilling creature.

Spellcasting. The rakshasa casts one of the following spells, requiring no material components and using CHA as the spellcasting ability (spell save DC 18).

At will: *detect thoughts*, *mage hand*, *minor illusion*
3/day each: *major image*, *suggestion*
1/day: *dominate*

Bonus Actions

Charming Gaze. The rakshasa turns its gaze toward one creature it can see within 60 feet of it. If the target can see the rakshasa, the target must succeed on a DC 18 CHA save or be charmed for 1 minute. A charmed creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. The rakshasa can have up to three creatures charmed in this way at a time.

Illusory Appearance. The rakshasa covers itself and anything it is wearing or carrying with a magical illusion that makes it look like another creature of its general size and Humanoid shape. The illusion ends if the rakshasa takes a bonus action to end it or if the rakshasa dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, a creature touching the disguised rakshasa might feel its fur instead of Humanoid flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 25 INT (Investigation) check to discern that the rakshasa is disguised.



Remorhaz

A bluish-white, segmented insectoid creature rises from the snow, shard-like mandibles snapping. The snow around it vaporizes into steam as the gaps in its carapace glow red with heat.

Arctic Terror. The remorhaz is a terror of cold, northern climes. It blends worm and centipede features with a long, segmented body covered in an icy carapace and rows of small legs the color and shape of icicles. Its segmented carapace vents an extreme, internal heat, melting nearby snow and burning prey and predator alike. A remorhaz unable to vent this heat may try to cool its body by lying in ice or snow, but if no cooling is available eventually its own heat cooks its internal organs.

Indiscriminate Diet. Remorhazes eat almost anything including elk, reindeer, walruses, and polar bears as well as humanoids and even giants. They occasionally feast on the stone and metal ore required to maintain their protective carapaces. A remorhaz can subsist on a diet of only stone and metal ore for a few weeks, but a remorhaz maintaining such a diet risks its carapace becoming too heavy to move or thickened enough to block its vents, preventing it from expelling excess heat.

Debated Origins. Some scholars believe the remorhaz is an odd, arctic off-shoot of the underworld's purple worm. Remorhazes themselves care little about taxonomy and have devoured many would-be scholars seeking to study them.



Remorhaz — CR 11

Huge Monstrosity

Armor Class 17 (natural armor)

Hit Points 216

Speed 30 ft., burrow 20 ft.

Perception 10 **Stealth** 15

Resistant Monstrosity Resilience

Immune cold, fire

Senses darkvision 60 ft., tremorsense 60 ft.

Languages —

STR	DEX	CON	INT	WIS	CHA
+11	+1	+9	−3	+0	−3

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Monstrosity Resilience. The remorhaz is resistant to exhaustion and to the frightened condition.

Tunneler. The remorhaz can burrow through ice, snow, and permafrost, and it leaves a 5-foot-diameter tunnel in its wake.

Actions

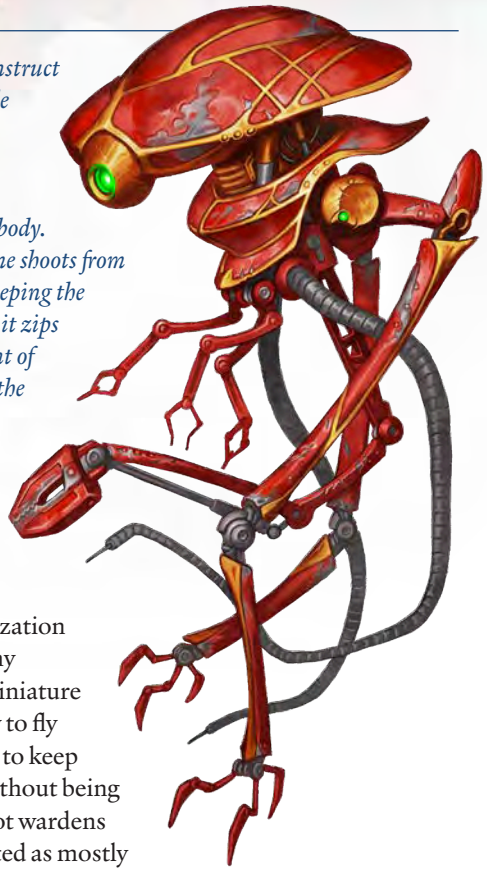
Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 DEX save or be swallowed by the remorhaz. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 10 (3d6) acid damage and 10 (3d6) fire damage at the start of each of the remorhaz's turns.

If the remorhaz takes 30 damage or more on a single turn from a swallowed creature, the remorhaz must succeed on a DC 19 CON save 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 by using 15 feet of movement, exiting prone.

Bonus Actions

Vent Heat (119 HP or Fewer). As the remorhaz's life force ebbs, its body generates more heat to protect itself. It can open valves in its carapace to vent this excess heat. Each creature within 5 feet of the remorhaz must succeed on a DC 17 CON save or suffer one level of exhaustion.

Robots



This metallic construct resembles a beetle with three legs spaced equidistantly around an oval body. A jet of blue flame shoots from its underside, keeping the creature aloft as it zips around. The scent of burning oil fills the air around it.

Ancient Relics. Robot drones were created by an advanced civilization to spy on enemy forces, their miniature size and ability to fly enabling them to keep tabs on foes without being detected. Robot wardens were constructed as mostly mindless, obedient warriors to protect the populace. Some such civilizations still exist in lost cities, but most robots have outlived their makers.

Ruins Guardians. Most robots are now scattered throughout wastelands in ancient bunkers, fallen citadels, and even crashed, otherworldly ships, protecting what remains of the people they once served. Many lie dormant until intruders trespass in the ruins or a curious tinkerer revives them, sometimes with deadly results. Even when the ruins provide excellent shelter, robots are marked with patches of rust, claw marks from an ancient beast, or they might be missing limbs entirely. In most cases, they can be animated by restoring their internal energies.

Powered by Lightning. Robots rely on electricity to function, and contact with major sources of electricity can disrupt their bodies. Each robot contains a small box at its core that stores the electricity that powers it. Dormant robots can often be restored by charging this box with lightning. Conversely, too much lightning can severely damage a functioning robot.

Robot Drone — CR 1/2

Tiny Construct

Armor Class 15 (natural armor)
Hit Points 21
Speed 20 ft., fly 40 ft. (hover)
Perception 15 **Stealth** 15
Vulnerable lightning
Immune prone | Construct Resilience
Senses darkvision 60 ft.
Languages understands the languages of its creator but can't speak

STR	DEX	CON	INT	WIS	CHA
–2	+3	+1	–3	+1	–2

Construct Nature. The drone doesn't require air, food, drink, or sleep.

Construct Resilience. The drone is immune to poison and psychic damage, and it is immune to exhaustion and the charmed, frightened, paralyzed, petrified, and poisoned conditions.

Electrical Malfunction. Whenever the drone takes lightning damage, it must succeed on a DC 11 WIS save or be incapacitated until the end of its next turn.

Point-Blank Shots. When the drone makes a ranged attack, it doesn't have disadvantage on the attack roll from being within 5 feet of a hostile creature, though it may still have disadvantage from other sources.

Actions

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

Flame Jet. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 8 (2d4 + 3) fire damage.

Bonus Actions

Fueled Escape. The drone takes the Dash or Disengage action, leaving a small cloud of fuel fumes behind it. Each creature within 5 feet must succeed on a DC 13 CON save or be poisoned until the end of its next turn.

Robot Drone Familiars

Some robot drones are willing to serve spellcasters, especially spellcasters with an interest in artifice and lost technology. Such drones have the following trait.

Familiar. The robot drone can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the drone senses as long as they are within 1 mile of each other. While the drone is within 10 feet of its companion, the companion shares the drone's Point-Blank Shots trait. At any time and for any reason, the drone can end its service as a familiar, ending the telepathic bond.

Robot Warden — CR 3

Medium Construct

Armor Class 15 (natural armor)
Hit Points 76
Speed 30 ft.
Perception 13 **Stealth** 10
Vulnerable lightning
Immune Construct Resilience
Senses darkvision 60 ft.
Languages the languages of its creator

STR	DEX	CON	INT	WIS	CHA
+3	+0	+2	–3	+1	–1

Construct Nature. The warden doesn't require air, food, drink, or sleep.

Construct Resilience. The warden is immune to poison and psychic damage, and it is immune to exhaustion and the charmed, frightened, paralyzed, petrified, and poisoned conditions.

Electrical Malfunction. Whenever the warden takes lightning damage, it must succeed on a DC 11 WIS save or be incapacitated until the end of its next turn.

ACTIONS

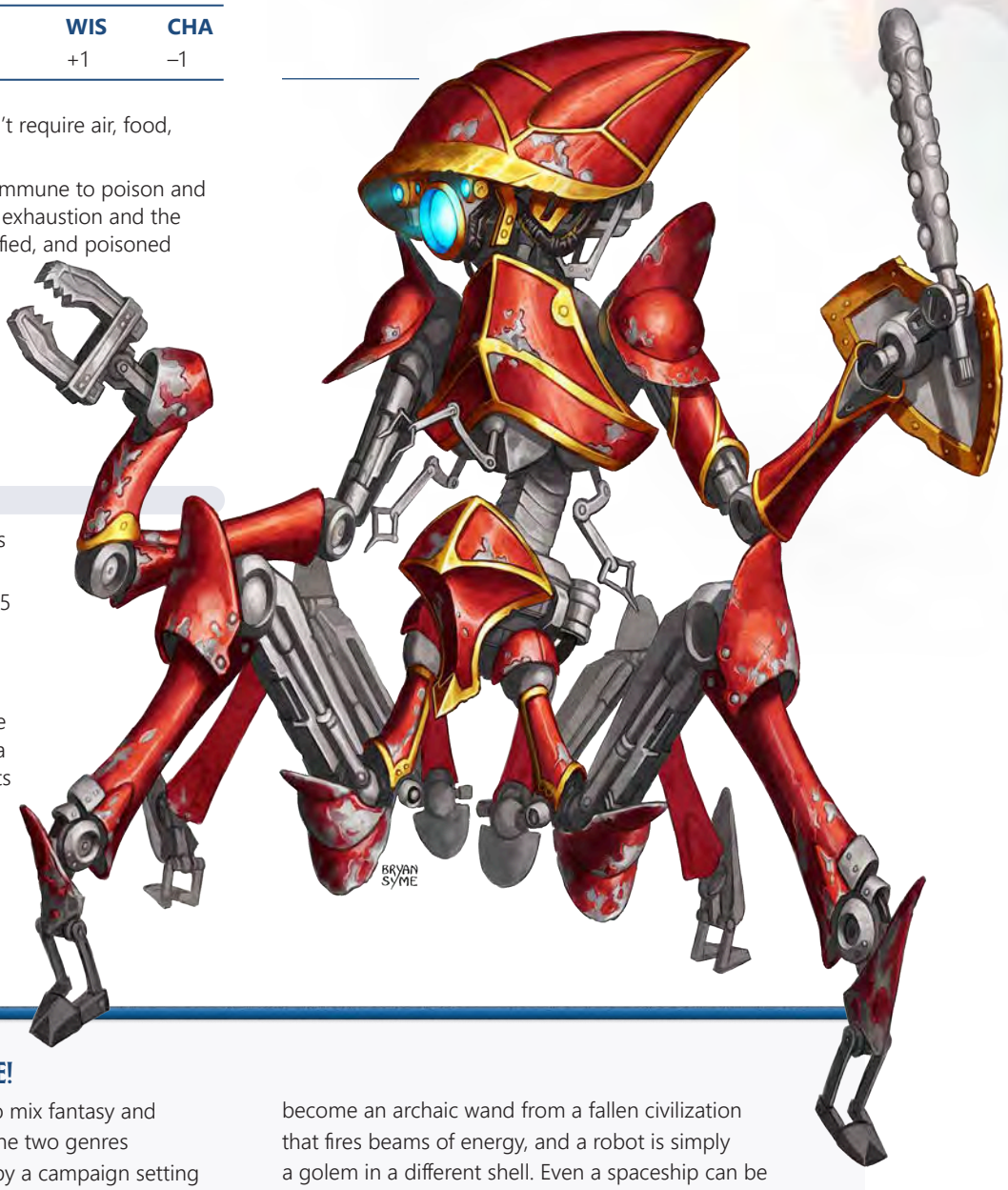
Multiattack. The robot warden makes two Force Baton attacks.

Force Baton. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) force damage.

Disrupter Beam (Recharge 5–6). The warden fires a beam of blue force in a 30-foot line that is 5 feet wide from its chest plate. Each creature in the line must make a DC 13 DEX save. On a failure, a creature takes 14 (4d6) force damage and is stunned until the end of its next turn. On a success, a creature takes half the damage and isn't stunned. The warden can choose not to deal damage with its Disrupter Beam. If it does so, a creature that fails the save is paralyzed for 1 minute instead, and a creature that succeeds suffers no effect. A paralyzed creature can make a DC 13 CON save at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Sensing Pulse. The warden emits a pulse of energy around it, analyzing its surroundings. It automatically detects every creature and trap within 30 feet of it, pinpointing the current location of each.



NO ROBOTS IN MY FANTASY, PLEASE!

Many players and GMs don't like to mix fantasy and science fiction, preferring to keep the two genres separate, and might be turned off by a campaign setting or adventure that incorporates both. The elegant solution to this problem, rather than simply getting rid of the sci-fi elements, is to modify them to make them more palatable to a fantasy audience. A death ray gun might become an archaic wand from a fallen civilization that fires beams of energy, and a robot is simply a golem in a different shell. Even a spaceship can be redefined. Perhaps it is a sky barge of one of the gods of the campaign world or a wondrous gnomish invention powered by elemental forces or tamed dragons.

Roc

A colossal raptor descends from the sky, its expansive wings blocking out the sun and its thunderous shriek echoing off the mountainsides.

Giant Raptor. This massive bird of prey resembles a crested eagle in general form. The color of a roc's plumage varies, but a typical roc is a golden brown, with white on the chest, tail, and crest. With wingspans of up to 200 feet and bodies as big as dragons, these mighty aerial hunters can snatch up creatures the size of an elephant in their sharp talons. With larger or more dangerous prey, a roc might fly up into the air then release it, feasting on the creature's remains in the aftermath of the fall.

High Eyries. Rocs lair on high mountains or coastal cliffs, building massive nests, often of whole trees ripped from the ground. Rocs are solitary creatures, coming together only briefly to mate. Likewise, once the eggs hatch and the young are fully fledged, they fly far away to build their own nests and establish their own hunting grounds.

Fishers. Distant relatives of eagles, rocs frequently hunt marine life like their cousins. A roc might dive at a surfacing whale, snatch the creature out of the water, and carry it back to its seaside nest for a feast. Experienced sailors sailing through known roc territory often chum the waters behind their ships to encourage the rocs to dive for sharks and other marine life instead of deckhands.

Roc — CR 11

Gargantuan Monstrosity (Animal)

Armor Class 15 (natural armor)
Hit Points 235
Speed 20 ft., fly 120 ft.

Perception 14 **Stealth** 14
Vulnerable blinded
Resistant Monstrosity Resilience
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+9	+4	+9	−4	+4	+3

Heightened Sight. The roc's Perception is 19 when perceiving by sight.

Monstrosity Resilience. The roc is resistant to exhaustion and to the frightened condition.

Seabird. The roc can swim up to 60 feet on its turn, but it must start and end its movement either flying or on a solid surface, such as a ship or beach. If it is swimming at the end of its turn, it must succeed on a DC 19 CON save or it immediately begins to sink and suffocate. A suffocating roc must succeed on a DC 19 STR check to fly out of the substance where it is sinking.

Actions

Multiattack. The roc makes one Beak attack and two Talon attacks. If both Talon attacks hit one Huge or Gargantuan creature, 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.

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

Talon. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 17) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the roc can't use its Talons on another target.

Bonus Actions

Territorial Shriek. The roc shrieks a territorial challenge at up to two creatures it can see within 60 feet of it. Each target must succeed on a DC 17 CHA save or be frightened until the end of its next turn. While frightened by this shriek, a creature must take the Dash action on its turn and move away from the roc by the safest available route, unless there is nowhere to move.

Roper

A spiral of red eyes slowly opens around the top of one of the cavern's stalagmites. Fleshy tendrils wiggle out of the stalagmite's sides and whip forward, as a rock-toothed maw opens beneath the eyes.

Hungry Cave Formations. Consummate predators of the deepest caverns, the roper's conical shape and stony hide resemble a stalactite, stalagmite, or similar cave formation. They have limited control over their coloration and can subtly adjust it to better blend in with the surrounding cavern.

Patient Hunters. Ropers can scale walls and even ceilings for the perfect spot to ambush unsuspecting prey. Patient and needing only a few meals a week to survive, ropers can sit for hours or even days in one location, waiting for prey.

Ropy Tendrils. A roper has a near-endless supply of rope-like tendrils it can extend from its body. When ambushing prey, it uses these tendrils, which contain a weakening poison, to grab, reel in, and devour prey. The roper can also use these tendrils to help it move along cavern walls.

Roper — CR 5

Large Monstrosity

Armor Class 20 (natural armor)
Hit Points 111
Speed 15 ft., climb 10 ft.
Perception 16 **Stealth** 15
Vulnerable thunder
Resistant Monstrosity Resilience
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+7	−1	+3	−2	+3	−2

Climbing Tendrils. If at least four of the roper's Grasping Tendrils aren't grappling creatures, the roper has a climbing speed of 30 feet.

False Appearance. While the roper remains motionless, it is indistinguishable from a normal conical or spire-like cave formation, such as a stalagmite or stalactite.

Grasping Tendrils. The roper can have up to six Grasping Tendrils at a time. Each Grasping Tendril can be attacked (AC 20; 10 HP; vulnerable to thunder damage; immune to poison and psychic damage). Destroying a Grasping Tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A Grasping Tendril can also be broken if a creature takes an action and succeeds on a DC 15 STR check against it.

Monstrosity Resilience. The roper is resistant to exhaustion and to the frightened condition.

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 one Bite attack and three Grasping Tendril attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

Grasping Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* 6 (1d4 + 4) bludgeoning damage, and the target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on STR checks and STR saves, and the roper can't use the same Grasping Tendril on another target. A creature immune to the poisoned condition doesn't have disadvantage on STR checks and STR saves from the tendril.

Bonus Actions

Reel. The roper pulls each creature grappled by it up to 25 feet straight toward it.

Reactions

Snapping Tendril. When a Grasping Tendril that is grappling a creature is destroyed, the roper can quickly pull the remains of that tendril back to it with a whipping snap. Each creature within 10 feet of the roper must succeed on a DC 15 DEX save or be knocked prone.



Rust Monster

A strange, insectile creature skitters forward on four legs. It waves two large, feathery antennae about in a questing manner.

Rust Eater. As its name implies, this odd creature can rust ferrous metals, and it eats the resulting flakes of metal. The rust monster roams caves and tunnels seeking out such metals. When it finds metal, the creature aggressively rushes to devour the meal. Clever adventurers can often save their weapons or armor by distracting the creature with another source of metal.

Armored Shell. A rust monster is about the size of a large dog. It has armored plates, feathery antennae, and four segmented legs. Its thin, whip-like tail thrashes when it is agitated or catches the scent of metals.

Color Matches Diet. The color of a rust monster's hide depends on its diet. A rust monster whose diet includes large amounts of mithral would have a silvery sheen, for example, and a rust monster which eats a great deal of copper might have a green or brown tinge.

Rust Monster **CR 1/2**

Medium Monstrosity

Armor Class 14 (natural armor)

Hit Points 23

Speed 40 ft., climb 20 ft.

Perception 11 **Stealth** 13

Resistant Monstrosity Resilience

Senses darkvision 60 ft., tremorsense 30 ft.

STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	−4	+1	−2

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Monstrosity Resilience. The rust monster is resistant to exhaustion and to the frightened condition.

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. Nonmagical ammunition made of metal that hits the rust monster is destroyed after dealing damage.

Spider Climb. The rust monster 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:* 8 (2d6 + 1) piercing damage.

Antennae. The rust monster corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 11 DEX save to avoid the rust monster's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it 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.

Bonus Actions

Iron Dash. The rust monster moves up to half its speed toward a source of ferrous metal it can sense.



Sahuagins

The scaly humanoid advances, a trident held adeptly in its clawed, webbed hands. Thrashing its heavy tail, the creature opens the mouth of its piscine head to reveal rows of razor-sharp teeth.

Coastal Terrors. Sahuagins are piscine humanoids approximately the same size as humans, but their bodies are covered in gray and green scales with lighter scales along their chests, abdomens, and throats. A large fin extends from the base of each sahuagin's skull and partway down its spine. They reside in deep ocean waters and in the waters along coastlines. They are almost exclusively carnivorous, consuming whatever creatures they can catch and kill, which sometimes puts them on the wrong side of coastal humanoid communities.

Magical Monarchs. Magical ability is rare among sahuagins, and most sahuagins have a deep respect or sometimes awe of magic. This leads many sahuagins to follow magical creatures, such as sea hags, and to elevate the rare magical sahuagins to leadership positions in their communities. These sahuagin monarchs vary widely in their ideals and goals, and they each lead their communities in their own ways. Some sahuagin monarchs prefer their communities barter and trade with coastal humanoids, relying on those humanoids' forged metals for weapons and tools, but many sahuagin monarchs send their people to prey on coastal humanoids, encouraging those in their community to take by force whatever metal weapons, tools, and shiny baubles they find. This tendency has earned sahuagins the title of "sea devils" in many coastal humanoid settlements.

Shark Affinity. Sahuagins have an innate connection with sharks. The beasts rarely attack sahuagins, often react protectively toward sahuagins in their territory, and instinctively follow telepathic commands from sahuagins. Shark-riding sahuagin captains lead most sahuagin groups that travel away from their settlements. These captains decorate their clothing with the teeth of the various sharks they've commanded and wear necklaces sporting the teeth of their favored shark companions from over the years.



Sahuagin — CR 1/2

Medium Humanoid

Armor Class 12 (natural armor)
Hit Points 25
Speed 30 ft., swim 40 ft.
Perception 15 **Stealth** 12
Senses darkvision 120 ft.
Languages Sahuagin

STR	DEX	CON	INT	WIS	CHA
+0	+0	+1	+1	+1	−1

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

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

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

Actions

Multiattack. The sahuagin makes one Bite attack and one Claws or Trident attack.

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

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

Trident. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack. If the target is wielding a weapon or shield, it must succeed on a DC 11 DEX save or drop the weapon or shield (the sahuagin's choice if the target is wielding both).

REACTIONS

Circling Sharks. If the sahuagin ends its turn within 10 feet of at least two other friendly sahuagin or sharks, the sahuagin can snap its teeth at one creature within 15 feet of it that it can see and that can see or hear it. The target must succeed on a DC 11 WIS save or be frightened until the end of its next turn.

Sahuagin Captain — CR 2

Medium Humanoid

Armor Class 14 (natural armor)
Hit Points 60
Speed 30 ft., swim 40 ft.
Perception 15 **Stealth** 12
Resistant frightened
Senses darkvison 120 ft.
Languages Sahuagin

STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+1	+1	+0

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

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

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

Shark-Tooth Adornments. A creature that touches the sahuagin captain or hits it with a melee attack while within 5 feet of it takes 3 (1d6) piercing damage.

ACTIONS

Multiattack. The sahuagin captain makes one Bite attack and two Claw or Trident attacks.

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

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Trident. *Melee or 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. If the target is wielding a weapon or shield, it must succeed on a DC 12 DEX save or drop the weapon or shield (the captain's choice if the target is wielding both).

Crisscross Attack (Recharge 4–6). The captain commands up to two friendly creatures it can see, which can include the captain, within 15 feet of a hostile target to each use a reaction to charge in a straight line up to its speed through the target, moving through the target's space regardless of the target's size and without provoking opportunity attacks. The target must make a DC 12 DEX save, taking 21 (6d6) slashing damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Circle Prey. Up to three friendly creatures the captain can see within 30 feet of the captain can each use a reaction to move up to its speed toward a target of the captain's choice. This movement doesn't provoke opportunity attacks.



Sahuagin Monarch — CR 4

Medium Humanoid

Armor Class 13 (natural armor)
Hit Points 85
Speed 30 ft., swim 40 ft.

Perception 17 **Stealth** 13
Resistant charmed, frightened
Senses darkvision 120 ft.
Languages Common, Sahuagin

STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	+1	+3	+0

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

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

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

ACTIONS

Multiattack. The sahuagin monarch makes one Bite attack and two Claw or Trident attacks, or it makes three Weakening Bolt attacks. It can replace one Claw or Trident attack with a use of Spellcasting.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage plus 9 (2d8) necrotic damage. If the target is a creature that doesn't have all its HP, the monarch regains HP equal to half the necrotic damage dealt.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Trident. *Melee or 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. If the target is wielding a weapon or shield, it must succeed on a DC 12 DEX save or drop the weapon or shield (the monarch's choice if the target is wielding both).

Weakening Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 12 (2d8 + 3) necrotic damage, and the target must succeed on a DC 13 CON save or have disadvantage on the next weapon attack roll it makes before the start of the monarch's next turn.

Spellcasting. The monarch casts one of the following spells, requiring no material components and using WIS as the spellcasting ability (spell save DC 13).

At will: *command*, *dancing lights*, *thaumaturgy*
3/day each: *bless*, *blindness/deafness*, *hold*
1/day each: *bestow curse*, *fear*



REACTIONS

Protect the Crown! When the monarch is attacked by a creature it can see within 30 feet of it, the monarch can command a friendly shark or sahuagin within 5 feet of it to intercept the attack. That shark or sahuagin becomes the new target of the attack.

MULTI-ARMED MONARCHS

Some powerful sahuagin monarchs develop additional arms and claws as they age. Though these claws can eventually become strong enough to wield weapons, most multi-armed monarchs use the claws in conjunction with their more powerful trident and bite attacks. Such monarchs have the following bonus action:

Rending Claw. The sahuagin rakes one creature within 5 feet of it with its extra claws. The target must succeed on a DC 13 STR save or suffer a bleeding wound. A creature with a bleeding wound loses 10 (4d4) HP at the start of each of its turns. Any creature can take an action to stanch the wound with a successful DC 12 WIS (Medicine) check. The wound also closes if the target receives magical healing.

Salamander

This red-scaled snake has the torso of a reptilian humanoid. Waves of heat roll off it as it hisses a warning and jabs its red-hot trident forward.

Planar Serpents. Salamanders are snake-like inhabitants of the Plane of Fire. They have serpentine lower bodies with humanoid torsos and arms. Their bodies are covered in red scales that ripple and flicker with heat and flames, and their eyes glow like coals in their reptilian faces. They bathe in pools of lava and can't tolerate climates cooler than tropical when on the Material Plane.

Spreading Heat. The heat generated by a salamander's body burns those in contact with it. This extends to the salamander's weapons, which are typically of a metal that can channel the heat into the salamander's enemies. This heat makes salamanders particularly dangerous on the Material Plane, especially when outside of the volcanic areas they prefer, as merely slithering through a forest can start a forest fire.

Strength Above All. Salamanders value strength and skill at arms. The strongest and most martially skilled of them typically rule the rest in each of their communities. This view often leads them to have little respect or regard for mortals, who they typically view as smaller and weaker creatures. They respect mortals who display great martial prowess or strength, and they often allow such mortals safe passage into their communities, task such mortals with needs they might otherwise be unable to fulfill, or permit such mortals to make requests for aid from them.

Salamander — CR 5

Large Elemental

Armor Class 15 (natural armor)

Hit Points 114

Speed 30 ft.

Perception 10 **Stealth** 12

Vulnerable cold

Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks

Immune fire

Senses darkvision 60 ft.

Languages Ignan

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	+0	+0	+2

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. When the salamander hits with a metal melee weapon, the weapon deals an extra 7 (2d6) fire damage (included in the attack).



Actions

Multiattack. The salamander makes one Trident attack and one Tail attack, or it makes three Fire Bolt attacks. It can replace one Trident attack with a Tail attack.

Trident. *Melee or Ranged Weapon Attack:* +6 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, plus 7 (2d6) fire damage. If the target is wielding a weapon or shield, it must succeed on a DC 14 DEX save or drop the weapon or shield (the salamander's choice if the target is wielding both).

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

Fire Bolt. *Ranged Spell Attack:* +5 to hit, ranged 60 ft., one target. *Hit:* 12 (3d6 + 2) fire damage.

Bonus Action

Tighten Grip. The salamander tightens its grip around one creature it is grappling. Until the start of the salamander's next turn, the target has disadvantage on any check made to escape the grapple, and other than a successful check to escape the grapple, the target can't be moved, knocked prone, or otherwise removed from the salamander's grasp without the salamander's permission.

Satarre

Light glints off the glossy flesh of the wiry horror as it extends its clawed hands in a fighter's stance.

World Enders. The satarre call themselves the "devourers" or "those who end the world" due to their veneration of dark gods who seek to bring about an apocalypse. Most of them strive to destroy the worlds of mortals and bring about the end of all things.

Planar Travelers. The satarre know many worlds and are comfortable speaking with planar beings, as their people have long been those who turn grand and maleficent visions into actionable plans.

Satarre Destroyers. Warriors of the satarre, destroyers strike down the satarres' enemies across the planes and lead the undead legions created by their spellcasters.

Satarre — CR 1

Medium Humanoid

Armor Class 12 (leather armor)
Hit Points 40
Speed 30 ft.
Perception 12 **Stealth** 11
Resistant necrotic | Void Strength
Senses darkvision 60 ft.
Languages Common, Void Speech

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	+0	+0	+1

Void Strength. The satarre is resistant to the blinded, charmed, deafened, frightened, stunned, and unconscious conditions.

Void Weapons. The satarre's weapon attacks are magical. When the satarre hits with any weapon, the weapon deals an extra 1d6 necrotic damage (included in the attack).

Actions

Multiattack. The satarre makes two Claw or Spear attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) necrotic 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 plus 3 (1d6) necrotic damage.



Satarre Destroyer — CR 3

Medium Humanoid

Armor Class 15 (scale mail)
Hit Points 72
Speed 30 ft.
Perception 14 **Stealth** 11
Resistant necrotic | Void Strength
Senses darkvision 60 ft.
Languages Common, Void Speech

STR	DEX	CON	INT	WIS	CHA
+5	+1	+5	+0	+0	+2

Void Strength. As the satarre.

Void Weapons. As the satarre, except the destroyer's weapon deals an extra 2d6 necrotic damage.

Actions

Multiattack. The satarre destroyer makes one Claw attack and one Greataxe attack, or it makes two Necrotic Bolt attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage plus 7 (2d6) necrotic damage. If the target is a Medium or smaller creature, it must succeed on a DC 13 STR save or be knocked prone.

Necrotic Bolt. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

Bonus Actions

Coordinate Strikes. One friendly satarre or Undead of the destroyer's choice within 30 feet of the destroyer has advantage on the next attack roll it makes against a creature the destroyer attacked this round.

Satyr

The horned goat-man smiles and winks slyly as he offers a mug sloshing with ale.

Goat Fey. These wild, forest-dwelling fey resemble hirsute humanoids from the waist up, with wooly legs and cloven hooves comprising their lower halves. Curling, ram-like horns grow from their heads.

Revelries. Satyrs are indulgent creatures, hungering for all types of sensory pleasures and seeking them whenever possible. They prefer to indulge in company, and they have little qualms about coercing others to share in the revelry, with little thought to possible consequences. Likewise, they happily participate in any ongoing festivities, whether or not they are invited. Satyrs often carry magical pipes, and they use enchanted music to sway people into joining their revelries.

Forest Protectors. Despite their carefree, hedonistic natures, satyrs are devoted defenders of their forest homelands, and they quickly rise to the defense of the forest against those that would despoil or destroy it. In such instances, their pan pipes can produce chords that strike fear into the satyr's enemies.

Satyr **CR 1/2**

Medium Fey

Armor Class 13

Hit Points 23

Speed 40 ft.

Perception 12 **Stealth** 15

Resistant Fey Resilience

Senses —

Languages Common, Elvish, Sylvan

STR	DEX	CON	INT	WIS	CHA
+1	+3	+0	+1	+0	+5

Fey Resilience. The satyr is resistant to the charmed and unconscious conditions.

Magic Resistance. The satyr has advantage on saves against spells and other magical effects.

Actions

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

Intoxicating Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 7 (1d8 + 3) poison damage, and the target must succeed on a DC 13 CON save or be incapacitated until the end of its next turn.

Bonus Actions

Revelries. The satyr dances and plays a tune on its pipes, affecting one creature it can see within 30 feet of it in one of the following ways. The target must succeed on a DC 13 CHA save or gain the listed effect. A willing creature can choose to fail the save.

- **Celebrate.** The target feels invigorated by the music, dancing along with it. Until the start of the satyr's next turn, the target has advantage on DEX saves and on the next attack roll it makes.
- **Overindulge.** The satyr's song is laced with magical enchantments, and the target is forced to dance along with the music. Until the start of the satyr's next turn, the target is charmed, and its speed is reduced by 10 feet, as it dances uncontrollably.
- **Unnerve.** The satyr's song and dance turn frightful with heavy stomps, shrill notes, and a rapid, staccato melody. The target is frightened until the end of its next turn.



Selangs

This grinning man would be quite handsome, if not for his glowing red eyes, insectoid legs, and antennae.

Dark Satyrs. The selangs or dark satyrs are twisted and vicious fauns who have abandoned nature worship and instead venerate ancient gods of deep and malign intelligence. Selangs seek to help those malevolent gods enter the mortal world by opening dark portals and bridging a path to realms beyond mortal understanding.

Battle Song and Laughter. Selangs relish battle, pain, and torture. They find violence thrilling and bloodshed exciting, and they often laugh, sing, and boast shamelessly during combat. Although they are the diplomats and spokesmen of the old gods, their manic speech and alien logic can sometimes be hard to follow. They are most comfortable with the slithering tones of Void Speech.

Blasphemous Music. Selang cults and settlements are often found at the sites sacred to the dark gods, making hypnotic and alien harmonies. They are rarely the strongest soldiers, instead encouraging others of martial mien to fill the ranks, while the dark satyrs use their magic and poison against their foes.

Void Piping. Some selang take their devotion to their dark gods to an even deeper level, exposing themselves more fully to the corrupting power of the Void, which reshapes the selang. The most notable change this exposure causes in selangs is the growth of fleshy tubes of differing lengths on the side of the selang's neck. These selangs channel the power of the Void through songs hummed and piped through these tubes rather than the manufactured instruments of other selangs. Void pipers, as they are known among selangs, feel much less like individuals and believe they are living conduits of the Void's power and their gods' wills. Channeling the Void brings them great joy, while simultaneously damaging the minds of creatures around them not accustomed to the Void.

Selang — CR 4

Medium Fey

Armor Class 15 (natural armor)

Hit Points 87

Speed 40 ft.

Perception 16 **Stealth** 14

Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks | frightened | Fey Resilience

Immune acid, lightning

Senses darkvision 60 ft.

Languages Common, Elvish, Sylvan, Void Speech

STR	DEX	CON	INT	WIS	CHA
+4	+4	+4	+1	+2	+6



Fey Resilience. The selang is resistant to the charmed and unconscious conditions.

Poisoned Weapons. The selang's weapons are coated with a magical poison. When the selang hits with any weapon, the weapon deals an extra 3d6 poison damage (included in the attack).

Actions

Multiattack. The selang makes two Dagger or Poison Bolt attacks.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 10 (3d6) poison damage.

Poison Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 14 (3d6 + 4) poison damage.

Bonus Actions

Alien Piping. The selang plays one of the following ear-bending melodies on alien pipes. One creature the selang can see within 60 feet of it is the only creature that can hear the melody. The target must succeed on a DC 14 WIS save or be affected by the chosen melody.

- **Capering.** On the target's next turn, it must use all of its movement dancing without leaving its space, and it has disadvantage on attack rolls and DEX saves.

- **Captivating.** The target is charmed until the end of its next turn, humming along to the selang's pleasant melody.
- **Disorienting.** The target is incapacitated until the end of its next turn, and when it moves, it moves in a random direction.
- **Drowsy.** The target falls unconscious and dreams of evil entities and sinister portals for 10 minutes. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.
- **Haunting.** The target is frightened until the end of its next turn, and on its turn, it must take the Dash action and move away from the selang by the safest available route, unless there is nowhere to move.

Void Piper — CR 7

Medium Fey

Armor Class 16 (natural armor)
Hit Points 126
Speed 40 ft.

Perception 16 **Stealth** 13

Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks | frightened | Fey Resilience
Immune acid, lightning, psychic
Senses darkvision 60 ft.
Languages Common, Elvish, Sylvan, Void Speech

STR	DEX	CON	INT	WIS	CHA
+2	+3	+6	+1	+2	+7

Fey Resilience. The void piper is resistant to the charmed and unconscious conditions.

Void-Tainted Weapons. The void piper's weapons are coated with a magical poison tainted by the Void. When the void piper hits with any weapon, the weapon deals an extra 3d8 necrotic damage (included in the attack).

ACTIONS

Multiattack. The selang makes three Dagger or Void Bolt attacks. If two Dagger or Void Bolt attacks hit one creature, the target must succeed on a DC 15 WIS save or suffer a random, short-term dread effect until the end of its next turn.

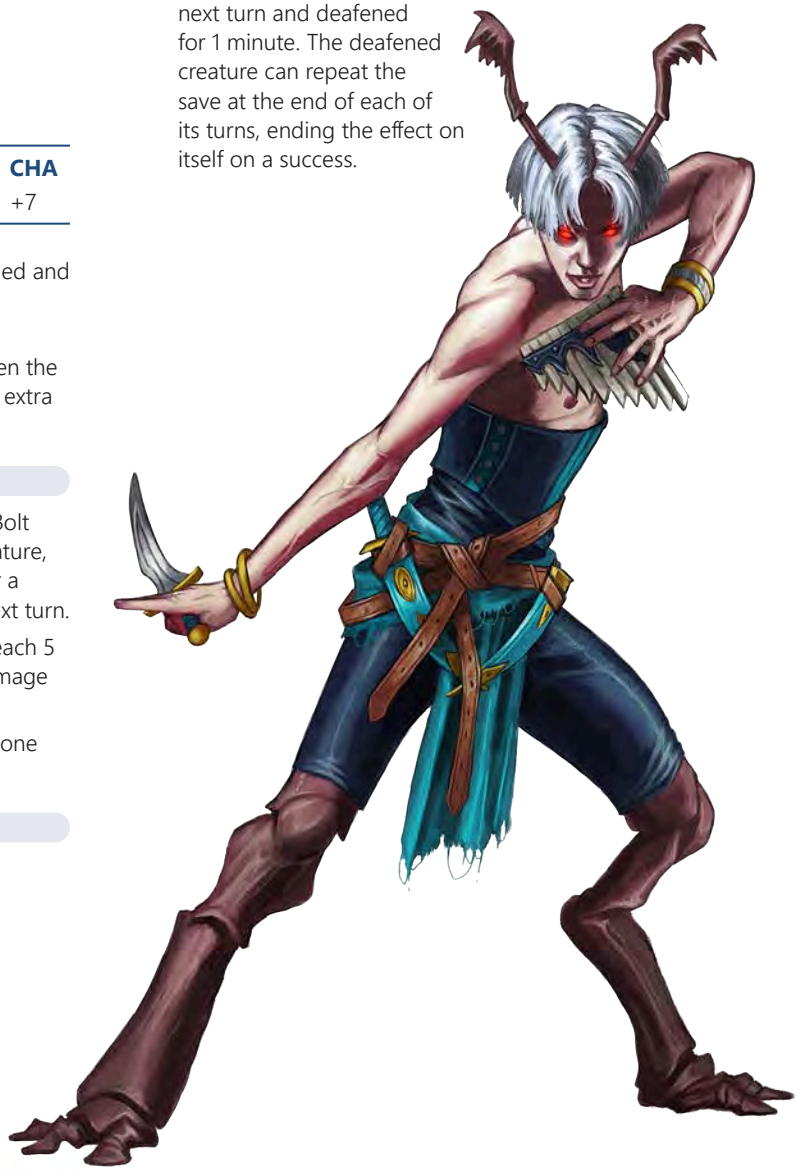
Dagger. *Melee or Ranged Weapon Attack:* +56 to hit, reach 5 ft. or 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 13 (3d8) necrotic damage.

Void Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 17 (3d8 + 4) necrotic damage.

BONUS ACTIONS

Void Piping. The void piper plays one of the following void-tainted songs from the pipes on its neck. One creature the void piper can see within 60 feet of it is the only creature that can hear the melody. The target must succeed on a DC 15 WIS save or be affected by the chosen song. The piper can't play the same song two rounds in a row.

- **Cosmic Doom.** The target is filled with the dreadful weight of its mortality and is frightened until the end of its next turn. While frightened, its speed is reduced to 0, as it shakes in terror in its space.
- **Eternal Drifting.** The target feels as though it is drifting through an endless sea of darkness, slowing its awareness of the world around it. On its next turn, the target can use either an action or a bonus action, not both, it can't use reactions, and it can't make more than one melee or ranged attack during its turn.
- **Ravenous Void.** The song pulls the breath from the target to feed the Void. The target loses the ability to speak and can't cast spells with verbal components for 1 minute. It can repeat the save at the end of each of its turns, ending the effect on itself on a success. If the target fails the save by 5 or more, it also suffers one level of exhaustion.
- **Void Echoes.** Void Speech whispers echo in the target's mind and ears. It is incapacitated until the end of its next turn and deafened for 1 minute. The deafened creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.



Selkie



A young man dances on the shore, graceful upon the sand. Suddenly he stops and reaches for a nearby cloak. As it swirls around his shoulders, he disappears. In his place, a seal slips beneath the ocean waves.

Transforming Fey. Selkies are fey creatures who transform into seals using magical sealskins. Their humanoid forms are beautiful, with webbed hands and feet. If deprived of its sealskin, a selkie can't change its shape and will do all it can to retrieve the skin. Selkies vary in temperament; some are kind, while others are malicious tricksters.

Migratory Creatures. Selkies live on secluded islands but travel to coastlands in summer to trade with coastal enclaves, sometimes even wooing or marrying among fisherfolk. Selkies rarely remain, for the sea, and its freedom, calls to them each high tide.

Enchanted Skins. Selkies believe that long ago, an archfey of seals gave them their magical sealskins. Stealing a selkie's sealskin is considered the gravest of crimes, and they will band together to retrieve a stolen sealskin, often with violent consequences. Some selkies have learned to disguise their skins as items of clothing, especially disheveled or mundane clothing, such as belts, hats, vests, or cloaks to avoid attracting the attention of thieves. An individual selkie's skin works only for them, becoming nonmagical when it dies, and can't be used by anyone else, even other selkies.

Allied Sea Tribes. Though considerably rare, legends tell of selkie tribes that use the skins of other sea animals to change shape. Such selkies use the skins of sharks, giant sea horses, or even orcas, and can assume those forms instead of a seal form.

Selkie — CR 3

Medium Fey

Armor Class 12 in fey form, 14 (natural armor) in seal form
Hit Points 80
Speed 30 ft., swim 30 ft. (20 ft., swim 50 ft. in seal form)
Perception 14 **Stealth** 14
Resistant cold | Fey Resilience
Senses darkvision 60 ft.
Languages Aquan, Common, Sylvan

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2	+0	+2	+3

Fey Resilience. The selkie is resistant to the charmed and unconscious conditions.

Hold Breath. The selkie can hold its breath for 30 minutes.

Speak with Pinnipeds. The selkie can communicate with seals, sea lions, and walruses as if they shared a language.

Actions

Multiattack. The selkie makes one Bite attack and two Tail attacks, or it makes three Spear attacks.

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

Spear (Fey Form Only). *Melee or Ranged 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.

Tail (Seal Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Bonus Actions

Change Shape. The selkie magically transforms into a Medium seal or back into its true form, which is Fey. Its statistics, other than its AC, size, and speed, are the same in each form. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies. If the selkie is in its true form, it can't use this bonus action if it isn't wearing or carrying its bound sealskin.

Charming Escape. The selkie can take the Dash or Disengage action, performing a chuckle, twirl, or wink as it does. Each creature within 5 feet must succeed on a DC 13 CHA save or be charmed until the end of its next turn.

Shadow

A man's shadow flickers in the firelight of the streetlamp. The man moves further down the street, but his shadow remains, steadily becoming more solid as it pulls away from the cobblestones beneath the lamp.

Covetousness Incarnate. A shadow arises in the wake of the death of a humanoid with an overwhelmingly covetous nature. Cowardice, greed, gluttony, jealousy, miserliness, and similar flaws cause corruption that taints the spirit, making it linger as a shadow upon the humanoid's death. In undeath, covetousness turns into a hunger for the strength and vibrance of the living. Shadows appear much as their namesakes, but their deathly natures manifest as monstrous, exaggerated versions of the humanoid form, such as overlong limbs, imposing silhouettes, fanged maws, and eyes that glow a dim red.

Hidden Danger. Shadows lurk in dark, abandoned places, such as ruined cities, abandoned graveyards, or dank dungeons, clinging to floors, walls, and ceilings until living creatures foolishly or unknowingly enter their domains. Once a potential victim is in sight, a shadow hides as part of the victim's mundane shadow, then strikes when the victim is most vulnerable. A humanoid slain by a shadow becomes a shadow itself.

Shadow — CR 1/2

Medium Undead

Armor Class 12

Hit Points 17

Speed 40 ft., climb 20 ft.

Perception 10 **Stealth** 14

Vulnerable radiant

Resistant acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks

Immune necrotic | frightened, grappled, paralyzed, petrified, prone, restrained | Undead Resilience

Senses darkvision 60 ft.

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

STR	DEX	CON	INT	WIS	CHA
−2	+4	+1	−2	+0	−1

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

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

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saves.

Undead Nature. The shadow doesn't require air, food, drink, or sleep.

Undead Resilience. The shadow is immune to poison damage, to exhaustion, and to the poisoned condition.

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's STR score is reduced by 1d4. The target dies if this reduces its STR to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a Humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Bonus Actions

Shadow Bond. One creature the shadow can see within 5 feet of it must succeed on a DC 12 WIS save or the shadow bonds with the target's shadow for 1 minute. While bonded with the target's shadow, the shadow can use this bonus action to teleport to an unoccupied space within 5 feet of that creature, provided the creature is within 120 feet of the shadow.

Shadow Stealth. The shadow takes the Hide action. It can use this bonus action only while in dim light or darkness.

Shambling Mound

The collection of slimy vines and vegetation floating along the top of the swamp water suddenly rises and takes on a vaguely humanoid shape. It steps forward with a lumbering gait and reaches out a dripping vine-hand.

Rotting Vegetation Incarnate. Inhabitants of wetlands and rainforests, the shambling mound appears to be a rotting mass of vines, leaves, and other vegetation, assembled in a roughly human-shaped and sized pile. The shambling mound moves in a slow, awkward gait appropriate to its name.

Omnivorous Plants. True omnivores, shambling mounds can derive sustenance from any organic material, feeding on whatever is available. A shambling mound's vines and rootlets can bore into trees and other vegetation, drawing nutrients out of them and into itself. When attacking or feeding on more mobile prey, the vines comprising its body wrap around the victim, then pull the victim into the mound's body. A victim inside the mound's body is pummeled and eventually consumed by the constantly roiling mass of vines, vegetation, and rotting detritus.

Shambling Mound **CR 5**

Large Plant

Armor Class 15 (natural armor)
Hit Points 110
Speed 20 ft., swim 20 ft.

Perception 10 **Stealth** 12
Resistant cold, fire | Plant Resilience
Immune lightning | blinded, deafened
Senses keensense 60 ft. (can't sense beyond this radius)
Languages —

STR	DEX	CON	INT	WIS	CHA
+4	−1	+3	−3	+0	−3

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains HP equal to the lightning damage dealt.

Plant Resilience. The shambling mound is resistant to exhaustion and to the paralyzed, petrified, and unconscious conditions.

Rotting Vegetation. The shambling mound emits the smell of rotting vegetation. A creature that starts its turn within 10 feet of the shambling mound must succeed on a DC 14 CON save or be poisoned until the start of its next turn.

Actions

Multiattack. The shambling mound makes two Slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14).

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

Bonus Actions

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. In addition to being grappled, the engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 CON save at the start of each of the mound's turns or take 4 (1d8) bludgeoning damage and 3 (1d6) 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

A towering mechanical humanoid with one arm shaped like a shield and a body covered in glowing runes strides forward.

Crafted Protectors. The quintessential protective construct, shield guardians are crafted and enchanted to defend their wards at all costs. Shield guardians vary in shape and style, based on the tastes of their makers, but each shield guardian displays glowing runes and has at least one shield-like limb. They can store the magical energy of spellcasters, and spellcasters must be involved in the creation of each shield guardian. A shield guardian created without the assistance of a spellcaster has the statistics of a suit of animated armor.

Amulet Bound. When a shield guardian is constructed, its maker also crafts an amulet that is magically linked to the construct. The shield guardian is bound to protect and follow the orders of the wearer of the amulet. This enables control of a shield guardian to be transferred, or stolen, as anyone bearing the amulet can issue commands to the construct and gain its protection. Some spellcasters craft shield guardians specifically to sell or gift as personal defenders, often to a lover, dear friend, or honored liege.

Shield Guardian **CR 7**

Large Construct

Armor Class 17 (natural armor)

Hit Points 139

Speed 30 ft.

Perception 12 **Stealth** 9

Immune Construct Resilience

Senses keensense 10 ft., darkvision 60 ft.

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

STR	DEX	CON	INT	WIS	CHA
+4	−1	+4	−2	+2	−4

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 guardian knows the distance and direction to the amulet's wearer, and the amulet's wearer can telepathically call the guardian, teleporting the guardian to an unoccupied space within 5 feet of the wearer after 1 minute. In addition, if the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is taken by the guardian instead.

Construct Nature. The shield guardian doesn't require air, food, drink, or sleep.

Construct Resilience. The shield guardian is immune to poison and psychic damage, and it is immune to exhaustion and the charmed, frightened, paralyzed, petrified, and poisoned conditions.

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

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th 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 the stored spell, using the appropriate action required by the 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 Runed Fist attacks, or it makes three Rune Bolt attacks.

Runed Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 14 (4d8) force damage.

Rune Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 16 (4d6 + 2) force damage.

Bonus Actions

Protective Step. The guardian teleports up to 60 feet to an unoccupied space it can see within 5 feet of the amulet's wearer.

Reactions

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



Skeletons

Half hidden in darkness, skeletal bones clad in rusted armor and threadbare clothing lurch forward, the creature's bony fingers clutched around the rotting grip of a rusted sword.

Undead Servitor. Skeletons are fleshless undead that have been reconstructed and animated by fell magic. Soulless, emotionless, and driven by the whims of their master, the skeleton is an unshakable guardian. Skeletons can be found in desecrated temples, graveyards, and cemeteries where they can watch, completely motionless, for eons. New and masterful necromancers use skeletons as stalwart guards and servants, though they understand such creatures have no loyalty beyond the magic that controls them.

Dark Intelligence. While lacking humanoid intelligence, skeletons possess a cleverness that extends beyond a mere beast. They remember how to wield weapons and wear armor, and they collect and use weapons or shields taken from the recent dead. Skeletons look upon the living with eyeless sockets and unsettling patience, as their instincts judge distances, tactics, and methods to separate a potential target's flesh from their bones.

Moldering Bodies. Though dried strands of tendon or wisps of stubborn hair may cling to a skeleton, magic alone is responsible for its movement. Piercing weapons and arrows may skip from the skeleton's hardened bone, but heavy blows shatter them.

Skeleton — CR 1/4

Medium Undead

Armor Class 13 (armor scraps)
Hit Points 14
Speed 30 ft.

Perception 9 **Stealth** 14
Vulnerable bludgeoning
Resistant piercing
Immune Undead Resilience
Senses darkvision 60 ft.
Languages understands the languages it knew in life but can't speak

STR	DEX	CON	INT	WIS	CHA
+0	+2	+2	−2	−1	−3

False Appearance. While the skeleton remains motionless and prone, it is indistinguishable from an inanimate Humanoid skeleton.

Undead Nature. The skeleton doesn't require air, food, drink, or sleep.

Undead Resilience. The skeleton is immune to poison damage, to exhaustion, and to the poisoned condition.



Actions

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

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

Reactions

Counterattack (Recharge 6). When a creature the skeleton can see hits it with an attack, the skeleton can make one Shortsword or Shortbow attack against the attacker.

Minotaur Skeleton — CR 2

Large Undead

Armor Class 12 (natural armor)
Hit Points 63
Speed 40 ft.

Perception 9 **Stealth** 10
Vulnerable bludgeoning
Resistant piercing
Immune Undead Resilience
Senses darkvision 60 ft.
Languages understands the languages it knew in life but can't speak

STR	DEX	CON	INT	WIS	CHA
+4	+0	+2	−2	−1	−3

Charge. If the minotaur skeleton moves at least 10 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 14 STR save or be pushed up to 10 feet away from the skeleton and knocked prone.

False Appearance. While the minotaur skeleton remains motionless and prone, it is indistinguishable from an inanimate minotaur skeleton.



Labyrinthine Memories. The minotaur skeleton has advantage on checks and saves to avoid becoming lost or to recall a path it has previously traveled.

Undead Nature. The skeleton doesn't require air, food, drink, or sleep.

Undead Resilience. The skeleton is immune to poison damage, to exhaustion, and to the poisoned condition.

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:* 11 (2d6 + 4) piercing damage.

REACTIONS

Counterattack (Recharge 6). When a creature the minotaur skeleton can see hits it with a melee attack while within 5 feet of it, the skeleton can make one Gore attack against the attacker.

War Horse Skeleton — CR 1/2

Large Undead

Armor Class 13 (barding scraps)
Hit Points 25
Speed 60 ft.

Perception 11 **Stealth** 13
Vulnerable bludgeoning
Resistant piercing
Immune Undead Resilience
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+1	+2	−4	+1	−3

False Appearance. While the war horse skeleton remains motionless and prone, it is indistinguishable from an inanimate war horse skeleton.

Undead Nature. The skeleton doesn't require air, food, drink, or sleep.

Undead Resilience. The skeleton is immune to poison damage, to exhaustion, and to the poisoned condition.

ACTIONS

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

BONUS ACTIONS

Counterattack (Recharge 6). When a creature the war horse skeleton can see hits it with a melee attack while within 5 feet of it, the skeleton can make one Hooves attack against the attacker.



Specter

A ghostly, translucent figure floats into view. Its spectral hair whips wildly as if in a windstorm, and its face is a monstrous mask of unbridled rage.

Ghostly Undead. Specters are restless souls that can't move on to the afterlife. Unlike ghosts, they don't have unfinished business. Instead, they are denied the afterlife for some other reason, which often can't be resolved outside of destruction or divine intervention. Like ghosts, specters appear much as they did in life, but their forms are pale and transparent. A specter's visage is often recognizable to those who knew the specter in life or who might have seen a portrait or similar likeness of the specter's previous form.

Violent Remnants. While most specters are remnants of malicious or selfish humanoids who died suddenly or violently, many are the product of a terrible death at the hands of a wraith. This restless existence wears on specters, filling most with loathing or envy for the living, who have the life they are being denied.

Seek Eternal Rest. Some specters remain relatively lucid and seek release from the torment of their undead existence. Such specters often search for humanoids and other creatures capable of granting them this rest either through destruction, religious rites, or magic. Unable to clearly communicate their needs, these specters often lash out at those that can help them, desperate for assistance. This coupled with other specters' violent tendences in general toward the living give specters the reputation of being some of the most aggressive undead.



Specter **CR 1**

Medium Undead

Armor Class 12

Hit Points 27

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

Perception 10 **Stealth** 12

Resistant acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks

Immune necrotic | charmed, grappled, paralyzed, petrified, prone, restrained, unconscious | Undead Resilience

Senses darkvision 60 ft.

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

STR	DEX	CON	INT	WIS	CHA
−5	+2	+0	+0	+0	+2

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

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, and its Perception is 5 when perceiving by sight.

Undead Nature. The specter doesn't require air, food, drink, or sleep.

Undead Resilience. The specter is immune to poison damage, to exhaustion, and to the poisoned condition.

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 12 (3d6 + 2) necrotic damage. The target must succeed on a DC 12 CON save or its HP 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 HP maximum to 0.

Reactions

Retributive Shriek. When the specter takes damage from a creature it can see within 30 feet of it, the specter can shriek with the fury of its tormented existence. That creature must succeed on a DC 12 WIS save or be frightened until the end of its next turn.

Sphinxes

A creature reclines on the ledge above. Great feathered wings rest folded atop a lion's body that bears a regal humanoid head.

Agents of the Divine. Sphinxes are powerful, enigmatic, solitary creatures subject to divine or planar forces. They are direct agents of powerful extraplanar beings, typically deities, demigods, or similar entities. The role of a sphinx is dependent upon the being it serves and the mission on which it is sent to the Material Plane. A sphinx might be sent as punishment, attacking and killing the folk of a region or city, or it might be sent as a guardian over something important to the extraplanar entity: a powerful magical site, great stores of lost knowledge, or even a prison filled with powerful and dangerous beings. A sphinx might also be tasked with overseeing an important trial or test that a mortal is undertaking for the sphinx's superior, ensuring the trial isn't stopped, altered, or otherwise disrupted.

Lovers of Riddles. Sphinxes are most often tasked with indefinitely guarding an area or indefinitely overseeing a trial or test that occurs regularly every few years or even every few hundred years. Sphinxes typically enjoy wordplay and riddles, and sphinxes tasked with such long assignments often entertain themselves in the interim between visitors by coming up with complex riddles. They challenge visitors to answer these riddles, and each sphinx reacts differently to riddles being answered correctly or incorrectly. Creatures that are particularly clever with riddles or wordplay might be allowed to pass through a guarded area they otherwise might not be allowed to enter, while those who fail to answer even the simplest riddle might face the wrath of an agitated sphinx.

Variety of Sphinxes. Sphinxes come in a variety of styles, often based on the entity that created or commands the sphinx, but the two most common types of sphinxes are androsphinxes and gynosphinxes. Androsphinxes typically have heads that resemble masculine humanoids, complete with well-groomed beards. They tend to be pedantic and overly ceremonial, and they possess a magical roar that they employ most often against those who do not acknowledge their power or authority. Gynosphinxes typically have heads that resemble feminine humanoids but with more feline features, such as slitted eyes or a mouth full of sharp teeth. They tend to be quick-witted and possess considerable mental might, which they use to reroute or disorient unwanted visitors.

A Sphinx's Lair

A sphinx's lair is typically an ancient ruin, abandoned library, long-forgotten treasury, deserted temple, or similar location once inhabited by humanoids or sacred to some extraplanar entity. These lairs are most often in deserts, but a sphinx lair can be anywhere humanoids once dwelled.

Lair Actions

On initiative count 20 (losing initiative ties), the sphinx can take a lair action to cause one of the following effects; the sphinx can't use the same effect two rounds in a row:

- **Balance Time.** Time around the sphinx becomes balanced. Each creature within 30 feet of the sphinx affected by a spell or other effect that lasts for more than 1 round has that effect's duration reduced to 1 round. An unwilling creature must succeed on a DC 17 WIS save to avoid the reduction.
- **Enshroud.** A 20-foot-radius sphere of magical darkness appears centered on a point the sphinx can see within 120 feet of it. While inside the sphere, the sphinx makes no noise unless it chooses to do so. The magical darkness lasts until initiative count 20 on the next round.
- **Sit and Listen.** Up to three creatures the sphinx can see within 120 feet of it are pulled to the ground. Each target must succeed on a DC 17 STR save or be knocked prone and restrained until the end of its next turn. If a target fails the save while flying, it is immediately grounded, taking falling damage as normal, is knocked prone, and is restrained until the end of its next turn.
- **Transpose.** Up to two creatures the sphinx can see within 120 feet of it switch places, each teleporting into the space of the other. The sphinx can't target itself with this lair action.

Regional Effects

The region containing a sphinx's lair is altered by its presence, which creates one or more of the following effects:

- **Defensive Storms.** Dust storms are more frequent within 5 miles of the sphinx's lair. Creatures intentionally seeking the lair encounter such storms every 1d4 hours of travel in the area.
- **Guarded Secrets.** A creature that finishes a short or long rest within 1 mile of the sphinx's lair must succeed on a DC 13 WIS save or forget any interaction it had with the sphinx that the sphinx doesn't want it to remember.
- **Riddle Speak.** For every 24 hours a creature spends within 2 miles of a sphinx's lair, it must succeed on a DC 13 CHA save or speak only in riddles for 8 hours.

- **Truth Manifest.** Within 3 miles of the sphinx's lair, creatures have disadvantage on CHA (Deception) checks, and a creature that knowingly tells a lie suffers great pain for 1 minute. If a creature knowingly tells another lie while suffering this pain, it takes 2 (1d4) psychic damage. The sphinx is aware of the distance, direction, and identity of a creature that takes this damage.

If the sphinx dies, these effects fade in 1d10 days.



Androsphinx — CR 17

Large Monstrosity

Armor Class 17 (natural armor)

Hit Points 284

Speed 40 ft., fly 60 ft.

Perception 20 **Stealth** 15

Resistant Monstrosity Resilience

Immune psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks | charmed, frightened

Senses truesight 120 ft.

Languages Common, Sphinx

STR	DEX	CON	INT	WIS	CHA
+6	+5	+11	+9	+10	+6

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. WIS (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magical Claws. The sphinx's Claw attacks are magical. When the sphinx hits with a Claw attack, the Claw deals an extra 2d8 force damage (included in the attack).

Monstrosity Resilience. The sphinx is resistant to exhaustion and to the frightened condition.

ACTIONS

Multiattack. The sphinx makes four Claw or Arcane Bolt attacks. It can replace one attack with a use of Spellcasting.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage plus 9 (2d8) force damage.

Arcane Bolt. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 24 (4d8 + 6) force damage.

Spellcasting. The sphinx casts one of the following spells, requiring no material components and using WIS as the spellcasting ability (spell save DC 18).

At will: *command*, *detect evil and good*, *thaumaturgy*

3/day each: *dispel magic*, *restoration*, *tongues*, *zone of truth*

2/day each: *freedom of movement*, *greater restoration*

1/day: *heal*

BONUS ACTIONS

Roar. The sphinx emits one of the following magical roars. Each roar is audible up to 300 feet away. When it roars, the sphinx chooses up to three creatures it can see within 120 feet of it to be affected by the roar. A creature that fails a save and is affected by an ongoing effect can repeat the save at the end of each of its turns, ending the effect on itself on a success.

- **Rumbling Roar.** This deep roar rumbles through each target's body, rattling it to its bones. Each target must succeed on a DC 18 CON save or deal only half damage with weapon attacks that use STR or DEX for 1 minute.



- **Terrifying Roar.** This shrill roar tugs at the self-preservation instincts within creatures. Each target must succeed on a DC 18 WIS save or be frightened for 1 minute. While frightened, a creature's speed is 0. If a creature fails the save by 5 or more, it is also paralyzed while frightened.
- **Thunderous Roar.** This booming roar slams against the chosen creatures. Each target must succeed on a DC 18 STR save or be pushed up to 15 feet away from the sphinx, knocked prone, and deafened for 1 minute.

LEGENDARY ACTIONS

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

Teleport. The sphinx 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 sphinx uses Spellcasting.

Lacerating Swipe (Costs 2 Actions). The sphinx rears up on its hind legs, wings fluttering, and swipes in a wide arc with both its forepaws. Each creature in a 15-foot cone must succeed on a DC 18 DEX save or take 11 (2d10) slashing damage and suffer a bleeding wound. A creature with a bleeding wound loses 5 (1d10) HP at the start of each of its turns. Any creature can take an action to stanch the wound with a successful DC 18 WIS (Medicine) check. The wound also closes if the bleeding creature receives magical healing.

Gynosphinx — CR 11

Large Monstrosity

Armor Class 17 (natural armor)

Hit Points 204

Speed 40 ft., fly 60 ft.

Perception 18 **Stealth** 12

Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks | Monstrosity Resilience

Immune psychic | charmed, frightened

Senses truesight 120 ft.

Languages Common, Sphinx, telepathy 120 ft.

STR	DEX	CON	INT	WIS	CHA
+8	+2	+3	+8	+8	+5

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. WIS (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Monstrosity Resilience. The sphinx is resistant to exhaustion and to the frightened condition.

Psychic Claws. The sphinx's Claw attacks are magical. When the sphinx hits with a Claw attack, the Claw deals an extra 3d6 psychic damage (included in the attack).

ACTIONS

Multiattack. The sphinx makes three Claw attacks, or it makes four Psychic Bolt attacks. It can replace one attack with a use of Spellcasting.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage plus 10 (3d6) psychic damage.

Psychic Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 19 (4d6 + 5) psychic damage.

Spellcasting. The sphinx casts one of the following spells, requiring no spell components and using CHA as the spellcasting ability (spell save DC 17).

At will: *detect magic*, *minor illusion*, *prestidigitation*

3/day each: *augury* (as an action), *major image*, *suggestion*, *tongues*

1/day: *hallucinatory terrain* (as an action)

BONUS ACTIONS

Psychic Connection. One creature the sphinx can see within 60 feet of it must succeed on a DC 17 WIS save or be mentally connected to the sphinx until the sphinx chooses to end it or until the sphinx dies or the target dies. While connected in this way, the sphinx can cause the target to experience one of the following effects at the start of each of the target's turns. The effect lasts until the start of the target's next turn or until the connection ends. The target can repeat the save at the end of each of its turns, ending the connection on a success.

- **Disoriented.** When the target moves, it moves in a random direction.
- **Distracted.** When the target casts a spell, it must succeed on a DC 17 WIS save or be unable to cast the spell, using the action, bonus action, or reaction to cast the spell but not expending the spell slot or similar limited use of the spell.
- **Seeing Double.** The target has disadvantage on weapon attack rolls.

LEGENDARY ACTIONS

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

Teleport. The sphinx 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 sphinx uses Spellcasting.

Psychic Burst (Costs 2 Actions). The sphinx sends out a burst of psychic energy. Each creature within 20 feet of the sphinx that has an INT of 8 or higher must succeed on a DC 17 INT save or be incapacitated until the end of its next turn, as it reels from the psychic onslaught.

SPHINX RIDDLES

The following riddles are examples of the types of riddles a sphinx might ask and can be used as inspiration for your own riddles. The answers to the riddles are included at the end.

RIDDLE 1

A shining smile within the dark
And yet a disc with graceful arc
From 'neath the ground I do embark
A cold white fire without a spark
By lovers loved
By wolves respected
The oceans of the world affected
I change my face with every night
From yawning dark to shining light
What am I?

RIDDLE 2

Where you have two, I've many more
That keep me moving 'cross the floor
Until I cease to move at all
And spin myself a shroud
The life I've known I leave behind
My form and function redesigned
Tearing from within my caul
I fly away, now proud
What am I?

RIDDLE 3

I swallow all
I hold the bones
Remembrances
Spelled out with stones
On hallowed ground
Where grass doth grow
Yet worms do feast
In soil below
What am I?

Riddle Answers. 1: moon; 2: caterpillar or butterfly; 3: graveyard or cemetery

Sporeborn

A low hiss emerges from the shambling form crowned with fleshy fungal growth.

The sporeborn are humanoid creatures transformed by an infectious fungus, which takes control of victims and uses them as a vehicle to spread its spores into other hosts. The apocalyptic fungus has no real intelligence, only a drive to reproduce. Humanoids can be infected by the fungus through contaminated food or water, breathing the spore clouds, or the bite of an infected host.

Stages of Infection. Creatures infected by the apocalyptic fungus go through different stages of infection before they ultimately expire. Most die before reaching the final stage, though the fungus in their bodies continues to grow, dissolving the host's remains. If the host body sustains serious damage or can no longer move easily, the fungus attempts to move into a dark, sheltered area so that, as the body decays, the fungus fruits and releases its spores. Sunlight kills the fungus and its spores.



Skullblooms. Infected humanoids that succumb to the fungus become sporeborn skullblooms. Skullblooms show physical signs of their transformation, as the spores inside the host's brain sprout into spongy stalks that break through the skull to crown the head, while patches of fungus break through the cheeks and around the eye sockets and random areas of the body. Skullblooms stalk or ambush victims and use cooperative tactics, such as herding potential victims toward other skullblooms lying in wait. Sometimes skullblooms enter periods of inertia, lying down or leaning up against a wall or tree and allowing the fungus to spread over them, only to burst out and attack when a potential target passes by.

Bloatblossoms. Skullblooms eventually grow into bloatblossoms. A riot of fungal growth makes the body of these sporeborn broad and ungainly, with layers of tough, fibrous growth that protect it from damage. Bloatblossoms have better echolocation than the younger skullblooms, as well as nodules filled with mycotoxins that they can tear from their bodies and hurl at targets.

Skullbloom — CR 1/2

Medium Plant

Armor Class 11 (natural armor)
Hit Points 23
Speed 30 ft.
Perception 11 **Stealth** 12
Resistant Plant Resilience
Senses keensense 10 ft.
Languages understands the languages it knew in life but can't speak

STR	DEX	CON	INT	WIS	CHA
+1	+0	+2	−4	−1	−3

Heightened Hearing. The skullbloom's Perception is 16 while perceiving by hearing.

Plant Resilience. The skullbloom is resistant to exhaustion and to the paralyzed, petrified, and unconscious conditions.

Actions

Multiattack. The skullbloom makes one Bite attack and one Slam attack. If the Bite and Slam attacks both hit one Humanoid, the target must succeed on a DC 12 CON save or be infected with apocalyptic fungus (see sidebar).

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

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

BONUS ACTIONS

Instinct to Pursue. The skullboom takes the Dash action toward an uninfected Humanoid it can see or sense.

Bloatblossom CR 2

Medium Plant

Armor Class 15 (natural armor)
Hit Points 60
Speed 20 ft.
Perception 11 **Stealth** 12
Resistant Plant Resilience
Senses keensense 60 ft. (can't sense beyond this radius)
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+0	+3	−4	−1	−3

Heightened Hearing. The bloatblossom's Perception is 16 while perceiving by hearing.

Plant Resilience. The bloatblossom is resistant to exhaustion and to the paralyzed, petrified, and unconscious conditions.

ACTIONS

Multiattack. The bloatblossom makes one Bite attack and one Slam attack, or it makes two Toxic Nodule attacks. If the Bite and Slam attacks both hit one Humanoid, the target must succeed on a DC 13 CON save or be infected with apocalyptic fungus (see sidebar).

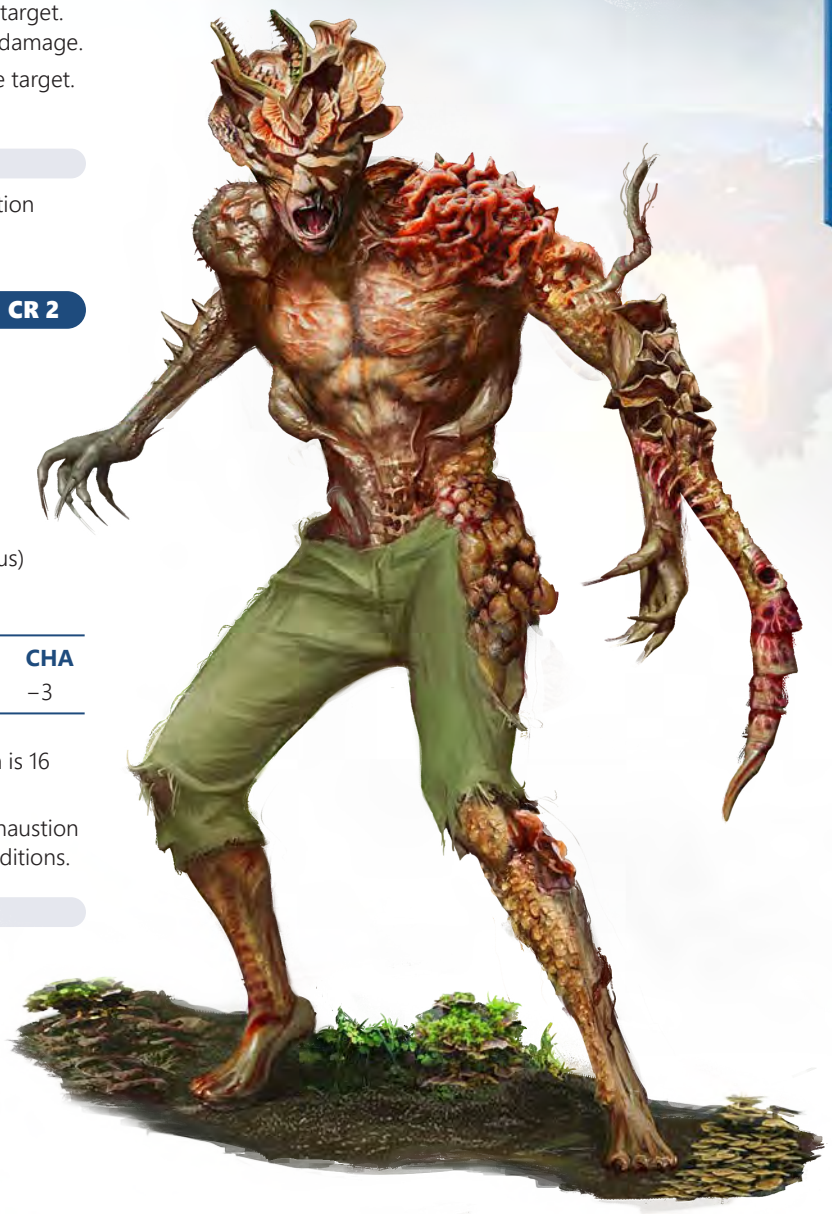
Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 4 (1d8) poison damage.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 4 (1d8) poison damage. If the target is Medium or smaller, it is grappled (escape DC 13).

Toxic Nodule. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 12 (2d8 + 3) poison damage, and the target must succeed on a DC 13 CON save or be poisoned until the end of its next turn.

BONUS ACTIONS

Instinct to Pursue. The bloatblossom takes the Dash action toward an uninfected Humanoid it can see or sense.



APOCALYPTIC FUNGUS

A disease spread via fungal spores, apocalyptic fungus causes victims to become irritable and sensitive to noise, and in the final stages, fibrous fungal growths sprout from the victim's skin—particularly around the cranium. Once infected, a Humanoid can't regain HP except by magical means, and when it finishes a long rest, it must succeed on a DC 13 CON save or suffer two levels of exhaustion. If an infected creature is slain, or if it suffers six levels of exhaustion while infected, it doesn't die but instead transforms into a skullbloom sporeborn 1 hour after it would have died. Only a *wish* spell or similarly powerful magic can reverse the transformation.

Sprite

The sound of buzzing wings whines nearby. A tiny humanoid, held aloft on dragonfly wings, appears as though from thin air.

Sprites are diminutive fey that protect the deepest forests and the holiest glades. Attentive and well trained in guerrilla tactics, sprites are among the most aggressive and loyal fey. They may appear to travelers and parley, uncovering interlopers' intentions with their Heart Sight and acting against those whose intentions are suspect.

Unseen Warriors. Sprites travel through the forest in bands of six to one hundred. They mask their numbers using their diminutive size and natural ability to turn invisible. Though sprites have been known to turn would-be trespassers away from their forest homes with traps, noises, or theatrical distractions, they are armed with arrows that can put creatures into a deep sleep. While their quarry sleeps, they may fetch a far more dangerous threat, retreat, or signal for reinforcements to dissuade further hostility.

Stern Protectors. Unlike many fey, sprites are serious, even-tempered, and intent on doing as little harm as possible. Those they judge worthy might find themselves protected within the sprites' territory, while those found wanting could walk headlong into ambushes, traps, and enraged beasts. Sprites refrain from tricks and mischief, and they suffer no evil within their domains.



Sprite — CR 1/4

Tiny Fey

Armor Class 14 (leather armor)
Hit Points 13
Speed 10 ft., fly 40 ft.
Perception 11 **Stealth** 17
Resistant Fey Resilience
Senses —
Languages Common, Elvish, Sylvan

STR	DEX	CON	INT	WIS	CHA
−4	+3	+0	+2	+1	+0

Fey Resilience. The sprite is resistant to the charmed and unconscious conditions.

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

Actions

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, and the target must succeed on a DC 13 CON save or be poisoned for 1 minute. If the save fails by 5 or more, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

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.

Bonus Actions

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 13 CHA save, the sprite also knows if the creature has malign intentions or intends to commit malevolent acts within the next hour. Celestials, Fiends, and Undead automatically fail the save.

Swift Flight. The sprite moves up to half its speed without provoking opportunity attacks.

Star Crow

A tiny, pulsing mote weaves through the night. As it approaches, its phosphorescent glow slowly dims into blackness. Seconds later, the thing erupts with a blinding flash.

Star crows are tiny, formless alien beings that lack sentience or emotion. These glowing creatures are drawn to sentient beings, feeding ravenously on the beings' thoughts. They have also been known to carry and transfer memories of one sentient creature to another. Star crows transmit these thoughts as a powerful illusory experience, a pastiche of raw emotion, color, images, and sounds. Some star crows bear the wisdom of primordial beings, while others deliver incomprehensible knowledge of long-dead beings from the Void.

Messengers of the Void. Prophets of the void lords hail star crows as the primordial connection between reality and mind and name them for the messages they exist to deliver. They believe star crows carry ancient scars from elder beings, lost and forgotten memories of dead gods, and tempestuous recountings of a world's final moments. Deal mongers from the Lower Planes who collect demonic dreams, angelic nightmares, and unspeakable words of power have a great interest in star crows. Cultists prize the forbidden or forgotten knowledge star crows carry.

Immortal. Star crows have an infinite lifespan. They do not age and do not require food, water, air, or rest. The memories each star crow carries degrade, combine, or interlace with the eons of visions a single star crow may possess. A star crow reproduces by splitting, making a perfect copy of itself, when it acquires too many memories to handle without corruption. A newly spawned star crow assumes about a fourth of the information, lessening the burden of its parent.

Star Crow **CR 1/4**

Tiny Aberration

Armor Class 15 (natural armor)
Hit Points 12
Speed 20 ft., fly 60 ft. (hover)
Perception 13 **Stealth** 15
Vulnerable poison
Resistant Aberrant Resilience
Immune psychic, radiant | blinded, exhaustion, prone
Senses truesight 120 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−2	+3	+1	−5	+3	−5

Aberrant Resilience. The star crow is resistant to the charmed, frightened, paralyzed, and stunned conditions, and it has advantage on saves against spells or effects that would alter its form.

Illumination. The star crow sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Actions

Radiant Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) radiant damage, and the star crow attaches to the target. While attached, the star crow can use only the Thought Share action and Blinding Burst bonus action, and it moves with the target whenever the target moves, requiring none of the star crow's movement. The star crow can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the star crow by succeeding on a DC 13 STR check.

Thought Share. The star crow learns some of the attached target's memories, and the attached target experiences a rapid sequence of memories from other creatures the star crow has encountered. The target takes 5 (2d4) psychic damage and must succeed on a DC 13 CHA save or be stunned until the end of its next turn.

Bonus Actions

Blinding Burst (Recharge 5–6). The star crow dims then suddenly bursts with blinding light. Each creature within 30 feet of the star crow must succeed on a DC 13 CON save or be blinded until the end of its next turn.

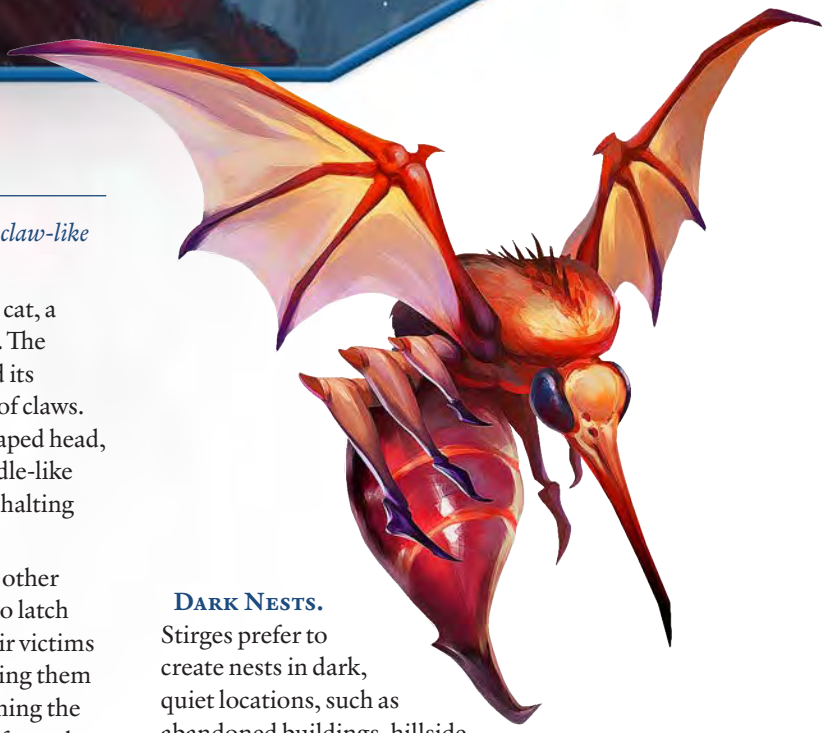


Stirge

A small, bat-winged insectoid descends, grasping with claw-like legs and stabbing with a long, sharp proboscis.

Mammalian Insect. About the size of a house cat, a stirge is a strange amalgam of mammal and insect. The stirge's body is covered in a coarse, sparse hair, and its multi-jointed legs extend from its sides like a pair of claws. Two pairs of round, black eyes adorn its wedge-shaped head, which ends in a long, flexible proboscis with a needle-like bone tip. It flits through the air on leathery wings, halting only long enough to drink its fill from a creature.

Hematophagous. Stirges feed on the blood of other creatures to survive. They use their claw-like legs to latch onto a victim, then stab their proboscises into their victims to feast. They typically hunt in large groups, allowing them to easily overwhelm and subdue prey while sustaining the colony. Once a stirge has drunk its fill, it detaches from the victim and returns to its nest.



Dark Nests. Stirges prefer to create nests in dark, quiet locations, such as abandoned buildings, hillside caves, or even the dimly lit undergrowth of a rainforest. These nests can include dozens to hundreds of the creatures and their eggs, which require regular injections of blood through the soft shell to remain viable.



Variant: Shadow Stirge

Stirges nest in dark places, and on occasion, those nests lie in areas where the boundary between the Material Plane and Plane of Shadow is thin. The power of that plane seeps into the nest, infusing the larva with shadow. A murky aura surrounds these stirges, known as shadow stirges.

While attached to a creature, a shadow stirge can't attack, and at the start of each of the stirge's turns, the target's STR score is reduced by 1d4 instead of losing HP due to blood loss. In addition, a shadow stirge has the following bonus action:

Shadow Stealth. The shadow stirge takes the Hide action. It can use this bonus action only while in dim light or darkness.

Stirge **CR 1/8**

Tiny Beast

Armor Class 14 (natural armor)
Hit Points 7
Speed 10 ft., fly 40 ft.
Perception 9 **Stealth** 12
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−3	+2	+0	−4	−1	−2

Actions

Blood Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the stirge attaches to the target. While attached, the stirge can't attack, and at the start of each of the stirge's turns, the target loses 4 (1d4 + 2) HP due to blood loss. The attached stirge moves with the target whenever the target moves, requiring none of the stirge's movement. If can detach itself by spending 5 feet of its movement on its turn. It does so after it drains 8 HP of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

Reactions

Reactive Wiggle. When the stirge is the target of an attack from a creature within 5 feet of it while it is attached to a creature, the stirge can wiggle, exposing the flesh where it is attached. The attacker must succeed on a DC 12 DEX save or the attack targets the creature to which the stirge is attached instead of the stirge.

Succubus

The sultry humanoid steps forward, its humanoid features slowly melting away to reveal red, leathery wings, curling horns, black claws, and red, glowing eyes.

Fiendish Tempters. Succubi are preeminent tempters, working against the resolve of mortal creatures. Like most fiends, they seek to corrupt mortal souls to eventually use as currency in the Lower Planes. Succubi corrupt mortals, typically through temptations of the heart or flesh, by convincing them to seek their deepest desires without thought to the consequences.

Mediating Fiends. Neither demon nor devil, and subsisting on mortal passion rather than mortal souls, the succubus holds a unique place among the fiends of the Lower Planes. Able to move freely among demons and devils, succubi are often employed as neutral parties between archdevils and demon lords.



Succubus — CR 4

Medium Fiend (Shapechanger)

Armor Class 15 (natural armor)

Hit Points 79

Speed 30 ft., fly 60 ft.

Perception 15 **Stealth** 15

Resistant cold, fire, lightning, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks | frightened, poisoned

Immune charmed

Senses darkvision 60 ft.

Languages Abyssal, Common, Infernal, telepathy 60 ft.

STR	DEX	CON	INT	WIS	CHA
–1	+3	+1	+2	+1	+7

Telepathic Bond. The succubus 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.

Actions

Multiattack. The succubus makes two Claw attacks or one Claw attack and one Draining Kiss attack. It can replace one attack with Charm.

Claw (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) psychic damage.

Draining Kiss. *Melee Spell Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is charmed, incapacitated, or restrained. *Hit:* 15 (3d6 + 5) psychic damage, and the target's HP 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 HP maximum to 0.

Charm. One Humanoid the succubus can see within 30 feet of it must succeed on a DC 15 WIS save or be magically charmed for 1 day, until the succubus dies, or until the succubus takes a bonus action to end the effect. The charmed target obeys the succubus's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the save, ending the effect on itself on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this succubus's Charm for the next 24 hours.

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

Bonus Actions

Change Shape. The succubus transforms into a Small or Medium Humanoid or back into its true form, which is Fiend. Without wings, it loses its flying speed. 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.

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

Reactions

Defend Me, Love! When a creature the succubus can see within 5 feet of a creature charmed by the succubus attacks the succubus, the succubus can command the charmed creature to use its reaction to make one melee weapon attack against the attacker.

Tarrasque

A tremendous reptilian beast thunders across the landscape, its crashing steps and thrashing spiked tail leaving destruction in its wake.

Massive Predator. The mighty tarrasque is a massive, six-legged, reptilian predator that towers over even the tallest buildings and whose thunderous steps shake mountains. Its body is covered in scales and armored plates with spines and spikes running the length of its shell-like back. Its jaws are filled with razor-sharp fangs that can splinter trees and swallow whole herds of deer in one swallow, and its forelimbs end in huge claws that dig out swaths of land when it burrows.

Ancient Hunger Manifest. The tarrasque is the manifestation of the last breath of a dying god of hunger. The tarrasque is all that remains of that deity, and many of the cults that once worshiped it now worship the tarrasque, unaware there was ever a god before the tarrasque. As the embodiment of that deity, the tarrasque is filled with near-endless hunger, but it still has a corporeal form that can consume only so much at any one time.

Slumbering Terror. Because its corporeal form takes ages to digest its massive meals, the tarrasque spends most of its life in hibernation deep in the earth for centuries at a time. When it awakens, it surfaces for a few days or weeks and carves a swathe of destruction across the land, devouring everything organic it can catch and obliterating anything in its way. Its infrequent appearance leads many to believe there is only one, timeless tarrasque, while others believe the tarrasque is purely a myth to frighten the gullible—until it comes calling at their doorstep.

A Tarrasque's Lair

A tarrasque's lair is typically a cave or cavern it has dug into the side of a mountain or deep beneath the surface of the earth. Imbued over millennia with the tarrasque's otherworldly hunger, the lair reacts to intruders as hungrily as its master. A tarrasque's lair is often littered with the undigestible wood, metal, and stone that it coughs up during its centuries-long slumber.

Lair Actions

On initiative count 20 (losing initiative ties), the tarrasque can take a lair action to cause one of the following effects; the tarrasque can't use the same effect two rounds in a row:

- **Endless Hunger.** The tarrasque's nigh-endless hunger spreads to up to three creatures it can see within 120 feet of it. Each target must succeed on a DC 27 CON save or be overcome with hunger until initiative count 20 on the next round. A creature overcome with hunger can't use reactions, and on its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, a creature overcome with hunger can't make more than one melee or ranged attack during its turn.
- **Growling Stomach.** A rumble shakes the ground and an earthen maw opens on a point the tarrasque can see within 120 feet of it. Each creature on the ground within 30 feet of that point must succeed on a DC 27 DEX save or be knocked prone. Each creature that failed the save while within 10 feet of that point is also restrained as it becomes half-buried by the earth. A creature, including the restrained creature, can take an action to free the restrained creature by succeeding on a DC 27 STR check.
- **Overfull.** The bloated sensation of an overfull belly overwhelms up to three creatures the tarrasque can see within 120 feet of it. Each target must succeed on a DC 27 CON save or feel overfull until initiative count 20 on the next round. A creature that feels overfull takes a –2 penalty to AC and DEX checks and DEX saves, and its speed is halved.

Regional Effects

The region containing a tarrasque's lair is warped by its hungering presence, which creates one or more of the following effects:

- **Food Aplenty.** Flora and fauna, especially prey animals and crops, within 10 miles of the lair are more abundant, producing up to half again as much as normal animals and plants of their type.
- **Sated and Sleepy.** Creatures near the lair become more complacent and sleepier after eating. A creature that eats a meal within 5 miles of the lair is vulnerable to the charmed and unconscious conditions for up to 1 hour after eating.
- **Seeping Hunger.** The tarrasque's hunger seeps into the countryside around its lair. Prepared food within 1 mile of the lair spoils faster, some of it magically consumed by the slumbering tarrasque.

If the tarrasque dies, these effects fade in 1d10 days, except for Food Aplenty, which fades within 1 year.

Tarrasque **CR 30**

Gargantuan Monstrosity

Armor Class 25 (natural armor)
Hit Points 680
Speed 40 ft., burrow 30 ft.
Perception 19 **Stealth** 13
Vulnerable thunder
Resistant Monstrosity Resilience
Immune fire, poison; bludgeoning, piercing, and slashing damage from nonmagical attacks | charmed, frightened, paralyzed, poisoned

Senses keensense 120 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+10	+3	+10	+5	+9	+9

Legendary Resistance (3/Day). If the tarrasque fails a save, it can choose to succeed instead.

Magic Resistance. The tarrasque has advantage on saves against spells and other magical effects.

Monstrosity Resilience. The tarrasque is resistant to exhaustion.

Reflective Hide. 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 Behemoth. The tarrasque deals triple damage to objects and structures.

ACTIONS

Multiattack. The tarrasque uses its Frightful Presence. It then makes one Bite attack, four Claw attacks, and one Spiked Tail attack, or it makes five Acid Spit attacks.

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 must succeed on a DC 27 DEX save or be swallowed by the tarrasque. A swallowed creature is blinded and restrained, it has total cover against attacks and other effect outside of the tarrasque, and it takes 42 (12d6) acid damage at the start of each of the tarrasque's turns.

If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 CON save 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 using 20 feet of movement, exiting prone.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Spiked Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 20 (3d6 + 10) bludgeoning damage and 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 27 STR save or be knocked prone.

Acid Spit. *Ranged Weapon Attack:* +12 to hit, range 100/400 ft., one target. *Hit:* 36 (6d10 + 3) acid damage.

Frightful Presence. Each creature of the tarrasque's choice within 120 feet of it and aware of it must succeed on a DC 27 WIS save or be frightened for 1 minute. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. If a creature's save is successful or the effect ends for it, the creature is immune to the tarrasque's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

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

Detect. The tarrasque automatically detects every creature and trap within 60 feet of it, pinpointing the current location of each.

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

Tail Attack. The tarrasque makes one Tail attack.

Tail Swipe (Costs 2 Actions). The tarrasque whips its spiked tail in a wide arc, flailing it in a 30-foot cone. Each creature in that area must make a DC 27 DEX save. On a failure, a creature takes 45 (10d8) piercing damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.



Treant

A massive tree stands on two trunk-like legs and feet of twisting roots. A gnarled humanoid face protrudes from the bark beneath its canopy, and two massive branch-like arms reach out from its sides.

Sentient Trees. Denizens of ancient forests, treants are powerful defenders of the arboreal lands they call home. These sentient plants are often solitary folk. A treant acts as steward of its woodland home, wandering and ensuring that the forest remains healthy and thriving. Greater ranges of woodland may have a pair of treants as wardens. Even larger tracts, or especially ancient or magical woodlands, can have three or more treant guardians, who refer to themselves collectively as the Grove.

Wise Defenders. Treants are sedentary creatures, prone to long periods of immobility. Wise and powerful, they often withdraw into their minds for intensive contemplation and meditation. When their homelands are in direct danger, however, treants are swift to both anger and action. They embody the power of nature itself and can easily reduce buildings and defenses to rubble, allowing nature to retake the land.



Treant — CR 9

Huge Plant

Armor Class 16 (natural armor)
Hit Points 185
Speed 30 ft.
Perception 17 **Stealth** 9
Vulnerable fire
Resistant bludgeoning, piercing | Plant Resilience
Senses tremorsense 30 ft.
Languages Common, Druidic, Elvish, Sylvan

STR	DEX	CON	INT	WIS	CHA
+6	–1	+9	+1	+7	+1

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

Plant Resilience. The treant is resistant to exhaustion and to the paralyzed, petrified, and unconscious conditions.

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

Speak with Plants. The treant can communicate with Plants and nonmagical plants as if they shared a language.

Actions

Multiattack. The treant makes three Slam attacks, or it makes two Throw Rock attacks. If two Slam attacks hit one creature, the target must succeed on a DC 17 STR save or be knocked prone.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 6) bludgeoning damage.

Throw Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 33 (5d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates 2 trees or 2d6 shrubs it can see within 60 feet of it. The trees use the statistics of an **awakened tree**, and the shrubs use the statistics of an **awakened shrub** (see Animals Appendix). The animated plants act as allies of the treant, obeying its spoken commands. The plants remain for 1 hour, until the treant dies, or until the treant dismisses them as a bonus action.

Bonus Actions

Halt Intruders. The treant calls to the roots beneath up to two creatures it can see within 30 feet of it. Each target must succeed on a DC 17 STR save or be restrained by roots until the end of its next turn. The treant can target only creatures in contact with the ground and can't target creatures in contact with a manufactured floor, such as the wooden floor of a building.

Troll

This hunched giant stares hungrily with wide eyes. Baring massive fangs, it reaches out with long, hooked claws.

Variable Appearance. Troll appearance varies widely, and they are prone to a variety of cosmetic mutations. Skin tones and body types include scaled or slimy, broad and rangy, and even somewhat twiggy or stonelike in some cases. Some sport shaggy mops of hair and even beards, while others are completely hairless.

Bullies. Trolls are natural bullies, killing to sate their appetites. They enjoy extorting food and wealth from weaker creatures through threats of violence.

Regeneration. The troll's most notable feature is its powerful regenerative capabilities. Given time, a troll can recover from nearly any wound, even complete dismemberment or beheading. Only wounds delivered with acid or fire can overcome a troll's regeneration.

Troll — CR 5

Large Giant

Armor Class 15 (natural armor)
Hit Points 94
Speed 30 ft.
Perception 12 **Stealth** 13
Vulnerable Giant Attributes
Resistant Giant Attributes
Senses darkvision 60 ft.
Languages Giant

STR	DEX	CON	INT	WIS	CHA
+4	+1	+5	−2	−1	−2

Giant Attributes. The troll is resistant to the stunned condition, and it is vulnerable to the prone condition.

Heightened Smell. The troll's Perception is 17 while perceiving by smell.

Regeneration. The troll regains 10 HP 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 HP and doesn't regenerate.

Actions

Multiattack. The troll makes one Bite attack and two Claw attacks.

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

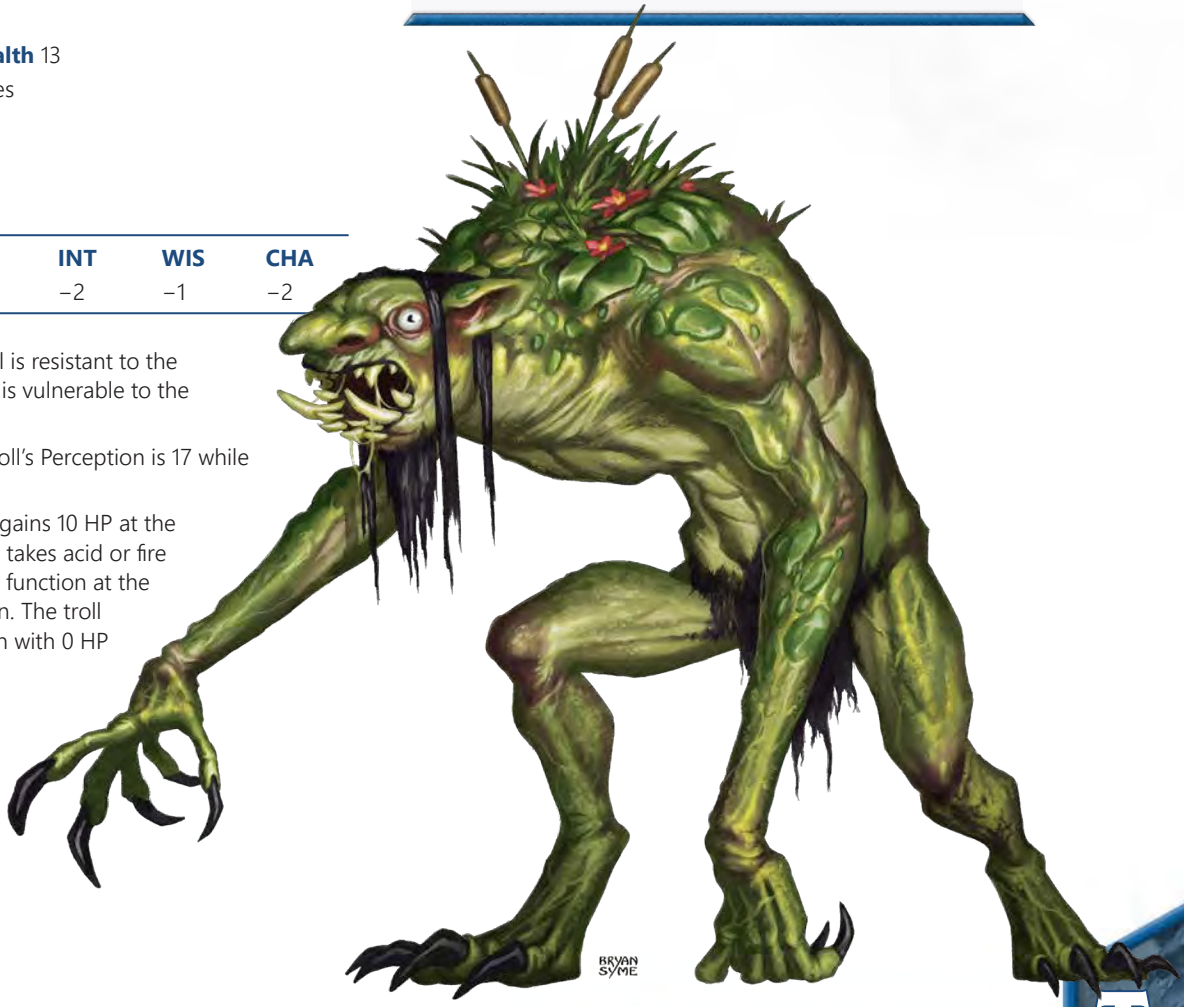
Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Bonus Actions

Ravenous Frenzy (52 HP or Fewer). Desperate for a meal as its injuries mount, the troll moves up to half its speed and makes one Bite attack against a creature it can see within range. The troll then regains HP equal to half the damage dealt.

Variant: Stone Skin Troll

Some trolls are turned to stone by sunlight or by spells that create sunlight. Such a troll's Regeneration trait is suppressed when it takes radiant damage, not fire damage. In addition, if a stone skin troll takes 20 or more radiant damage on a turn, it must succeed on a DC 15 CON save or be petrified.



Unicorn

The white coat of this noble, equine form shimmers like moonlight on water. A pearlescent, spiraling horn rises from its head above glowing eyes.



Solitary. Unicorns are solitary creatures. They shun contact with most other creatures and even avoid more than casual contact with the animals of their domain. Predators instinctively avoid unicorns, giving them a wide berth when hunting. Unicorns can tolerate the presence of fey, druids, and clerics devoted to nature and the preservation of the forest, though a unicorn's full trust often takes years to earn.

Cleansing Protectors. Stalwart opponents of corruption, unicorns allow no taint of unnatural forces to encroach on their home, nor do they allow any lasting damage to be done by ignorant trespassers. The unicorn typically ignores creatures that come into its realm to hunt, gather herbs and fruits, or on similar missions without malice. Those without corruption or true malice in their hearts who unknowingly despoil or deforest the unicorn's domain are swiftly turned away and urged never to return. Creatures of corruption, undeath, and similar forces that pervert or destroy the natural world, however, are met with the unicorn's full might and wrath.

Mythical Magic. Many legends surround unicorns, especially with regards to the restorative magic within their horns. Many seek out unicorns, hoping to have an illness cured or a fatal injury reversed, though only supplicants with the purest of hearts ever seem to find the elusive unicorn. Those seeking the unicorn's power without pure intent risk a fatal encounter with a unicorn.

A Unicorn's Lair

A unicorn's lair is a place of serene, solitary beauty: a fern-filled grotto, an oaken bower dripping with mistletoe, a sunlit glade alive with wildflowers, a clearing where a waterfall plummets into a clear pool, and similar. When encountered in its lair, the unicorn has a challenge rating of 6 (2,300 XP).

Lair Actions

On initiative count 20 (losing initiative ties), the unicorn can take a lair action to cause one of the following effects; the unicorn can't use the same effect two rounds in a row:

- **Grasping Vines.** Vines reach out from the ground and trees in the lair toward up to two creatures the unicorn can see within 60 feet of it. Each target must succeed on a DC 14 DEX save or take 5 (2d4) piercing damage and be restrained. While restrained, a creature takes 5 (2d4) piercing damage at the end of each of its turns. A creature, including the restrained creature, can take its action to free the restrained creature by succeeding on a DC 14 STR check.
- **Light Beam.** A beam of sunlight or moonlight, whichever is appropriate for the time of day, shines down in a 10-foot-radius, 20-foot-high cylinder centered on a point the unicorn can see within 120 feet of it. A creature that enters the beam's area for the first time on a turn or starts its turn there must succeed on

a DC 14 CON save or take 7 (2d6) radiant damage. The unicorn can choose if this beam harms Beasts and Plants in its area. The beam lasts until the unicorn uses this lair action again or until the unicorn dies.

- **Shimmering Coat.** All the light in the lair bends toward the unicorn, reflecting off its brilliant coat. Each hostile creature within 15 feet of the unicorn and that can see it must make a DC 14 DEX save. On a failure, a creature takes 14 (4d6) radiant damage and is blinded until the end of its next turn. On a success, a creature takes half the damage and isn't blinded.

REGIONAL EFFECTS

The region containing a unicorn's lair is altered by its protective presence, which creates one or more of the following effects.

- **Abundant Flora.** Plant growth is more abundant within 1 mile of the unicorn's lair, making the area difficult terrain for all except the unicorn.
- **Hinder Corruption.** Aberrations and Undead within 3 miles of the lair are hindered while moving through the area. Roots rise to trip them, vines hang in their path, predators harry them, and similar small occurrences happen regularly, disrupting the creatures' movement deeper into the forest.
- **Vibrant Fauna and Flora.** The animals and plants within 10 miles of the lair are healthier, carry and suffer fewer diseases, and provide up to 50 percent more nourishment than standard animals and plants of their sizes and types to creatures that consume them.

Unicorn CR 5

Large Celestial

Armor Class 12

Hit Points 92

Speed 50 ft.

Perception 16 **Stealth** 12

Resistant Celestial Resilience

Immune poison | charmed, frightened, paralyzed, poisoned

Senses darkvision 60 ft.

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2	+0	+6	+6

Celestial Resilience. The unicorn is resistant to radiant damage.

Magic Resistance. The unicorn has advantage on saves against spells and other magical effects.

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

Sense the Unnatural. The unicorn can pinpoint the location of Aberrations and Undead within 60 feet of it.

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

Woodland Walk. Difficult terrain composed of nonmagical plants doesn't cost the unicorn extra movement. In addition, the unicorn can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

ACTIONS

Multiattack. The unicorn makes one Hooves attack and one Horn attack, or it makes two Horn Bolt attacks.

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 plus 10 (3d6) radiant damage.

Horn Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 13 (3d6 + 3) radiant damage.

Unicorn Magic. The unicorn can cast the *dancing lights* and *druidcraft* cantrips at will, requiring no material components and using WIS as the spellcasting ability.

Healing Touch (3/Day). The unicorn touches another creature with its horn. The target magically regains 11 (2d8 + 2) HP and is freed from all curses, diseases, and poisons afflicting it.

REACTIONS

Shimmering Shield. When a creature the unicorn can see within 30 feet of it, including the unicorn, is attacked, the unicorn can surround it with a shimmering shield of radiant light. The target adds 3 to its AC against the attack.

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.

Canter. The unicorn moves up to half is speed without provoking opportunity attacks.

Radiant Stomp (Costs 2 Actions). The unicorn raises its hooves glowing with golden light and brings them down with a reverberating stomp. Each hostile creature within 10 feet of the unicorn must make a DC 14 STR save. On a failure, a creature takes 10 (3d6) radiant damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

Heal Self (Costs 3 Actions). The unicorn magically regains 11 (2d8 + 2) HP.

Vampires

The humanoid in regal clothing speaks in a soft, soothing voice. A smile splits its pale face, revealing glistening fangs.

Legendary Undead. One of the most powerful, storied, and feared undead, vampires are renowned for their thirst for blood. Unlike most other undead, a vampire looks as it did in life, though often with a paler complexion. This allows them to walk mostly unhindered among their preferred prey, living humanoids. They have subtle indicators that reveal their true natures to astute observers. A vampire casts neither shadow nor reflection. They are more feral and prone to outbursts of primal emotions—lust, fear, anger—especially if provoked by a canny individual during social interactions.

Powerful Emotions. Vampires tend to be more primal and emotional than their humanoid counterparts. They can become easily fixated on creatures, people, or things that arouse their emotions. An interest or hobby from life can turn into a disturbing obsession in undeath, leading the vampire to commit atrocities to obtain a rare tome for its prized library, to possess the love of its former life, or even to extinguish a once-friendly rival.

Blood Drinker. A vampire feeds upon the blood of the living. When a vampire completely drains a humanoid of blood then feeds that corpse a single drop of its own blood, it creates a lesser vampire bound to its service, known as a vampire spawn. If a vampire dies, any spawn it created become free-willed and can eventually ascend to become full vampires.

Blood Thralls. Vampires need a significant amount of blood to sustain themselves, but killing several humanoids in a small area can prove troublesome for any cover the vampire is attempting to maintain. Because of this, many vampires collect a cadre of willing humanoids who provide the vampire with small amounts of blood each day. To ensure loyalty, the vampire regularly gives some of its blood to these humanoids, turning them into vampire thralls. Vampire thralls are not themselves undead, though many are hopeful they soon will be. They fawn over their vampire master, performing whatever actions the vampire requests and believing each act of obedience leads them one step closer to their dreams of becoming vampires.

A Vampire's Lair

Creatures of the night, vampires must rest in a coffin, crypt, or other burial site during the day. Vulnerable during this time, vampires select lairs where their resting places are defended by stout walls, deadly traps, or stalwart guardians. An abandoned fortress, hidden catacomb, or fortified tower or a location humanoids consider cursed, forbidden, or haunted all serve well as vampire lairs.

Lair Actions

On initiative count 20 (losing initiative ties), the vampire can take a lair action to cause one of the following effects; the vampire can't use the same effect two rounds in a row:

- **Eclipse.** Each source of nonmagical light within 30 feet of a point the vampire can see within 60 feet of it is extinguished. Each source of magical light within 30 feet of that point is diminished: bright light becomes dim light, and dim light becomes darkness. If the light is sunlight, it is diminished to bright light instead. This diminishing effect lasts until initiative count 20 on the next round.
- **Sanguine Tithe.** Blood rains in a 30-foot radius, 60-foot-high cylinder centered on a point the vampire can see within 120 feet of it. Each hostile creature that enters the area for the first time on a turn or starts its turn there must succeed on a DC 17 DEX save or be coated in magical blood until initiative count 20 of the next round. Each time the vampire deals damage to a



creature coated in magical blood, the vampire regains 5 (2d4) HP. The rain lasts for 1 minute, until the vampire uses this lair action, or until the vampire dies.

- **Shrieking Storm.** A 30-foot radius cloud of shrieking bats briefly appears centered on a point the vampire can see within 120 feet of it. Each creature in the cloud must succeed on a DC 17 DEX save or be deafened until initiative count 20 on the next round. If a creature in the cloud is concentrating on a spell, the creature must succeed on a DC 17 CON save or lose concentration on the spell.

REGIONAL EFFECTS

The region containing a vampire's lair is changed by its deathly presence, which creates one or more of the following effects:

- **Grave Visions.** Within 5 miles of the lair, an illusion of the vampire occasionally hovers above graves, corpses, or piles of bones. The vampire knows the direction and distance to any creature that speaks to, touches, attacks, or otherwise interacts with such an illusion. Once touched or attacked, the illusion shatters into a swarm of bats or rats that remains for 1d4 rounds before scattering.
- **Healthy Stock.** A Humanoid that spends at least 1 year within 5 miles of the lair is resistant to diseases and poisons while within 5 miles of the lair. This effect ends if the Humanoid spends more than 7 days outside this area.
- **Predator's Temper.** Within 10 miles of the lair, bats, rats, and wolves reflect the vampire's current mood. They are more aggressive when the vampire is angry, friendlier when the vampire is happy, vocal with excessive howls and shrieks when the vampire is sullen, and similar.

If the vampire dies, these effects fade in 1d10 days.

Vampire — CR 13

Medium Undead (Shapechanger)

Armor Class 16 (natural armor)

Hit Points 177

Speed 30 ft., climb 30 ft. (40 ft. in wolf form, fly 30 ft. in bat form, swim 20 ft. in rat form)

Perception 17 **Stealth** 19

Resistant necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks | charmed

Immune Vampiric Resilience

Senses darkvision 120 ft.

Languages the languages it knew in life

STR	DEX	CON	INT	WIS	CHA
+4	+9	+4	+3	+7	+9

Hungry Dead Nature. The vampire doesn't require air or sleep. In addition, it must consume at least 80 ounces of blood (approximately half the blood in a Medium Humanoid's body) every 24 hours, or it loses its immunity to exhaustion and risks starvation until it does so. While it has any levels of exhaustion from starvation, the vampire can't remove levels of exhaustion until it consumes at least 160 ounces of blood.

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

Misty Escape. When it drops to 0 HP outside its resting place, the vampire transforms into a cloud of mist (as in the Mist Form bonus action) instead of falling unconscious, provided it isn't in sunlight or running water. If it can't transform, it is destroyed. While it has 0 HP 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 HP. After spending 1 hour in its resting place with 0 HP, it regains 1 HP.

Regeneration. The vampire regains 20 HP at the start of its turn if it has at least 1 HP 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.

Resting Place. The vampire has a coffin, grave, sarcophagus, or similar location just large enough for it to lie down designated as its resting place. While in its resting place, the vampire doesn't suffer exhaustion levels from starvation and has keensense out to a range of 120 feet.

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.

Vampiric Resilience. The vampire is immune to exhaustion.

ACTIONS

Multiattack. The vampire can use Charm. It then makes three Bite or Claw attacks. It can replace one attack with a Draining Bite attack. If two Claw attacks hit one Large or smaller creature, the target is grappled (escape DC 17).

Bite (Bat, Rat, or Wolf Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 14 (4d6) necrotic damage.

Claw (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 14 (4d6) necrotic damage.

Draining Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 9 (2d4 + 4) piercing damage plus 14 (4d6) necrotic damage. The target's HP maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains HP equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its HP maximum to 0. A Humanoid slain in this way and then fed at least one drop of the vampire's blood rises the following night as a **vampire spawn** under the vampire's control.

Charm (Vampire Form Only). One Humanoid the vampire can see within 30 feet of it must succeed on a DC 17 WIS save or be magically charmed for 1 day, until the vampire dies, or until the vampire takes a bonus action to end the effect. The charmed target obeys the vampire's verbal commands and is a willing target for the vampire's Draining Bite attack. If the target suffers any harm or receives a suicidal command, it can repeat the save, ending the effect on itself on a success.

The vampire can have up to two creatures charmed in this way at a time. If it charms a third, the effect on the first target ends.

Children of the Night. 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. The vampire can have any number of such Beasts under its control at one time, provided the combined total CR of the Beasts is no higher than 4.

BONUS ACTIONS

Change Shape. The vampire transforms into a Tiny bat, Tiny rat, Medium wolf, or back into its true form, which is Undead. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing transforms with it, but anything it is carrying doesn't transform with it. It reverts to its true form if it dies.

Mist Form. The vampire transforms into a Medium cloud of mist or back into its true form, which is Undead. While in mist form, it 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 STR, DEX, and CON saves, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

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.

Call Children (Costs 2 Actions). The vampire uses Children of the Night.

Excessive Bleeding (Costs 2 Actions). Each creature within 15 feet of the vampire that doesn't have all its HP must succeed on a DC 17 CON save or lose 14 (4d6) HP as its wounds bleed profusely. Before the end of its next turn, the vampire has advantage on the next attack roll it makes against a creature that failed this save.

Vampire Spawn — CR 5

Medium Undead

Armor Class 15 (natural armor)

Hit Points 91

Speed 30 ft., climb 30 ft.

Perception 13 **Stealth** 16

Resistant necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Immune Vampiric Resilience

Senses darkvision 60 ft.

Languages the languages it knew in life



STR	DEX	CON	INT	WIS	CHA
+3	+6	+3	+0	+3	+1

Hungry Dead Nature. As the vampire.

Regeneration. The vampire spawn regains 10 HP at the start of its turn if it has at least 1 HP 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.

Resting Place. As the vampire.

Spider Climb. As the vampire

Vampire Weaknesses. As the vampire.

Vampiric Resilience. The vampire is immune to exhaustion.

ACTIONS

Multiattack. The vampire spawn makes two Claw attacks. It can replace one attack with a Draining Bite attack. If both Claw attacks hit one Large or smaller creature, the target is grappled (escape DC 14).

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage plus 10 (3d6) necrotic damage.

Draining 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:* 8 (2d4 + 3) piercing damage plus 10 (3d6) necrotic damage. The target's HP maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains HP equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its HP maximum to 0.

BONUS ACTIONS

Call Blood. The vampire calls to the blood within one injured creature it can see within 10 feet of it, causing blood to pour from the creature's wounds. If the target doesn't have all its HP, it must make a DC 14 CON save, losing 7 (2d6) HP on a failed save, or losing half as much HP on a successful one. Before the end of its next turn, the vampire has advantage on the next attack roll it makes against a creature that failed the save.

Vampire Thrall — CR 1

Medium Humanoid (Any Lineage)

Armor Class 13

Hit Points 40

Speed 30 ft., climb 10 ft.

Perception 13 **Stealth** 14

Resistant exhaustion

Senses darkvision 30 ft.

Languages any one language (usually Common)

STR	DEX	CON	INT	WIS	CHA
+2	+5	+4	+0	+1	+2



Blood-Bound. If the thrall has not consumed 1 ounce of blood from a vampire within the past week, it is poisoned for 1 week, and it loses darkvision and its Limited Regeneration, Spider Climb, and Sunlight Sensitivity traits until it consumes 1 ounce of vampire blood.

Limited Regeneration. The thrall regains 2 HP at the start of its turn if it has at least 1 HP and isn't in sunlight. If the thrall takes radiant damage, this trait doesn't function at the start of the thrall's next turn.

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

Sunlight Sensitivity. While in sunlight, the thrall has disadvantage on attack rolls, and its Perception is 8 when perceiving by sight.

ACTIONS

Multiattack. The vampire thrall makes two Rapier attacks.

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

REACTIONS

Repay the Gift. When a friendly vampire the thrall can see within 5 feet of it is hit by an attack that would reduce the vampire to 0 HP, the thrall can give some of its life force to save the vampire. The thrall loses 10 (3d6) HP, and the vampire regains HP equal to that amount.

Voidling

Writhing black tendrils stretch from this indistinct orb of pure shadow. The faintest flicker of something green appears for a moment in the center of the globe.

Called from Darkness. Voidlings are creatures of the Void that are drawn to mortal realms by foul, corrupt magic. They are typically summoned by those hungry for power at any cost, and—despite their dark reputation— they serve well for years or even decades, until one day they turn on their summoners. If they slay their summoner, they grow in strength and return to the Void, in this way growing from lesser to fully fledged voidlings. Exactly what voidlings seek when they have not been summoned—and what triggers their betrayals—is a mystery.

Cold Tendrils. Creatures of utter darkness, voidlings consist of lashing tendrils of shadow. The tendrils meet at a central sphere in which something like an eye appears intermittently.

Sustained by Darkness. Voidlings are said to devour life and knowledge, and they subsist on darkness. The places they inhabit are known for their dank chill and obscurity.



Lesser Voidling — CR 4

Small Aberration

Armor Class 13
Hit Points 93
Speed 0 ft., fly 30 ft. (hover)
Perception 15 **Stealth** 16
Resistant Aberrant Resilience
Immune necrotic | exhaustion, petrified, prone
Senses truesight 60 ft.
Languages Void Speech, telepathy 60 ft.

STR	DEX	CON	INT	WIS	CHA
+0	+3	+2	+3	+3	+0

Aberrant Resilience. The voidling is resistant to the charmed, frightened, paralyzed, and stunned conditions, and it has advantage on saves against spells or effects that would alter its form.

Darkness Regeneration. While in an area of dim light or darkness, the voidling regains 2 HP at the start of its turn if it has at least 1 HP.

Magic Resistance. The voidling has advantage on saves against spells and other magical effects.

Void Dweller. The voidling doesn't require air, food, drink, sleep, or ambient pressure, and it is immune to the effects of Void terrain. In addition, it can fly through the Void as if through air.

Actions

Multiattack. The lesser voidling makes three Shadow Tendril or Necrotic Bolt attacks.

Shadow Tendril. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 7 (2d6) necrotic damage.

Necrotic Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 10 (2d6 + 3) necrotic damage.

Necrotic Burst (Recharge 5–6). The voidling releases a burst of necrotic energy. Each creature within 10 feet of it must make a DC 13 WIS save, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Voidling — CR 11

Large Aberration

Armor Class 15
Hit Points 218
Speed 0 ft., fly 50 ft. (hover)
Perception 17 **Stealth** 19
Vulnerable radiant
Resistant Aberrant Resilience
Immune necrotic | exhaustion, petrified, prone
Senses truesight 60 ft.
Languages Void Speech, telepathy 60 ft.

STR	DEX	CON	INT	WIS	CHA
+2	+5	+6	+6	+7	+4

Aberrant Resilience. The voidling is resistant to the charmed, frightened, paralyzed, and stunned conditions, and it has advantage on saves against spells or effects that would alter its form.

Darkness Regeneration. While in an area of dim light or darkness, the voidling regains 5 HP at the start of its turn if it has at least 1 HP.

Magic Resistance. The voidling has advantage on saves against spells and other magical effects..

Void Dweller. The voidling doesn't require air, food, drink, sleep, or ambient pressure, and it is immune to the effects of Void terrain. In addition, it can fly through the Void as if through air.

ACTIONS

Multiattack. The voidling makes four Shadow Tendril or Necrotic Bolt attacks. If two Necrotic Bolt attacks hit one creature, the target must succeed on a DC 17 WIS save or be frightened until the end of its next turn.

Shadow Tendril. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 10 (3d6) necrotic damage.

Necrotic Bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Shadow's Grasp (Recharge 5–6). The voidling releases a wave of small, grasping tendrils of shadow. Each creature within 20 feet of it must make a DC 17 DEX save. On a failure, a creature takes 49 (14d6) necrotic damage and is restrained by tendrils of shadow for 1 minute. On a success, a creature takes half the damage and isn't restrained. A creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.



VOID-POWERED SPELLCASTERS

Most voidlings that leave the Void do so because they were summoned by spellcasters interested in dabbling in the magic of the Void. While a voidling's time in service is never definite, its presence can empower its summoner, if it is summoned correctly. Voidlings summoned and bound in this special ritual have the following trait:

Void-Powered Aura. When a friendly creature within 10 feet of the voidling casts a spell that deals necrotic damage, summons or binds a creature, or that causes the charmed or frightened condition, the spellcaster has a +1 bonus to the spell's attack rolls, and the save DC for the spell increases by 1. If the voidling is below half its HP maximum, these benefits each increase by 1 as the voidling's fading power seeps into the area around it.

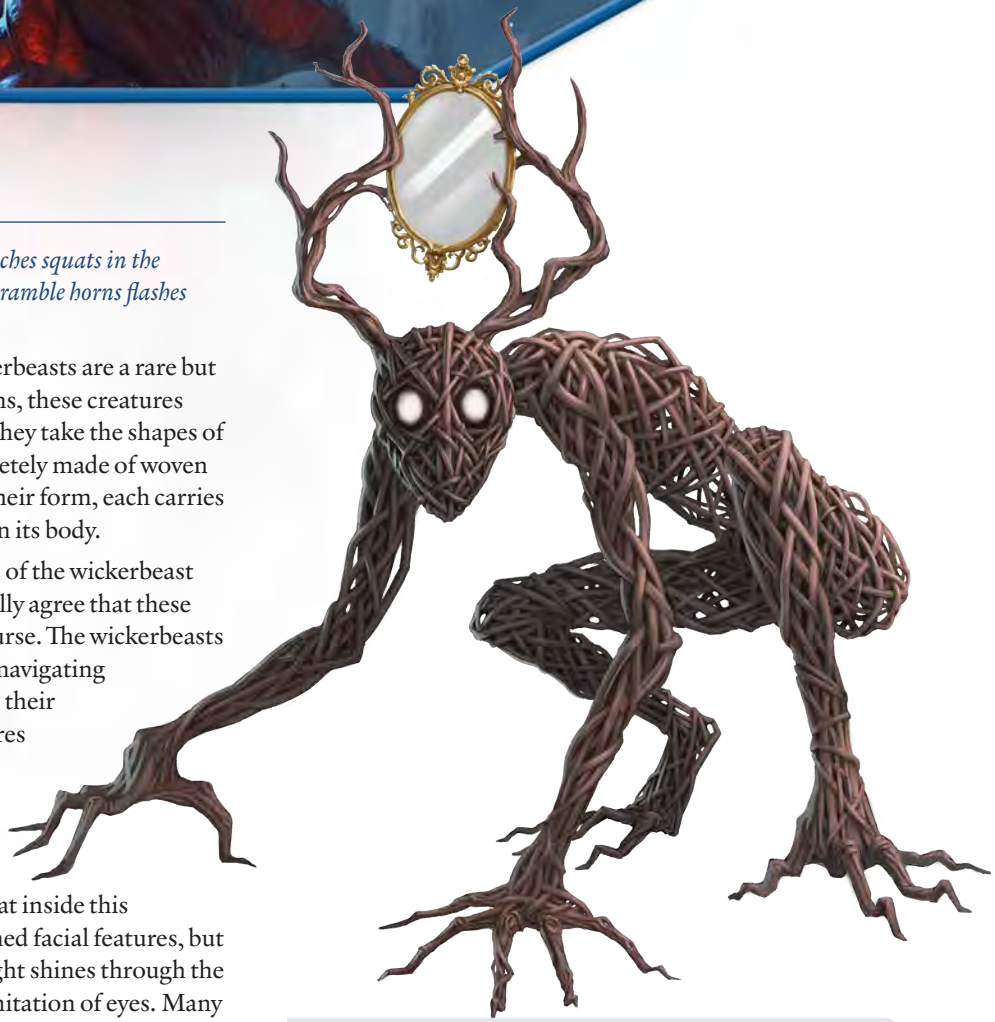
Wickerbeast

A human-like figure made of woven branches squats in the underbrush. A small mirror between its bramble horns flashes briefly with a glint of light.

Wooden Fey. Enigmatic fey, wickerbeasts are a rare but chilling sight. Living in remote regions, these creatures subsist on the souls of other beings. They take the shapes of various humanoids or animals completely made of woven wooden branches, but regardless of their form, each carries an ornate, golden mirror embedded in its body.

Cursed Origins. The true origins of the wickerbeast are unknown, but fey scholars generally agree that these creatures suffer from some form of curse. The wickerbeasts endlessly search for souls to possess, navigating life through what they can perceive in their mirrors. However, since these creatures are incapable of speech, their exact motivations remain a mystery.

Captured Souls. The inside of a wickerbeast's woven body is hollow, and the souls they capture float inside this space. Wickerbeasts do not have defined facial features, but when they possess a captured soul, light shines through the branches of their faces, creating an imitation of eyes. Many believe that a creature is safe from a passing wickerbeast if they can see its two eyes glowing.



Wickerbeast **CR 6**

Medium Fey

Armor Class 16

Hit Points 114

Speed 30 ft., climb 30 ft.

Perception 15 **Stealth** 14

Resistant bludgeoning, piercing, and slashing damage from nonmagical attacks | Fey Resilience

Immune psychic | frightened

Senses keensense 60 ft.

Languages understands Sylvan but can't speak

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	+0	+2	–1

Creeping Growth. The wickerbeast's presence causes nearby creeping vines and roots to rapidly grow along the ground around it. The area within 15 feet of the wickerbeast is difficult terrain. This difficult terrain doesn't cost the wickerbeast extra movement.

Fey Resilience. The wickerbeast is resistant to the charmed and unconscious conditions.

Magic Resistance. The wickerbeast has advantage on saves against spells and other magical effects.

Actions

Multiattack. The wickerbeast makes two Soul-Rending Slam attacks. If both attacks hit one creature, the target must succeed on a DC 15 CHA save or have its soul partially rent from its body for 1 minute. While the creature's soul is rent in this way, it has disadvantage on saves against the wickerbeast's Capture Souls.

Soul-Rending Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 10 (3d6) psychic damage.

Capture Souls (Recharge 5–6). The wickerbeast absorbs the souls of nearby creatures. Each creature within 15 feet of it that isn't a Celestial, Construct, or Fiend must make a DC 15 CON save. On a failure, a creature takes 28 (8d6) psychic damage, and its soul is stolen by the wickerbeast. On a success, a creature takes half the damage, and its soul isn't stolen. A creature with a stolen soul can't regain HP, and if it dies while its soul is stolen, it can't be restored to life. Stolen souls are returned to their owners, ending the effect, when the wickerbeast dies or if the wickerbeast wills a stolen soul returned (no action required).

Bonus Actions

Enchant. The wickerbeast turns its mirror toward one creature it can see within 30 feet of it. If the target can see the wickerbeast's mirror, the target must succeed on a DC 15 CHA save or have its speed reduced to 0 and be charmed until the end of its next turn, as it witnesses in the mirror some great wrong it has committed, might commit, or that was committed against it.

Wight

The armored corpse strides with purpose, clutching a bared blade. The withered flesh of its face is twisted with rage, and its eyes are ablaze with ethereal light.

Deathly Warriors. A wight can rise from the corpse of an individual that died a sudden and extremely violent death, or it can rise from the corpse of a cruel and merciless individual who lived a violent life. Regardless of the circumstances, wights naturally arise only from the corpses of soldiers, warriors, or similar martially adept individuals who died violently.

Familiar Countenance. A wight appears much as it did in life, but its flesh is decayed or desiccated in places. Wights are intelligent warriors, retaining many of the memories from their lives, and mindless undead instinctively follow their commands, making them highly desirable as lieutenants for undead armies.

Graveyard Terrors. Wights can drain the essence of the living with a touch. When a wight kills a humanoid by draining all its essence, the humanoid rises as a zombie that instinctively follows the wight's commands.

Wight **CR 3**

Medium Undead

Armor Class 14 (studded leather)

Hit Points 69

Speed 30 ft.

Perception 13 **Stealth** 14

Resistant necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Immune Undead Resilience | frightened

Senses darkvision 60 ft.

Languages the languages it knew in life

STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	+0	+1	+2

Martial Adept. A manufactured weapon, such as a sword or bow, deals one extra die of its damage when the wight hits with it (included in the attack).

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, and its Perception is 8 when perceiving by sight.

Undead Nature. The wight doesn't require air, food, drink, or sleep.

Undead Resilience. The wight is immune to poison damage, to exhaustion, and to the poisoned condition.

Actions

Multiattack. The wight makes two Longsword or Longbow attacks. It can replace one attack with a Life Drain attack.

Life Drain. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) necrotic damage. The target must succeed on a DC 13 CON save or its HP 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 HP 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:* 12 (2d8 + 3) slashing damage, or 14 (2d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Bonus Actions

Command Horde. The wight commands up to five friendly **skeletons** or **zombies** to do one of the following:

- **Protect.** Until the start of the wight's next turn, each time a friendly creature within 5 feet of a target is attacked, the target can use its reaction to intercept the attack, becoming the target instead.
- **Overwhelm.** Until the start of the wight's next turn, each target has advantage on attack rolls against a creature on its turn if at least one other target is within 5 feet of the creature and the allied target isn't incapacitated.
- **Shamble.** Each target uses its reaction to move up to its speed in a direction chosen by the wight. If this movement provokes an opportunity attack, that attack is made with disadvantage.

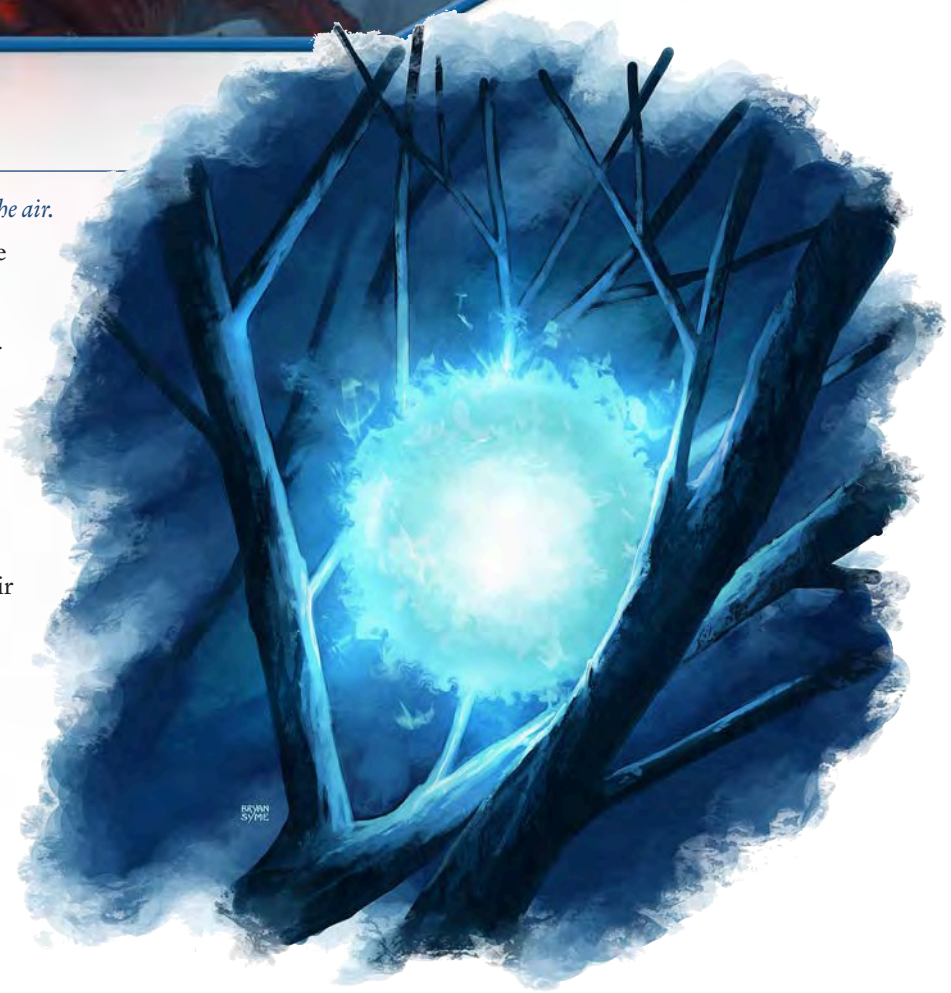


Will-o'-Wisp

A faintly glowing sphere of light bobs gently in the air.

Lonely Remnants. Will-o'-wisps are the remnants of wicked souls that died alone, their final moments filled with panic and misery. In undeath, they hunger for the fear and despair of the living. They are attracted to areas that make the living afraid and uncomfortable, such as bogs and swamps, barren wastelands, crumbling crags, forgotten battlefields, and locations thought to be cursed.

Dangerous Lure. Will-o'-wisps use their natural light and their ability to change the color of that light to appear like a distant traveler or a candlelit window in the distance, enticing weary travelers to follow the light to presumed safety. In this way, they lure hapless travelers into danger, such as a monster's den, quicksand, thin ice over deep waters, and unstable ruins. Enjoying the taste of fear and pain, they prefer to lure victims into areas where death doesn't come quickly.



Will-o'-Wisp — CR 2

Tiny Undead

Armor Class 17 (Ephemeral)

Hit Points 31

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

Perception 13 **Stealth** 14

Resistant acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks

Immune lightning | grappled, paralyzed, prone, restrained, unconscious | Undead Resilience

Senses darkvision 120 ft.

Languages the languages it knew in life

STR	DEX	CON	INT	WIS	CHA
−5	+4	+0	+1	+3	+0

Ephemeral. The will-o'-wisp can't wear or carry anything. In addition, it adds its WIS modifier to its AC (included above).

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

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Undead Nature. The will-o'-wisp doesn't require air, food, drink, or sleep.

Undead Resilience. The will-o'-wisp is immune to poison damage, to exhaustion, and to the poisoned condition.

Actions

Multiattack. The will-o'-wisp makes two Shock attacks.

Shock. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Beckon, or until its concentration ends (as if concentrating on a spell).

Bonus Actions

Beckon. The will-o'-wisp pulses its lightly gently toward one creature it can see within 30 feet of it. The target must succeed on a DC 13 WIS save or use its reaction to move up to its speed toward the will-o'-wisp by the most direct route. It doesn't avoid opportunity attacks or damaging terrain when moving.

Reactions

Consume Life. When a creature the will-o'-wisp can see within 15 feet of it is reduced to 0 HP, the will-o'-wisp can consume some of that creature's fading life. The will-o'-wisp gains 7 (2d6) temporary HP, and the creature has disadvantage on the next death save it makes before the end of the wisp's next turn.

Winter Wolf

Snow dots the back of this large wolf, blending in with its thick, gray-white fur. Its open mouth reveals sharp, powerful teeth, and a cunning awareness lights its blue eyes.

Freezing Breath. Winter wolves are large, aggressive wolves who live in arctic environments. Their fur keeps them warm in the freezing temperatures and provides them camouflage in the icy terrain. Like wolves, they hunt in packs, but unlike wolves, they possess a freezing breath that they use to soften up prey before moving in for the kill.

Cunning Hunters. Winter wolves are smarter than normal wolves and can even speak, though their words are punctuated with howls and growls. They are valued for their cunning and strength by a variety of arctic humanoids and giants, particularly frost giants, and they are frequently found as guards and companions of such creatures. When not living among other creatures, winter wolves roam their wintry home with their pack or leading packs of wolves.

Legendary Origins. While winter wolves don't have a formal religion, they believe they are descended from a long-forgotten god of winter and wind, owing their unique breath to that god's divine blood flowing in their veins. Some winter wolves take this claim literally, name themselves an avatar of some existing wintry deity, and gather scores of faithful around themselves to bring the ultimate winter upon the world.

Winter Wolf — CR 3

Large Monstrosity

Armor Class 13 (natural armor)
Hit Points 76
Speed 50 ft.

Perception 15 **Stealth** 13
Resistant Monstrosity Resilience
Immune cold
Senses —
Languages Common, Giant, Winter Wolf

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	−2	+1	−1

Heightened Hearing and Smell. The winter wolf's Perception is 20 when perceiving by hearing or smell.

Monstrosity Resilience. The winter wolf is resistant to exhaustion and to the frightened condition.

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

Snow Camouflage. The winter wolf's Stealth is 18 while in snowy terrain.

Actions

Multiattack. The winter wolf makes two Bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 4 (1d8) cold damage. If the target is a creature, it must succeed on a DC 13 STR save or be knocked prone.

Cold Breath (Recharge 5–6). The winter wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 13 DEX save, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Freezing Nose. The winter wolf touches its nose to a creature it can see within 5 feet of it. The target must succeed on a DC 13 CON save or one of the following parts of its body (the winter wolf's choice) is encased in ice for 1 minute. The target can repeat the save at the end of each of its turns, ending the effect on itself on a success. If the target takes fire damage, it has advantage on the next save it makes to end the effect.

- **Body.** The target has disadvantage on CON saves and is vulnerable to the first instance of cold damage it takes each turn.
- **Head.** The target can't breathe or speak.
- **Lower Limb.** The target's speed is reduced to 0, and it has disadvantage on DEX checks and DEX saves.
- **Upper Limb.** The target has disadvantage on weapon attack rolls made with that limb.



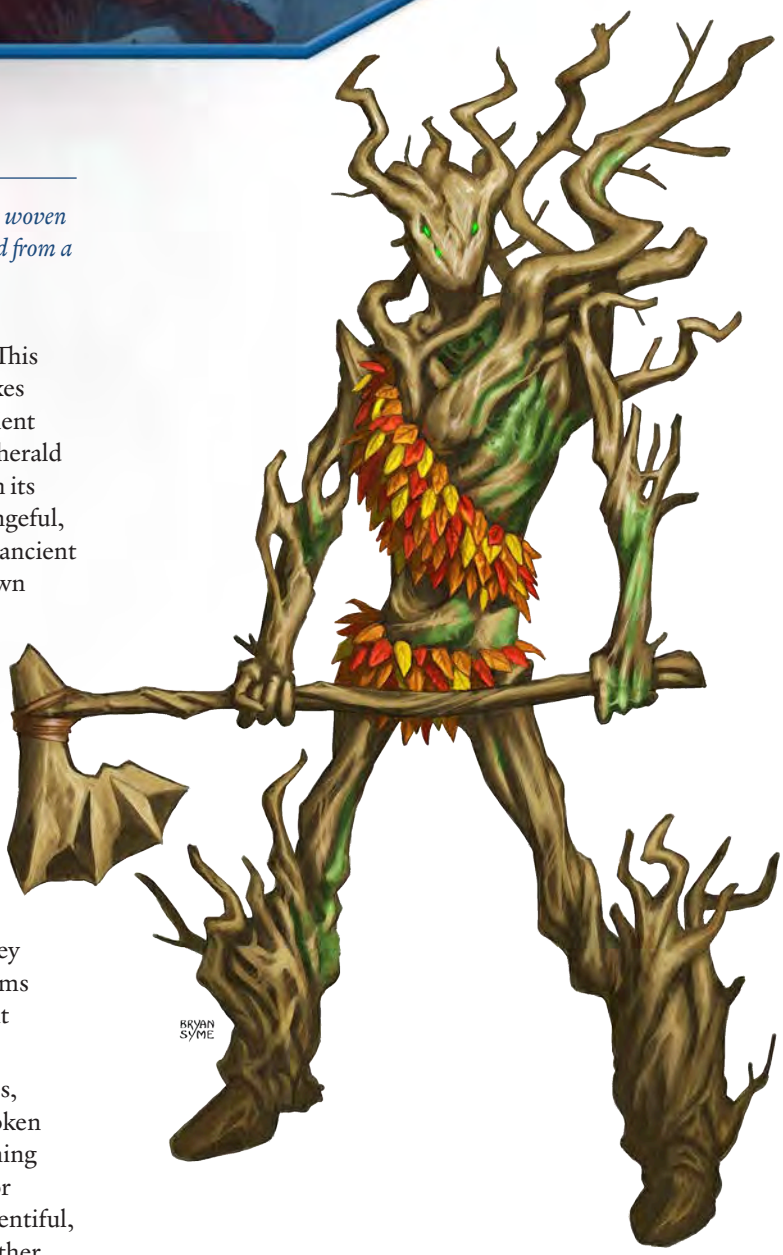
Wood Herald

This bipedal, human-shaped tree wears leaves and grasses woven together in imitation clothing, and it wields an axe carved from a single piece of wood.

Forest Spirit. When a forest needs a creature to visit the outside world, it grows a specialized plant. This growth might be a reaction to recent use of fire or axes in the forest, or it could be a scout created by an ancient forest powered by primeval intelligence. This wood herald often seeks to evoke empathy from those it meets on its journey to aid its forest home—though a few are vengeful, especially those born in fire. Some druid circles and ancient treants have learned the secret to fashioning their own wood heralds.

Voice of the Forest. As ambassadors for the woodlands, wood heralds are often the first sentient beings encountered by visitors to the forest. They patrol woodland borders and greet visitors to their homes. Within their forests, the heralds guide and heal lost or imperiled travelers to spread a warm regard for the woods. Wood heralds advocate for the woods and advise against taking timber from ancient groves. Though wood heralds seek to be good neighbors, they ultimately owe fealty to the forests and have no qualms about destroying those who refuse to uphold ancient bargains.

Wooden Weapons. To protect their forest homes, wood heralds don't cut down trees. They harvest broken branches, dead trees, and fallen leaves for their clothing and weaponry, and some use flint or stone in clubs or spears. In ancient forests where wood heralds are plentiful, some wooden weapons pass from one herald to another when an ancient herald returns to the forest.



Wood Herald — CR 1/2

Small Plant

Armor Class 13 (natural armor)
Hit Points 27
Speed 20 ft., climb 20 ft.
Perception 11 **Stealth** 13
Vulnerable fire
Resistant Plant Resilience
Senses darkvision 60 ft.
Languages Common, Sylvan

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	+0	+1	+0

Plant Camouflage. The wood herald's Stealth is 18 while in any terrain with ample, obscuring plant life.

Plant Resilience. The wood herald is resistant to exhaustion and to the paralyzed, petrified, and unconscious conditions.

Woodland Walk. Difficult terrain composed of nonmagical plants doesn't cost the wood herald extra movement. In addition, the herald can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Wooden Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) slashing damage.

Hurl Thorn. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage.

Reactions

Brambly Bark. When a creature the wood herald can see hits it with a melee attack while within 5 feet of it, the herald can extend sharp brambles along its body, dealing 2 (1d4) piercing damage to the attacker.

Worg

A canine as large as a horse bears down, its oily muzzle caked in blood and saliva. Its thick, heavy shoulders and massive neck sway side to side, and with each step, its long, mangy tail drags along behind it.

Aggressive Hunters. An enormous creature resembling a wolf, a worg is a nightmarish hunter that frequently develops a taste for humanoid flesh. Worgs willingly stalk inhospitable terrain in their endless hunt for their next meal, roaming snow fields, volcanic barrens, even stony badlands. Known to collect grisly bounties and to coat their bodies with fetid remains, worgs are more ferocious than any natural beast.

Warren Dweller. Worgs often shelter in warrens, tunnels, and caves in which they can travel quickly to prey and away from predators. Such places are fetid, vile places full of half-eaten corpses that the worg seems to have gorged itself on without consequence.

Goblin Bond. While many beasts of burden must be trained to hold a rider, worgs, who possess an innate, instinctive bond with goblins, tend to willingly carry goblins, and they frequently use the smaller creatures to help them find more bountiful prey. Possessing surprising intelligence, worgs typically speak Goblin as well as their own guttural language. On rare occasions, worgs have even learned to speak and understand Common or Elvish.

Worg **CR 1/2**

Large Monstrosity (Animal)

Armor Class 13 (natural armor)
Hit Points 25
Speed 30 ft.
Perception 14 **Stealth** 13
Resistant Monstrosity Resilience
Senses darkvision 60 ft.
Languages Goblin, Worg

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	−2	+0	−1

Heightened Hearing and Smell. The worg's Perception is 19 while perceiving by hearing or smell.

Monstrosity Resilience. The worg is resistant to exhaustion and to the frightened condition.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 STR save or be knocked prone.

Bonus Actions

Loathsome Howl (1/Day). The worg unleashes an unnatural howl audible out to a distance of 300 feet. Each creature of the worg's choice within 30 feet of it must succeed on a DC 13 CHA save or be frightened of it for 1 minute. A frightened creature can repeat the save at the end of each of its turns, ending the effect on itself on a success. Until it finishes a long rest, the worg can sense the direction but not the exact location of each creature that was frightened by Loathsome Howl.



Wraith

A flowing darkness hovers in the air, vaguely resembling a humanoid form in a tattered shroud. Only its eyes, two flickering points of hateful, red light, are clear.

Unlife Incarnate. Of all undead, wraiths are the closest to the true antithesis to life. Little more than necrotic energy given form and the fractured sentience of a tortured soul, wraiths are typically hateful creatures that seek to snuff out any life, especially humanoid life, they encounter. A wraith's touch drains the vitality of the living, and humanoids killed by a wraith return as spirits bound to its service.

Life Torn Asunder. Life can't survive long in the presence of a wraith. Plants wither as it passes, water dries along its path, and even the algae growing on a building shrivels ever so slightly as it slips through the wall. Animals flee before it, sensing its antithetical nature, and those who can't flee fast enough leave bones in its wake. Only the light of the sun gives a wraith pause.



Wraith **CR 5**

Medium Undead

Armor Class 14

Hit Points 85

Speed 0 ft., fly 60 ft. (hover)

Perception 12 **Stealth** 17

Vulnerable radiant

Resistant acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks

Immune necrotic | charmed, grappled, paralyzed, petrified, prone, restrained | Undead Resilience

Senses darkvision 60 ft.

Languages the languages it knew in life

STR	DEX	CON	INT	WIS	CHA
−2	+4	+3	+1	+2	+2

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

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, and its Perception is 7 when perceiving by sight.

Undead Nature. The wraith doesn't require air, food, drink, or sleep.

Undead Resilience. The wraith is immune to poison damage, to exhaustion, and to the poisoned condition.

Actions

Multiattack. The wraith makes two Life Drain attacks.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 18 (4d6 + 4) necrotic damage. The target must succeed on a DC 15 CON save or its HP 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 HP maximum to 0.

Create Specter. The wraith targets one Humanoid it can see 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.

Bonus Actions

Trail of Death (Recharge 4–6). The wraith moves up to 30 feet in a straight line. This distance is not reduced by moving through creatures or objects, and this movement doesn't provoke opportunity attacks. The first time it enters a creature's space during this move, that creature must succeed on a DC 15 DEX save or be afflicted with wasting doom. While afflicted with wasting doom, a creature takes 3 (1d6) necrotic damage at the start of each of its turns. Wasting doom ends if a creature starts its turn in sunlight or regains HP.

Reactions

Unravel Life. When a creature the wraith can see within 30 feet of it and that isn't a Construct or Undead regains HP, the wraith can corrupt the healing energies, halving the amount of healing that creature receives.

Wyrdling

This dusky, hairless humanoid stands calmly, staring with eyes that seem to take in everything.

Children of Fate. Wyrdlings were created long ago by a deity of fate. They form a mortal link between the world and destiny, acting as watchful eyes over the threads of fate and guiding those chosen by it. They spend much of their time living in isolated communities in remote areas, welcoming worthy travelers seeking their knowledge and vanishing like the mists to avoid the unworthy.

Identifying Tattoos. Wyrdlings are slim and hairless, standing just shorter than most humans, with skin that ranges from a chalky gray to a smoky purple in color. Their pointed ears stand at angles from their heads. They have prominent canines, and their yellow eyes seem to glow with an inner light. Wyrdlings wear tattoos, typically on their heads, which signify to other wyrdlings the individual's name, rank, and area of expertise with regards to fate. These tattoos can indicate that one wyrdling is a seeker of those fated to die violently while another counsels those fated to perform a great deed.

Privy to the Future. Wyrdlings see patterns of fate as other humanoids see colors and hear sounds. In encounters with a wyrdling, it is not unusual for the wyrdling to know things without being told or to expect an encounter before it happens. However, much of what they see is out of context, and they may misinterpret information; wyrdlings aren't omniscient and are prone to mistakes and misunderstanding as much as any other humanoid.

Wyrdling **CR 1**

Medium Humanoid

Armor Class 12
Hit Points 40
Speed 30 ft.

Perception 13 **Stealth** 12
Resistant psychic | charmed, frightened
Senses —
Languages Common

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+1	+5	+2

Intuition. The wyrdling rolls two dice for initiative, taking the higher number. In addition, the wyrdling has advantage on WIS (Insight) checks.

Read Fate. The wyrdling can spend 1 minute communing with fate on behalf of one creature that remains within 10 feet of it for the duration. The creature must ask a single question concerning a specific goal, event, or activity to occur within 7 days. At the end of the minute, the wyrdling pronounces the result of the target's inquiry. This trait works like the *divination* spell, except it can't be used to answer a specific creature's question more than once every 3 days, regardless if the creature asks a different question.

Actions

Psychic Burst. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 13 (3d6 + 3) psychic damage.

Bonus Actions

Pronounce Fate. The wyrdling pronounces the fate, either fortune or doom (the wyrdling's choice), of one creature it can see within 30 feet of it. The target rolls a d4 and adds (fortune) or subtracts (doom) the number rolled to the next attack roll or save it makes before the start of the wyrdling's next turn.

Reactions

Call on Fate. When the wyrdling is attacked by a creature it can see, it can pluck the strands of fate around the creature, imposing disadvantage on that attack roll. If the attack misses, the wyrdling or one friendly creature it can see within 30 feet of it has advantage on the next attack roll it makes against the attacker before the end of the wyrdling's next turn.



Wyvern

A great draconic beast wheels overhead, flexing the claws at the ends of its two legs and whipping a long, sinewy tail tipped with a wickedly curved stinger.



Cousin of Dragons. A distant cousin of true dragons, the wyvern is unique among its kin in that its forelimbs operate as both forelimbs and wings. Instead of a true dragon's breath weapon, it has a venom-filled stinger on its tail, which it uses to quickly down its prey. A wyvern's skin and scales tend towards colors that allow it to better blend in with the terrain of its environment: sandy browns and oranges in arid or desert climes, brows and deep blues in temperate mountains, and muddy browns and deep greens in heavily forested areas.

Instinct-Driven Predator. Less intelligent than their draconic cousins, wyverns are still cunning hunters. They keep to the air while hunting, using the height and mobility of flight to slash with their claws and inject prey with the poison in their long, stinging tails. Without the additional forelimbs of its cousins, the wyvern is slower and clumsier when grounded and must use stealth and ambushes to catch prey. Wyverns are most active at dusk and dawn and primarily subsist on deer, elk, and similar prey.

Wyvern **CR 6**

Large Dragon

Armor Class 13 (natural armor)
Hit Points 147
Speed 20 ft., fly 80 ft.
Perception 14 **Stealth** 10
Vulnerable Clumsy
Immune poison | poisoned
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+0	+3	−3	+1	−2

Clumsy. While not flying, the wyvern is vulnerable to the grappled, prone, and restrained conditions.

Actions

Multiattack. The wyvern makes one Bite attack and one Stinger attack. While flying, it can replace one attack with a Claws attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

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

Stinger. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 15 (2d10 + 4) piercing damage plus 18 (4d8) poison damage. The target must succeed on a DC 15 CON save or be poisoned for 1 minute. A poisoned creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

Reactions

Reflexive Tail Whip. When a creature moves into a space within 15 feet of the wyvern, it can whip its tail at the creature. The target must succeed on a DC 15 STR save or be knocked prone.

Xorn

This broad, stony creature has a strange symmetry, with three arms, legs, and eyes evenly spaced around its barrel-like body. A massive, toothy maw opens atop its body.

Earthen Creatures. Denizens of the Plane of Earth, the average xorn has a rotund body nearly as wide across as it is tall, supported on three stocky legs with broad, three-toed feet. Atop the body is a huge mouth full of teeth. Below the mouth are three large, round eyes, each positioned directly above a leg. Three powerful arms, placed equidistant between the eyes, emerge from the body, ending in clawed, three-fingered hands. Its entire body is rocky and commonly colored in earth tones, predominantly shades of brown or gray.

Earth Eaters. Xorn move through the earth as if swimming through water. Though they can subsist on standard stone, raw gemstones, crystals, and precious metals are not only tasty to the xorn, but provide it with additional nutrients not found in standard stone. On their home plane, they flow through miles of stone each day, seeking these delicacies. When on the Material Plane or when their preferred raw meals are scarce, they settle for refined precious metals and gemstones, often putting them at odds with adventurers and merchants with pouches full of gold coins. Xorn are capable of speech, and when not starving, xorn are usually willing to negotiate or bargain with others for any gemstones or metals they might possess.

Xorn — CR 5

Medium Elemental

Armor Class 19 (natural armor)
Hit Points 111
Speed 20 ft., burrow 20 ft.
Perception 16 **Stealth** 13
Vulnerable thunder
Resistant piercing and slashing damage from nonmagical attacks
Senses darkvision 60 ft., tremorsense 60 ft.
Languages Terran

STR	DEX	CON	INT	WIS	CHA
+3	+0	+6	+0	+0	+0

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

Stone Camouflage. The xorn's Stealth is 18 while in rocky terrain.

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 one Bite attack and three Claw attacks, or it makes three Lob Stone attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Lob Stone. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Bonus Actions

Shard Belch. The xorn belches a mixture of stomach gas and crystalline shards in a 15-foot cone. Each creature in the area must succeed on a DC 14 DEX save or be coated in miniscule, crystalline shards until the end of its next turn. A creature coated in shards suffers bouts of pain each time it moves, reducing its speed by 10 feet and imposing disadvantage on all weapon attack rolls.



Zombies

A rotting corpse shambles forward, arms outstretched and flailing.

Animated Bodies. Zombies are the animated corpses of the dead, brought to unlife by necromantic magic, creating tireless, fearless servants that obey without hesitation. Occasionally, zombies are produced by other methods. Victims of wights, for example, often rise as zombies under command of the undead that killed them. Sometimes an enduring source of necromantic magic corrupts an area, causing nearby corpses to spontaneously rise as zombies.

Decayed Corpses. The appearance of zombies varies widely, depending upon the condition of the corpse prior to animation. A corpse dead from natural causes and stolen from an undertaker may be well-preserved, if obviously not alive, while a zombie animated from a drowning victim is bloated and sagging. Some necromancers use whatever is at hand. Others may choose the most disgusting corpses to add an additional fear factor for those that must face the zombies in combat.



Dim Intellect. Zombies have no personality and little intellect, following only the most basic commands. They can wield weapons if armed but simply batter an opponent with its limbs if not. They do not have the intellect to avoid even obvious hazards, shambling into open pits if they exist between them and a target or walking heedlessly through a fire to attack, unless commanded otherwise in that moment. When not under specific orders, a zombie simply stands awaiting commands, though if a living creature comes close enough for it to detect, it attacks, as the dark magics animating a zombie make it malicious toward the living.

Non-Human Zombies. Zombies are most commonly animated human remains, but the flesh of any living thing can be animated as a zombie. Zombie giants, for example, would be stronger and harder to kill than a human zombie. They would attack like other zombies, though they could throw rocks like a living giant if commanded to do so. Non-humanoid zombies typically attack as they did when living. A zombie dragon, for example, would attack with claws and teeth, and it could still fly if its wings were intact.

Zombie **CR 1/4**

Medium Undead

Armor Class 8

Hit Points 16

Speed 20 ft.

Perception 10 **Stealth** 8

Immune Undead Resilience

Senses darkvision 60 ft.

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

STR	DEX	CON	INT	WIS	CHA
+2	−2	+3	−4	+0	−3

Undead Fortitude. If damage reduces the zombie to 0 HP, it must make a CON save with a DC equal to 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 HP instead.

Undead Nature. The zombie doesn't require air, food, drink, or sleep.

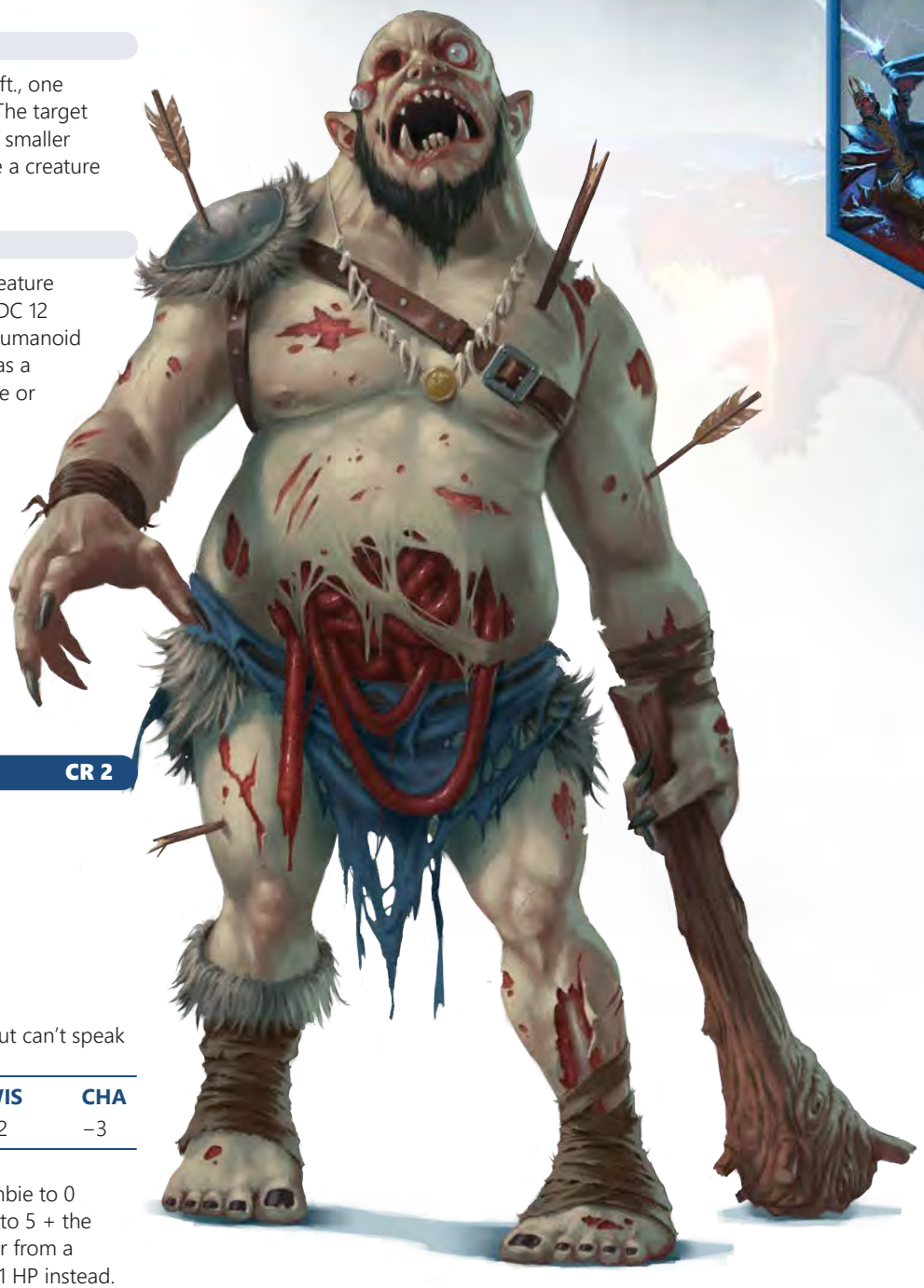
Undead Resilience. The zombie is immune to poison damage, to exhaustion, and to the poisoned condition.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. The target is grappled (escape DC 12) if it is a Medium or smaller creature, and the zombie doesn't already have a creature grappled.

BONUS ACTIONS

Rotten Hold. The zombie gnaws idly on the creature grappled by it. The target must succeed on a DC 12 CON save or take 2 (1d4) poison damage. A Humanoid slain by this bonus action rises 24 hours later as a zombie, unless the Humanoid is restored to life or its body is destroyed.



Ogre Zombie — CR 2

Large Undead

Armor Class 8

Hit Points 72

Speed 30 ft.

Perception 8 **Stealth** 8

Immune Undead Resilience

Senses darkvision 60 ft.

Languages understands Common and Giant but can't speak

STR	DEX	CON	INT	WIS	CHA
+4	−2	+4	−4	−2	−3

Undead Fortitude. If damage reduces the zombie to 0 HP, it must make a CON save with a DC equal to 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 HP instead.

Undead Nature. The zombie doesn't require air, food, drink, or sleep.

Undead Resilience. The zombie is immune to poison damage, to exhaustion, and to the poisoned condition.

ACTIONS

Multiattack. The ogre zombie makes two Greatclub attacks.

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

Lumbering Charge (Recharge 5–6). The ogre zombie shoulders its weapon and charges forward, shoving into creatures on its way. It moves up to 20 feet in a straight line and can move through the space of any Medium or smaller creature. The first time it enters a creature's space during this move, that creature must make a DC 14 STR save. On a failure, a creature takes 14 (4d6) bludgeoning damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone.

APPENDIX: ANIMALS

This appendix contains statistics for various beasts and vermin, many of which regularly find homes as beasts of burden or livestock to various Humanoids across the world or as loyal companions to adventurers.

Familiars. Some of the creatures listed in this appendix can be called to serve a spellcaster via the *create familiar* spell. These creatures are: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, seahorse, spider, or weasel.

In addition, this book features other familiars that might have specific requirements, such as only serving spellcasters, or might require permission from a GM before choosing them as familiars. The **Additional Familiars** table lists where these familiars can be found in this book.

ADDITIONAL FAMILIARS

FAMILIAR	PAGE
Blink Dog	63
Demon, Quasit	88
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Homunculus	218
Mephit, Dust	249
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Mephit, Magma	250
Mephit, Steam	251
Robot, Drone	278

Ape — CR 1/2

Medium Beast

Armor Class 12
Hit Points 25
Speed 30 ft., climb 30 ft.
Perception 13 **Stealth** 12
Resistant stunned
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+5	+2	+2	−2	+1	−2

ACTIONS

Multiattack. The ape makes two Fist attacks. If both Fist attacks hit one Medium or smaller creature, the target is grappled (escape DC 13), and the ape can't grapple another creature.

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

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Ape, Giant — CR 7

Huge Beast

Armor Class 12
Hit Points 176
Speed 40 ft., climb 40 ft.
Perception 14 **Stealth** 12
Resistant stunned
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+8	+2	+4	−2	+1	−2

ACTIONS

Multiattack. The ape makes two Fist or Rock attacks. If both Fist attacks hit one Large or smaller creature, the target is grappled (escape DC 16). The ape has two fists, each of which can grapple only one target.

Fist. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 50/100 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage.

BONUS ACTIONS

Throw. One Large or smaller creature grappled by the ape is thrown up to 50 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 DEX save or take the same damage and be knocked prone.

Awakened Shrub CR 0

Small Plant

Armor Class 10
Hit Points 9
Speed 20 ft.
Perception 10 **Stealth** 10
Vulnerable fire
Resistant piercing | Plant Resilience
Senses —
Languages one language known by its creator

STR	DEX	CON	INT	WIS	CHA
−4	+0	+0	+0	+0	−2

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

Plant Resilience. The shrub is resistant to exhaustion and to the paralyzed, petrified, and unconscious conditions.

ACTIONS

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

Thorn. *Ranged Weapon Attack:* +2 to hit, range 15/30 ft., one target. *Hit:* 2 (1d4) piercing damage.

Awakened Tree CR 2

Huge Plant

Armor Class 13 (natural armor)
Hit Points 60
Speed 20 ft.
Perception 10 **Stealth** 8
Vulnerable fire
Resistant bludgeoning, piercing | Plant Resilience
Senses —
Languages one language known by its creator

STR	DEX	CON	INT	WIS	CHA
+4	−2	+2	+0	+0	−2

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

Plant Resilience. The tree is resistant to exhaustion and to the paralyzed, petrified, and unconscious conditions.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage.

Broken Branch. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.

BONUS ACTIONS

Entangling Roots. One creature on the ground the tree can see within 10 feet of it must succeed on a DC 14 STR save or be restrained by roots until the end of its next turn.



Axe Beak CR 1/4

Large Beast

Armor Class 11
Hit Points 13
Speed 50 ft.
Perception 12 **Stealth** 11
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	−4	+0	−3

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) slashing damage.

BONUS ACTIONS

Evasive. The axe beak takes the Disengage or Dodge action.

Baboon CR 1/8

Small Beast

Armor Class 11
Hit Points 10
Speed 30 ft., climb 30 ft.
Perception 11 **Stealth** 11
Senses darkvision 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−1	+1	+0	−3	+1	−2

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

ACTIONS

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

REACTIONS

Startling Display. When a creature the baboon can see attacks it while within 5 feet of it, the baboon can bare its teeth, puff its chest, or emit a quick series of barks. The attacker must succeed on a DC 11 WIS save or have disadvantage on the attack roll.

Badger — CR 0

Tiny Beast

Armor Class 10
Hit Points 9
Speed 20 ft., burrow 10 ft.
Perception 11 **Stealth** 10
Senses darkvision 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−3	0	+1	−4	+1	−3

Grumpy. When in combat, the badger attacks the creature that most recently dealt damage to it, provided that creature is within range or moving to it doesn't cause the badger to provoke opportunity attacks. The badger otherwise attacks the nearest hostile creature.

Heightened Smell. The badger's Perception is 16 when perceiving by smell.

ACTIONS

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

Badger, Giant — CR 1/4

Medium Beast

Armor Class 10
Hit Points 15
Speed 30 ft., burrow 15 ft.
Perception 11 **Stealth** 10
Resistant frightened
Senses darkvision 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+1	+0	+2	−4	+1	−3

Grumpy. When in combat, the badger attacks the creature that most recently dealt damage to it, provided that creature



is within range or moving to it doesn't cause the badger to provoke opportunity attacks. The badger otherwise attacks the nearest hostile creature.

Heightened Smell. The badger's Perception is 16 when perceiving by smell.

ACTIONS

Multiattack. The badger makes one Bite attack and one Claws attack.

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

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

Bat — CR 0

Tiny Beast

Armor Class 11
Hit Points 8
Speed 5 ft., fly 30 ft.
Perception 11 **Stealth** 13
Vulnerable deafened
Resistant blinded
Senses keensense 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+1	−1	−4	+1	−3

Echolocation. The bat can't use its keensense while deafened.

Heightened Hearing. The bat's Perception is 16 when perceiving by hearing.

ACTIONS

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

Bat, Giant — CR 1/4

Large Beast

Armor Class 12
Hit Points 15
Speed 10 ft., fly 60 ft.
Perception 11 **Stealth** 14
Vulnerable deafened
Resistant blinded
Senses keensense 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+2	+0	−4	+1	−2

Echolocation. The bat can't use its keensense while deafened.

Heightened Hearing. The bat's Perception is 16 when perceiving by hearing.

ACTIONS

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

BONUS ACTIONS

Dizzying Screech. The bat releases a dizzying screech at one creature within 10 feet of it. If the target can hear the screech, it must succeed on a DC 12 CON save or be disoriented until the end of its next turn. When a disoriented creature moves, it moves in a random direction.

Bat, Swarm of Bats — CR 1/4

Medium Swarm of Tiny Beasts

Armor Class 12
Hit Points 14
Speed 0 ft., fly 30 ft.
Perception 11 **Stealth** 14
Vulnerable deafened
Resistant blinded | Swarm Resilience
Immune Swarm Resilience
Senses keensense 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−3	+2	+0	−4	+1	−3

Cacophonous Swarm. A creature in the swarm's space that casts a spell with a verbal component must succeed on a DC 12 CON save or the spell fails to cast, expending the action required to cast it but not the spell slot or daily use.

Echolocation. The swarm can't use its keensense while deafened.

Heightened Hearing. The swarm's Perception is 16 when perceiving by hearing.

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

Swarm Resilience. The swarm is resistant to bludgeoning, piercing, and slashing damage, and it is immune to the charmed, frightened, grappled, paralyzed, petrified, prone, restrained, and stunned conditions.

ACTIONS

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its HP or fewer.

Bear, Black — CR 1/2

Medium Beast

Armor Class 11 (natural armor)
Hit Points 25
Speed 40 ft., climb 30 ft.
Perception 13 **Stealth** 10
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	−4	+1	−2

Heightened Smell. The bear's Perception is 18 when perceiving by smell.

ACTIONS

Multiattack. The bear makes one Bite attack and one Claws attack.

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

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

Bear, Brown — CR 1

Large Beast

Armor Class 11 (natural armor)
Hit Points 44
Speed 40 ft., climb 30 ft.
Perception 13 **Stealth** 10
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+0	+3	−4	+1	−2

Heightened Smell. The bear's Perception is 18 when perceiving by smell.

ACTIONS

Multiattack. The brown bear makes one Bite attack and one Claws attack. If both attacks hit one creature, the target is grappled (escape DC 14). The bear can grapple only one creature at a time.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Bear, Polar — CR 2

Large Beast

Armor Class 12 (natural armor)
Hit Points 60
Speed 40 ft., swim 30 ft.
Perception 13 **Stealth** 10
Resistant cold
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+5	+0	+3	−4	+1	−2

Heightened Smell. The bear's Perception is 18 when perceiving by smell.

ACTIONS

Multiattack. The polar bear makes one Bite attack and one Claws attack. If both attacks hit one creature, the target is grappled (escape DC 15). The bear can grapple only one creature at a time.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Boar — CR 1/4

Medium Beast

Armor Class 11 (natural armor)
Hit Points 15
Speed 40 ft.
Perception 9 **Stealth** 10
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−4	−1	−3

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a Tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 12 STR save or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 4 damage or less that would reduce it to 0 HP, it is reduced to 1 HP instead.

ACTIONS

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

Boar, Giant — CR 2

Large Beast

Armor Class 12 (natural armor)
Hit Points 63
Speed 40 ft.
Perception 8 **Stealth** 10
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+0	+3	−4	−2	−3

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a Tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 STR save or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 10 damage or less that would reduce it to 0 HP, it is reduced to 1 HP instead.

ACTIONS

Multiattack. The giant boar makes two Tusk attacks. If both attacks hit one creature, the target must succeed on a DC 13 STR save or be knocked prone.

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

BONUS ACTIONS

Challenging Snort. The boar snorts and stomps its feet at a creature it can see within 30 feet of it. The target must succeed on a DC 13 WIS save or be frightened until the end of its next turn and have disadvantage on the next save it makes against being knocked prone by the boar.

Camel CR 1/8

Large Beast

Armor Class 10
Hit Points 10
Speed 50 ft.
Perception 9 **Stealth** 10
Resistant Camel Resilience
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	−4	−1	−3

Camel Resilience. The camel is resistant to exhaustion, and it requires only half the amount of water that a typical Beast of its size needs.

ACTIONS

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

Bile Spit. *Ranged Weapon Attack:* +2 to hit, range 20/60 ft., one creature. *Hit:* 2 (1d4) acid damage, and the target must succeed on a DC 12 CON save or be smelly for 1 hour or until a creature spends 1 minute cleaning off the spit. A smelly creature has disadvantage on CHA checks.

Cat CR 0

Tiny Beast

Armor Class 11
Hit Points 8
Speed 40 ft., climb 30 ft.
Perception 13 **Stealth** 13
Senses darkvision 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+1	+0	−4	+1	−2

Heightened Smell. The cat's Perception is 18 when perceiving by smell.

ACTIONS

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

BONUS ACTIONS

Charming Mewl. The cat emits a soft, high-pitched meow at a creature it can see within 10 feet of it. The target must succeed on a DC 11 CHA save or be charmed until the end of its next turn. If a creature's save is successful or the effect ends for it, the creature is immune to the cat's Charming Mewl for the next 24 hours.

Crab CR 0

Tiny Beast

Armor Class 11 (natural armor)
Hit Points 9
Speed 20 ft., swim 20 ft.
Perception 9 **Stealth** 12
Vulnerable bludgeoning
Resistant slashing
Senses keensense 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+0	+0	−5	−1	−4

Amphibious. The crab can breathe air and water.

ACTIONS

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage, and the crab attaches to the target. While attached, the crab can't attack, and at the start of each of the crab's turns, the target takes 2 (1d4) bludgeoning damage. The attached crab moves with the target whenever the target moves, requiring none of the crab's movement. It can detach itself by spending 5 feet of its movement on its turn. A creature, including the target, can use its action to detach the crab.

Crab, Giant CR 1/4

Medium Beast

Armor Class 15 (natural armor)
Hit Points 13
Speed 30 ft., swim 30 ft.
Perception 9 **Stealth** 14
Vulnerable bludgeoning
Resistant slashing
Senses keensense 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+2	+0	−5	−1	−4

Amphibious. The crab can breathe air and water.

ACTIONS

Pincer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The crab has two pincers, each of which can grapple only one target.

BONUS ACTIONS

Pincer Pinch. One breathing creature grappled by the crab must succeed on a DC 12 STR save or be unable to speak or cast spells with verbal components and begin suffocating, as the crab squeezes the air from the target's lungs. This effect lasts until the grapple ends.

Crocodile — CR 1/2

Large Beast

Armor Class 12 (natural armor)
Hit Points 25
Speed 20 ft., swim 30 ft.
Perception 10 **Stealth** 12
Resistant charmed
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−4	+0	−3

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't Bite another target.

BONUS ACTIONS

Death Roll. One creature grappled by the crocodile must make a DC 12 STR save, taking 5 (2d4) slashing damage on a failed save, or half as much damage on a successful one.

Crocodile, Giant — CR 5

Huge Beast

Armor Class 14 (natural armor)
Hit Points 120
Speed 30 ft., swim 50 ft.
Perception 10 **Stealth** 12
Resistant charmed
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+8	−1	+3	−4	+0	−2

Hold Breath. The crocodile can hold its breath for 30 minutes.

ACTIONS

Multiattack. The crocodile makes one Bite attack and one Tail attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't Bite another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the crocodile. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 STR save or be knocked prone.

BONUS ACTIONS

Death Roll. One creature grappled by the crocodile must make a DC 16 STR save, taking 7 (2d6) slashing damage on a failed save, or half as much damage on a successful one.

Deer — CR 0

Medium Beast

Armor Class 13
Hit Points 8
Speed 50 ft.
Perception 12 **Stealth** 13
Vulnerable frightened
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+0	+3	+0	−4	+2	−3

ACTIONS

Kick. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage, and if the target is a Large or smaller creature, it must succeed on a DC 10 STR save or be knocked prone.

BONUS ACTIONS

Skittish. The deer takes the Dash or Disengage action.

Eagle — CR 0

Small Beast

Armor Class 11
Hit Points 8
Speed 10 ft., fly 60 ft.
Perception 14 **Stealth** 11
Vulnerable blinded
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
−2	+1	+0	−4	+2	−2

Heightened Sight. The eagle's Perception is 19 when perceiving by sight.

Seabird. The eagle can swim up to 30 feet on its turn, but it must start and end its movement either flying or on a solid surface, such as a ship or beach. If it is swimming at the end of its turn, it must succeed on a DC 10 CON save or it immediately begins to sink and suffocate. A suffocating eagle must succeed on a DC 8 STR check to fly out of the substance where it is sinking.

ACTIONS

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



Eagle, Giant — CR 1

Large Beast

Armor Class 13
Hit Points 40
Speed 10 ft., fly 80 ft.
Perception 14 **Stealth** 13
Vulnerable blinded
Senses —
Languages Giant Eagle, understands Common and Auran but can't speak them

STR	DEX	CON	INT	WIS	CHA
+3	+3	+1	−1	+2	+0

Heightened Sight. The eagle's Perception is 19 when perceiving by sight.

Seabird. The eagle can swim up to 40 feet on its turn, but it must start and end its movement either flying or on a solid surface, such as a ship or beach. If it is swimming at the end of its turn, it must succeed on a DC 11 CON save or it immediately begins to sink and suffocate. A suffocating eagle must succeed on a DC 13 STR check to fly out of the substance where it is sinking.

ACTIONS

Multiattack. The eagle makes one Beak attack and one Talons attack.

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

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, and the target is grappled (escape DC 13) if it is a Medium or smaller creature. Until this grapple ends, the target is restrained, and the eagle can't use its Talons on another target.

Elephant — CR 4

Huge Beast

Armor Class 12 (natural armor)
Hit Points 105
Speed 40 ft.
Perception 12 **Stealth** 9
Resistant prone
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+5	−1	+3	−4	+0	−2

Trampling Charge. If the elephant moves at least 20 feet straight toward a creature and then hits it with a Gore attack on the same turn, that target must succeed on a DC 15 STR save or be knocked prone. If the target is prone, the elephant can make one Stomp attack against it as a bonus action.

ACTIONS

Multiattack. The elephant makes two Gore attacks.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature. *Hit:* 14 (2d8 + 5) bludgeoning damage.

BONUS ACTIONS

Trunk Grab. The elephant grabs one Large or smaller creature within 10 feet of it. The target must succeed on a DC 15 STR save or be grappled (escape DC 15). The elephant can grapple only one creature at a time.

Elk — CR 1/4

Large Beast

Armor Class 10
Hit Points 15
Speed 50 ft.
Perception 10 **Stealth** 10
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−4	+0	−2

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 STR save or be knocked prone.

ACTIONS

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

Kick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target must succeed on a DC 12 STR save or be pushed up to 10 feet away from the elk.

Elk, Giant — CR 2

Huge Beast

Armor Class 14 (natural armor)
Hit Points 60
Speed 60 ft.
Perception 14 **Stealth** 13
Senses —
Languages Giant Elk, understands Common, Elvish, and Sylvan but can't speak them

STR	DEX	CON	INT	WIS	CHA
+4	+3	+2	−2	+2	+0

Charge. If the elk moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 STR save or be knocked prone.

ACTIONS

Multiattack. The elk makes one Ram attack and one Kick attack.

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

Kick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage, and the target must succeed on a DC 14 STR save or be pushed up to 15 feet away from the elk.

BONUS ACTIONS

Bolstering Bugle (27 HP or Higher). The elk bugles its might at its opponents, bolstering its confidence. It has advantage on the next attack roll it makes before the start of its next turn.

Frog — CR 0

Tiny Beast

Armor Class 10
Hit Points 9
Speed 20 ft., swim 20 ft.
Perception 11 **Stealth** 10
Resistant grappled
Senses darkvision 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−5	+0	−1	−5	−1	−4

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 10 feet and its high jump is up to 5 feet, with or without a running start.

ACTIONS

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

Frog, Giant — CR 1/4

Medium Beast

Armor Class 11
Hit Points 15
Speed 20 ft., swim 40 ft.
Perception 12 **Stealth** 11
Resistant grappled
Senses darkvision 30 ft.
Languages —

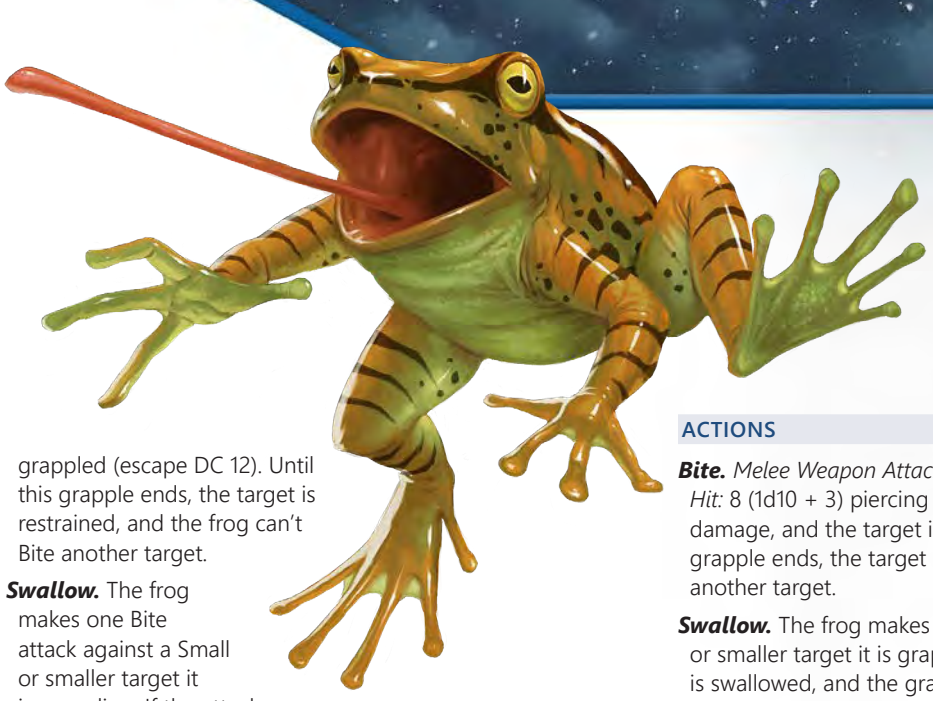
STR	DEX	CON	INT	WIS	CHA
+2	+1	+0	−4	+0	−4

Amphibious. The frog can breathe air and water.

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

ACTIONS

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



grappled (escape DC 12). Until this grapple ends, the target is restrained, and the frog can't Bite another target.

Swallow. The frog makes one Bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time.

If the frog takes any damage from the swallowed creature, the frog must succeed on a DC 10 CON save at the end of that turn or regurgitate the creature, which falls prone in a space within 5 feet of the frog. If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

BONUS ACTIONS

Reeling Tongue. The frog lashes out its tongue at one Medium or smaller creature it can see within 15 feet of it. The target must succeed on a DC 12 STR save or be pulled up to 10 feet closer to the frog.

Frog, Giant Poisonous — CR 1

Large Beast

Armor Class 11
Hit Points 44
Speed 30 ft., swim 30 ft.
Perception 10 **Stealth** 11
Senses darkvision 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	−4	+0	−4

Amphibious. The frog can breathe air and water.

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

Toxic Skin. The frog's skin is coated in a hallucinogenic toxin. A creature that touches the frog or hits it with a melee attack while within 5 feet of it must make a DC 13 CON save. On a failure, a creature is poisoned until the end of its next turn and experiences mild hallucinations while poisoned.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage plus 5 (1d10) poison damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the frog can't Bite another target.

Swallow. The frog 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 frog, and it takes 7 (2d6) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time.

If the frog takes any damage from the swallowed creature, the frog must succeed on a DC 11 CON save at the end of that turn or regurgitate the creature, which falls prone in a space within 5 feet of the frog. If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

BONUS ACTIONS

Reeling Tongue. The frog lashes out its tongue at one Large or smaller creature it can see within 20 feet of it. The target must succeed on a DC 13 STR save or be pulled up to 15 feet closer to the frog.

Goat — CR 0

Medium Beast

Armor Class 10
Hit Points 8
Speed 40 ft.
Perception 10 **Stealth** 10
Resistant prone
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+1	+0	+0	−4	+0	−3

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 STR save or be knocked prone.

ACTIONS

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

Goat, Giant — CR 1/2

Large Beast

Armor Class 11 (natural armor)
Hit Points 25
Speed 40 ft.
Perception 11 **Stealth** 10
Resistant prone
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+0	+1	−4	+1	−2

Charge. If the goat moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 STR save or be knocked prone.

ACTIONS

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

REACTIONS

Terrifying Scream. When the goat takes damage, it can release a high-pitched scream, frightening creatures within 10 feet of it. Each creature in that area that can hear the scream must succeed on a DC 13 WIS save or be frightened until the end of its next turn. A creature frightened in this way can't be frightened by this goat's Terrifying Scream again for the next 24 hours.

Hawk — CR 0

Tiny Beast

Armor Class 11
Hit Points 7
Speed 10 ft., fly 60 ft.
Perception 14 **Stealth** 11
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
−3	+1	−1	−4	+2	−2

Heightened Sight. The hawk's Perception is 19 when perceiving by sight.

ACTIONS

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

BONUS ACTIONS

Evasive Flight. The hawk takes the Disengage or Dodge action. It can use this bonus action only while flying.

Hawk, Blood — CR 1/8

Small Beast

Armor Class 12
Hit Points 8
Speed 10 ft., fly 60 ft.
Perception 14 **Stealth** 12
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
−2	+2	+0	−4	+2	−3

Heightened Sight. The hawk's Perception is 19 when perceiving by sight.

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

ACTIONS

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

BONUS ACTIONS

Evasive Flight. The hawk takes the Disengage or Dodge action. It can use this bonus action only while flying.

Horse, Draft — CR 1/4

Large Beast

Armor Class 10
Hit Points 15
Speed 40 ft.
Perception 12 **Stealth** 10
Vulnerable frightened
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+0	+1	−4	+0	−2

Draft Animal. The draft horse can push, drag, or lift weight in pounds equal to three times its carrying capacity.

ACTIONS

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

Horse, Riding — CR 1/4

Large Beast

Armor Class 10
Hit Points 15
Speed 60 ft.
Perception 10 **Stealth** 10
Vulnerable frightened
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+0	+1	−4	+0	−2

Easy Gait. The horse's steps are smooth and steady. A creature riding the horse has advantage on saves against exhaustion caused by a Forced March (see **Traveling** in **Chapter 6** of *Player's Guide*).

ACTIONS

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

Horse, War — CR 1/2

Large Beast

Armor Class 15 (scale mail barding)
Hit Points 22
Speed 60 ft.
Perception 11 **Stealth** 11
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+1	+1	−4	+1	−2

Trampling Charge. If the horse moves at least 20 feet straight toward a creature and then hits it with a Hooves attack on the same turn, that target must succeed on a DC 14 STR save or be knocked prone. If the target is prone, the horse can make another Hooves attack against it as a bonus action.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

REACTIONS

Trained Shift. If the horse's rider is subjected to an effect that would knock it prone or dismount it, the horse can shift its body to assist the rider. The rider has advantage on the check or save to avoid the effect.

Hyena — CR 0

Medium Beast

Armor Class 10
Hit Points 8
Speed 50 ft.
Perception 13 **Stealth** 10
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+0	+0	+1	−4	+1	−3

Cackling Chorus. If three or more hyenas are all within 30 feet of each other, their cackling, grunts, whoops, and yips create a deafening chorus. A creature that starts its turn within 10 feet of such a hyena must succeed on a DC 10 CON save or be deafened until the start of its next turn. The DC is equal to 8 plus the number of participating hyenas.

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

ACTIONS

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

Hyena, Giant — CR 1

Large Beast

Armor Class 12
Hit Points 42
Speed 50 ft.
Perception 13 **Stealth** 12
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	−4	+1	−2

Cackling Chorus. If three or more hyenas are all within 30 feet of each other, their cackling, grunts, whoops, and yips create a deafening chorus. A creature that starts its turn within 10 feet of such a hyena must succeed on a CON save or be deafened until the start of its next turn. The DC is equal to 8 plus the number of participating hyenas.

ACTIONS

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

BONUS ACTIONS

Warning Yip. The hyena can emit a brief yip at one friendly hyena or gnoll it can see within 30 feet of it, warning the target of danger. The next attack roll against the target before the start of the hyena's turn has disadvantage.

REACTIONS

Rampage. When the hyena reduces a creature to 0 HP, it can move up to half its speed and make one Bite attack. If it does, attack rolls against it have advantage until the start of its next turn.

Insect, Giant Centipede — CR 1/4

Small Beast

Armor Class 13 (natural armor)
Hit Points 14
Speed 30 ft., climb 30 ft.
Perception 10 **Stealth** 12
Resistant prone
Senses keensense 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−3	+2	+1	−5	−2	−4

ACTIONS

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 11 CON save or take 7 (2d6) poison damage. If the poison damage reduces the target to 0 HP, the target is stable but poisoned for 1 hour, even after regaining HP, and is paralyzed while poisoned in this way.

BONUS ACTIONS

Swift Hunter. The centipede moves up to its speed toward a hostile creature that it can see.

Insect, Giant Fire Beetle — CR 0

Small Beast

Armor Class 13 (natural armor)
Hit Points 7
Speed 30 ft.
Perception 8 **Stealth** 10
Senses keensense 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−1	+0	+1	−5	−2	−4

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

ACTIONS

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

Igniting Mucus. *Ranged Weapon Attack:* +2 to hit, range 15/30 ft., one target. *Hit:* 2 (1d4) poison damage, and the target is covered in mucus that ignites after 1d4 rounds or if the target takes fire damage. An ignited creature takes 2 (1d4) fire damage at the start of each of its turns until a creature takes an action to douse the fire. A creature can remove the mucus before it ignites by taking an action.



Insect, Giant Scorpion — CR 3

Large Beast

Armor Class 15 (natural armor)
Hit Points 76
Speed 40 ft., burrow 20 ft.
Perception 11 **Stealth** 13
Resistant poison | poisoned
Senses keensense 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	−5	−1	−4

ACTIONS

Multiattack. The giant scorpion makes two Claw attacks and one Sting attack.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 12 CON save or be poisoned until the end of its next turn.

REACTIONS

Reflexive Sting. When a creature the scorpion can see attacks it while within 10 feet of the scorpion, the scorpion can whip its tail defensively at the creature. The attacker must succeed on a DC 12 DEX save or take 5 (1d10) piercing damage.

Insect, Giant Wasp — CR 1/2

Medium Beast

Armor Class 12
Hit Points 25
Speed 10 ft., fly 50 ft.
Perception 10 **Stealth** 12
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	−5	+0	−4

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 CON save or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 HP, the target is stable but poisoned for 1 hour, even after regaining HP, and is paralyzed while poisoned in this way.

REACTIONS

Assailing Pheromone. When the wasp takes damage, it can release a scent perceptible only to other wasps. Each wasp within 10 feet of this wasp has advantage on the next attack roll it makes before the end of its next turn.

Insect, Scorpion — CR 0

Tiny Beast

Armor Class 11 (natural armor)
Hit Points 8
Speed 10 ft.
Perception 9 **Stealth** 12
Resistant poison | poisoned
Senses keensense 10 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+0	−1	−5	−1	−4

ACTIONS

Sting. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage, and the target must succeed on a DC 10 CON save or take 2 (1d4) poison damage.

Insect, Swarm of Insects — CR 1/2

Medium Swarm of Tiny Beasts

Armor Class 12 (natural armor)
Hit Points 24
Speed 20 ft., climb 20 ft.
Perception 8 **Stealth** 11
Resistant Swarm Resilience
Immune Swarm Resilience
Senses keensense 10 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+1	+0	−5	−2	−5

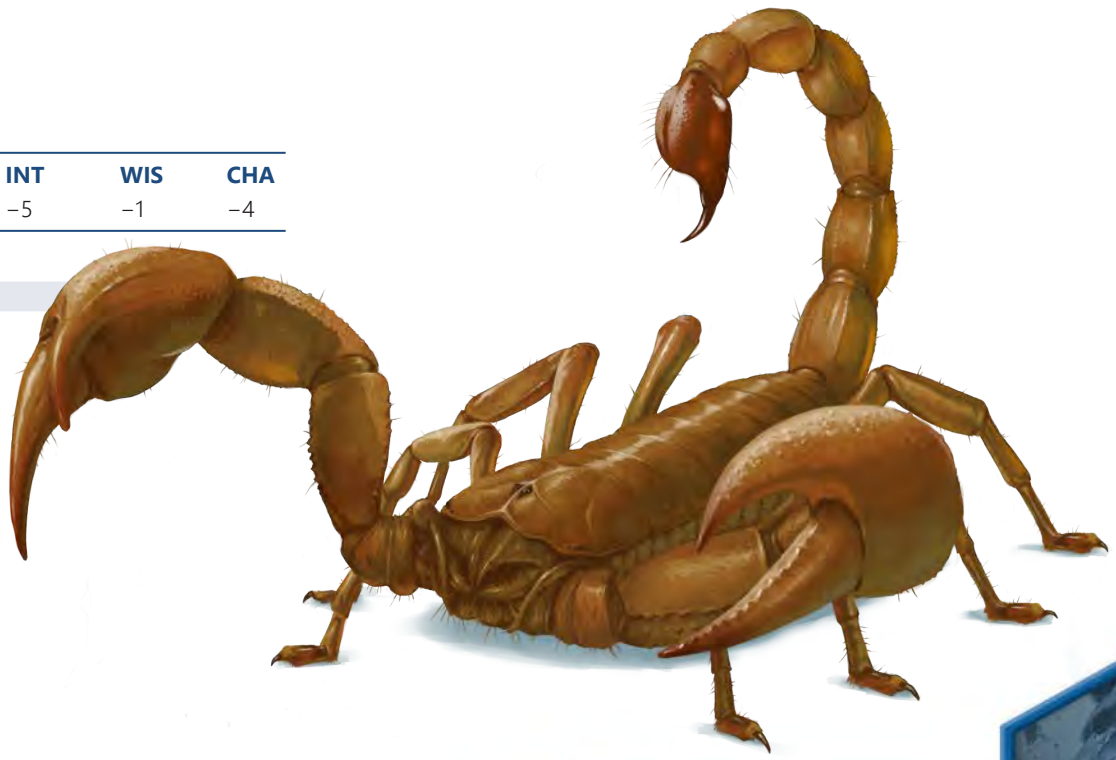
Crawling Swarm. A creature in the swarm's space is covered in crawling and buzzing insects. If the creature casts a spell with a somatic component, it must succeed on a DC 11 CON save or the spell fails to cast, expending the action required to cast it but not the spell slot or daily use.

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

Swarm Resilience. The swarm is resistant to bludgeoning, piercing, and slashing damage, and it is immune to the charmed, frightened, grappled, paralyzed, petrified, prone, restrained, and stunned conditions.

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its HP or fewer.



Jackal — CR 0

Small Beast

Armor Class 11
Hit Points 8
Speed 40 ft.
Perception 13 **Stealth** 11
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
−1	+1	+0	−4	+1	−2

Heightened Hearing and Smell. The jackal's Perception is 18 when perceiving by hearing or smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 10 CON save or contract *shriveling fever* disease, named for the way the disease causes an infected creature's muscles to shrivel. Until the disease is cured, the creature is poisoned, and at the end of each long rest, the infected creature must succeed on a DC 10 CON save or its STR score is reduced by 1d4. This reduction lasts until the creature finishes a long rest after the disease is cured. If the disease reduces the creature's STR to 0, the creature dies. A creature that succeeds on two saves recovers from the disease.

Lion — CR 1

Large Beast

Armor Class 12
Hit Points 42
Speed 50 ft.
Perception 13 **Stealth** 16
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	−4	+1	−1

Heightened Smell. The lion's Perception is 18 when perceiving by smell.

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

Pounce. If the lion moves at least 20 feet straight toward a creature and then hits it with a Claws attack on the same turn, that target must succeed on a DC 13 STR save or be knocked prone. If the target is prone, the lion can make one Bite attack against it as a bonus action.

Running Leap. With a 10-foot running start, the lion can long jump up to 25 feet.

ACTIONS

Multiattack. The lion makes one Bite attack and one Claws attack.

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

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

BONUS ACTIONS

Rattling Roar (Recharge 4–6). The lion releases a bone-shaking roar in a 15-foot cone. Each creature in the area must succeed on a DC 13 CON save or have disadvantage on attack rolls until the end of its next turn.

Lizard — CR 0

Tiny Beast

Armor Class 10
Hit Points 9
Speed 20 ft., climb 20 ft.
Perception 9 **Stealth** 12
Senses darkvision 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+0	+0	−5	−1	−4

ACTIONS

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

REACTIONS

Detach Tail (5 HP or Fewer, Recharges after a Short or Long Rest). When the lizard takes damage, it can detach its tail, reducing the damage by 2 (1d4), and immediately move up to its speed without provoking opportunity attacks.

Lizard, Giant — CR 1/4

Large Beast

Armor Class 12 (natural armor)
Hit Points 15
Speed 30 ft., climb 30 ft.
Perception 10 **Stealth** 13
Senses darkvision 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	−4	+0	−3

ACTIONS

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

REACTIONS

Detach Tail (9 HP or Fewer, Recharges after a Short or Long Rest). When the lizard takes damage, it can detach its tail, reducing the damage by 4 (1d8), and immediately move up to its speed without provoking opportunity attacks.



Mammoth — CR 6

Huge Beast

Armor Class 13 (natural armor)
Hit Points 133
Speed 40 ft.
Perception 13 **Stealth** 9
Resistant cold | prone
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+6	−1	+5	−4	+0	−2

Trampling Charge. If the mammoth moves at least 20 feet straight toward a creature and then hits it with a Gore attack on the same turn, that target must succeed on a DC 17 STR save or be knocked prone. If the target is prone, the mammoth can make one Stomp attack against it as a bonus action.

ACTIONS

Multiattack. The mammoth makes two Gore attacks.

Gore. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 19 (3d8 + 6) bludgeoning damage.

BONUS ACTIONS

Trunk Grab. The mammoth grabs one Large or smaller creature within 10 feet of it. The target must succeed on a DC 17 STR save or be grappled (escape DC 17). Until this grapple ends, the target is restrained, and the mammoth can't use Trunk Grab on another creature.

Mastiff — CR 1/8

Medium Beast

Armor Class 12
Hit Points 9
Speed 40 ft.
Perception 11 **Stealth** 12
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	−4	+1	−2

Heightened Hearing and Smell. The mastiff's Perception is 16 when perceiving by hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 STR save or be knocked prone.

REACTIONS

Protect Friend. When a friendly Humanoid the mastiff can see is hit by an attack from a creature within 5 feet of the mastiff, the mastiff can make one Bite attack against that attacking creature.

Mule — CR 1/8

Medium Beast

Armor Class 10
Hit Points 10
Speed 40 ft.
Perception 10 **Stealth** 10
Resistant exhaustion, prone
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−4	+0	−3

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

ACTIONS

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

Octopus — CR 0

Small Beast

Armor Class 11
Hit Points 8
Speed 5 ft., swim 30 ft.
Perception 12 **Stealth** 13
Senses darkvision 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−3	+1	+0	−4	+0	−3

Hold Breath. While out of water, the octopus can hold its breath for 30 minutes.

Underwater Camouflage. The octopus's Stealth is 18 while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacles. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage, and the target is grappled (escape DC 11), if it is a Medium or smaller creature. Until this grapple ends, the octopus can't use its Tentacles on another target.

REACTIONS

Ink Dash (Recharge 6). When a creature the octopus can see deals damage to it, the octopus can release a 5-foot-radius cloud of ink all around itself, if it is underwater. The area is heavily obscured until the end of the octopus's next turn, although a significant current can disperse the ink. Then, the octopus can swim up to its swimming speed. If it does so, it immediately releases any creature it is grappling.

Octopus, Giant — CR 1

Large Beast

Armor Class 11
Hit Points 44
Speed 10 ft., swim 60 ft.
Perception 14 **Stealth** 13
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	−3	+0	−3

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus's Stealth is 18 while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13), if it is a Huge or smaller creature. Until this grapple ends, the target is restrained. The octopus can grapple up to two creatures at one time.

BONUS ACTIONS

Tentacle Slam. The octopus slams a Medium or smaller creature it is grappling into a solid surface. The target must make a DC 13 STR save, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

REACTIONS

Ink Dash (Recharge 4–6). When a creature the octopus can see deals damage to it, the octopus can release a 20-foot-radius cloud of ink all around itself, if it is underwater. The area is heavily obscured until the end of the octopus's next turn, although a significant current can disperse the ink. Then, the octopus can swim up to its swimming speed. If it does so, it immediately releases any creatures it is grappling.

Orca — CR 3

Huge Beast

Armor Class 12 (natural armor)
Hit Points 80
Speed 0 ft., swim 60 ft.
Perception 13 **Stealth** 10
Resistant cold
Senses keensense 120 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+0	+1	−4	+1	−2

Echolocation. The orca can't use its keensense while deafened.

Heightened Hearing. The orca's Perception is 18 when perceiving by hearing.

Hold Breath. The orca can hold its breath for 30 minutes.

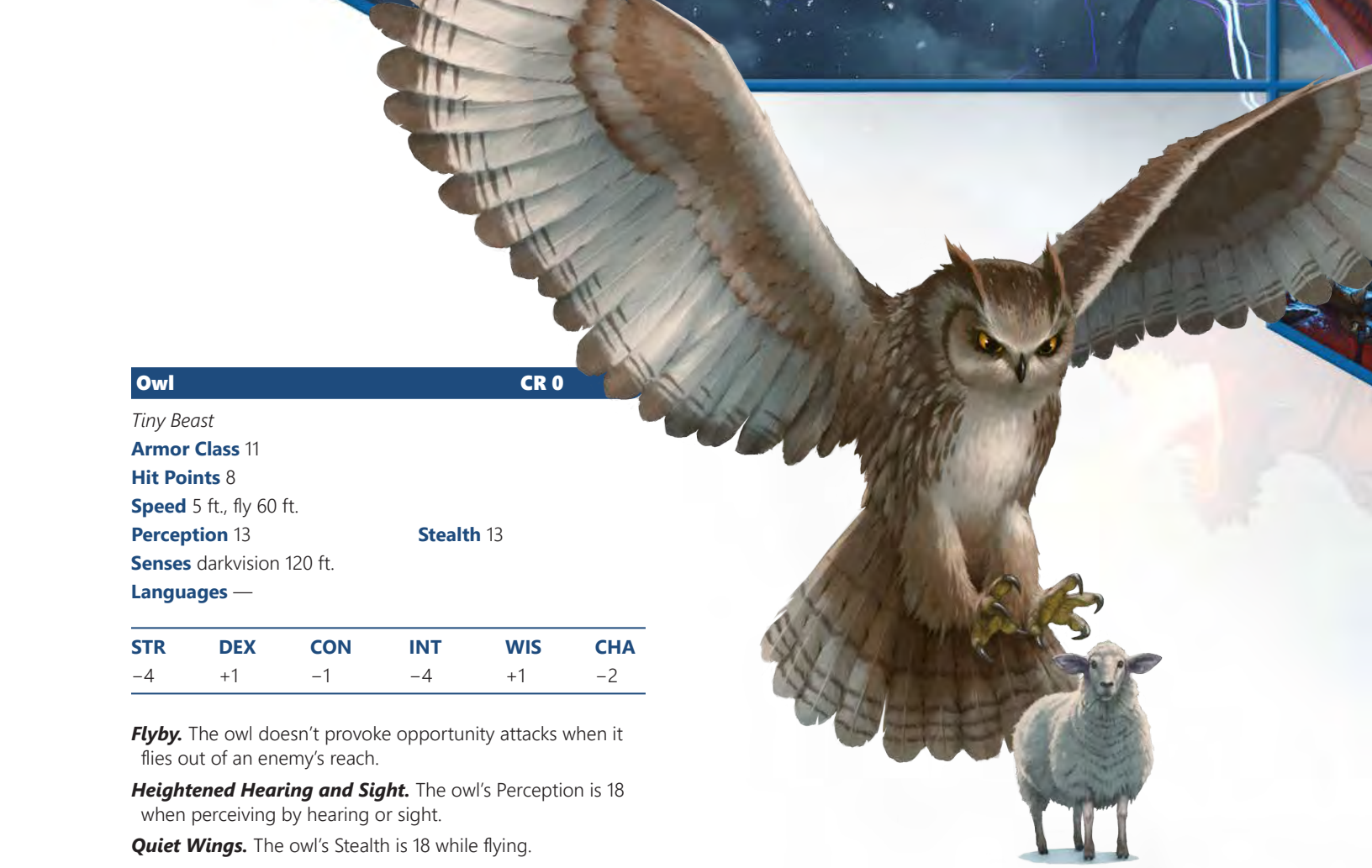
ACTIONS

Multiattack. The orca makes two Bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (3d6 + 4) piercing damage.

BONUS ACTIONS

Tail Slap. The orca slaps one creature it can see within 15 feet of it with its tail. The target must succeed on a DC 14 STR save or be pushed up to 15 feet away from the orca and knocked prone. A creature that fails this save by 5 or more is also stunned until the end of its next turn.



Owl — CR 0

Tiny Beast

Armor Class 11
Hit Points 8
Speed 5 ft., fly 60 ft.
Perception 13 **Stealth** 13
Senses darkvision 120 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+1	−1	−4	+1	−2

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

Heightened Hearing and Sight. The owl's Perception is 18 when perceiving by hearing or sight.

Quiet Wings. The owl's Stealth is 18 while flying.

ACTIONS

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

Owl, Giant — CR 1/4

Large Beast

Armor Class 12
Hit Points 15
Speed 5 ft., fly 60 ft.
Perception 15 **Stealth** 14
Senses darkvision 120 ft.
Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	−1	+1	+0

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

Heightened Hearing and Sight. The owl's Perception is 20 when perceiving by hearing or sight.

Quiet Wings. The owl's Stealth is 19 while flying.

ACTIONS

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

REACTIONS

Puffed Up Display. When a creature the owl is aware of and that is within 30 feet of it attacks it, the owl can suddenly turn its piercing gaze on the creature, puff up its feathers, and release a quick hiss, startling the creature. The attacker has disadvantage on the attack roll.

Panther — CR 1/4

Medium Beast

Armor Class 12
Hit Points 15
Speed 50 ft., climb 40 ft.
Perception 14 **Stealth** 16
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+2	+0	−4	+2	−2

Heightened Smell. The panther's Perception is 19 when perceiving by smell.

Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 12 STR save or be knocked prone. If the target is prone, the panther can make one Bite attack against it as a bonus action.

ACTIONS

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

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

BONUS ACTIONS

Stealthy Hunter. The panther takes the Hide action.

Pony — CR 1/8

Medium Beast

Armor Class 10
Hit Points 10
Speed 40 ft.
Perception 10 **Stealth** 10
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+0	+1	−4	+0	−2

Draft Animal. The draft horse can push, drag, or lift weight in pounds equal to three times its carrying capacity.

ACTIONS

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

Quipper — CR 0

Tiny Beast

Armor Class 10
Hit Points 8
Speed 0 ft., swim 40 ft.
Perception 8 **Stealth** 10
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+0	+0	−5	−2	−4

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

Heightened Smell. The quipper's Perception is 13 when perceiving by smell.

Water Breathing. The quipper can breathe only underwater.

ACTIONS

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



Quipper, Swarm of Quippers — CR 1

Medium Swarm of Tiny Beasts

Armor Class 13
Hit Points 34
Speed 0 ft., swim 40 ft.
Perception 10 **Stealth** 13
Resistant Swarm Resilience
Immune Swarm Resilience
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+1	+3	+0	−5	+0	−4

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

Heightened Smell. The swarm's Perception is 15 when perceiving by smell.

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

Swarm Resilience. The swarm is resistant to bludgeoning, piercing, and slashing damage, and it is immune to the charmed, frightened, grappled, paralyzed, petrified, prone, restrained, and stunned conditions.

Water Breathing. The swarm can breathe only underwater.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 18 (4d8) piercing damage, or 9 (2d8) piercing damage if the swarm has half of its HP or fewer, and the target must succeed on a DC 13 DEX save or have its flesh shredded by the attack. A creature with shredded flesh loses 4 (1d8) HP at the start of each of its turns as the wound bleeds profusely. Any creature can take an action to stanch the wound with a successful DC 10 WIS (Medicine) check. The wound also closes if the target receives magical healing.

Rat — CR 0

Tiny Beast

Armor Class 10
Hit Points 9
Speed 20 ft., swim 20 ft.
Perception 10 **Stealth** 12
Senses darkvision 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+0	−1	−4	+0	−3

Accustomed to Filth. The rat has advantage on saves against contracting diseases.

Heightened Smell. The rat's Perception is 15 while perceiving by smell.

ACTIONS

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

Rat, Giant — CR 1/4

Small Beast

Armor Class 13
Hit Points 14
Speed 30 ft., swim 30 ft.
Perception 10 **Stealth** 15
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−2	+3	+0	−4	+0	−3

Accustomed to Filth. The rat has advantage on saves against contracting diseases.

Heightened Smell. The rat's Perception is 15 while perceiving by smell.

Pack Tactics. The rat has advantage on attack rolls 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:* 5 (1d4 + 3) piercing damage. If the target is a creature, it must make a DC 13 CON save. On a failure, the target contracts the *rat plague* disease (see **Diseased Rats** sidebar) or is poisoned until the end of its next turn (the GM's choice).



DISEASED RATS

Many rats, especially those found in urban environments and swamps, carry the following unique disease that spreads through their bites. At the GM's discretion, a rat might not spread this disease, poisoning the target instead.

Rat Plague. This disease is passed through the bites of infected rats, but rats are immune to the disease's effects. Until the disease is cured, the creature is poisoned and can't regain HP except by magical means. Every 24 hours that elapse, the infected creature must repeat the save (using the DC of the infecting rat's Bite), reducing its HP maximum by 3 (1d6) on a failure. The disease is cured on a success. This reduction lasts until the creature finishes a long rest after the disease is cured. The creature dies if the disease reduces its HP maximum to 0.

Rat, Swarm of Rats — CR 1/4

Medium Swarm of Tiny Beasts

Armor Class 10
Hit Points 14
Speed 30 ft., swim 30 ft.
Perception 10 **Stealth** 12
Resistant Swarm Resilience
Immune Swarm Resilience
Senses darkvision 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−1	+0	−1	−4	+0	−4

Accustomed to Filth. The swarm has advantage on saves against contracting diseases.

Heightened Smell. The swarm's Perception is 15 when perceiving by smell.

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

Swarm Resilience. The swarm is resistant to bludgeoning, piercing, and slashing damage, and it is immune to the charmed, frightened, grappled, paralyzed, petrified, prone, restrained, and stunned conditions.

ACTIONS

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its HP or fewer. If the target is a creature, it must make a DC 9 CON save. On a failure, the target contracts the *rat plague* disease (see **Diseased Rats** sidebar) or is poisoned until the end of its next turn (the GM's choice).

Raven — CR 0

Tiny Beast

Armor Class 11
Hit Points 8
Speed 10 ft., fly 50 ft.
Perception 13 **Stealth** 11
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+1	−1	−3	+1	+0

Carrion Sense. The raven can pinpoint, by scent, the location of carrion, dead creatures, and Undead without the Incorporeal Movement trait within 60 feet of it.

Mimicry. The raven can mimic simple sounds it has heard, such as a chord of a flute melody, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 WIS (Insight) check.

Recollection. The raven knows up to 20 words in any language it has heard and can repeat those words in the voices it heard them, using its Mimicry trait.

ACTIONS

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

Raven, Swarm of Ravens — CR 1/4

Medium Swarm of Tiny Beasts

Armor Class 12
Hit Points 13
Speed 10 ft., fly 50 ft.
Perception 13 **Stealth** 12
Resistant Swarm Resilience
Immune Swarm Resilience
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
−2	+2	−1	−4	+1	−1

Carrion Sense. The swarm can pinpoint, by scent, the location of carrion, dead creatures, and Undead without the Incorporeal Movement trait within 60 feet of it.

Pilfering Swarm. A creature in the swarm's space is surrounded by ravens pecking and pulling at its clothing, hair, fur, and belongings. If a creature in the swarm's space casts a spell with a material component, it must succeed on a DC 12 DEX save or the spell fails to cast, expending the action required to cast it but not the spell slot or daily use, as the ravens steal the component.

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

Swarm Resilience. The swarm is resistant to bludgeoning, piercing, and slashing damage, and it is immune to the charmed, frightened, grappled, paralyzed, petrified, prone, restrained, and stunned conditions.

ACTIONS

Beaks. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 9 (2d8) piercing damage, or 4 (1d8) piercing damage if the swarm has half of its HP or fewer.

Rhinoceros CR 2

Large Beast

Armor Class 11 (natural armor)
Hit Points 63
Speed 40 ft.
Perception 11 **Stealth** 9
Resistant bludgeoning | stunned
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+5	−1	+2	−4	+1	−2

Charge. If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 15 STR save or be pushed up to 10 feet away from the rhinoceros and knocked prone.

ACTIONS

Multiattack. The rhinoceros makes two Gore attacks.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

BONUS ACTIONS

Quaking Stomp. The rhinoceros rears up and slams its forefeet on the ground, shaking the area. Each creature within 10 feet of the rhinoceros must succeed on a DC 15 DEX save or be knocked prone.

Seahorse CR 0

Tiny Beast

Armor Class 11 (natural armor)
Hit Points 9
Speed 0 ft., swim 20 ft.
Perception 10 **Stealth** 12
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
−5	+0	−1	−5	+0	−4

Underwater Camouflage. The seahorse's Stealth is 17 while underwater.

Water Breathing. The seahorse can breathe only underwater.

ACTIONS

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

Seahorse, Giant CR 1/2

Large Beast

Armor Class 13 (natural armor)
Hit Points 25
Speed 0 ft., swim 40 ft.
Perception 11 **Stealth** 14
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+1	+2	+0	−4	+1	−3

Charge. If the seahorse moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 STR save or be knocked prone.

Underwater Camouflage. The seahorse's Stealth is 19 while underwater.

Water Breathing. The seahorse can breathe only underwater.

ACTIONS

Ram. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

BONUS ACTIONS

Grasping Tail. The seahorse grabs one Medium or smaller creature within 10 feet of it. The target must succeed on a DC 12 STR save or be grappled (escape DC 12). Until this grapple ends, the target is restrained, and the seahorse can't use Grasping Tail on another creature.

Seal CR 1/4

Medium Beast

Armor Class 14 (natural armor)
Hit Points 13
Speed 20 ft., swim 50 ft.
Perception 13 **Stealth** 12
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	−4	+1	+0

Hold Breath. The seal can hold its breath for 1 hour.

ACTIONS

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

BONUS ACTIONS

Charming Escape. The seal can take the Dash or Disengage action, clapping its flippers, barking, or twirling as it does. Each creature within 5 feet must succeed on a DC 12 CHA save or be charmed until the end of its next turn.

Shark, Giant — CR 5

Huge Beast

Armor Class 13 (natural armor)
Hit Points 126
Speed 0 ft., swim 50 ft.
Perception 13 **Stealth** 10
Senses keensense 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+6	+0	+5	−5	+0	−3

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

Blood Sense. The shark can pinpoint, by scent, the location of creatures that don't have all of their HP within 120 feet of it and can sense the general direction of such creatures within 1 mile of it.

Electrical Sensitivity. Whenever the shark takes lightning damage, it must succeed on a DC 15 CON save or be incapacitated until the end of its next turn.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Multiattack. The shark makes two Bite attacks.

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

BONUS ACTIONS

Swift Hunter. The shark moves up to half its speed toward a hostile creature that it can see. This movement doesn't provoke opportunity attacks.

Shark, Hunter — CR 2

Large Beast

Armor Class 12 (natural armor)
Hit Points 63
Speed 0 ft., swim 40 ft.
Perception 12 **Stealth** 11
Senses keensense 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+1	+2	−5	+0	−3

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

Blood Sense. The shark can pinpoint, by scent, the location of creatures that don't have all of their HP within 60 feet of it and can sense the general direction of such creatures within 1 mile of it.

Electrical Sensitivity. Whenever the shark takes lightning damage, it must succeed on a DC 12 CON save or be incapacitated until the end of its next turn.

Water Breathing. The shark can breathe only underwater.

ACTIONS

Multiattack. The shark makes two Bite attacks.

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

BONUS ACTIONS

Swift Hunter. The shark moves up to half its speed toward a hostile creature that it can see. This movement doesn't provoke opportunity attacks.

Shark, Reef — CR 1/2

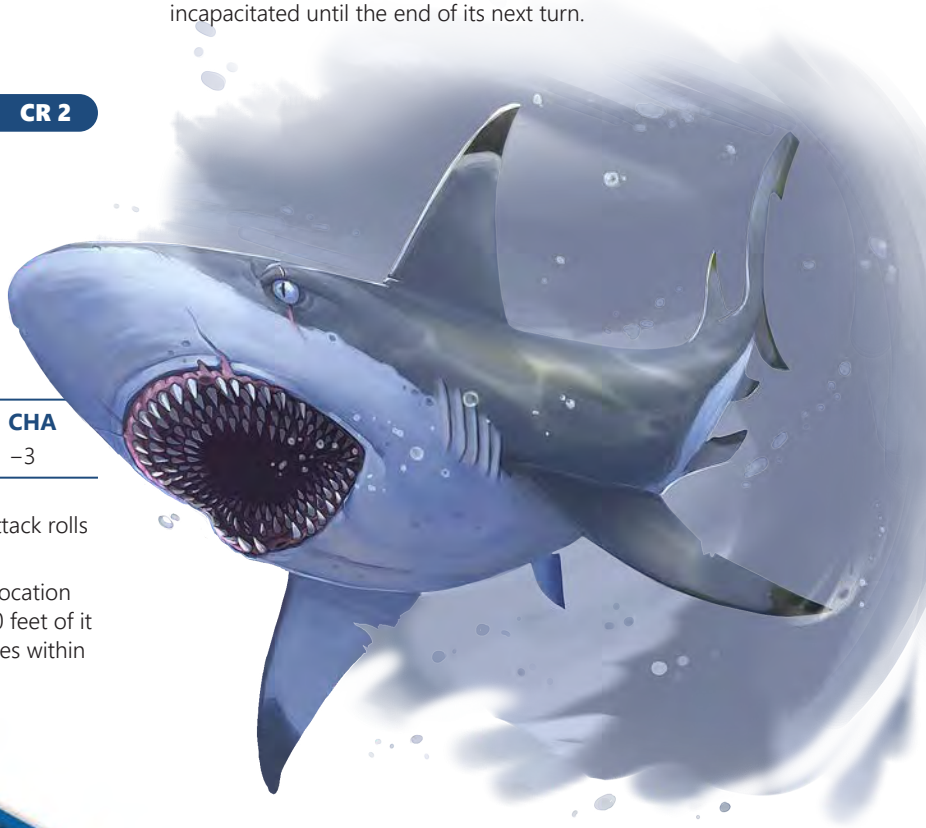
Medium Beast

Armor Class 12 (natural armor)
Hit Points 27
Speed 0 ft., swim 40 ft.
Perception 12 **Stealth** 11
Senses keensense 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	−5	+0	−3

Blood Sense. The shark can pinpoint, by scent, the location of creatures that don't have all of their HP within 60 feet of it and can sense the general direction of such creatures within 1 mile of it.

Electrical Sensitivity. Whenever the shark takes lightning damage, it must succeed on a DC 11 CON save or be incapacitated until the end of its next turn.



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

Water Breathing. The shark can breathe only underwater.

ACTIONS

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

BONUS ACTIONS

Stealthy Hunter. The shark takes the Hide action.

Snake, Constrictor — CR 1/4

Large Beast

Armor Class 12
Hit Points 15
Speed 30 ft., swim 30 ft.
Perception 10 **Stealth** 12
Senses keensense 10 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+2	+1	−5	+0	−4

ACTIONS

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

Constrict. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12), if it is a Large or smaller creature. Until this grapple ends, the creature is restrained, and the snake can't Constrict another target.

BONUS ACTIONS

Crush. One creature grappled by the snake must succeed on a DC 12 STR or take 4 (1d8) bludgeoning damage and begin suffocating. The creature continues suffocating until the grapple ends.

Snake, Flying — CR 1/8

Tiny Beast

Armor Class 11
Hit Points 10
Speed 30 ft., fly 60 ft., swim 30 ft.
Perception 11 **Stealth** 13
Senses keensense 10 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−3	+1	+0	−4	+1	−3

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 11 CON save or take 5 (2d4) poison damage.

REACTIONS

Reflexive Escape. When a creature the snake can see attacks it, the snake can move up to 5 feet. If this movement puts the snake out of reach of the attack, the attack misses.

Snake, Giant Constrictor — CR 2

Huge Beast

Armor Class 12
Hit Points 63
Speed 30 ft., swim 30 ft.
Perception 12 **Stealth** 12
Senses keensense 10 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	−5	+0	−4

ACTIONS

Multiattack. The snake makes one Bite attack and one Constrict attack, or it makes two Bite attacks.

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

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't Constrict another target.

BONUS ACTIONS

Crush. One creature grappled by the snake must succeed on a DC 14 STR or take 9 (2d8) bludgeoning damage and begin suffocating. The creature continues suffocating until the grapple ends.

Snake, Giant Poisonous — CR 1/4

Medium Beast

Armor Class 12
Hit Points 14
Speed 30 ft., swim 30 ft.
Perception 10 **Stealth** 14
Resistant poison | poisoned
Senses keensense 10 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	−4	+0	−4

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must make a DC 11 CON save, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

REACTIONS

Reflexive Nip. When a creature the snake can see hits it with a melee attack while within 5 feet of it, the snake can make a quick nip at the creature. The attacker must succeed on a DC 11 CON save or be poisoned until the end of its next turn.

Snake, Poisonous — CR 1/8

Tiny Beast

Armor Class 11
Hit Points 9
Speed 30 ft., swim 30 ft.
Perception 10 **Stealth** 13
Resistant poison | poisoned
Senses keensense 10 ft.
Languages —

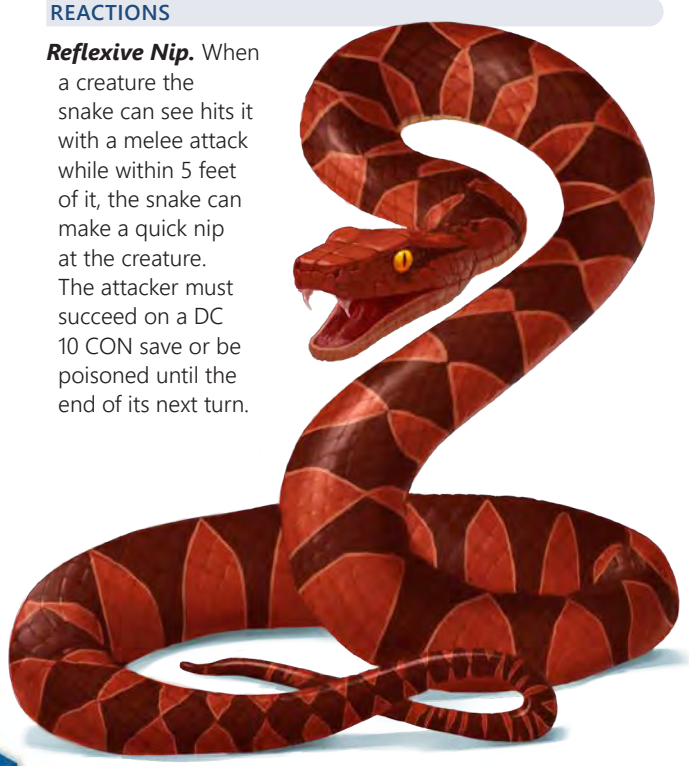
STR	DEX	CON	INT	WIS	CHA
−4	+1	+0	−5	+0	−4

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 10 CON save or take 2 (1d4) poison damage.

REACTIONS

Reflexive Nip. When a creature the snake can see hits it with a melee attack while within 5 feet of it, the snake can make a quick nip at the creature. The attacker must succeed on a DC 10 CON save or be poisoned until the end of its next turn.



Snake, Swarm of Poisonous Snakes — CR 2

Medium Swarm of Tiny Beasts

Armor Class 14
Hit Points 48
Speed 30 ft., swim 30 ft.
Perception 10 **Stealth** 14
Resistant poison | poisoned | Swarm Resilience
Immune Swarm Resilience
Senses keensense 10 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−1	+4	+0	−5	+0	−4

Poisonous Swarm. The hissing, spitting, and constant nipping of snakes in the swarm leaves the swarm's space dripping with poison. A creature that starts its turn in the swarm's space must succeed on a DC 14 CON save or be poisoned until the start of its next turn.

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

Swarm Resilience. The swarm is resistant to bludgeoning, piercing, and slashing damage, and it is immune to the charmed, frightened, grappled, paralyzed, petrified, prone, restrained, and stunned conditions.

ACTIONS

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its HP or fewer. The target must make a DC 14 CON save, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Spider — CR 0

Tiny Beast

Armor Class 12 (natural armor)
Hit Points 8
Speed 20 ft., climb 20 ft.
Perception 10 **Stealth** 14
Senses darkvision 30 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+0	−1	−5	+0	−4

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:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage, and the target must succeed on a DC 9 CON save or take 2 (1d4) poison damage.

BONUS ACTIONS

Web Shot (Recharge 4–6). The spider launches a gob of webbing at one creature it can see within 15 feet of it. The target must succeed on a DC 9 DEX save or have its speed reduced by 10 feet. A creature can take an action to remove the webbing, ending the effect.

Spider, Giant — CR 1

Large Beast

Armor Class 15 (natural armor)
Hit Points 40
Speed 30 ft., climb 30 ft.
Perception 10 **Stealth** 17
Senses keensense 10 ft., darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+3	+1	−4	+0	−3

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 13 CON save, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 HP, the target is stable but poisoned for 1 hour, even after regaining HP, and is paralyzed while poisoned in this way.

BONUS ACTIONS

Web (Recharge 4–6). The spider launches a gob of webbing at one creature it can see within 30 feet of it. The target must succeed on a DC 12 DEX save or be restrained. A creature, including the restrained target, can take its action to free the target from the webbing by succeeding on a DC 12 STR check. The webbing can also be attacked and destroyed (AC 10; HP 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Spider, Giant Wolf — CR 1/4

Medium Beast

Armor Class 13 (natural armor)
Hit Points 14
Speed 40 ft., climb 40 ft.
Perception 13 **Stealth** 16
Senses keensense 10 ft., darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+2	+2	+1	−4	+1	−3

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 12 CON save or take 5 (2d4) poison damage. If the poison damage reduces the target to 0 HP, the target is stable but poisoned for 1 hour, even after regaining HP, and is paralyzed while poisoned in this way.

BONUS ACTIONS

Hunter's Leap. The spider jumps up to 20 feet horizontally or up to 10 feet vertically toward a hostile creature that it can see. This movement doesn't provoke opportunity attacks.

Tiger — CR 1

Large Beast

Armor Class 12
Hit Points 38
Speed 40 ft.
Perception 13 **Stealth** 16
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	−4	+1	−1

Heightened Smell. The tiger's Perception is 18 when perceiving by smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a Claws attack on the same turn, that target must succeed on a DC 13 STR save or be knocked prone. If the target is prone, the tiger can make one Bite attack against it as a bonus action.

ACTIONS

Multiattack. The tiger makes one Bite attack and one Claws attack. If both attacks hit one creature, the target must



succeed on a DC 13 CON save at the start of its next turn or lose 5 (2d4) HP, as the wound continues bleeding.

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

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

Tiger, Saber-Toothed — CR 2

Large Beast

Armor Class 12
Hit Points 63
Speed 40 ft.
Perception 13 **Stealth** 16
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+4	+2	+2	−4	+1	−1

Heightened Smell. The tiger's Perception is 18 when perceiving by smell.

Pounce. If the tiger moves at least 20 feet straight toward a creature and then hits it with a Claws attack on the same turn, that target must succeed on a DC 14 STR save or be knocked prone. If the target is prone, the tiger can make one Claws attack against it as a bonus action.

ACTIONS

Multiattack. The tiger makes one Bite attack and one Claws attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage, and the target must succeed on a DC 14 DEX save or suffer a puncture wound. A creature suffering a puncture wound loses 5 (1d10) HP at the start of each of its turns as the wound bleeds excessively. Any creature can take an action to stanch the wound with a successful DC 12 WIS (Medicine) check. The wound also closes if the target receives magical healing.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Vulture — CR 0

Medium Beast

Armor Class 10
Hit Points 8
Speed 10 ft., fly 50 ft.
Perception 13 **Stealth** 10
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
−2	+0	+1	−4	+1	−3

Carrion Sense. The vulture can pinpoint, by scent, the location of carrion, dead creatures, and Undead without the Incorporeal Movement trait within 60 feet of it.

Heightened Sight and Smell. The vulture's Perception is 18 when perceiving by sight or smell.

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

ACTIONS

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

REACTIONS

Defensive Bile. When a creature the vulture can see hits it with a melee attack while within 5 feet of it, the vulture can spit partially digested carrion at the creature. The attacker must succeed on a DC 11 CON save or be incapacitated until the end of its next turn.

Vulture, Giant — CR 1

Large Beast

Armor Class 10
Hit Points 46
Speed 10 ft., fly 60 ft.
Perception 13 **Stealth** 10
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+0	+2	−4	+1	−2

Carrion Sense. The vulture can pinpoint, by scent, the location of carrion, dead creatures, and Undead without the Incorporeal Movement trait within 60 feet of it.

Heightened Sight and Smell. The vulture's Perception is 18 when perceiving by sight or smell.

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

ACTIONS

Multiattack. The vulture makes one Beak attack and one Talons attack.

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

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

REACTIONS

Defensive Bile. When a creature the vulture can see hits it with a melee attack while within 5 feet of it, the vulture can spit partially digested carrion at the creature. The attacker must succeed on a DC 13 CON save or take 5 (2d4) acid damage and be incapacitated until the end of its next turn.

Weasel — CR 0

Tiny Beast

Armor Class 11
Hit Points 8
Speed 30 ft.
Perception 13 **Stealth** 13
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
−4	+1	−1	−4	+1	−4

Heightened Hearing and Smell. The weasel's Perception is 18 when perceiving by hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage. Instead of dealing damage, the weasel can steal one item the target is wearing or carrying, provided the item weighs no more than 5 pounds, can fit in one hand, isn't a weapon, and isn't wrapped around or firmly attached to the target. For example, a weasel could steal a hat or belt pouch but not a creature's shirt or armor.

Weasel, Giant — CR 1/4

Medium Beast

Armor Class 13
Hit Points 14
Speed 40 ft.
Perception 13 **Stealth** 15
Senses darkvision 60 ft.
Languages —

STR	DEX	CON	INT	WIS	CHA
+0	+3	+0	−3	+1	−3

Heightened Hearing and Smell. The weasel's Perception is 18 when perceiving by hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. Instead of dealing damage, the weasel can steal one item the target is wearing or carrying, provided the item weighs no more than 10 pounds, isn't a weapon, and isn't wrapped around or firmly attached to the target. For example, a weasel could steal a hat or belt pouch but not a creature's shirt or armor.

REACTIONS

Repellent Spray. When a creature the weasel can see moves to a space within 15 feet of it, the weasel can release a pungent spray at the creature. The target must succeed on a DC 13 CON save or be poisoned until the end of its next turn. While poisoned, the creature can't move to a space within 5 feet of the weasel.

Wolf — CR 1/4

Medium Beast

Armor Class 13 (natural armor)
Hit Points 14
Speed 40 ft.
Perception 11 **Stealth** 14
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	−4	+1	−2

Heightened Hearing and Smell. The wolf's Perception is 16 while perceiving by hearing or smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 STR save or be knocked prone.

Wolf, Dire — CR 1

Large Beast

Armor Class 14 (natural armor)
Hit Points 40
Speed 50 ft.
Perception 13 **Stealth** 14
Resistant frightened
Senses —
Languages —

STR	DEX	CON	INT	WIS	CHA
+3	+2	+2	−4	+1	−2

Heightened Hearing and Smell. The wolf's Perception is 18 when perceiving by hearing or smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 STR save or be knocked prone.

BONUS ACTIONS

Hungry Growl. The wolf stares down and growls at one creature it can see within 30 feet of it. The target must succeed on a DC 13 WIS save or be frightened until the end of its next turn. The wolf has advantage on the next attack roll it makes against the frightened creature.

APPENDIX: NPCS

This appendix contains statistics for various humanoids. From faithful apostles to crude thugs, these NPCs can be found across the world, breathing life into any place the PCs wander. The stat blocks are presented alphabetically and assume no lineage. To make an NPC of a specific lineage that is available to PCs, add that lineage's traits, such as darkvision, to the stat block.

NPC FEATURES TABLE

When an NPC's statistics include the note "Humanoid (Any Lineage)" as the creature type, you can adjust those statistics as described in the **NPC Features** table to create an NPC of the type of Humanoid detailed in the table. In this way, you can fill a city, town, or village with a particular Humanoid, such as goblins, while still using variable statistics and differing challenges.

To use the table, choose a set of NPC statistics, such as the mage apprentice, and reference the Humanoid column for the Humanoid you want to rework as that NPC. Then, adjust the NPC's statistics according to the information in those columns. The Traits column lists which traits and passive features, such as darkvision, from that Humanoid should be added to the NPC's statistics, and the Features column lists which actions, bonus actions, and reactions from that Humanoid should be added to the NPC's statistics.

For example, a powerful spellcaster might send its goblin mage apprentice to stop PCs meddling in their plans. To create a goblin mage apprentice, use the statistics of the mage apprentice as the starting point. Give the mage apprentice darkvision out to a range of 60 feet and the Nimble Escape bonus action from the goblin's stat block, as noted in the NPC Features table.

NPC Features, Save DCs, and CR. Adding new traits and features to a creature's statistics can increase the creature's Challenge Rating. When adjusting statistics by using the NPC Features table, use the higher of the two CRs between the NPC statistics you are adjusting and the lowest-CR version of the Humanoid you are using. In

NPC FEATURES

HUMANOID	TRAITS	ACTIONS
Derro	Resistant to the charmed and frightened conditions, darkvision 120 ft., Magic Resistance trait, Sunlight Sensitivity trait	Intense Study bonus action
Gnoll	Darkvision 60 ft., Heightened Smell trait	Bite attack, Taunting Bark bonus action, Rampage reaction
Goblin, Bugbear	Darkvision 60 ft., Brutal trait	
Goblin	Darkvision 60 ft.	Nimble Escape bonus action
Goblin, Hobgoblin	Darkvision 60 ft.	Tactical Analysis bonus action
Grimlock	Vulnerable to thunder damage and the deafened condition, immune to the blinded condition, keensense 30 ft. (can't sense beyond this radius), Heightened Hearing and Smell trait, Stone Camouflage trait, Suppressed Senses trait.	—
Lizardfolk	Climbing speed of 15 ft., swimming speed of 30 ft., Heightened Smell and Taste trait, Hold Breath trait	Shoving Count reaction
Merfolk	Walking speed of 10 ft., swimming speed of 40 ft., darkvision 60 ft., Amphibious trait	Nimble Rush bonus action
Sahuagin	Swimming speed of 40 ft., darkvision 120 ft., Blood Frenzy trait, Limited Amphibiousness trait, Shark Telepathy trait	Circling Sharks reaction
Wyrdling	Resistant to psychic damage and to the charmed and frightened conditions, Intuition trait, Read Fate trait	Psychic Burst attack, Pronounce Fate bonus action, Call on Fate reaction

addition, increase any save DCs to match the save DCs in the higher-CR creature's statistics. In the above example, the goblin mage apprentice's Challenge Rating is 1, as the mage apprentice's CR (1) is higher than the lowest-CR goblin (1/4).

Acolyte CR 1/4

Medium Humanoid (Any Lineage)

Armor Class 10
Hit Points 15
Speed 30 ft.
Perception 13 **Stealth** 10
Senses —
Languages any one language (usually Common)

STR	DEX	CON	INT	WIS	CHA
+0	+0	+0	+0	+4	+0

Divine Providence. Each friendly creature within 20 feet of the acolyte that isn't a Construct or Undead has advantage on death saves.

Actions

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 3 (1d6) necrotic or radiant damage (the acolyte's choice).

Radiant Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 6 (1d4 + 4) radiant damage.

Spellcasting. The acolyte casts one of the following spells using WIS as the spellcasting ability (spell save DC 13).

At will: *light, thaumaturgy*

3/day each: *bless, cure wounds, sanctuary*

Archdruid CR 12

Medium Humanoid (Any Lineage)

Armor Class 17 (Nature's Champion)
Hit Points 210
Speed 30 ft.
Perception 19 **Stealth** 12
Resistant Nature's Champion
Senses —
Languages Common, Druidic, plus any one language

STR	DEX	CON	INT	WIS	CHA
+3	+2	+1	+6	+9	+1

Nature's Champion. While the archdruid is conscious, wearing no armor, and in a natural environment or terrain, such as a desert, forest, or mountain, it adds its WIS modifier to its AC (included above). In addition, it is resistant to cold, fire, lightning, poison, and thunder damage.

Nature's Weapons. When the archdruid hits with any weapon, the weapon deals an extra 4d8 cold, fire, lightning, poison, or thunder damage (included in the attack), the archdruid's choice.

Actions

Multiattack. The archdruid makes three Thorned Staff or Nature's Wrath attacks. It can replace one attack with a use of Spellcasting.

Thorned Staff. *Melee Weapon Attack:* + 7 to hit, reach 5. ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 18 (4d8) cold, fire, lightning, poison, or thunder damage (the archdruid's choice).

Nature's Wrath. *Ranged Spell Attack:* + 9 to hit, range 120 ft., one target. *Hit:* 27 (5d8 + 5) cold, fire, lightning, poison, or thunder damage (the archdruid's choice).

Spellcasting. The archdruid casts one of the following spells, using WIS as the spellcasting ability (spell save DC 17).

At will: *animal friendship, druidcraft, entangle, speak with animals*

3/day each: *heat metal, spike growth, plant growth, speak with plants*

1/day each: *polymorph, insect plague*

Bonus Actions

Change Shape. The archdruid magically transforms into a Beast that has a challenge rating no higher than its own, or back into its true form, which is Humanoid. Any equipment



it is wearing or carrying transforms with it. It reverts to its true form if it dies. In a new form, the archdruid retains its HP, ability to speak, proficiencies, and INT, WIS, and CHA modifiers, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

The archdruid can choose to instead magically transform into an Elemental that has a challenge rating no higher than 6, or back into its true form. If it transforms into an Elemental, the archdruid can remain in that form for up to 6 hours then must finish a short or long rest before it can transform into an Elemental again.

Archmage — CR 12

Medium Humanoid (Any Lineage)

Armor Class 17 (Magic Ward)
Hit Points 212
Speed 30 ft.
Perception 16 **Stealth** 12
Resistant Magic Ward
Senses —
Languages any six languages

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+9	+6	+3

Magic Resistance. The archmage has advantage on saves against spells and other magical effects.

Magic Ward. While the archmage is conscious, wearing no armor, and not inside of an antimagic effect, it adds its INT modifier to its AC (included above). In addition, it is resistant to force damage.

Actions

Multiattack. The archmage makes three Arcane Blast attacks. It can replace one attack with a use of Spellcasting.

Arcane Blast. *Melee or Ranged Spell Attack:* +9 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 27 (4d10 + 5) force damage, and the target must succeed on a DC 17 STR save or be pushed up to 10 feet away from the archmage and knocked prone.

Burst of Magic (Recharge 5–6). The archmage releases a burst of swirling, multicolored, magical energy on a point it can see within 60 feet of it. Each creature within 20 feet of that point must make a DC 17 DEX save, taking 33 (6d10) force damage and 18 (4d8) acid, cold, fire, lightning, or thunder damage (the archmage's choice) on a failed save, or half as much damage on a successful one.

Spellcasting. The archmage casts one of the following spells, using INT as the spellcasting ability (spell save DC 17).

At will: *detect magic*, *disguise self*, *mage hand*, *prestidigitation*

3/day each: *charm*, *dispel magic*, *fly*, *invisibility* (self only), *mirror image*

1/day each: *dimension door*, *greater hold*, *wall of force*

Bonus Actions

Shimmering Step. The archmage teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Sparks of arcane energy appear at the origin and destination when it uses this bonus action.

Reactions

Counter Spell. When a creature the archmage can see within 30 feet of it casts a spell, the archmage can counter the spell, interrupting the casting. This reaction works like the *counterspell* spell with a +5 spellcasting ability check, except the archmage must always make the ability check, regardless of the spell's circle. The archmage has advantage on this check if the spell is on the Arcane source spell list.

Assassin — CR 8

Medium Humanoid (Any Lineage)

Armor Class 15 (studded leather)
Hit Points 157
Speed 30 ft.
Perception 13 **Stealth** 19
Resistant poison | poisoned
Senses —
Languages Thieves' Cant plus any two languages

STR	DEX	CON	INT	WIS	CHA
+0	+6	+2	+4	+0	+0

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

Poisoned Weapons. The assassin's weapons are coated in poison. When it hits with any weapon, the weapon deals an extra 3d8 poison damage (included in the attack). In addition, at the start of each of its turns, the assassin can choose which of the following poisons is active on its weapons. The poison remains on the weapons until the start of the assassin's next turn.

- **Assassin's Friend.** A creature poisoned by a weapon coated with this poison takes an extra 4 (1d8) poison damage each time it takes damage while poisoned.
- **Buyer's Mercy.** A creature poisoned by a weapon coated with this poison falls unconscious while poisoned or until it takes damage or another creature uses an action to wake it.
- **Meddler's Fate.** A creature poisoned by a weapon coated with this poison has its speed halved while poisoned.

Actions

Multiattack. The assassin makes three Shortsword or Hand Crossbow attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 14 CON save or be poisoned for 1 minute. A poisoned creature can repeat

the save at the end of each of its turns, ending the effect on itself on a success.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 14 CON save or be poisoned for 1 minute. A poisoned creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Hidden Step. The assassin magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see and takes the Hide action.

Bandit — CR 1/8

Medium Humanoid (Any Lineage)

Armor Class 12 (leather armor)
Hit Points 9
Speed 30 ft.
Perception 10 **Stealth** 13
Senses —
Languages any one language (usually Common)

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+0	+0	+0

Opportunist. The bandit has advantage on opportunity attacks.

ACTIONS

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

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

BONUS ACTIONS

Steal Item. The bandit steals an object from one creature it can see within 5 feet of it. The target must succeed on a DC 11 DEX save or lose one object it is wearing or carrying of the bandit's choice. The object must weigh no more than 10 pounds, can't be a weapon, and can't be wrapped around or firmly attached to the target, such as a shirt or armor.

Bandit Captain — CR 2

Medium Humanoid (Any Lineage)

Armor Class 16 (studded leather)
Hit Points 51
Speed 30 ft.
Perception 10 **Stealth** 16
Senses —
Languages any two languages

STR	DEX	CON	INT	WIS	CHA
+2	+4	+2	+2	+0	+2

Opportunist. The bandit captain has advantage on opportunity attacks.

ACTIONS

Multiattack. The bandit captain makes one Dagger attack and two Scimitar attacks, or it makes three Dagger attacks.

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

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

BONUS ACTIONS

Reposition Forces (Recharge 5–6). Each friendly bandit and thug under the bandit captain's command moves up to half its speed in a direction of the captain's choice. This movement doesn't provoke opportunity attacks.

Steal Item. The bandit captain steals an object from one creature it can see within 5 feet of it. The target must succeed on a DC 14 DEX save or lose one object it is wearing or carrying of the bandit captain's choice. The object must weigh no more than 10 pounds, can't be a weapon, and can't be wrapped around or firmly attached to the target, such as a shirt or armor.

REACTIONS

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

Bard — CR 5

Medium Humanoid (Any Lineage)

Armor Class 15 (studded leather)
Hit Points 114
Speed 30 ft.
Perception 14 **Stealth** 16
Resistant Artistic Expression
Senses —
Languages Common plus any two languages

STR	DEX	CON	INT	WIS	CHA
+0	+6	+1	+2	+1	+7

Artistic Expression. The bard has one primary form of artistic expression, such as song, poetry, dance, fashion, paint, or similar. It is resistant to one type of damage associated with that artistic expression. For example, a bard expressing art through song or oration is resistant to thunder damage, a bard expressing art through paint is resistant to acid or poison damage (the bard's choice), and a bard expressing art through witty discourse or clever quips is resistant to psychic damage. This trait can't make the bard resistant to force, necrotic, or radiant damage.

Expressive Weapons. When the bard hits with any weapon, the weapon deals an extra 3d8 damage of the type determined by Artistic Expression.



ACTIONS

Multiattack. The bard makes two Rapier or Hand Crossbow attacks. It can replace one attack with a use of Spellcasting.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5. ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 13 (3d8) damage of the type determined by Artistic Expression.

Hand Crossbow. *Ranged Weapon Attack:* + 6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 13 (3d8) damage of the type determined by Artistic Expression.

Dissonant Outburst (Recharge 4–6). Each creature within 30 feet of the bard and that can see or hear it must make a DC 15 WIS save. On a failure, a creature takes 14 (4d6) thunder damage and 7 (2d6) psychic damage and has disadvantage on attack rolls and ability checks until the end of its next turn. On a success, a creature takes half the damage and doesn't have disadvantage on attack rolls and ability checks.

Spellcasting. The bard casts one of the following spells, using CHA as the spellcasting ability (spell save DC 15).

At will: *dancing lights, mage hand, message*

3/day each: *faerie fire, hold, suggestion*

1/day each: *confusion, greater invisibility*

Berserker CR 2

Medium Humanoid (Any Lineage)

Armor Class 13 (hide armor)

Hit Points 60

Speed 30 ft.

Perception 10 **Stealth** 11

Senses —

Languages any one language (usually Common)

STR	DEX	CON	INT	WIS	CHA
+4	+1	+3	−1	+0	−1

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

Stalwart. If the berserker starts its turn afflicted by an ongoing effect that allows for a repeated save to end the effect, such as the *hold* spell or the poison from an ettercap's Bite, the gladiator can make the save at the start of the turn instead of the end and has advantage on the save.

ACTIONS

Multiattack. The berserker makes two Greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Commoner CR 0

Medium Humanoid (Any Lineage)

Armor Class 10

Hit Points 8

Speed 30 ft.

Perception 10 **Stealth** 10

Senses —

Languages any one language (usually Common)

STR	DEX	CON	INT	WIS	CHA
+0	+0	+0	+0	+0	+0

ACTIONS

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

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

Angry Mob (1/Day). The commoner moves up to half its speed toward a creature it can see. Each friendly commoner within 30 feet of the commoner can use its reaction to join the angry mob and move up to half its speed toward the same target. This movement doesn't provoke opportunity attacks. If the initiating commoner is within 5 feet of the target, the target must make a DC 10 DEX save, taking 2 (1d4) bludgeoning damage on a failed save, or half as much damage on a successful one. For each commoner after the first that participated in the angry mob and that is within 10 feet of the target, the damage increases by 1 as stones, clubs, sticks, and similar "weapons" fly at the target from all angles. Afterwards, each commoner after the first that participated in the mob can't use Angry Mob until it finishes a short or long rest.

Cultist CR 1/8

Medium Humanoid (Any Lineage)

Armor Class 13 (studded leather)

Hit Points 9

Speed 30 ft.

Perception 11 **Stealth** 11

Resistant Dark Devotion

Senses —

Languages any one language (usually Common)

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+0	+1	+2

Dark Devotion. The cultist is resistant to the charmed and frightened conditions.

ACTIONS

Sacrificial Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage. If the target is paralyzed, prone, stunned, or unconscious, it takes an extra 2 (1d4) slashing damage.



REACTIONS

For the Cause! When a friendly creature the cultist can see within 5 feet of it is hit by an attack that would reduce that creature to 0 HP, the cultist can leap in front of the attack, taking the damage instead.

Cultist, Fanatic — CR 2

Medium Humanoid (Any Lineage)

Armor Class 14 (studded leather)
Hit Points 60
Speed 30 ft.
Perception 13 **Stealth** 12
Resistant Dark Devotion
Senses —
Languages any one language (usually Common)

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+0	+3	+3

Dark Devotion. The fanatic is resistant to the charmed and frightened conditions.

Unholy Weapons. The fanatic's weapons are coated in dark, magical flames. When the fanatic hits with any weapon, the weapon deals an extra 2d6 fire damage or necrotic damage (included in the attack), the fanatic's choice.

ACTIONS

Multiattack. The fanatic makes two Sacrificial Dagger or Unholy Bolt attacks.

Sacrificial Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 7 (2d6) fire damage or necrotic damage (the fanatic's choice). If the target is paralyzed, prone, stunned, or unconscious, it takes an extra 2 (1d4) slashing damage.

Unholy Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 10 (2d6 + 3) fire damage or necrotic damage (the fanatic's choice).

Spellcasting. The fanatic casts one of the following spells, using WIS as the spellcasting ability (spell save DC 13).

At will: *light, thaumaturgy*
3/day each: *bane, command*
2/day: *hold*

BONUS ACTIONS

Unholy Brand (Recharge 5–6). One creature the fanatic can see within 30 feet of it must succeed on a DC 13 CHA save or be marked with an unholy brand until the start of the fanatic's next turn. While the creature is branded, Fiends and cultists have advantage on attack rolls against it.

Druid — CR 2

Medium Humanoid (Any Lineage)

Armor Class 11 (16 with *barkskin*)
Hit Points 66
Speed 30 ft.
Perception 13 **Stealth** 11
Senses —
Languages Druidic plus any two languages

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+1	+3	+0

ACTIONS

Multiattack. The druid makes two Flowering Quarterstaff or Poison Bolt attacks.

Flowering Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 5 (2d4) poison damage.

Poison Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 10 (3d4 + 3) poison damage.

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

At will: *druidcraft, speak with animals*
3/day each: *entangle, cure wounds, thunderwave*
2/day each: *barkskin, spike growth*

BONUS ACTIONS

Change Shape. The druid magically transforms into a Medium or smaller Beast that has a challenge rating no higher than its own, or back into its true form, which

is Humanoid. Any equipment it is wearing or carrying transforms with it. It reverts to its true form if it dies. In a new form, the druid retains its HP, ability to speak, proficiencies, and INT, WIS, and CHA modifiers, as well as this bonus action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Gladiator CR 5

Medium Humanoid (Any Lineage)

Armor Class 16 (studded leather, shield)
Hit Points 108
Speed 30 ft.
Perception 11 **Stealth** 12
Resistant frightened
Senses —
Languages any one language (usually Common)

STR	DEX	CON	INT	WIS	CHA
+7	+2	+6	+0	+1	+2

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

ACTIONS

Multiattack. The gladiator makes two Shield Bash attacks and two Spear attacks, or it makes three Spear attacks.

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

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and 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.

BONUS ACTIONS

Entertaining Display. The gladiator slams its spear against its shield, twirls its spear, or roars while flexing, entertaining or intimidating up to two creatures it can see within 15 feet of it. Each target must succeed on a DC 15 CHA save or be charmed or frightened (the gladiator's choice) until the end of its next turn.

REACTIONS

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

Guard CR 1/8

Medium Humanoid (Any Lineage)

Armor Class 14 (chain shirt)
Hit Points 8
Speed 30 ft.
Perception 13 **Stealth** 11
Senses —
Languages any one language (usually Common)

STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	+0	+1	+0

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

Protector's Parry. When a friendly creature the guard can see within 5 feet of it is the target of an attack, the guard can interpose its weapon between the creature and the attacker. The friendly creature adds 2 to its AC against that attack. To use this reaction, the guard must be able to see the attacker and be wielding a melee weapon.



Knight CR 3

Medium Humanoid (Any Lineage)

Armor Class 18 (plate)

Hit Points 68

Speed 30 ft.

Perception 13 **Stealth** 5 (10 without armor)

Resistant charmed, frightened

Senses —

Languages Common and one other language

STR	DEX	CON	INT	WIS	CHA
+3	+0	+2	+1	+1	+2

Chivalrous Presence. The knight exudes a powerful presence. At the start of each of the knight's turns, it chooses one of the following presences, which lasts until the start of the knight's next turn.

- **Empowering Presence.** Each friendly creature that starts its turn within 15 feet of the knight has advantage on the first attack roll it makes before this presence ends.
- **Protective Presence.** Hostile creatures have disadvantage on attack rolls against friendly creatures within 5 feet of the knight.
- **Unwavering Presence.** Each friendly creature within 15 feet of the knight is resistant to the charmed and frightened conditions.

ACTIONS

Multiattack. The knight makes three Greatsword attacks, or it makes four Javelin attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 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.

BONUS ACTIONS

Champion's Challenge. The knight challenges one creature it can see within 30 feet of it. The target must succeed on a DC 13 CHA save or have disadvantage on attack rolls against creatures that aren't the knight until the end of its next turn.

Mage CR 6

Medium Humanoid (Any Lineage)

Armor Class 10 (13 with *mage armor*)

Hit Points 140

Speed 30 ft.

Perception 11 **Stealth** 12

Senses —

Languages any four languages

STR	DEX	CON	INT	WIS	CHA
–1	+0	+0	+6	+1	+0



Arcane Weapons. The mage's weapon attacks are magical. When the mage hits with any weapon, the weapon deals an extra 3d8 force damage (included in the attack).

Magic Resistance. The mage has advantage on saves against spells and other magical effects.

ACTIONS

Multiattack. The mage makes three Dagger or Arcane Bolt attacks. It can replace one attack with a use of Spellcasting.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage plus 13 (3d8) force damage.

Arcane Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) force damage.

Spellcasting. The mage casts one of the following spells, using INT as the spellcasting ability (spell save DC 14).

At will: *detect magic, light, mage hand, prestidigitation*

3/day each: *fly, mage armor, mirror image*

2/day each: *fireball, haste, slow*

1/day each: *cone of cold, greater invisibility*

Mage Apprentice CR 1

Medium Humanoid (Any Lineage)

Armor Class 10 (13 with *mage armor*)

Hit Points 40

Speed 30 ft.

Perception 11 **Stealth** 11

Senses —

Languages any two languages

STR	DEX	CON	INT	WIS	CHA
–1	+1	+1	+4	+1	+0

Arcane Weapons. The mage apprentice's weapon attacks are magical. When the mage hits with any weapon, the weapon deals an extra 2d8 force damage (included in the attack).

Reckless Show-Off. If it can see a fellow apprentice or its magical teacher at the start of its turn, the mage apprentice has advantage on the first spell attack roll it makes during that turn, but attack rolls against it also have advantage until the start of its next turn.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) force damage.

Arcane Bolt. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 11 (2d8 + 2) force damage.

Spellcasting. The mage apprentice casts one of the following spells, using INT as the spellcasting ability (spell save DC 12).

At will: *mage hand, minor illusion*

1/day each: *color spray, mage armor, sleep*

Master Alchemist CR 7

Medium Humanoid (Any Lineage)

Armor Class 16 (studded leather)

Hit Points 152

Speed 30 ft.

Perception 11 **Stealth** 14

Senses —

Languages any two languages

STR	DEX	CON	INT	WIS	CHA
+0	+4	+6	+7	+1	+2

Tools of the Trade. The master alchemist is proficient with alchemist's supplies and doubles its proficiency bonus for any ability check it makes with alchemist's supplies.

ACTIONS

Multiattack. The master alchemist makes three Hasty Concoction attacks.

Hasty Concoction. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 17 (3d8 + 4) acid, cold, fire, or poison damage (the alchemist's choice). The concoction then causes one of the following effects of the master alchemist's choice.

- **Disorienting Vapors.** Overly sweet-smelling, pink vapors erupt from where the concoction hit the target. The target and each creature within 5 feet of it must make a DC 15 INT save. When a creature that failed this save moves on its next turn, it moves in a random direction.
- **Poisonous Cloud.** An acrid-smelling, green gas pours out from where the concoction hit the target. The gas fills a 10-foot-radius sphere centered on the target. The gas spreads around corners, and its area is lightly obscured. A creature that enters the gas for the first time on a turn or starts its turn there must succeed on a DC 15 CON save or be poisoned until the end of its next turn. The gas disperses at the start of the master alchemist's next turn.
- **Slick Floor.** A thick, purple foam bursts out from where the concoction hit the target. The floor within 10 feet of the target is coated in slick goop until the start of the master alchemist's next turn, when the foam dries. For the duration, when a creature moves through the area, it must succeed on a DC 15 DEX save or fall prone.

When the master alchemist makes a Hasty Concoction attack, it can choose to target a point on the ground it can see within 60 feet instead. If it does so, the concoction causes only one of the above effects centered on that point instead of dealing damage.

Explosive Flask (Recharge 5–6). The master alchemist throws an explosive flask at a point it can see within 30 feet of it. Each creature within 10 feet of that point must make a DC 15 DEX save, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

Healing Unguent (3/Day). The master alchemist rubs a greasy unguent on a creature's wounds. The target regains 14 (4d6) HP.

BONUS ACTIONS

Protective Draught (Recharge 4–6). The master alchemist drinks one of its brews and gains resistance to acid, cold, fire, or poison damage (the master alchemist's choice) until the end of its next turn.

Mechanist CR 2

Medium Humanoid (Any Lineage)

Armor Class 15 (scale mail)

Hit Points 60

Speed 30 ft.

Perception 10 **Stealth** 11

Senses —

Languages Common, plus any two languages

STR	DEX	CON	INT	WIS	CHA
+3	+1	+1	+5	+0	+0

Tools of the Trade. The mechanist is proficient with tinker tools and doubles its proficiency bonus for any ability check it makes with tinker tools.

ACTIONS

Multiattack. The mechanist makes two Warhammer or Light Crossbow attacks.

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

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

Repair (Recharge 4–6). The mechanist touches one friendly Construct it can see. The target regains 5 (2d4) HP.

BONUS ACTIONS

Quick Creation (Recharge 4–6). The mechanist cobbles together various machine parts it is carrying and creates a Tiny Construct. The Construct obeys the mechanist's spoken commands. It uses the statistics of a **solodron** but it isn't a mechadron or part of the Plan. The mechanist can have up to two such Constructs under its control at one time. Each Construct remains for 1 minute, until the mechanist dies, or until the mechanist uses this bonus action again to dismiss one or both of them.

REACTIONS

Magnetic Pulse. When a creature the mechanist can see attacks it with a weapon made at least partially of metal while within 5 feet of it, the mechanist can release a magical, magnetic pulse. The attacker must succeed on a DC 13 DEX save or have disadvantage on the attack roll.

Noble — CR 1/8

Medium Humanoid (Any Lineage)

Armor Class 14 (Impenetrable Ego)
Hit Points 7
Speed 30 ft.
Perception 12 **Stealth** 11
Resistant Impenetrable Ego
Senses —
Languages any two languages

STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+1	+2	+5

Impenetrable Ego. While the noble is conscious and wearing no armor and wielding no shield, it adds its CHA modifier to its AC (included above). In addition, it is resistant to the charmed and frightened conditions.

ACTIONS

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

REACTIONS

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

Priest — CR 2

Medium Humanoid (Any Lineage)

Armor Class 13 (chain shirt)
Hit Points 57
Speed 30 ft.
Perception 15 **Stealth** 10
Resistant Divine Blessing
Senses —
Languages any two languages

STR	DEX	CON	INT	WIS	CHA
+1	+0	+1	+1	+5	+1

Divine Blessing. The priest is resistant to necrotic damage or radiant damage, as appropriate for the priest's deity.

Divine Weapons. The priest's weapons are shrouded in dark or golden flames, as appropriate for the priest's deity. When the priest hits with any weapon, the weapon deals an extra 2d6 necrotic damage or radiant damage (included in the attack), the priest's choice.



ACTIONS

Multiattack. The priest makes two Mace or Divine Bolt attacks.

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) necrotic damage or radiant damage (the priest's choice).

Divine Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 10 (2d6 + 3) necrotic damage or radiant damage (the priest's choice).

Spellcasting. The priest casts one of the following spells, using WIS as the spellcasting ability (spell save DC 13).

At will: *guidance*, *light*, *thaumaturgy*

2/day each: *bane*, *bless*, *cure wounds*

1/day each: *dispel magic*, *restoration*

Scout — CR 1/2

Medium Humanoid (Any Lineage)

Armor Class 13 (leather armor)

Hit Points 25

Speed 30 ft.

Perception 13 **Stealth** 16

Senses —

Languages any one language (usually Common)

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+0	+3	+0

Heightened Hearing and Sight. The scout's Perception is 18 when perceiving by hearing or sight.

ACTIONS

Multiattack. The scout makes two Shortsword or Shortbow attacks.

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

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

BONUS ACTIONS

Escape to Report. The scout takes the Dash or Disengage action.

Spy — CR 1

Medium Humanoid (Any Lineage)

Armor Class 13

Hit Points 40

Speed 30 ft.

Perception 16 **Stealth** 17

Senses —

Languages any two languages

STR	DEX	CON	INT	WIS	CHA
+0	+5	+0	+1	+2	+3

ACTIONS

Multiattack. The spy makes two Shortsword or Hand Crossbow attacks.

Shortsword. *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.

BONUS ACTIONS

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

Feint (Recharge 4–6). The spy makes a feint at one creature within 5 feet of it, pretending to go in for an attack in one direction only to change it up at the last moment. The target must succeed on a DC 13 WIS save or the spy has advantage on the next attack roll it makes against the target.

Thug — CR 1/2

Medium Humanoid (Any Lineage)

Armor Class 11 (leather armor)

Hit Points 25

Speed 30 ft.

Perception 10 **Stealth** 12

Senses —

Languages any one language (usually Common)

STR	DEX	CON	INT	WIS	CHA
+2	+0	+2	+0	+0	+0

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

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

ACTIONS

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

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

BONUS ACTIONS

Sucker Punch. The thug employs unscrupulous tactics to hit its opponent in a vulnerable spot. One creature the thug can see within 5 feet of it must make a DC 12 DEX save. On a failure, the target takes 2 (1d4) bludgeoning damage.

Veteran — CR 3

Medium Humanoid (Any Lineage)

Armor Class 16 (breastplate)
Hit Points 68
Speed 30 ft.
Perception 12 **Stealth** 14
Senses —
Languages Common plus any one language

STR	DEX	CON	INT	WIS	CHA
+5	+2	+2	+0	+0	+0

ACTIONS

Multiattack. The veteran makes two Longsword attacks and two Shortsword attacks, or it makes three Longsword 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.

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

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

BONUS ACTIONS

Shoulder. The veteran shoves a creature it can see within 5 feet of it. The target must succeed on a DC 13 STR save or be knocked prone.

REACTIONS

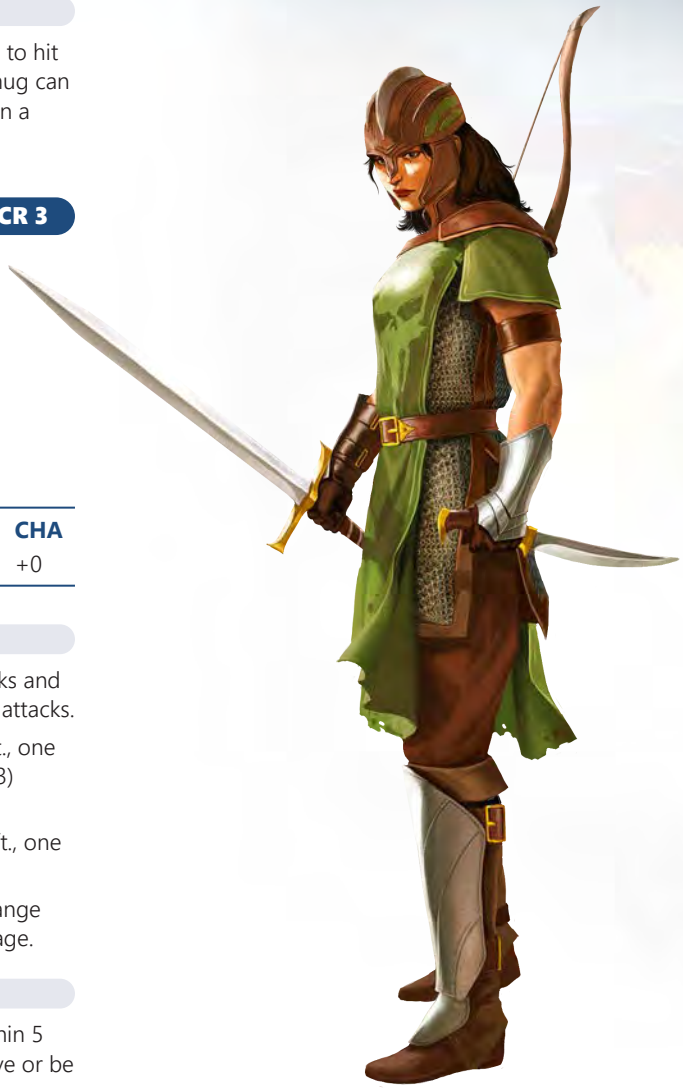
Parry. The veteran adds 2 to its AC against one melee attack that would hit it. To do so, the veteran must see the attacker and be wielding a melee weapon.

Wild Warrior — CR 1/8

Medium Humanoid (Any Lineage)

Armor Class 12 (hide armor)
Hit Points 9
Speed 30 ft.
Perception 12 **Stealth** 12
Senses —
Languages any one language

STR	DEX	CON	INT	WIS	CHA
+1	+0	+1	−1	+0	−1



Home in the Wilds. The wild warrior automatically discerns true north when outside, and checks to follow its tracks in forest, grassland, hills, or mountain terrain have disadvantage, unless the wild warrior chooses to leave obvious signs of its passage.

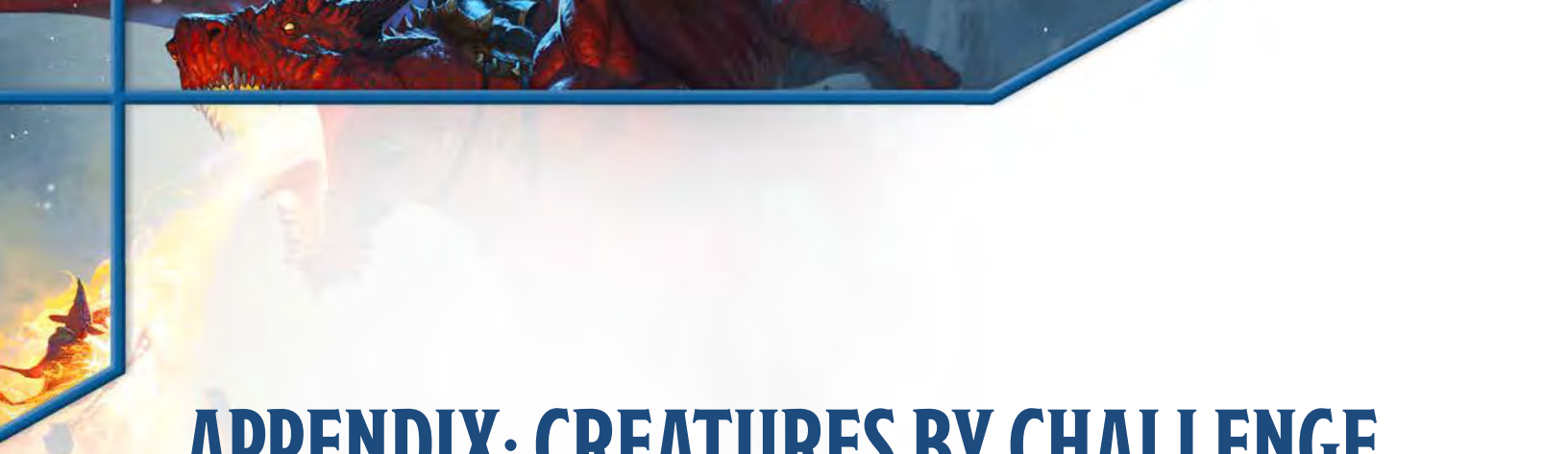
Pack Tactics. The wild warrior has advantage on attack rolls against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

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.

BONUS ACTIONS

Quick Trap. The wild warrior cobbles together a makeshift trap with materials at hand and throws the trap at a creature it can see within 15 feet of it. The target must succeed on a DC 11 DEX save or be restrained until the end of its next turn.



APPENDIX: CREATURES BY CHALLENGE

Challenge 0 (10 XP)

- Awakened Plant, Shrub
- Badger
- Bat
- Cat
- Commoner
- Crab
- Deer
- Eagle
- Frog
- Fungi, Shrieker
- Goat
- Hawk
- Hyena
- Insect, Giant Fire Beetle
- Insect, Scorpion
- Jackal
- Lizard
- Octopus
- Owl
- Quipper
- Rat
- Raven
- Seahorse
- Spider
- Vulture
- Weasel

Challenge 1/8 (25 XP)

- Baboon
- Bandit
- Lantern Hagfish
- Mechadron, Solodron
- Camel
- Cultist
- Guard
- Hawk, Blood
- Kobold
- Mastiff
- Merfolk
- Mule
- Noble
- Pony
- Snake, Flying
- Snake, Poisonous
- Stirge
- Wild Warrior

Challenge 1/4 (50 XP)

- Acolyte
- Animated Objects, Flying Sword
- Axe Beak
- Badger, Giant
- Bat, Giant
- Bat, Swarm of Bats
- Blink Dog
- Boar
- Crab, Giant
- Demon, Dretch
- Derro
- Devil, Lemure
- Dragonette, Pseudodragon
- Elf, Drow
- Elk
- Frog, Giant
- Fungi, Violet
- Goblin, Goblin
- Grimlock
- Horse, Draft
- Horse, Riding
- Insect, Giant Centipede
- Lizard, Giant
- Owl, Giant
- Panther
- Rat, Giant
- Rat, Swarm of Rats
- Raven, Swarm of Ravens
- Seal
- Skeleton
- Snake, Constrictor
- Snake, Giant Poisonous
- Spider, Giant Wolf
- Sprite
- Star Crow
- Weasel, Giant
- Wolf
- Zombie

Challenge 1/2 (100 XP)

- Ape
- Bear, Black
- Cockatrice
- Crimson Jelly
- Crocodile
- Darkmantle
- Dinosaur, Velociraptor
- Gnoll
- Gnome, Deep
- Goat, Giant
- Goblin, Hobgoblin
- Gray Ooze
- Horse, War
- Insect, Giant Wasp
- Insect, Swarm of Insects
- Kobold, Tinkerer
- Lizardfolk
- Magmin
- Mechadron, Dupladron
- Mephit, Dust
- Mephit, Ice
- Mephit, Magma
- Mephit, Steam
- Mycolid, Commoner
- Orc
- Robot, Drone
- Rust Monster
- Sahuagin
- Satyr
- Scout
- Seahorse, Giant
- Shadow
- Shark, Reef
- Skeleton, War Horse
- Sporeborn, Skullbloom
- Thug
- Wood Herald
- Worg

Challenge 1 (200 XP)

- Animated Objects, Animated Armor
- Bear, Brown
- Death Dog
- Demon, Quasit
- Devil, Imp
- Dragon, Brass, Wyrmling
- Dragon, Copper, Wyrmling
- Dryad
- Dwarf, Duergar
- Eagle, Giant
- Flinderbeast
- Frog, Giant Poisonous
- Ghoul
- Goblin, Bugbear
- Goblin, Goblin Captain
- Harpy
- Hippocampus
- Hippogriff
- Homunculus
- Hyena, Giant
- Lion
- Mage Apprentice
- Octopus, Giant
- Quipper, Swarm of Quippers
- Satarre
- Specter
- Spider, Giant
- Spy
- Tiger
- Vampire, Thrall
- Vulture, Giant
- Wolf, Dire
- Wyrdling

Challenge 2 (450 XP)

- Animated Objects, Rug of Smothering
- Ankheg
- Awakened Plant, Tree
- Azer
- Bandit Captain
- Bear, Polar
- Berserker
- Boar, Giant
- Centaur
- Cultist, Fanatic
- Dinosaur, Plesiosaurus
- Dragon, Black, Wyrmling
- Dragon, Bronze, Wyrmling
- Dragon, Green, Wyrmling
- Dragon, Silver, Wyrmling
- Dragon, Void, Wyrmling
- Dragon, White, Wyrmling
- Dragon, Yellow Wyrmling
- Druid
- Elk, Giant
- Ettercap
- Gargoyle
- Gelatinous Cube
- Ghoul, Ghast
- Gibbering Mouther
- Goblin, Hobgoblin Conjurer
- Grick
- Griffon
- Grimlock, Morlock
- Hag, Sea
- Lizardfolk, Shaman
- Lycanthrope, Wererat
- Mechanist
- Merfolk, Merrow
- Mimic
- Nimbostratus Spirit
- Ochre Jelly
- Ogre
- Pegasus
- Priest
- Rhinoceros
- Sahuagin, Captain
- Shark, Hunter
- Skeleton, Minotaur
- Snake, Giant Constrictor
- Snake, Swarm of Poisonous Snakes
- Sporeborn, Bloatblossom
- Tiger, Saber-Toothed
- Will-o'-Wisp
- Zombie, Ogre

Challenge 3 (700 XP)

- Basilisk
- Derro, Void Eater
- Devil, Bearded
- Doppelganger
- Dragon, Blue, Wyrmling
- Dragon, Gold, Wyrmling
- Dragon, Red, Wyrmling
- Feral Hunter
- Goblin, Hobgoblin Commander
- Hag, Green
- Hell Hound
- Insatiable Brood
- Insect, Giant Scorpion
- Knight
- Kobold, Swiftblade
- Lycanthrope, Werewolf
- Manticore
- Minotaur
- Mordovermis
- Mummy
- Mycolid, Spore Lord
- Nightmare
- Orca
- Owlbear
- Phase Spider
- Robot, Warden
- Satarre, Destroyer
- Selkie
- Veteran
- Wight
- Winter Wolf

Challenge 4 (1,100 XP)

- Black Pudding
- Chuul
- Couatl
- Demon, Husk
- Dinosaur, Ankylosaurus
- Elephant
- Ettin
- Ghost
- Ghoul, Necrophage Ghast
- Goblin, Bugbear Champion
- Lamia
- Lizardfolk, Ruler
- Lycanthrope, Wereboar
- Lycanthrope, Weretiger
- Mechadron, Tripladron
- Orc, Warlord
- Sahuagin, Monarch
- Selang
- Succubus
- Voidling, Lesser

Challenge 5 (1,800 XP)

- Bard
- Bulette
- Chol, Czol
- Crocodile, Giant
- Demon, Mire Fiend
- Demon, Unska
- Demon, Wrack
- Devil, Barbed
- Dinosaur, Triceratops
- Elemental, Air
- Elemental, Earth
- Elemental, Fire
- Elemental, Water
- Fey Guardian
- Giant, Hill
- Gladiator
- Golem, Flesh
- Gorgon
- Hag, Night
- Hivebound
- Kobold, Witch
- Lycanthrope, Werebear
- Moon Knight
- Otyugh
- Roper
- Salamander
- Shambling Mound
- Shark, Giant
- Troll
- Unicorn
- Vampire, Spawn

Wraith

Xorn

Challenge 6 (2,300 XP)

Balara

Chimera

Demon, Vrock

Dragon, Brass, Young

Dragon, White, Young

Drake, Scorch

Drider

Invisible Stalker

Mage

Mammoth

Mechadron, Tetradron

Medusa

Wickerbeast

Wyvern

Challenge 7 (2,900 XP)

Ape, Giant

Demon, Golmana

Dragon, Black, Young

Dragon, Copper, Young

Giant, Stone

Grick, Advanced

Master Alchemist

Oni

Selang, Void Piper

Shield Guardian

Challenge 8 (3,900 XP)

Assassin

Cloaker

Death Knight

Demon, Hezrou

Devil, Chain

Dinosaur, Tyrannosaurus Rex

Dragon, Bronze, Young

Dragon, Green, Young

Dragon, Yellow Young

Giant, Frost

Hydra

Naga, Spirit

Challenge 9 (5,000 XP)

Chol, Uulgol

Deathless

Demon, Glabrezu

Devil, Bone

Dragon, Blue, Young

Dragon, Silver, Young

Dragon, Void, Young

Giant, Cloud

Giant, Dirgesinger

Giant, Fire

Golem, Clay

Hag, Ambush

Treant

Challenge 10 (5,900 XP)

Aboleth

Angel, Deva

Dragon, Gold, Young

Dragon, Red, Young

Golem, Stone

Naga, Guardian

Challenge 11 (7,200 XP)

Behir

Devil, Horned

Genie, Djinni

Genie, Efreeti

Genie, Hinn

Genie, Sila

Infernal Champion

Remorhaz

Roc

Sphinx, Gynosphinx

Voidling

Challenge 12 (8,400 XP)

Archdruid

Archmage

Chol, Icthol

Devil, Erinyes

Lich, Virtuoso

Challenge 13 (10,000 XP)

Demon, Nalfeshnee

Dragon, Brass, Adult

Dragon, White, Adult

Giant, Storm

Rakshasa

Vampire

Challenge 14 (11,500 XP)

Devil, Ice

Dragon, Black, Adult

Dragon, Copper, Adult

Challenge 15 (13,000 XP)

Dragon, Bronze, Adult

Dragon, Green, Adult

Living Colossus

Mummy Lord

Purple Worm

Challenge 16 (15,000 XP)

Angel, Planetar

Demon, Marilith

Dragon, Blue, Adult

Dragon, Silver, Adult

Dragon, Void, Adult

Dragon, Yellow Adult

Golem, Iron

Challenge 17 (18,000 XP

Chol, Trillipol

Dragon Turtle

Dragon, Brass, Ancient

Dragon, Gold, Adult

Dragon, Red, Adult

Dragon, White, Ancient

Sphinx, Androsphinx

Challenge 18 (20,000 XP)

Astral Destroyer

Dragon, Copper, Ancient

Challenge 19 (22,000 XP)

Demon, Balor

Dragon, Bronze, Ancient

Dragon, Green, Ancient

Challenge 20 (25,000 XP)

Devil, Pit Fiend

Dragon, Black, Ancient

Dragon, Blue, Ancient

Dragon, Silver, Ancient

Dragon, Yellow Ancient

Challenge 21 (33,000 XP)

Angel, Solar

Dragon, Gold, Ancient

Lich

Challenge 22 (41,000 XP)

Dragon, Void, Ancient

Challenge 23 (50,000 XP)

Kraken

Challenge 24 (62,000 XP)

Dragon, Red, Ancient

Challenge 30 (155,000 XP)

Tarrasque

APPENDIX: CREATURES BY TAG

Animal	CR
Ankheg	2
Death Dog	1
Griffon	2
Hippogriff	1
Owlbear	3
Pegasus	2
Roc	11
Worg	1/2

Golem	CR
Clay	9
Flesh	5
Iron	16
Stone	10

Outsider	CR
Astral Destroyer	18
Chol, Czol	5
Chol, Icthol	12
Chol, Trillipol	17
Chol, Uulgol	9
Genie, Djinni	11
Genie, Efreeti	11
Genie, Hinn	11
Genie, Sila	11
Infernal Champion	11
Oni	7
Sphinx, Androsphinx	17
Sphinx, Gynosphinx	11

Outsider (Angel)	CR
Deva	10
Planetar	16
Solar	21

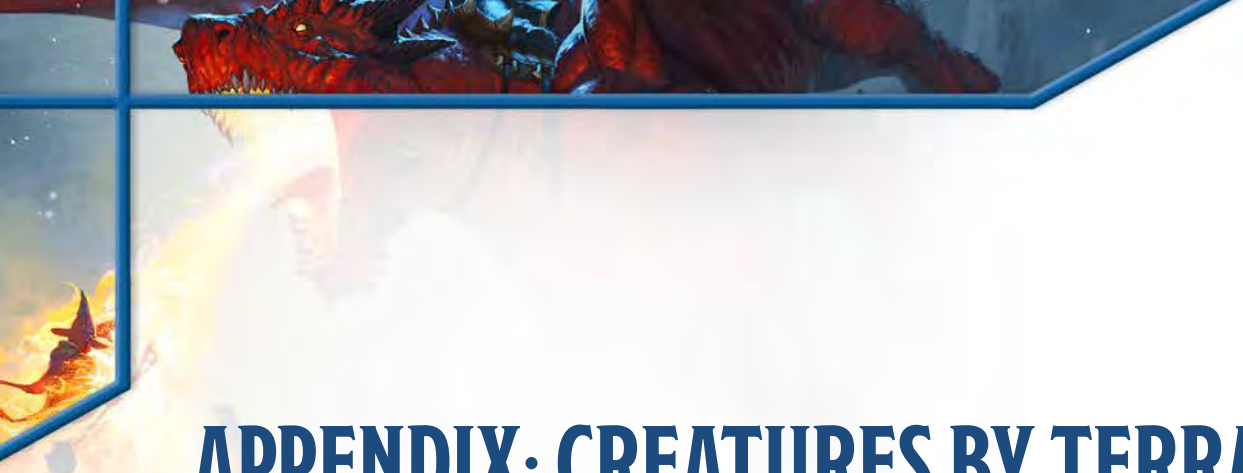
Outsider (Demon)	CR
Balor	19
Dretch	1/4
Glabrezu	9
Golmana	7
Hezrou	8
Husk	4
Marilith	16
Mire Fiend	5
Nalfeshnee	13
Quasit	1
Unska	5
Vrock	6
Wrack	5



Outsider (Devil)	CR
Barbed	5
Bearded	3
Bone	9
Chain	8
Erinyes	12
Horned	11
Ice	14
Imp	1
Lemure	1/4
Pit Fiend	20

Shapechanger	CR
Doppelganger	3
Mimic	2
Succubus	4
Vampire	13

Shapechanger (Lycanthrope)	CR
Werebear	5
Wereboar	4
Wererat	2
Weretiger	4
Werewolf	3



APPENDIX: CREATURES BY TERRAIN

Any	CR
Commoner	0 (10 XP)
Bandit, Cultist, Guard, Kobold, Noble	1/8 (25 XP)
Acolyte, Elf (Drow), Skeleton, Star Crow	1/4 (50 XP)
Scout, Thug	1/2 (100 XP)
Mage Apprentice, Spy, Vampire (Thrall)	1 (200 XP)
Bandit Captain, Berserker, Cultist (Fanatic), Druid, Mechanist, Nimbostratus Spirit, Priest	2 (450 XP)
Knight, Kobold (Swiftblade), Veteran	3 (700 XP)
Bard, Chol (Czol), Fey Guardian, Gladiator	5 (1,800 XP)
Mage	6 (2,300 XP)
Master Alchemist	7 (2,900 XP)
Assassin	8 (3,900 XP)
Chol, Uulgol	9 (5,000 XP)
Sphinx (Gynosphinx)	11 (7,200 XP)
Archmage, Chol (Icthol)	12 (8,400 XP)
Living Colossus	15 (13,000 XP)
Chol (Trillipol), Sphinx (Androsphinx)	17 (18,000 XP)

Arctic	CR
Owl	0 (10 XP)
Owl (Giant)	1/4 (50 XP)
Mephit (Ice)	1/2 (100 XP)
Bear (Brown)	1 (200 XP)
Bear (Polar), Dragon (White, Wyrmling), Tiger (Saber-Toothed)	2 (450 XP)
Winter Wolf	3 (700 XP)
Lycanthrope (Werebear)	5 (1,800 XP)
Dragon (White, Young), Mammoth	6 (2,300 XP)
Giant (Frost)	8 (3,900 XP)
Remorhaz	11 (7,200 XP)
Dragon (White, Adult)	13 (10,000 XP)
Dragon (White, Ancient)	17 (18,000 XP)

Badlands	CR
Lizard	0 (10 XP)
Snake (Poisonous)	1/8 (25 XP)
Lizard (Giant), Snake (Giant Poisonous)	1/4 (50 XP)
Robot (Drone), Worg	1/2 (100 XP)
Wyrdling	1 (200 XP)
Snake (Swarm of Poisonous Snakes), Will-o'-Wisp	2 (450 XP)
Robot (Warden)	3 (700 XP)
Lamia, Selang	4 (1,100 XP)
Drake (Scorch)	6 (2,300 XP)
Selang (Void Piper)	7 (2,900 XP)

Coastal	CR
Crab, Eagle, Lizard	0 (10 XP)
Merfolk, Snake (Poisonous)	1/8 (25 XP)
Crab (Giant), Lizard (Giant), Snake (Giant Poisonous)	1/4 (50 XP)
Sahuagin	1/2 (100 XP)
Eagle (Giant), Frog (Giant Poisonous), Harpy, Hippocampus	1 (200 XP)
Dinosaur (Plesiosaurus), Dragon (Bronze, Wyrmling), Griffon, Hag (Sea), Merfolk (Merrow), Sahuagin (Captain), Snake (Swarm of Poisonous Snakes)	2 (450 XP)
Dragon (Blue, Wyrmling), Selkie	3 (700 XP)
Sahuagin (Monarch)	4 (1,100 XP)
Elemental (Water)	5 (1,800 XP)
Dragon (Bronze, Young)	8 (3,900 XP)
Dragon (Blue, Young)	9 (5,000 XP)
Genie (Djinni), Genie (Sila), Roc	11 (7,200 XP)
Giant (Storm)	13 (10,000 XP)
Dragon (Bronze, Adult)	15 (13,000 XP)
Dragon (Blue, Adult)	16 (15,000 XP)

Dragon Turtle	17 (18,000 XP)
Dragon (Bronze, Ancient)	19 (22,000 XP)
Dragon (Blue, Ancient)	20 (25,000 XP)

Desert	CR
Cat, Hyena, Insect (Scorpion), Jackal, Lizard, Spider, Vulture	0 (10 XP)
Camel, Snake (Flying), Snake (Poisonous)	1/8 (25 XP)
Lizard (Giant), Snake (Constrictor), Snake (Giant Poisonous)	1/4 (50 XP)
Gnoll, Insect (Swarm of Insects), Lizardfolk, Mephit (Dust)	1/2 (100 XP)
Death Dog, Dragon (Brass, Wyrmling), Frog (Giant Poisonous), Hyena (Giant), Lion, Spider (Giant), Vulture (Giant)	1 (200 XP)
Centaur, Lizardfolk (Shaman), Snake (Giant Constrictor), Snake (Swarm of Poisonous Snakes)	2 (450 XP)
Dragon (Blue, Wyrmling), Insect (Giant Scorpion), Mummy, Phase Spider	3 (700 XP)
Couatl, Lizardfolk (Ruler)	4 (1,100 XP)
Bulette, Elemental (Air), Elemental (Fire), Salamander	5 (1,800 XP)
Dragon (Brass, Young), Medusa	6 (2,300 XP)
Dragon (Blue, Young)	9 (5,000 XP)
Naga (Guardian)	10 (5,900 XP)
Genie (Efreeti), Sphinx (Gynosphinx)	11 (7,200 XP)
Dragon (Brass, Adult)	13 (10,000 XP)
Mummy (Lord)	15 (13,000 XP)
Dragon (Blue, Adult)	16 (15,000 XP)
Dragon (Brass, Ancient), Sphinx (Androsphinx)	17 (18,000 XP)
Dragon (Blue, Ancient)	20 (25,000 XP)

Farmland	CR
Badger, Bat, Cat, Deer, Frog, Goat, Hawk, Lizard, Owl, Rat, Raven, Weasel	0 (10 XP)
Hawk (Blood), Mastiff, Pony, Snake (Poisonous), Stirge	1/8 (25 XP)
Bat (Swarm of Bats), Boar, Horse (Draft), Horse (Riding), Rat (Giant), Rat (Swarm of Rats), Raven (Swarm of Ravens), Wolf	1/4 (50 XP)
Horse (War), Insect (Giant Wasp), Insect (Swarm of Insects), Skeleton (War Horse)	1/2 (100 XP)
Flinderbeast, Ghoul, Wolf (Dire), Wyrdling	1 (200 XP)
Ghoul (Ghast), Lycanthrope (Wererat), Snake (Swarm of Poisonous Snakes)	2 (450 XP)
Hag (Green), Lycanthrope (Werewolf)	3 (700 XP)
Ghoul (Necrophage Ghast)	4 (1,100 XP)
Demon (Unska), Moon Knight	5 (1,800 XP)
Wickerbeast	6 (2,300 XP)
Hag (Ambush)	9 (5,000 XP)
Tarrasque	30 (155,000 XP)

Forest	CR
Awakened Shrub, Badger, Cat, Deer, Frog, Fungi (Shrieker), Hawk, Hyena, Jackal, Lizard, Owl, Rat, Raven, Spider, Weasel	0 (10 XP)
Baboon, Hawk (Blood), Mastiff, Snake (Flying), Snake (Poisonous), Stirge, Wild Warrior	1/8 (25 XP)
Badger (Giant), Bat (Giant), Bat (Swarm of Bats), Blink Dog, Boar, Dragonette (Pseudodragon), Elk, Frog (Giant), Goblin, Lizard (Giant), Owl (Giant), Panther, Rat (Giant), Rat (Swarm of Rats), Raven (Swarm of Ravens), Snake (Constrictor), Snake (Giant Poisonous), Spider (Giant Wolf), Sprite, Weasel (Giant), Wolf	1/4 (50 XP)
Ape, Bear (Black), Dinosaur (Velociraptor), Goblin (Hobgoblin), Insect (Giant Wasp), Insect (Swarm of Insects), Lizardfolk, Mycolid (Commoner), Orc, Satyr, Scout, Sporeborn (Skullbloom), Wood Herald, Worg	1/2 (100 XP)
Bear (Brown), Dryad, Flinderbeast, Frog (Giant Poisonous), Goblin (Bugbear), Goblin (Goblin Captain), Hyena (Giant), Spider (Giant), Tiger, Wolf (Dire)	1 (200 XP)
Ankheg, Awakened Tree, Boar (Giant), Centaur, Dragon (Green, Wyrmling), Elk (Giant), Ettercap, Goblin (Hobgoblin Conjurer), Lizardfolk (Shaman), Ogre, Pegasus, Snake (Giant Constrictor), Snake (Swarm of Poisonous Snakes), Sporeborn (Bloatblossom), Will-o'-Wisp, Zombie (Ogre)	2 (450 XP)
Dragon (Gold, Wyrmling), Feral Hunter, Goblin (Hobgoblin Commander), Hag (Green), Lycanthrope (Werewolf), Mycolid (Spore Lord), Owlbear, Phase Spider	3 (700 XP)
Couatl, Goblin (Bugbear Champion), Lizardfolk (Ruler), Lycanthrope (Wereboar), Lycanthrope (Weretiger), Orc (Warlord), Selang	4 (1,100 XP)
Giant (Hill), Hivebound, Kobold (Witch), Lycanthrope (Werebear), Moon Knight, Shambling Mound, Troll, Unicorn	5 (1,800 XP)
Balara, Drake (Scorch), Medusa, Wickerbeast, Wyvern	6 (2,300 XP)
Ape (Giant), Oni, Selang (Void Piper)	7 (2,900 XP)
Dragon (Green, Young), Naga (Spirit)	8 (3,900 XP)
Hag (Ambush), Treant	9 (5,000 XP)
Dragon (Gold, Young), Golem (Stone), Naga (Guardian)	10 (5,900 XP)
Archdruid	12 (8,400 XP)
Dragon (Green, Adult)	15 (13,000 XP)



Dragon (Gold, Adult)	17 (18,000 XP)
Dragon (Green, Ancient)	19 (22,000 XP)
Dragon (Gold, Ancient)	21 (33,000 XP)
Tarrasque	30 (155,000 XP)

Grassland	CR
Cat, Deer, Eagle, Goat, Hyena, Jackal, Vulture, Weasel	0 (10 XP)
Mule, Pony, Snake (Flying), Snake (Poisonous), Stirge, Wild Warrior	1/8 (25 XP)
Axe Beak, Boar, Elk, Goblin, Horse (Draft), Horse (Riding), Panther, Snake (Giant Poisonous), Spider (Giant Wolf), Weasel (Giant), Wolf	1/4 (50 XP)
Cockatrice, Dinosaur (Velociraptor), Gnoll, Goat (Giant), Goblin (Hobgoblin), Insect (Giant Wasp), Insect (Swarm of Insects), Orc, Worg	1/2 (100 XP)
Death Dog, Eagle (Giant), Goblin (Bugbear), Goblin (Goblin Captain), Hippogriff, Hyena (Giant), Lion, Tiger, Vulture (Giant)	1 (200 XP)
Ankheg, Boar (Giant), Centaur, Dragon (Yellow, Wyrmling), Elk (Giant), Goblin (Hobgoblin Conjurer), Nimbostratus Spirit, Ogre, Pegasus, Rhinoceros, Skeleton (Minotaur), Snake (Swarm of Poisonous Snakes), Zombie (Ogre)	2 (450 XP)
Dragon (Gold, Wyrmling), Goblin (Hobgoblin Commander), Manticore, Minotaur, Phase Spider	3 (700 XP)
Couatl, Dinosaur (Ankylosaurus), Elephant, Goblin (Bugbear Champion), Lycanthrope (Wereboar), Lycanthrope (Weretiger), Orc (Warlord)	4 (1,100 XP)
Bulette, Dinosaur (Triceratops), Gorgon, Hivebound	5 (1,800 XP)
Balara, Chimera, Drake (Scorch), Wickerbeast	6 (2,300 XP)
Dinosaur (Tyrannosaurus Rex), Dragon (Yellow, Young)	8 (3,900 XP)
Dragon (Gold, Young)	10 (5,900 XP)
Archdruid	12 (8,400 XP)
Dragon (Yellow, Adult)	16 (15,000 XP)
Dragon (Gold, Adult)	17 (18,000 XP)
Dragon (Yellow, Ancient)	20 (25,000 XP)
Dragon (Gold, Ancient)	21 (33,000 XP)

Hills	CR
Eagle, Goat, Hawk, Hyena, Owl, Raven, Vulture, Weasel	0 (10 XP)
Baboon, Hawk (Blood), Mastiff, Mule, Snake (Poisonous), Stirge, Wild Warrior	1/8 (25 XP)
Axe Beak, Bat (Swarm of Bats), Boar, Elk, Goblin, Owl (Giant), Panther, Raven (Swarm of Ravens), Spider (Giant Wolf), Weasel (Giant), Wolf	1/4 (50 XP)
Goat (Giant), Goblin (Hobgoblin), Insect (Swarm of Insects), Orc, Worg	1/2 (100 XP)
Dragon (Copper, Wyrmling), Eagle (Giant), Goblin (Bugbear), Goblin (Goblin Captain), Harpy, Hippogriff, Hyena (Giant), Lion, Vulture (Giant), Wolf (Dire), Wyrdling	1 (200 XP)
Boar (Giant), Dragon (Yellow, Wyrmling), Elk (Giant), Goblin (Hobgoblin Conjurer), Griffon, Ogre, Pegasus, Snake (Swarm of Poisonous Snakes), Zombie (Ogre)	2 (450 XP)
Basilisk, Dragon (Red, Wyrmling), Goblin (Hobgoblin Commander), Hag (Green), Lycanthrope (Werewolf), Manticore, Owlbear, Phase Spider	3 (700 XP)
Dinosaur (Ankylosaurus), Ettin, Goblin (Bugbear Champion), Lamia, Lycanthrope (Wereboar), Orc (Warlord)	4 (1,100 XP)
Bulette, Giant (Hill), Gorgon, Lycanthrope (Werebear), Troll	5 (1,800 XP)
Chimera, Wickerbeast, Wyvern	6 (2,300 XP)
Dragon (Copper, Young), Giant (Stone)	7 (2,900 XP)
Dragon (Yellow, Young)	8 (3,900 XP)
Giant, Fire	9 (5,000 XP)
Dragon, Red, Young	10 (5,900 XP)
Genie (Hinn), Roc	11 (7,200 XP)
Dragon (Copper, Adult)	14 (11,500 XP)
Dragon (Yellow, Adult)	16 (15,000 XP)
Dragon (Red, Adult)	17 (18,000 XP)
Dragon (Copper, Ancient)	18 (20,000 XP)
Dragon (Yellow, Ancient)	20 (25,000 XP)
Dragon (Red, Ancient)	24 (62,000 XP)
Tarrasque	30 (155,000 XP)

Mountain	CR
Eagle, Goat, Hawk	0 (10 XP)
Hawk (Blood), Wild Warrior	1/8 (25 XP)
Bat (Swarm of Bats)	1/4 (50 XP)
Goat (Giant), Magmin, Mephit (Magma), Orc	1/2 (100 XP)
Eagle (Giant), Harpy, Lion	1 (200 XP)
Azer, Dragon (Silver, Wyrmling), Elk (Giant), Griffon, Ogre, Pegasus, Tiger (Saber-Toothed), Zombie (Ogre)	2 (450 XP)
Basilisk, Dragon (Red, Wyrmling), Hell Hound, Manticore	3 (700 XP)
Ettin, Orc (Warlord)	4 (1,100 XP)
Elemental (Air), Elemental (Fire), Lycanthrope (Werebear), Salamander, Troll	5 (1,800 XP)
Chimera, Drake (Scorch), Wyvern	6 (2,300 XP)
Giant (Stone)	7 (2,900 XP)
Giant (Frost)	8 (3,900 XP)
Dragon (Silver, Young), Giant (Cloud), Giant (Dirgesinger), Giant (Fire)	9 (5,000 XP)
Dragon (Red, Young)	10 (5,900 XP)
Behir, Genie (Hinn), Roc	11 (7,200 XP)
Archdruid	12 (8,400 XP)
Dragon (Silver, Adult)	16 (15,000 XP)
Dragon (Red, Adult)	17 (18,000 XP)
Dragon (Silver, Ancient)	20 (25,000 XP)
Dragon (Red, Ancient)	24 (62,000 XP)
Tarrasque	30 (155,000 XP)

Planar	CR
Lantern Hagfish, Mechadron (Solodron)	1/8 (25 XP)
Demon (Dretch), Devil (Lemure), Star Crow	1/4 (50 XP)
Magmin, Mechadron (Dupladron)	1/2 (100 XP)
Demon (Quasit), Devil (Imp), Satarre	1 (200 XP)
Azer, Dragon (Void, Wyrmling)	2 (450 XP)
Derro (Void Eater), Devil (Bearded), Feral Hunter, Insatiable Brood, Mordovermis, Nightmare, Satarre (Destroyer)	3 (700 XP)
Demon (Husk), Mechadron (Tripladron), Succubus, Voidling (Lesser)	4 (1,100 XP)
Chol (Czol), Demon (Unska), Demon (Wrack), Devil (Barbed), Hag (Night), Salamander	5 (1,800 XP)
Demon (Vrock), Mechadron (Tetradron)	6 (2,300 XP)
Demon, Golmana	7 (2,900 XP)
Demon (Hezrou), Devil (Chain)	8 (3,900 XP)
Chol (Uulgol), Demon (Glabrezu), Devil (Bone), Dragon (Void, Young)	9 (5,000 XP)
Angel (Deva)	10 (5,900 XP)
Devil (Horned), Infernal Champion, Voidling	11 (7,200 XP)
Chol (Icthol), Devil (Erinyes)	12 (8,400 XP)
Demon (Nalfeshnee), Rakshasa	13 (10,000 XP)
Devil (Ice)	14 (11,500 XP)
Angel (Planetar), Demon (Marilith), Dragon (Void, Adult)	16 (15,000 XP)
Chol (Trillipol)	17 (18,000 XP)
Astral Destroyer	18 (20,000 XP)
Demon (Balor)	19 (22,000 XP)
Devil (Pit Fiend)	20 (25,000 XP)
Angel (Solar)	21 (33,000 XP)
Dragon (Void, Ancient)	22 (41,000 XP)

Swamp	CR
Frog, Lizard, Rat, Raven, Spider	0 (10 XP)
Snake (Poisonous), Stirge	1/8 (25 XP)
Frog (Giant), Lizard (Giant), Rat (Giant), Rat (Swarm of Rats), Raven (Swarm of Ravens), Snake (Constrictor), Snake (Giant Poisonous)	1/4 (50 XP)
Crocodile, Insect (Swarm of Insects), Lizardfolk, Mycolid (Commoner), Orc	1/2 (100 XP)
Frog (Giant Poisonous), Spider (Giant)	1 (200 XP)
Dragon (Black, Wyrmling), Lizardfolk (Shaman), Snake (Giant Constrictor), Snake (Swarm of Poisonous Snakes), Will-o'-Wisp	2 (450 XP)
Hag (Green), Mycolid (Spore Lord), Wight	3 (700 XP)
Lizardfolk (Ruler), Orc (Warlord)	4 (1,100 XP)
Crocodile (Giant), Demon (Mire Fiend), Elemental (Water), Shambling Mound, Troll	5 (1,800 XP)
Dragon (Black, Young)	7 (2,900 XP)
Hydra	8 (3,900 XP)
Archdruid	12 (8,400 XP)
Dragon (Black, Adult)	14 (11,500 XP)
Dragon (Black, Ancient)	20 (25,000 XP)

Underground	CR
Bat, Fungi (Shrieker), Insect (Giant Fire Beetle), Lizard, Rat, Spider	0 (10 XP)
Kobold	1/8 (25 XP)
Bat (Giant), Bat (Swarm of Bats), Derro, Elf (Drow), Fungi (Violet), Goblin, Grimlock, Insect (Giant Centipede), Lizard (Giant), Rat (Giant), Rat (Swarm of Rats), Snake (Giant Poisonous)	1/4 (50 XP)
Crimson Jelly, Darkmantle, Gnome (Deep), Goblin (Hobgoblin), Gray Ooze, Insect (Swarm of Insects), Kobold (Tinkerer), Mephit (Magma), Mephit (Steam), Mycolid (Commoner), Orc, Rust Monster, Shadow, Sporeborn (Skullbloom)	1/2 (100 XP)



Dwarf (Duergar), Frog (Giant Poisonous), Ghoul, Goblin (Bugbear), Goblin (Goblin Captain), Specter, Spider (Giant)	1 (200 XP)
Gargoyle, Gelatinous Cube, Ghoul (Ghast), Gibbering Mouther, Goblin (Hobgoblin Conjurer), Grick, Grimlock (Morlock), Mimic, Ochre Jelly, Ogre, Skeleton (Minotaur), Sporeborn (Bloatblossom), Zombie (Ogre)	2 (450 XP)
Basilisk, Derro (Void Eater), Doppelganger, Goblin (Hobgoblin Commander), Hell Hound, Kobold (Swiftblade), Minotaur, Mordovermis, Mycolid (Spore Lord), Phase Spider, Wight	3 (700 XP)
Black Pudding, Chuul, Ettin, Ghost, Ghoul (Necrophage Ghast), Goblin (Bugbear Champion), Orc (Warlord)	4 (1,100 XP)
Elemental (Earth), Kobold (Witch), Otyugh, Roper, Salamander, Troll, Vampire (Spawn), Wraith, Xorn	5 (1,800 XP)
Drider	6 (2,300 XP)
Giant (Stone), Grick (Advanced)	7 (2,900 XP)
Cloaker, Naga (Spirit)	8 (3,900 XP)
Giant (Dirgesinger), Giant (Fire)	9 (5,000 XP)
Aboleth	10 (5,900 XP)
Behir, Genie (Hinn)	11 (7,200 XP)
Vampire	13 (10,000 XP)
Purple Worm	15 (13,000 XP)
Tarrasque	30 (155,000 XP)

Underwater	CR
Crab, Octopus, Quipper, Seahorse	0 (10 XP)
Merfolk, Snake (Poisonous)	1/8 (25 XP)
Crab (Giant), Seal, Snake (Giant Poisonous)	1/4 (50 XP)
Crimson Jelly, Sahuagin, Seahorse (Giant), Shark (Reef)	1/2 (100 XP)
Hippocampus, Octopus (Giant), Quipper (Swarm of Quippers)	1 (200 XP)
Dinosaur (Plesiosaurus), Hag (Sea), Merfolk (Merrow), Sahuagin (Captain), Shark (Hunter), Snake (Swarm of Poisonous Snakes)	2 (450 XP)
Orca, Selkie	3 (700 XP)
Chuul, Sahuagin (Monarch)	4 (1,100 XP)
Elemental (Water), Shark (Giant)	5 (1,800 XP)
Aboleth	10 (5,900 XP)
Genie (Sila)	11 (7,200 XP)
Giant (Storm)	13 (10,000 XP)
Dragon Turtle	17 (18,000 XP)
Kraken	23 (50,000 XP)

Urban	CR
Cat, Commoner, Goat, Rat, Raven, Spider	0 (10 XP)
Bandit, Cultist, Guard, Kobold, Mastiff, Mule, Noble, Pony, Snake (Flying), Snake (Poisonous), Stirge	1/8 (25 XP)
Acolyte, Animated Objects (Flying Sword), Dragonette (Pseudodragon), Horse (Draft), Horse (Riding), Rat (Giant), Rat (Swarm of Rats), Raven (Swarm of Ravens), Skeleton, Snake (Giant Poisonous), Zombie	1/4 (50 XP)
Crocodile, Gray Ooze, Horse (War), Insect (Giant Wasp), Insect (Swarm of Insects), Kobold (Tinkerer), Robot (Drone), Shadow, Skeleton (War Horse), Sporeborn (Skullbloom), Thug	1/2 (100 XP)
Animated Objects (Animated Armor), Ghoul, Homunculus, Mage Apprentice, Satarre, Specter, Spider (Giant), Spy, Vampire (Thrall)	1 (200 XP)
Animated Objects (Rug of Smothering), Bandit Captain, Berserker, Cultist (Fanatic), Dragon (Silver, Wyrmling), Druid, Gargoyle, Ghoul (Ghast), Lycanthrope (Wererat), Mechanist, Mimic, Ogre, Priest, Skeleton (Minotaur), Snake (Swarm of Poisonous Snakes), Sporeborn (Bloatblossom), Will-o'-Wisp, Zombie (Ogre)	2 (450 XP)
Doppelganger, Knight, Kobold (Swiftblade), Minotaur, Mummy, Phase Spider, Robot (Warden), Satarre (Destroyer), Veteran, Wight	3 (700 XP)
Couatl, Ghost, Ghoul (Necrophage Ghast), Succubus	4 (1,100 XP)
Bard, Demon (Unska), Gladiator, Golem (Flesh), Hag (Night), Kobold (Witch), Vampire (Spawn), Wraith	5 (1,800 XP)
Invisible Stalker, Mage, Medusa	6 (2,300 XP)
Master Alchemist, Oni, Shield Guardian	7 (2,900 XP)
Assassin, Death Knight	8 (3,900 XP)
Deathless, Dragon (Silver, Young), Golem (Clay)	9 (5,000 XP)
Golem (Stone)	10 (5,900 XP)
Archmage, Lich (Virtuoso)	12 (8,400 XP)
Rakshasa, Vampire	13 (10,000 XP)
Mummy (Lord)	15 (13,000 XP)
Dragon (Silver, Adult), Golem (Iron)	16 (15,000 XP)
Dragon (Silver, Ancient)	20 (25,000 XP)
Lich	21 (33,000 XP)

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