DUNGEONS & DRAGONS®



MONSTER MANUAL®





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DAARKEN

Credits

12+

Lead Designers: Jeremy Crawford, F. Wesley Schneider
Designers: Makenzie De Armas, Christopher Perkins, Ben Petrisor
Rules Developers: Jeremy Crawford (lead), Christopher Perkins
Editors: Judy Bauer (lead), Janica Carter, Michele Carter, Adrian Ng
Playtest Analysts: Ben Petrisor (lead), Makenzie De Armas, Ron Lundeen

Art Directors: Fury Galluzzi (lead), Bree Heiss, Josh Herman, Kate Irwin, Emi Tanji
Graphic Designers: Trystan Falcone (lead), Matt Cole, Trish Yochum
Cover Illustrators: Tyler Jacobson, Olena Richards
Interior Illustrators: Hazem Ameen, Joy Ang, Carlo Arellano, Daren Bader, Cristi Balanescu, Helge C. Balzer, Luca Bancone, Mark Behm, Eric Belisle, Steven Belledin, Olivier Bernard, Alex Brock, Michael Broussard, Kai Carpenter, Domenico Cava, Sidharth Chaturvedi, Yongjae Choi, Chris Cold, Daarken, Kent Davis, Nikki Dawes, Axel Defois, Julie Dillon, Simon Dominic, Jesper Ejsing, Aurore Folny, Fury Galluzzi, John Patrick Gañas, Caroline Gariba, Justin Gerard, Michele Giorgi, Ilse Gort, Lars Grant-West, John Grello, Johan Grenier, Nils Hamm, Patrik Hell, Suzanne Helmigh, Rowan Holloway, Alexandre Honoré, Bjorn Hurri, Izzy, Dario Jelusic, Mathias Kollros, Yigit Koroglu, Vance Kovacs, Jonathan Kuo, Andrey Kuzinskiy, Katerina Ladon, Titus Lunter, Richard Luong, Valera Lutfullina, Warren Mahy, Slawomir Maniak, Antonio José Manzanedo, Andrew Mar, Lorenzo Mastroianni, Viko Menezes, Robson Michel, Aaron Miller, Maxime Minard, Caio Monteiro, Riccardo Moscatello, Martin Mottet, Jodie Muir, Sean Murray, Hinchel Or, David Auden Nash, Nestor Ossandon Leal, Alexander Ostrowski, Alejandro Pacheco, Vicki Pangestu, Anna Pavleeva, Borja Pindado, Pindurski, Andrea Piparo, Anna Podedworna, Polar Engine, April Prime, Arash Radkia, Chris Rahn, Jason Rainville, Joshua Raphael, Adam Rex, Aaron J. Riley, Cyprien Rousson, Bram Sels, Cynthia Sheppard, Bryan Sola, Annie Stegg, Matt Stewart, Alex Stone, Crystal Sully, Taras Susak, John Tedrick, Viktor Titov, Brian Valenzuela, Brian Valeza, Svetlin Velinov, Kev Walker, Ben Wootten, Zuzanna Wuzyk, Mark Zug
Concept Art Director: Josh Herman
Concept Artists: Carlo Arrelano, Andrew Baker, Michael Broussard, John Grello, Jax Jacson, Alex Konstad, Katerina Ladon, Simon Lee, Antonio Manzanedo, Matt Millard, Aaron Miller, Sean Murray, Stephen Oakley, Alexander Ostrowski, Anna Podedworna, Noor Rahman, Jason Rainville, Chase Stone, Crystal Sully, Justin Sweet, John Tedrick, Campbell White, Bryan Wynia

Consultants: Basheer Gouse, Pam Punzalan, Jonathan Tomhave
Additional Consultation: Jay Jani, Ray Winninger

Producers: Dan Tovar (lead), Bill Benham, Siera Bruggeman, Robert Hawkey
Print Operations Engineers: Basil Hale, Scott West
Imaging Technicians: Daniel Corona, Meagan Kenreck, Paolo Vacala, Kevin Yee
Prepress Specialist: Jefferson Dunlap

Based on the *Monster Manual* (2014) by
Christopher Perkins (lead), Jeremy Crawford, Peter Lee, Mike Mearls, Robert J. Schwalb, Matt Sernett, Chris Sims, Rodney Thompson, Steve Townshend, James Wyatt
Building on the original game created by
Gary Gygax and Dave Arneson and then developed by many others over the past 50 years



On the Cover

On this cover by Tyler Jacobson, adventurers Vajra Safahr and Minsc test their mettle against a beholder and its horde of horrors. Will they prove themselves heroes or lunch?



On the Alt-Cover

Got something on your mind? A mind flayer offers one of its brain-consuming brood as an alternative in this aberrant illustration by Olena Richards.

620D3711002001 EN
ISBN: 978-0-7869-6954-8
First Printing: February 2025

9 8 7 6 5 4 3 2 1

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Jeu en anglais. CONTENU: 1 livre. Importé au Canada par Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. **FABRIQUÉ AUX BELGIUM.**

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What's New in the 2025 Version?

This is the 2025 version of the fifth edition *Monster Manual*. If you've read the 2014 version, much of this book will feel familiar, since the fundamental rules and variety of monsters are the same. Much of the book contains new or redesigned elements, and the monsters herein replace versions from older books. Here are highlights:

More Monsters. The number of monsters has increased to more than 500 stat blocks.

New Monsters. Dozens of new monsters, including more high-level threats, are ready to challenge characters of all levels.

Refined Rules. Every stat block has been updated for ease of use and game balance.

Enhanced Stat Blocks. New stat block design and language prioritize details vital during play.

Versatile Groups. Nonplayer characters now appear alongside other monsters and can represent individuals of any Humanoid species.

Improved Organization. Monsters are now organized alphabetically by their name. Variations on the same monster are grouped together.

Expanded Lists. Appendix B collects and expands lists of monster details that appeared in the 2014 *Dungeon Master's Guide*.

Every monster in the 2014 *Monster Manual* appears in this book or has a CR-appropriate replacement detailed in appendix B.

How to Use a Monster

Every monster is a font of adventure. In this bestiary of Dungeons & Dragons monsters, you'll discover the weird, the whimsical, the majestic, and the macabre. Choose your favorites, and make them part of your D&D play.

Along with the *Player's Handbook* (2024) and *Dungeon Master's Guide* (2024), the *Monster Manual* is part of D&D's foundation and requires those books. This book is intended for Dungeon Masters (DMs) and provides game statistics for monsters: all sorts of creatures—whether friend or foe—controlled by the DM. Those statistics appear in stat blocks. The book presents the monsters' sections alphabetically, with animals gathered in appendix A. See the index if you need assistance finding a particular monster.

Official D&D adventures refer to the monsters in this book, and you may use these monsters—along with the rules for monster customization and encounter building in the *Dungeon Master's Guide*—to build your own adventures. Consult appendix B for monster lists that will help your adventure building.

Stat Block Overview

A monster has a stat block that contains the rules necessary to use it in the game. Stat blocks are divided into the following parts, which correspond with the example stat block, Vampire Familiar:

1. **Name and General Details.** The name of the monster is followed by its size, creature type (along with any descriptive tags), and alignment.
2. **Combat Highlights.** Armor Class, Hit Points, Speed, and Initiative are provided here.
3. **Ability Scores.** A monster's ability scores, ability modifiers, and saving throws are listed here.
4. **Other Details.** The monster's Senses, Languages, and CR entries appear here. Additional details appear in some monsters, such as skill proficiencies, Resistances, Immunities, and Gear. If a monster lacks those details, entries for them don't appear.
5. **Traits.** Monster characteristics that are active at all times or during certain situations appear here.
6. **Actions.** The monster can take the actions here in addition to those in the *Player's Handbook*.
7. **Bonus Actions.** This section provides a monster's Bonus Actions, if any.
8. **Reactions and Legendary Actions.** These sections provide Reactions and Legendary Actions, if any. The example monster doesn't include these parts.

Vampire Familiar

Medium or Small Humanoid, Neutral Evil

AC 15 **Initiative** +5 (15)
HP 65 (10d8 + 20)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	16	+3	+5	**Con**	15	+2	+2
Int	10	+0	+0	**Wis**	10	+0	+2	**Cha**	14	+2	+2

Skills Perception +4, Persuasion +4, Stealth +7
Resistances Necrotic
Immunities Charmed (except from its vampire master)
Gear Daggers (10)
Senses Darkvision 60 ft.; Passive Perception 14
Languages Common plus one other language
CR 3 (XP 700; PB +2)

Traits

Vampiric Connection. While the familiar and its vampire master are on the same plane of existence, the vampire can communicate with the familiar telepathically, and the vampire can perceive through the familiar's senses.

Actions

Multiattack. The familiar makes two Umbral Dagger attacks.

Umbral Dagger. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 7 (3d4) Necrotic damage. If the target is reduced to 0 Hit Points by this attack, the target becomes Stable but has the Poisoned condition for 1 hour. While it has the Poisoned condition, the target has the Paralyzed condition.

Bonus Actions

Deathless Agility. The familiar takes the Dash or Disengage action.

Monster Entries

Most of the book is composed of monster sections that have the following parts after a section's title.

Habitat

A monster's habitat entry notes where the monster typically dwells. Lists of monsters organized by habitat appear in appendix B.

Treasure

A monster's treasure entry specifies whether the monster hoards treasure and the type of treasure it prefers. These preferences are detailed as follows:

Any. The monster's treasure hoard can include monetary treasure and any kinds of magic items.
Individual. The monster doesn't have a treasure hoard, but it might keep monetary treasure.
Treasure Theme (Arcana, Armaments, Implements, or Relics). The monster's treasure hoard features magic items with the noted theme. The *Dungeon Master's Guide* details treasure hoards appropriate for each theme.
None. The monster doesn't care about treasure. Any treasure the monster has is incidental.

Any treasure a monster has is in addition to equipment listed in the Gear entry of its stat block.

The *Dungeon Master's Guide* provides more information on monster treasure.

Narrative Description

After a monster's introductory information come details that apply to the monster wherever it might be found in the multiverse. Customize these details however is appropriate to your adventures.

Special Lairs

Some monsters alter the regions around their lairs. For such a monster, regional effects are detailed in a lair section. The monster's stat block might also include ways in which the monster is more powerful while in its lair.

Stat Blocks

Each entry includes at least one stat block. Stat blocks are explored in the next section.

Parts of a Stat Block

The rules for a stat block are detailed in the rules glossary of the *Player's Handbook* and in this section.

Size

A monster is Tiny, Small, Medium, Large, Huge, or Gargantuan. If size options are presented, you choose the creature's size from those options. See the *Player's Handbook* for information on size.

Creature Type

Each monster has a tag that identifies the type of creature it is. Certain spells, magic items, class features, and other effects in the game interact in special ways with creatures of a particular type. Lists of monsters organized by creature type appear in appendix B.

The game includes the following creature types, which have no rules of their own:

Aberrations are utterly alien beings, such as aboleths, beholders, flumphs, and mind flayers.
Beasts are non-Humanoid natural creatures, like horses and wolves, as well as most giant animals.
Celestials are magical creatures, such as angels and pegasi, with ties to the Upper Planes.
Constructs are magically created creatures such as homunculi, modrons, and shield guardians.
Dragons are scaly beings of ancient origin, such as red dragons and wyverns.
Elementals are beings from the Elemental Planes, such as efreet and water elementals.
Fey are creatures tied to the Feywild or the forces of nature, such as dryads, goblins, and pixies.
Fiends are creatures tied to terrifying Lower Planes, such as balors and hell hounds.
Giants are towering beings with humanlike shapes, like cyclopes, fire giants, and trolls.
Humanoids are people defined by their roles and professions, such as mages, pirates, and warriors. They include members of varied species.
Monstrosities are unnatural creatures with strange origins, such as mimics and owlbears.
Oozes are gelatinous creatures, including black puddings and blobs of annihilation.
Plants are sentient vegetation and fungal monsters, such as myconids, shambling mounds, and treants.
Undead are spirits and the reanimated dead, such as ghosts, vampires, and zombies.

Descriptive Tags

A monster might have one or more tags in parentheses following its type. Such tags provide additional categorization and have no rules of their own, but certain game effects might refer to them. Lists of monster groups related by descriptive tags appear in appendix B.

Alignment

The alignment specified in a monster's stat block is a default suggestion of how to roleplay the monster, inspired by its traditional role in the game or real-world folklore. Change a monster's alignment to suit your storytelling needs. The Neutral alignment, in particular, is an invitation for you to consider whether an individual leans toward one of the other alignments.

The *Player's Handbook* describes the nine alignments and unaligned creatures.

Armor Class

A monster's Armor Class (AC) includes its natural armor, Dexterity, gear, and other defenses. See the *Player's Handbook* for information on Armor Class.

Initiative

The Initiative entry specifies the monster's Initiative modifier followed by the monster's Initiative score in parentheses. Use the modifier when you roll to determine a monster's Initiative. A monster's Initiative modifier is typically equal to its Dexterity modifier, but some monsters have additional modifiers, such as Proficiency Bonus, applied to that number.

If you don't want to roll a monster's Initiative, use the Initiative score as the monster's Initiative in combat. Initiative is further detailed in the *Player's Handbook*.

Hit Points

A monster's Hit Points are presented as a number followed by parentheses, where the monster's Hit Point Dice are provided, along with any contribution from its Constitution. Either use the number for the monster's Hit Points or roll the die expression in parentheses to determine the monster's Hit Points randomly; don't use both.

A monster's size typically determines the die used to calculate its Hit Points, as shown in the Hit Dice by Size table.

Hit Dice by Size

Monster Size	Hit Die	Average HP per Die
Tiny	d4	2½
Small	d6	3½
Medium	d8	4½
Large	d10	5½
Huge	d12	6½
Gargantuan	d20	10½

A monster's Constitution modifier is multiplied by the number of Hit Dice it possesses, and the result is added to its Hit Points. For example, if a monster has a Constitution of 12 (+1 modifier) and 2d8 Hit Dice, it has 2d8 + 2 Hit Points (average 11).

For more on Hit Points, see the *Player's Handbook*.

Speed

The Speed entry specifies a monster's Speed. Some monsters have one or more of the following speeds: Burrow, Climb, Fly, Swim. Rules for Speed and these specials speeds appear in the *Player's Handbook*.

Ability Scores

Every monster has six ability scores along with corresponding ability score modifiers and saving throw modifiers. For more information on ability scores and saving throws, see the *Player's Handbook*.

Skills

The Skills entry specifies a monster's skill proficiencies, if any. For example, a monster that is very perceptive and stealthy might have bonuses to Wisdom (Perception) and Dexterity (Stealth) checks. A skill bonus is the sum of a monster's relevant ability modifier and its Proficiency Bonus. Other modifiers might apply.

Resistances and Vulnerabilities

These entries list a monster's Resistances and Vulnerabilities, if any. See the *Player's Handbook* for more information.

Immunities

This entry lists the monster's Immunities, if any. If the monster has damage and condition Immunities, the damage types are listed before the conditions. See the *Player's Handbook* for details.

Gear

Monsters have proficiency with their equipment. If a monster has equipment that can be given away or retrieved, the items are listed in the Gear entry. The monster's stat block might include special flourishes that happen when the monster uses an item, and the stat block might ignore *Player's Handbook* rules for that item. When used by someone else, a retrievable item uses its *Player's Handbook* rules, ignoring any special flourishes in the stat block.

The Gear entry doesn't necessarily list all of a monster's equipment. For example, a monster that wears clothes is assumed to be dressed appropriately, and those clothes aren't in this entry.

Equipment mentioned outside the Gear entry is considered to be supernatural or highly specialized, and it is unusable when the monster is defeated.

Ammunition and Ranged Attacks

A monster that requires ammunition to make ranged attacks carries the necessary ammunition.

Equipping a Monster with Other Items

You may equip monsters with additional gear however you like, using the equipment chapter of the *Player's Handbook* for inspiration. You decide how much of a monster's equipment is recoverable after the creature is slain and whether any of that equipment is still usable.

Beware of giving a monster combat-oriented magic items, since those might alter the monster's Challenge Rating. If you do give a monster a magic item, the monster can have Attunement with magic items as noted in the *Player's Handbook*. A monster with a class tag after its creature type is considered a member of that class for Attunement purposes.

Running a Monster

To ensure a monster acts in accordance with its Challenge Rating, follow these rules during combat:

Special Abilities. If the monster has a special ability that deals a lot of damage but has a limited number of uses, such as a recharging breath weapon or a spell it can cast only once per day, have it use that special ability as quickly and as often as possible.

Multiattack. If the monster has Multiattack, have it use Multiattack on any of its turns in which it's not using one of its more powerful abilities.

Bonus Actions, Reactions, Legendary Actions. If the monster has Bonus Actions, Reactions, or Legendary Actions in its stat block, make sure it uses them as often as it can.

Senses

The Senses entry specifies a monster's Passive Perception score, as well as any special senses the monster possesses. Passive Perception and special senses are described in the *Player's Handbook*.

Languages

This entry lists languages that the monster can use to communicate. Sometimes a monster can understand a language but can't communicate with it, which is noted in its entry. "None" indicates that a creature doesn't comprehend any language.

Telepathy

Telepathy is a magical ability that allows a creature to communicate mentally with another creature within a specified range. See the *Player's Handbook* for more information.

Challenge Rating

Challenge Rating is defined in the *Player's Handbook*, while guidance on using CR to plan potential combat encounters is in the *Dungeon Master's Guide*. Lists of monsters organized by Challenge Rating appear in appendix B.

Experience Points

The number of Experience Points (XP) a monster is worth is based on its CR, as detailed in the Experience Points by Challenge Rating table. XP is awarded for defeating the monster in combat or otherwise neutralizing it.

Unless a rule says otherwise, a monster summoned by a spell or another magical ability is worth the XP noted in its stat block.

Experience Points by Challenge Rating

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

Proficiency Bonus

A monster's Proficiency Bonus (PB) is determined by its CR, as shown in the Proficiency Bonus by Challenge Rating table, and is reflected in saving throws, skills, and other statistics where the monster's exceptional aptitude is a factor.

Proficiency Bonus by Challenge Rating

CR	PB	CR	PB
0–4	+2	17–20	+6
5–8	+3	21–24	+7
9–12	+4	25–28	+8
13–16	+5	29–30	+9

Traits

A monster's traits, if any, are features that are active at all times or in certain situations.

Actions

A monster can take the actions in this section or take one of the actions available to all creatures, as described in the *Player's Handbook*.

Attack Notation

The entry for a monster's attack identifies whether the attack is a melee or a ranged attack and then provides the attack roll's bonus, its reach or range, and what happens on a hit. An attack is against one target unless its entry says otherwise. For details on different kinds of attacks, see the *Player's Handbook*.

Hit. Any damage dealt or other effects that occur as a result of an attack hitting a target are described after the "*Hit:*" notation.

Miss. If an attack has an effect that occurs on a miss, that information follows the "*Miss:*" notation.

Hit or Miss. If an attack has an effect that occurs regardless of whether it hits or misses its target, that information follows the "*Hit or Miss:*" notation.

Saving Throw Effect Notation

If an effect forces a saving throw, the effect identifies the kind of save required and then provides the save's DC, a description of which creatures make the save, and an explanation of what happens on a failed or successful save.

"Half damage only" on a successful save means the target takes half as much damage (round down) as targets that fail the save, while also ignoring all other parts of the effect.

Damage Notation

A stat block usually provides both a number and a die expression for each instance of damage. For example, an attack might deal 4 (1d4 + 2) damage on a hit. You decide whether to use the number or the die expression in parentheses; don't use both.

Multiattack

Some creatures can make more than one attack when they take the Attack action. Such creatures have the Multiattack entry in the "Actions" section of their stat block. This entry details the attacks a creature can make, as well as any additional abilities it can use, as part of the Attack action.

Spellcasting

If a monster can cast any spells, its stat block lists the spells and provides the monster's spellcasting ability, spell save DC (if any spells require a saving throw), and spell attack bonus (if any spells require an attack roll). Unless noted otherwise, a spell of level 1 or higher is always cast at its lowest possible level and can't be cast at a higher level.

A monster's spell can have special rules or restrictions. For example, a green slaad can cast the *Invisibility* spell, but the spell has a "self only" restriction, which means the spell affects only the slaad.

Spell Components. The Spellcasting trait notes whether the monster's spellcasting ignores the need for certain spell components. If any spell components are required, describe the monster's use of Verbal, Somatic, or Material components to signal to characters that it is casting a spell. A monster that requires Material components has them.

Casting Times of 1+ Minutes. If a spell has a casting time of 1 minute or more yet is listed in a spellcasting action, the monster doesn't cast the spell in just one action unless the action's description states otherwise; the monster must take the Magic action on each of its turns and maintain Concentration to cast the spell, as described in the *Player's Handbook*.

Bonus Action

If a monster has Bonus Action options, they are listed in this section. See the *Player's Handbook* for details on Bonus Actions.

Reactions

If the monster has Reaction options, those are listed in this section along with their triggers. See the *Player's Handbook* for details on Reactions.

Legendary Actions

If the monster has Legendary Action options, those are listed in this section. A Legendary Action is an action that a monster can take immediately after another creature's turn. Only one of these actions can be taken at a time and only after another creature's turn ends. The monster can't take a Legendary Action if it has the Incapacitated condition or is otherwise unable to take actions.

The monster has a limited number of Legendary Action uses, and that number is specified in the stat block. The monster expends one use whenever it takes a Legendary Action, and it regains all expended uses at the start of each of its turns.

Limited Usage

Some parts of a stat block have restrictions on the number of times they can be used. Here are the most common ways that usage is limited:

X/Day. This notation means the stat block part can be used a certain number of times (represented by X) and that a monster must finish a Long Rest to regain expended uses. For example, a Reaction that includes "1/Day" means the Reaction can be taken once and that the monster must finish a Long Rest to take it again.

Recharge X–Y. This notation means a monster can use the stat block part once. At the start of each of the monster's turns, roll 1d6. If the roll is within the number range given in the notation (represented by X–Y), the monster regains the use of that part, which also recharges when the monster finishes a Short or Long Rest. For example, "Recharge 5–6" in an action means a monster can take the action once. Then, at the start of each of the monster's turns, it regains the use of that action if it rolls a 5 or 6 on 1d6.

Recharge after a Short or Long Rest. This notation means the monster can use the stat block part once and must then finish a Short or Long Rest to use it again.

Aarakocra

Winged Guardians of the Sky

Habitat: Mountain, Planar (Elemental Plane of Air);
Treasure: Implements, Individual

Aarakocra are birdlike folk who soar the skies of countless worlds and the endless expanses of the Elemental Plane of Air. They often resemble avians common to the lands where they dwell; some resemble hawks or condors, while others appear similar to hummingbirds or archaeopteryxes. In many lands, aarakocra tell of their ancient heroics resisting the wicked Queen of Chaos alongside the mysterious Wind Dukes of Aaqa.

Aarakocra Aeromancer

Aarakocra aeromancers control magical winds from the endless storms of the Elemental Plane of Air.

Aarakocra Skirmisher

Aarakocra skirmishers are adept at fighting aerial foes amid the clouds. They often attack land-bound threats with diving strikes from above.



Aarakocra Aeromancer

Medium Elemental, Neutral

AC 16 **Initiative** +3 (13)
HP 66 (12d8 + 12)
Speed 20 ft., Fly 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	16	+3	+5	**Con**	12	+1	+1
Int	13	+1	+1	**Wis**	17	+3	+5	**Cha**	12	+1	+1

Skills Arcana +3, Nature +5, Perception +7
Senses Passive Perception 17
Languages Aarakocra, Primordial (Auran)
CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The aarakocra makes two Wind Staff attacks, and it can use Spellcasting to cast *Gust of Wind*.

Wind Staff. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 120 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage plus 11 (2d10) Lightning damage.

Spellcasting. The aarakocra casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 13):

At Will: *Elementalism*, *Gust of Wind*, *Mage Hand*, *Message*
1/Day: *Lightning Bolt*

Reactions

Feather Fall (1/Day). The aarakocra casts *Feather Fall* in response to that spell's trigger, using the same spellcasting ability as Spellcasting.

Aarakocra Skirmisher

Medium Elemental, Neutral

AC 12 **Initiative** +2 (12)
HP 11 (2d8 + 2)
Speed 20 ft., Fly 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	14	+2	+2	**Con**	12	+1	+1
Int	11	+0	+0	**Wis**	12	+1	+1	**Cha**	11	+0	+0

Skills Perception +5
Senses Passive Perception 15
Languages Aarakocra, Primordial (Auran)
CR 1/4 (XP 50; PB +2)

Actions

Talons. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Slashing damage, or 9 (3d4 + 2) Slashing damage if the aarakocra moved 30+ feet straight toward the target immediately before the hit.

Wind Javelin. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 30/120 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 2 (1d4) Thunder damage. *Hit or Miss:* The javelin magically returns to the aarakocra's hand immediately after a ranged attack.

AARON MILLER



A GNOME CULTIST CONSULTS AN ALL-KNOWING ABOLETH

Aboleth

Ageless Alien Mastermind

Habitat: Underdark, Underwater; **Treasure:** Relics

In aquatic abysses, aboleths dream of dead empires and orchestrate plots that unfold across ages. These elusive, amphibious immortals physically and mentally overwhelm their victims and transform creatures with a slimy, aberrant infection, reshaping other beings to serve them beneath the waves.

Aboleths possess terrifying intellects and have alien mindsets. These creatures possess perfect memories of proto-worlds and incomprehensible dominions from the multiverse's earliest eons. Their secrets are innumerable and unfathomable. Aboleths lurk in places awash in primordial mysteries: the ruins of aquatic empires, hidden magical nexuses, or weak places between planes of existence. In these lairs, aboleths dream of epochs past, collect throngs of psychically dominated servants, consume the minds of unwitting victims, and prepare for their return to power.

Aboleths' alien goals and methods are often mysterious to other creatures. Roll on or choose a result from the Aboleth Schemes table to inspire an aboleth's schemes.

KEV WALKER

> "The lies we call reason are fragile things, vulnerable and raw on the shores of eons. But in the dream-vaults of dread ancients roil seas of terrifying truth. Our age is an island, and the ebb of primordial tides avows the Stygian wave."
>
> —Evard, *Sighs of the All-Seeing Worm*

Aboleth Schemes

1d6	The Aboleth Seeks To ...
1	Accomplish incomprehensible plans that lead it to act in seemingly random ways.
2	Learn more of the world by kidnapping people and consuming their minds.
3	Manipulate innocents into worshiping it as a god by using its telepathy from hiding.
4	Open a gate to the distant past or future, releasing an invasion from another time.
5	Rouse a dragon turtle, a kraken, or another sea monster to flood a coastal city.
6	Trick treasure hunters into recovering relics from its long-fallen empire.

Aboleth Lairs

Aboleths usually dwell in submerged ruins and caverns. They keep air-filled spaces for their terrestrial servants and to hold treasures that would be damaged by water.

The region containing an aboleth's lair is warped by it, creating the following effects:

Foul Water. Water sources within 1 mile of the lair are supernaturally fouled. Creatures other than the aboleth and its allies that drink such water must succeed on a DC 15 Constitution saving throw or have the Poisoned condition for 1 hour.

Psionic Projection. While in its lair, the aboleth can cast *Project Image*, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 16). When casting the spell this way, the spell's range is 1 mile, and the aboleth can use its telepathy as if it were in the illusion's space.

If the aboleth dies or moves its lair elsewhere, these effects end immediately.

Aboleth

Large Aberration, Lawful Evil

AC 17 **Initiative** +7 (17)
HP 150 (20d10 + 40)
Speed 10 ft., Swim 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
Str 21	+5	+5	**Dex** 9	−1	+3	**Con** 15	+2	+6
Int 18	+4	+8	**Wis** 15	+2	+6	**Cha** 18	+4	+4

Skills History +12, Perception +10
Senses Darkvision 120 ft.; Passive Perception 20
Languages Deep Speech; telepathy 120 ft.
CR 10 (XP 5,900, or 7,200 in lair; PB +4)

Traits

Amphibious. The aboleth can breathe air and water.

Eldritch Restoration. If destroyed, the aboleth gains a new body in 5d10 days, reviving with all its Hit Points in the Far Realm or another location chosen by the DM.

Legendary Resistance (3/Day, or 4/Day in Lair). If the aboleth fails a saving throw, it can choose to succeed instead.

Mucus Cloud. While underwater, the aboleth is surrounded by mucus. *Constitution Saving Throw:* DC 14, each creature in a 5-foot Emanation originating from the aboleth at the end of the aboleth's turn. *Failure:* The target is cursed. Until the curse ends, the target's skin becomes slimy, the target can breathe air and water, and it can't regain Hit Points unless it is underwater.

While the cursed creature is outside a body of water, the creature takes 6 (1d12) Acid damage at the end of every 10 minutes unless moisture is applied to its skin before those minutes have passed.

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

Actions

Multiattack. The aboleth makes two Tentacle attacks and uses either Consume Memories or Dominate Mind if available.

Tentacle. *Melee Attack Roll:* +9, reach 15 ft. *Hit:* 12 (2d6 + 5) Bludgeoning damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14) from one of four tentacles.

Consume Memories. *Intelligence Saving Throw:* DC 16, one creature within 30 feet that is Charmed or Grappled by the aboleth. *Failure:* 10 (3d6) Psychic damage. *Success:* Half damage. *Failure or Success:* The aboleth gains the target's memories if the target is a Humanoid and is reduced to 0 Hit Points by this action.

Dominate Mind (2/Day). *Wisdom Saving Throw:* DC 16, one creature the aboleth can see within 30 feet. *Failure:* The target has the Charmed condition until the aboleth dies or is on a different plane of existence from the target. While Charmed, the target acts as an ally to the aboleth and is under its control while within 60 feet of it. In addition, the aboleth and the target can communicate telepathically with each other over any distance.

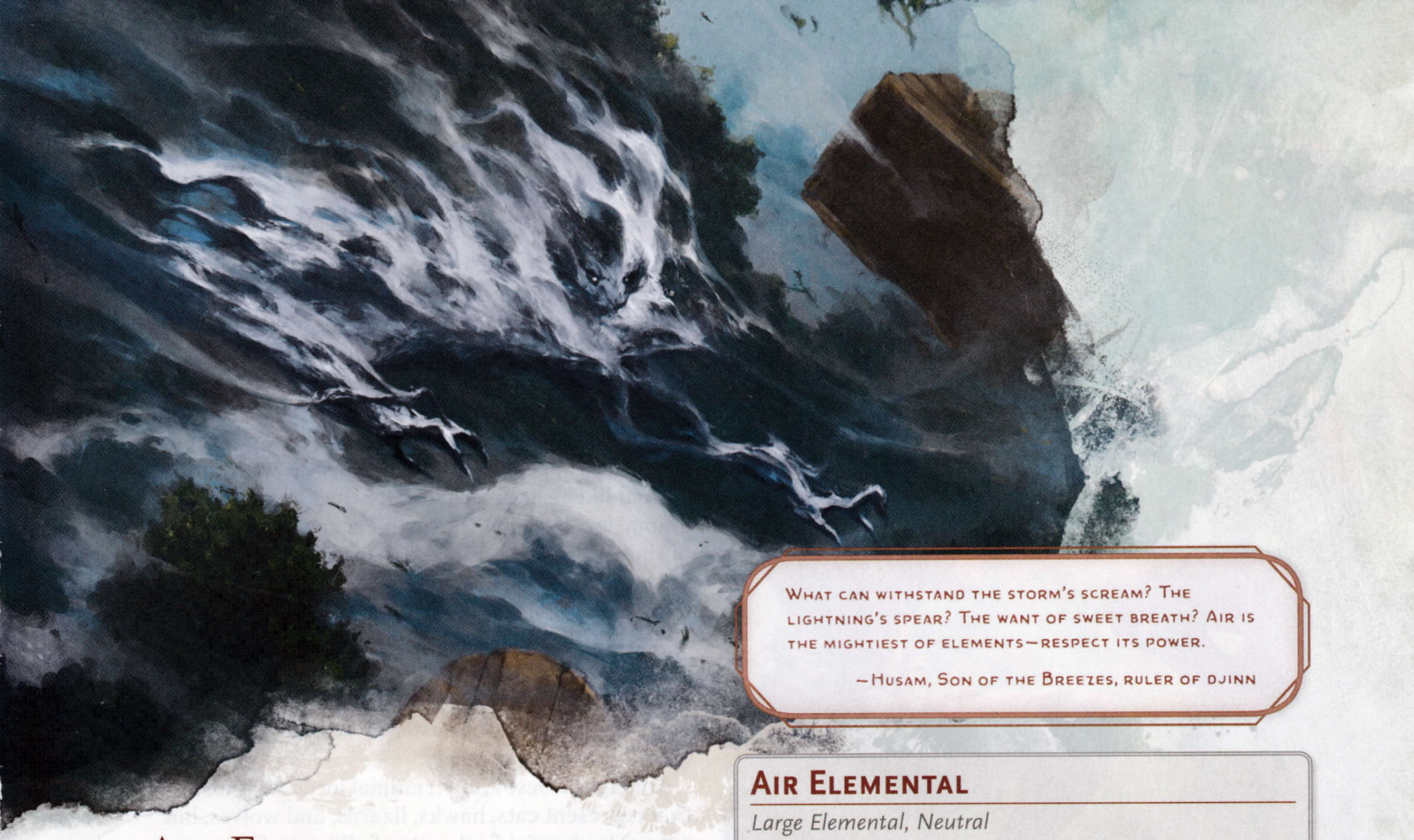
The target repeats the save whenever it takes damage as well as after every 24 hours it spends at least 1 mile away from the aboleth, ending the effect on itself on a success.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the aboleth can expend a use to take one of the following actions. The aboleth regains all expended uses at the start of each of its turns.

Lash. The aboleth makes one Tentacle attack.

Psychic Drain. If the aboleth has at least one creature Charmed or Grappled, it uses Consume Memories and regains 5 (1d10) Hit Points.



> What can withstand the storm's scream? The lightning's spear? The want of sweet breath? Air is the mightiest of elements—respect its power.
>
> —Husam, Son of the Breezes, ruler of djinn

Air Elemental

Primal Spirit of Wind and Storm

Habitat: Desert, Mountain, Planar (Elemental Plane of Air); **Treasure:** None

Energetic spirits from the Elemental Plane of Air, air elementals gather clouds and winds into ever-changing bodies with indistinct limbs and vague features. Beyond their home plane, these elementals might serve magic-users who conjure them, or they might congregate around nexuses of unbridled planar energy, such as wind-scoured mountain peaks or endless storms. In battle, air elementals batter enemies with powerful gusts or transform into whirlwinds to fling away foes.

Air elementals often have distinctive compositions. Roll on or choose a result from the Air Elemental Compositions table to inspire the elemental's appearance.

Air Elemental Compositions

1d6	The Air Elemental's Body Features ...
1	Cumulus or cirrus clouds.
2	A mixture of vibrantly colored gases.
3	A pungent, sour-looking miasma
4	Shifting cloud clusters that resemble animals and simple shapes.
5	Sinister features obscured in a misty mass.
6	Swirling storm clouds.

CHRIS COLD

Air Elemental

Large Elemental, Neutral

AC 15 **Initiative** +5 (15)
HP 90 (12d10 + 24)
Speed 10 ft., Fly 90 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	20	+5	+5	**Con**	14	+2	+2
Int	6	−2	−2	**Wis**	10	+0	+0	**Cha**	6	−2	−2

Resistances Bludgeoning, Lightning, Piercing, Slashing
Immunities Poison, Thunder; Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 60 ft.; Passive Perception 10
Languages Primordial (Auran)
CR 5 (XP 1,800; PB +3)

Traits

Air Form. The elemental can enter a creature's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

Actions

Multiattack. The elemental makes two Thunderous Slam attacks.

Thunderous Slam. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 14 (2d8 + 5) Thunder damage.

Whirlwind (Recharge 4–6). *Strength Saving Throw:* DC 13, one Medium or smaller creature in the elemental's space. *Failure:* 24 (4d10 + 2) Thunder damage, and the target is pushed up to 20 feet straight away from the elemental and has the Prone condition. *Success:* Half damage only.



Animal Lord

Immortal Regent of the Wild

Habitat: Planar (Beastlands); **Treasure:** Relics

Animal lords are the immortal spirits of legendary animals. They serve as the divine protectors of animals of their kind, and they appear as hybrids of humanoids and the animals they defend. They frequently change into giant, idealized versions of the animals they're associated with—albeit with glowing eyes. When contending with people, they sometimes appear as humanlike beings with subtle, animal-like features. No matter their appearance, animal lords exhibit the instincts and predilections of the animals they represent, tempered by their intellect and experience.

Most animal lords make their homes in the Beastlands, but they occasionally journey to the Feywild or other idyllic realms. They rarely travel to the Material Plane, making exceptions only when a world faces environmental disaster or droves of animals are otherwise in jeopardy.

Among the best-known animal lords are those that represent cats, hawks, lizards, and wolves, but animal lords exist for beasts of all types. Some animal lords even embody creatures that are rare or extinct on Material Plane worlds, like megafauna or dinosaurs. Using their divine might, animal lords can summon spectral animals, channel spiritual energy, and exhibit powers associated with one of three broad groups: foragers, hunters, or sages. These powers are tied to an animal lord's personality and traits associated with the creature it resembles. Roll on or choose results from the relevant Animal Lord Appearances table to inspire what creature an animal lord resembles.

Forager Animal Lord Appearances

1d10	Bestial Shape	1d10	Bestial Shape
1	Bear	6	Rabbit
2	Bee	7	Rooster
3	Bison	8	Sloth
4	Capybara	9	Stag
5	Carp	10	Vulture

Hunter Animal Lord Appearances

1d10	Bestial Shape	1d10	Bestial Shape
1	Alligator	6	Mongoose
2	Badger	7	Praying mantis
3	Bat	8	Shark
4	Cat	9	Snake
5	Hawk	10	Wolf

> While I don't deny the compliment, I assure you, I'm more akin to a god than a "pretty kitty."
>
> —Brother of Shadows, cat lord

VALERA LUTFULLINA

Sage Animal Lord Appearances

1d10	Bestial Shape	1d10	Bestial Shape
1	Coyote	6	Owl
2	Crow	7	Salmon
3	Elephant	8	Spider
4	Lizard	9	Turtle
5	Mouse	10	Whale

> You call yourself hunter, but your fear makes you smell like prey.
>
> —Wind and Moon, wolf lord

Animal Lord

Medium Celestial, Neutral

AC 19 **Initiative** +19 (29)
HP 323 (34d8 + 170)
Speed 60 ft., Fly 60 ft. (hover), Swim 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	24	+7	+7	**Dex**	25	+7	+7	**Con**	20	+5	+11
Int	19	+4	+4	**Wis**	23	+6	+12	**Cha**	22	+6	+6

Skills Acrobatics +13, Athletics +13, Perception +18, Stealth +13
Resistances Cold, Fire, Necrotic, Psychic, Radiant
Immunities Charmed, Frightened, Stunned
Senses Truesight 120 ft.; Passive Perception 28
Languages All
CR 20 (XP 25,000; PB +6)

Traits

Animal Lordship. An animal lord represents a Forager, Hunter, or Sage (DM's choice), which determines certain traits in this stat block.

Legendary Resistance (4/Day). If the animal lord fails a saving throw, it can choose to succeed instead.

Lordly Presence. *Wisdom Saving Throw:* DC 20, any enemy that starts its turn in a 30-foot Emanation originating from the animal lord. *Failure:* The target suffers one of the following effects:

Captivated (Forager Only). The target has the Charmed condition until the end of its next turn. While Charmed, the target has the Incapacitated condition.
Fearful (Hunter Only). The target has the Frightened condition until the end of its next turn.
Mired (Sage Only). The target takes 10 (3d6) Psychic damage, and the target is magically bewildered until the end of its next turn. While bewildered, the target subtracts 1d4 from its saving throws.

Magic Resistance. The animal lord has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The animal lord makes two attacks, using Rend or Radiant Ray in any combination, and uses Animal Spirit.

Rend. *Melee Attack Roll:* +13, reach 5 ft. *Hit:* 14 (2d6 + 7) Slashing damage plus 7 (2d6) Force damage.

Radiant Ray. *Ranged Attack Roll:* +12, range 120 ft. *Hit:* 20 (4d6 + 6) Radiant damage.

Animal Spirit. The animal lord conjures an animal spirit that strikes at a creature and then disappears. *Dexterity Saving Throw:* DC 20, one creature the animal lord can see within 120 feet. *Failure:* 28 (4d10 + 6) Radiant damage. *Success:* Half damage. *Failure or Success:* One of the following effects occurs:

Fortify (Forager Only). The animal lord gains 20 Temporary Hit Points.
Marked as Prey (Hunter Only). The animal lord has Advantage on attack rolls against the target until the start of the animal lord's next turn.
Pesky Swarm (Sage Only). The target has Disadvantage on attack rolls and ability checks until the end of its next turn.

Spellcasting. The animal lord casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 20):

At Will: *Animal Friendship, Animal Messenger, Speak with Animals*
2/Day Each: *Awaken, Greater Restoration*
1/Day Each (Sage Only): *Animal Shapes, Sunburst*

Bonus Actions

Shape-Shift. The animal lord shape-shifts into a Huge or smaller version of the animal it represents or a Medium or Small Humanoid, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the animal lord can expend a use to take one of the following actions. The animal lord regains all expended uses at the start of each of its turns.

Feral Strike. The animal lord moves up to its Speed without provoking Opportunity Attacks, and it makes one Rend attack.

Radiant Strike. The animal lord makes one Radiant Ray attack.

Animated Objects

Mundane Objects Come to Life

Habitat: Urban; **Treasure:** None

Magic can manipulate mundane items, compelling them to perform simple tasks. Such animate objects might be unassuming tools or decorations that can defend their creator. These objects follow simple instructions from whatever force or magic-user created them. If left unattended, they might defend an area for ages or repeat a task until they wear out.

Roll on or choose a result from the Animated Object Catalysts table to inspire what sort of magic motivates an ambulatory item.

Animated Object Catalysts

1d10	The Object Was Animated By ...
1	A Celestial or Fiend using the object to protect or torment a mortal.
2	A combination of magic and technology, such as alchemy or alien science.
3	The essence of someone transformed by a supernatural trickster.
4	Fey as part of their games or wiles.
5	Happenstance, with the item gaining a semblance of life after a hundred years of use.
6	A magic-user in need of a guardian or servant.
7	The song of a magical instrument.
8	A spirit possessing the object.
9	Wild magic, a spell that went awry, or a chaotic Artifact.
10	The will of a powerful psychic being.

Animated Armor

Medium Construct, Unaligned

AC 18 **Initiative** +2 (12)
HP 33 (6d8 + 6)
Speed 25 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	14	+2	+2	**Dex** 11	+0	+0	**Con** 13	+1	+1
Int	1	−5	−5	**Wis** 3	−4	−4	**Cha** 1	−5	−5

Immunities Poison, Psychic; Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 60 ft.; Passive Perception 6
Languages None
CR 1 (XP 200; PB +2)

Actions

Multiattack. The armor makes two Slam attacks.

Slam. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Bludgeoning damage.

Animated Armor

Animated suits of armor might move with steady deliberateness or awkward gaits. They're often constructed from plate armor, making them easy to mistake for soldiers or helmed horrors. Other types of armor or even metal statuary might also become animated armor.

Animated Broom

Animated brooms keep their surroundings tidy and defend them when necessary. Launching into the air, these brooms dart about, attacking foes from unexpected angles. Other flying objects, like animated tools or staffs, might also use this stat block.

Animated Flying Sword

Animated flying swords move as if wielded by unseen warriors. Whether an animated blade is newly forged or a constellation of broken fragments, the object behaves the same. Other weapons from the *Player's Handbook* can also be animated and use game statistics similar to those here.

Animated Rug of Smothering

Animated rugs of smothering might attack any creature that steps on them, or they might be passed off as superficially similar magic items, such as *Carpets of Flying*, and attack those who speak a supposed command word. Deadly tapestries, furs, and similar items also use this stat block.

Animated Broom

Small Construct, Unaligned

AC 15 **Initiative** +5 (15)
HP 14 (4d6)
Speed 5 ft., Fly 50 ft. (hover)

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	10	+0	+0	**Dex** 17	+3	+3	**Con** 10	+0	+0
Int	1	−5	−5	**Wis** 5	−3	−3	**Cha** 1	−5	−5

Immunities Poison, Psychic; Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 60 ft.; Passive Perception 7
Languages None
CR 1/4 (XP 50; PB +2)

Traits

Flyby. The broom doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Slam. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Bludgeoning damage.



SIMON DOMINIC

> Lyin' next to the chest were the bones of Cap'n Scornblade himself, still clutchin' his rusty sword. Imagine my surprise when the blade flew from his bony grasp! Still got the scar.
>
> —Levity Quickstitch, rogue

Animated Flying Sword

Small Construct, Unaligned

AC 17 **Initiative** +4 (14)
HP 14 (4d6)
Speed 5 ft., Fly 50 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	15	+2	+4	**Con**	11	+0	+0
Int	1	−5	−5	**Wis**	5	−3	−3	**Cha**	1	−5	−5

Immunities Poison, Psychic; Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 60 ft.; Passive Perception 7
Languages None
CR 1/4 (XP 50; PB +2)

Actions

Slash. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage.

Animated Rug of Smothering

Large Construct, Unaligned

AC 12 **Initiative** +4 (14)
HP 27 (5d10)
Speed 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	14	+2	+2	**Con**	10	+0	+0
Int	1	−5	−5	**Wis**	3	−4	−4	**Cha**	1	−5	−5

Immunities Poison, Psychic; Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 60 ft.; Passive Perception 6
Languages None
CR 2 (XP 450; PB +2)

Actions

Smother. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Bludgeoning damage. If the target is a Medium or smaller creature, the rug can give it the Grappled condition (escape DC 13) instead of dealing damage. Until the grapple ends, the target has the Blinded and Restrained conditions, is suffocating, and takes 10 (2d6 + 3) Bludgeoning damage at the start of each of its turns. The rug can smother only one creature at a time.

While grappling the target, the rug can't take this action, the rug halves the damage it takes (round down), and the target takes the same amount of damage.

Ankheg

Burrowing Insectile Predator

Habitat: Forest, Grassland; **Treasure:** None

Oversize insects, ankhegs burrow close to the surface, creating sprawling underground labyrinths. From these tunnels, they burst forth to dissolve and devour smaller creatures using their acid-dripping mandibles and sprays of digestive enzymes.

Ankhegs are the bane of farmers whose grazing livestock are easy prey for these monsters. Many ankhegs hunt alone, but those in places with ample food might collect in nests of several dozen and threaten whole towns. Ankheg nests can be challenging to wipe out unless the monsters' tunnels are cleared out and their eggs destroyed.

Ankheg tunnels are roughly cylindrical and are often littered with the remains of ankhegs' meals and subterranean treasures. Roll on or choose a result from the Ankheg Tunnel Discoveries table to inspire what might be found in an ankheg's tunnel.

Ankheg Tunnel Discoveries

1d8	Inside the Ankheg Tunnel Is ...
1	Another tunnel (either natural or of worked stone) that extends into the Underdark.
2	A buried ruin or grave exposed by the tunnel.
3	A cluster of 1d4 fresh ankheg eggs that can be broken and used as vials of Acid.
4	A dead ankheg and evidence of a deadlier subterranean predator.
5	A piece of ankheg carapace usable as a Shield.
6	A pouch with 2d6 GP near a puddle of acid.
7	A stray farm or woodland animal.
8	A viciously mauled scarecrow.

Though they feed on things under the soil, ankhegs prefer live meat—your cattle, your dogs, or you.

—Feil Jenkins, sage of Kirwak



Ankheg

Large Monstrosity, Unaligned

AC 14 **Initiative** +0 (10)
HP 45 (6d10 + 12)
Speed 30 ft., Burrow 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	11	+0	+0	**Con**	14	+2	+2
Int	1	−5	−5	**Wis**	13	+1	+1	**Cha**	6	−2	−2

Senses Darkvision 60 ft., Tremorsense 60 ft.; Passive Perception 11
Languages None
CR 2 (XP 450; PB +2)

Traits

Tunneler. The ankheg can burrow through solid rock at half its Burrow Speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Bite. *Melee Attack Roll:* +5 (with Advantage if the target is Grappled by the ankheg), reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage plus 3 (1d6) Acid damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 13).

Acid Spray (Recharge 6). *Dexterity Saving Throw:* DC 12, each creature in a 30-foot-long, 5-foot-wide Line. *Failure:* 14 (4d6) Acid damage. *Success:* Half damage.

DOMENICO CAVA

Arcanaloth

Yugoloth of Magical Manipulation

Habitat: Planar (Lower Planes); **Treasure:** Arcana

While all yugoloths are fiendish manifestations of wickedness and greed, arcanaloths bend their considerable intellects toward hoarding and exploiting secrets. They then deploy these secrets to ensnare countless victims and lesser villains, beguiling foes with false promises and powerful magic.

Arcanaloths possess considerable spellcasting prowess and frequently disguise themselves with magic. While they prefer to let magical servants or other yugoloths do their fighting for them, arcanaloths can defend themselves with arcane might, banishing opponents into the pages of their magic tomes.



Arcanaloth

Medium Fiend (Yugoloth), Neutral Evil

AC 17 **Initiative** +5 (15)
HP 175 (27d8 + 54)
Speed 30 ft., Fly 30 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	12	+1	+5	**Con**	14	+2	+6
Int	20	+5	+9	**Wis**	16	+3	+7	**Cha**	17	+3	+3

Skills Arcana +9, Deception +7, Insight +7, Perception +7
Resistances Cold, Fire, Lightning
Immunities Acid, Poison; Charmed, Poisoned
Senses Truesight 120 ft.; Passive Perception 17
Languages All; telepathy 120 ft.
CR 12 (XP 8,400; PB +4)

Traits

Fiendish Restoration. If the arcanaloth dies outside Gehenna, its body dissolves into ichor, and it gains a new body instantly and revives with all its Hit Points in Gehenna.

Magic Resistance. The arcanaloth has Advantage on saving throws against spells and other magical effects.

Soul Tome. The arcanaloth has a magic tome. While holding or carrying the tome, the arcanaloth can use its Banishing Claw action.

The tome has AC 17; HP 35; and Immunity to Necrotic, Poison, and Psychic damage. The tome regains all its Hit Points at the end of every turn, but it turns to dust if reduced to 0 Hit Points or when the arcanaloth dies. If the tome is destroyed, the arcanaloth can create a new one when it finishes a Short or Long Rest.

Actions

Multiattack. The arcanaloth makes three Fiendish Burst attacks. It can replace one attack with a Banishing Claw attack.

Fiendish Burst. *Melee or Ranged Attack Roll:* +9, reach 5 ft. or range 120 ft. *Hit:* 31 (4d12 + 5) Necrotic damage.

Banishing Claw (Requires Soul Tome). *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 10 (2d4 + 5) Slashing damage plus 19 (3d12) Psychic damage. If the target is a creature, it is subjected to the following effect. *Charisma Saving Throw:* DC 17. *Failure:* The target is trapped in a demiplane inside the Soul Tome. While trapped there, the target has the Incapacitated condition. At the end of each of its turns, the target repeats the save, escaping the tome on a success. When the target escapes, it appears in the space it left or, if that space is occupied, the nearest unoccupied space.

If the target fails three of these saves while in the demiplane, it becomes bound to the tome and can escape only if the tome is reduced to 0 Hit Points.

Spellcasting. The arcanaloth casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 17):

At Will: *Alter Self, Detect Magic, Identify, Mage Hand, Prestidigitation*
1/Day Each: *Contact Other Plane, Detect Thoughts, Dimension Door, Mind Blank*

Bonus Actions

Teleport. The arcanaloth teleports up to 30 feet to an unoccupied space it can see.

Reactions

Counterspell. The arcanaloth casts *Counterspell* in response to that spell's trigger, using the same spellcasting ability as Spellcasting.

JOHN PATRICK CAÑAS



> Heh! People who know too much grow old before their time. Ask me your questions, but be certain that every secret has its cost.
>
> —Baba Yaga, Mother of Witches

Arch-hag

Hag of Forbidden Secrets and Magical Malice

Habitat: Any; **Treasure:** Arcana

Immortal and unpredictable, arch-hags hoard secrets and strike magical bargains, altering fate to indulge their fickle whims. These timeless schemers pursue the secrets of the multiverse and work strange magic in pursuit of their inscrutable goals.

Arch-hags are unpredictable, self-interested, and greedy, with bizarre fascinations and affectations. Nevertheless, they often make deals to further their plots. These hags are fonts of secret knowledge, particularly lore regarding forbidden magic and multiversal secrets. They might share their knowledge, but their secrets always have a price. In trade for their secrets, arch-hags might request peculiar errands, valuable magic items, or preternatural currency, like one's memories, a year of one's life, or the ability to cry.

Most arch-hags avoid battle, but if forced to fight, they unleash dangerous magic, such as spectral claws, arcing lightning, and mind-bending spells. An arch-hag can curse other magic-users, confounding the spellcasters' incantations and forcing the spellcasters to say the opposite of what they mean. Even if an arch-hag is brought low, its preparations allow it to magically slip away and begin plotting its revenge.

Every arch-hag has a unique weakness tied to a fateful encounter the hag had in the past or something that embodies the antithesis of the hag's magic. A hag goes out of its way to keep this vulnerability secret. Although an arch-hag isn't physically harmed by its weakness, it can be destroyed only while its weakness is nearby. Roll on or choose a result from the Arch-hag Anathemas table to inspire an arch-hag's weakness.

Arch-hag Anathemas

1d10	The Arch-hag's Weakness Is ...
1	The bones of the arch-hag's first love.
2	A devil's tear.
3	An egg with a miniature castle inside.
4	A flower that blooms only when time stops.
5	A gift from the hag's twin.
6	The multiverse's worst pun.
7	One of the hag's missing teeth.
8	Snow from the top of Mount Celestia.
9	A star pulled from the sky.
10	A thread from the Lady of Pain's robes.

DARIO IELUSIC

Arch-hag Lairs

Each arch-hag creates a magical home, such as a hidden demiplane, a mansion atop a storm cloud, or—in the case of the arch-hag Baba Yaga—a hut atop giant chicken legs. The interiors of these lairs frequently change or exhibit bewildering features.

The region containing an arch-hag's lair is altered by its presence, creating the following effects:

Lapsus Linguae. Creatures (excluding the hag and its allies) within 1 mile of the lair subtract 1d10 from any ability checks they make when they take the Influence action.

Meddlesome Magic. Whenever a creature other than the hag or its allies finishes a Long Rest while within 1 mile of the lair, the next time that creature casts a spell using a spell slot, it also casts *Confusion* centered on itself. The spell uses the creature's spellcasting ability and doesn't require Concentration.

If the arch-hag is destroyed or moves its lair elsewhere, these effects end immediately.

Arch-hag

Large Fey, Neutral Evil

AC 20 **Initiative** +16 (26)
HP 333 (29d10 + 174)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	24	+7	+7	**Dex**	15	+2	+9	**Con**	23	+6	+6
Int	19	+4	+4	**Wis**	19	+4	+11	**Cha**	25	+7	+7

Skills Deception +14, Perception +11, Persuasion +21
Resistances Cold, Fire, Psychic
Immunities Charmed, Exhaustion, Frightened
Senses Truesight 60 ft.; Passive Perception 21
Languages All
Challenge 21 (XP 33,000, or 41,000 in lair; PB +7)

Traits

Coven Magic. While within 30 feet of at least two hag allies, the hag can cast one of the following spells, requiring no Material components, using the spell's normal casting time, and using Intelligence as the spellcasting ability (spell save DC 19): *Augury*, *Find Familiar*, *Identify*, *Locate Object*, *Scrying*, or *Unseen Servant*. The hag must finish a Long Rest before using this trait to cast that spell again.

Legendary Resistance (4/Day, or 5/Day in Lair). If the hag fails a saving throw, it can choose to succeed instead.

Magic Resistance. The hag has Advantage on saving throws against spells and other magical effects.

Spiteful Escape. When the hag drops to 0 Hit Points, it dies only if it is within 30 feet of its anathema (a thing the DM chooses as the hag's most hated thing). Otherwise, the hag drops to 1 Hit Point and teleports to a harmless demiplane, and it can't return to the plane it left for 2d6 days. When the hag teleports away, each creature within 60 feet of the space it left is cursed. Until the curse ends, a creature has Disadvantage on ability checks and saving throws, and the hag knows its location anywhere in the multiverse.

Actions

Multiattack. The hag makes two Spectral Claw attacks and uses Crackling Wave.

Spectral Claw. *Melee or Ranged Attack Roll:* +14, reach 10 ft. or range 60 ft. *Hit:* 17 (3d6 + 7) Force damage. If the target is a Large or smaller creature, it has the Prone condition.

Crackling Wave. *Dexterity Saving Throw:* DC 22, each creature in a 60-foot Cone. *Failure:* 32 (5d12) Lightning damage. *Success:* Half damage. *Failure or Success:* The target is cursed until the end of the hag's next turn. The target can't take Reactions until the curse ends.

Spellcasting. The hag casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 22):

At Will: *Detect Thoughts*, *Dimension Door*, *Dispel Magic*, *Hypnotic Pattern*
2/Day Each: *Mass Suggestion*, *Modify Memory*, *Plane Shift*

Bonus Actions

Witch Strike. Each creature cursed by the hag and within 60 feet of it takes 14 (4d6) Lightning damage.

Reactions

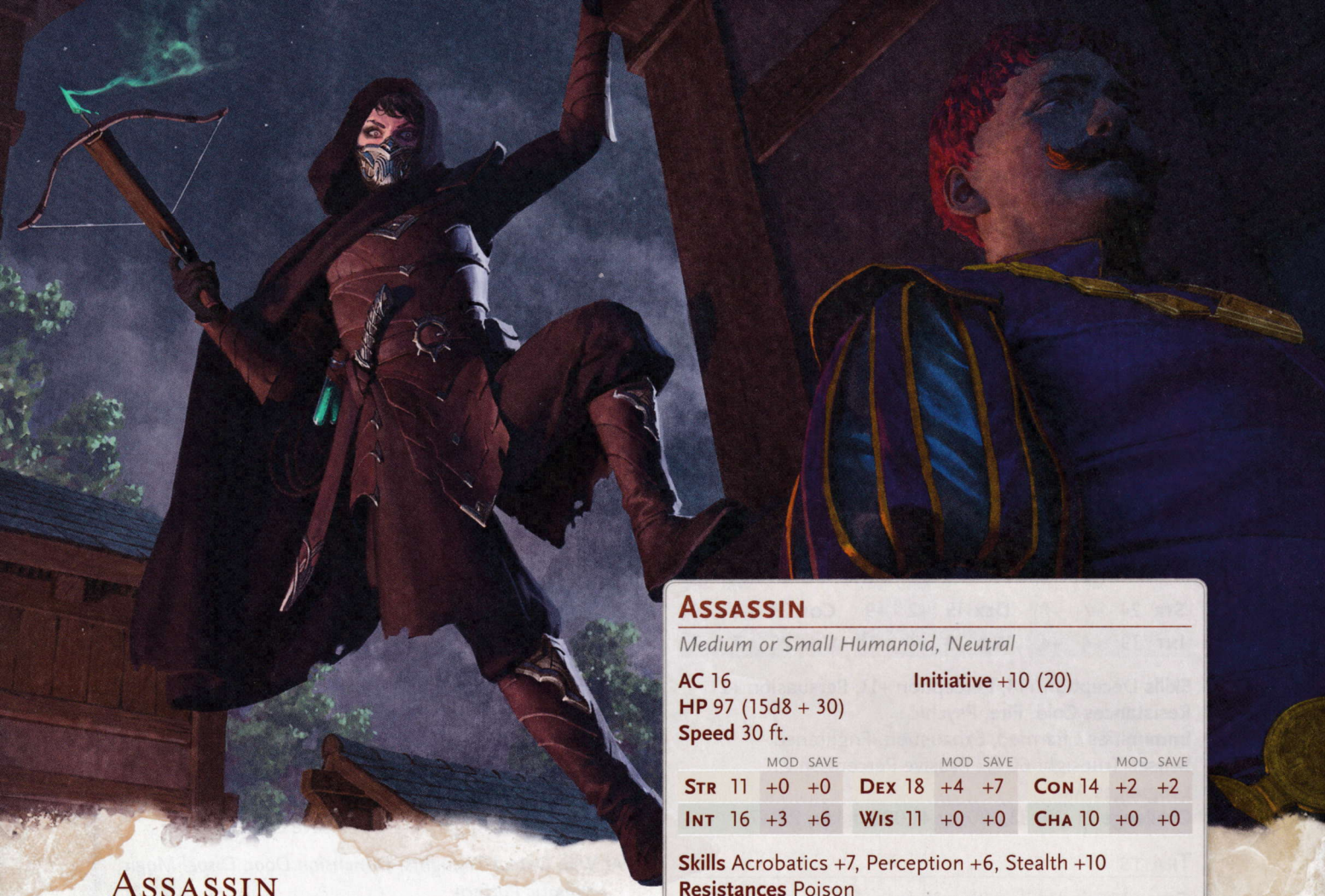
Tongue Twister. The hag casts *Counterspell* in response to that spell's trigger, using the same spellcasting ability as Spellcasting. If the target fails its saving throw, it is cursed until the end of its next turn. Until the curse ends, the target can't cast spells with a Verbal component, and when it speaks, it says the opposite of what it means.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the hag can expend a use to take one of the following actions. The hag regains all expended uses at the start of each of its turns.

Hag's Swipe. The hag makes one Spectral Claw attack.

Malicious Magic. The hag uses Spellcasting to cast *Dimension Door* or *Hypnotic Pattern*. The hag can't take this action again until the start of its next turn.



Assassin

Contract Killer

Habitat: Any; **Treasure:** Implements, Individual

Assassins are professional killers skilled at stealthily approaching their victims and striking unseen. Most assassins kill for a reason, perhaps hiring themselves out to wealthy patrons or slaying for an unscrupulous cause. They use poisons and other deadly tools, and they might carry equipment to help them break into secure areas or avoid capture.

Many assassins adhere to a professional code or exhibit some signature quirk. Roll on or choose a result from the Assassin Modus Operandi table to inspire an assassin's distinctive habits.

Assassin Modus Operandi

1d6	The Assassin Is Infamous For ...
1	Arranging their victims in artful tableaux.
2	Hiding within large objects, such as suits of armor or hollow furnishings.
3	Leaving behind a signature item, such as a calling card, flower, seashell, or tooth.
4	Posing as celebrities, holy people, or servants.
5	Taking trophies from their victims.
6	Using poison with a distinctive color or smell.

Assassin

Medium or Small Humanoid, Neutral

AC 16 **Initiative** +10 (20)
HP 97 (15d8 + 30)
Speed 30 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	11	+0	+0	**Dex** 18	+4	+7	**Con** 14	+2	+2
Int	16	+3	+6	**Wis** 11	+0	+0	**Cha** 10	+0	+0

Skills Acrobatics +7, Perception +6, Stealth +10
Resistances Poison
Gear Light Crossbow, Shortsword, Studded Leather Armor
Senses Passive Perception 16
Languages Common, Thieves' Cant
CR 8 (XP 3,900; PB +3)

Traits

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it has the Incapacitated condition.

Actions

Multiattack. The assassin makes three attacks, using Shortsword or Light Crossbow in any combination.

Shortsword. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Piercing damage plus 17 (5d6) Poison damage, and the target has the Poisoned condition until the start of the assassin's next turn.

Light Crossbow. *Ranged Attack Roll:* +7, range 80/320 ft. *Hit:* 8 (1d8 + 4) Piercing damage plus 21 (6d6) Poison damage.

Bonus Actions

Cunning Action. The assassin takes the Dash, Disengage, or Hide action.

VIKO MENEZES

Awakened Plants

Vegetation Given Magical Life

Habitat: Forest; **Treasure:** None

Magic can invest plants with mobility, sapience, and even a voice. Spells such as *Awaken* or the influence of other planes of existence might bring mundane vegetation to life, while other remarkable plants might naturally have these features.

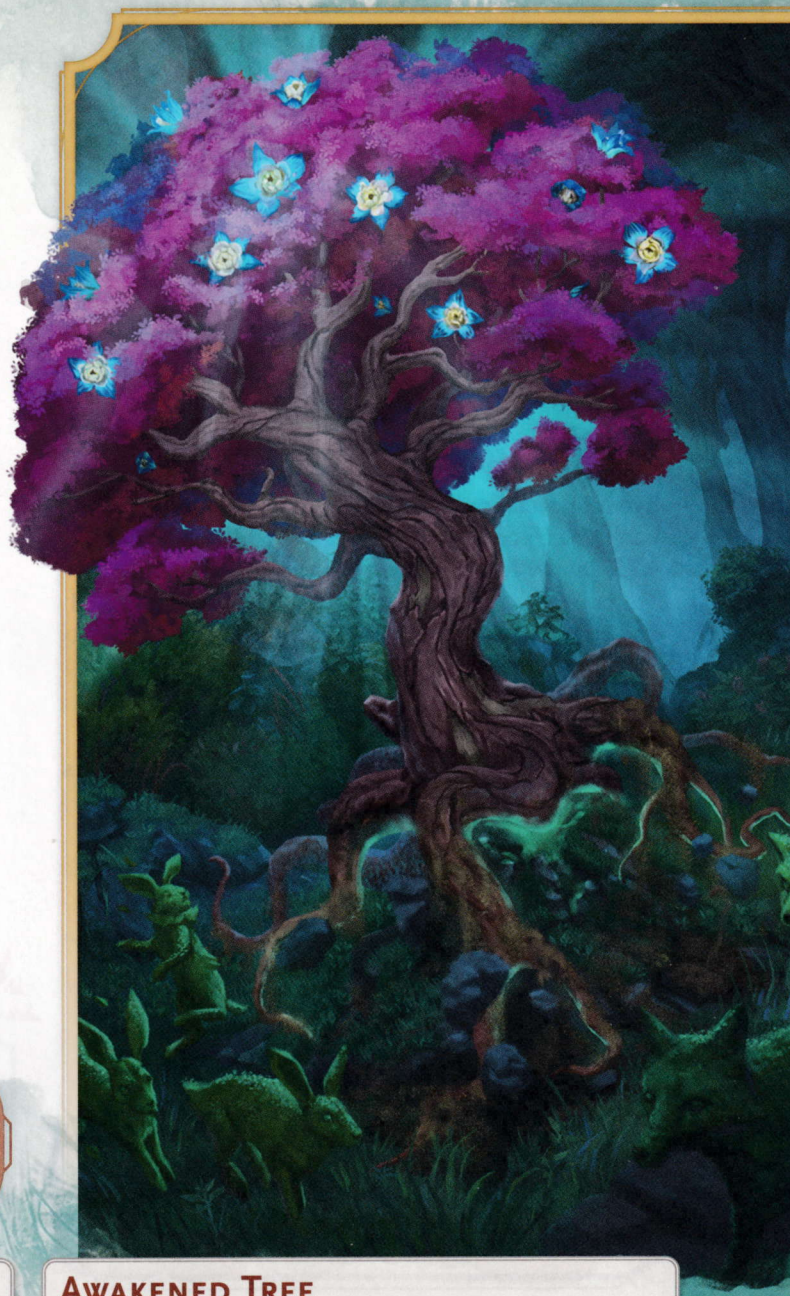
Awakened Shrub

Awakened shrubs can be any sort of small plant, from forest bushes to clustered flowers. They often appear near awakened trees or in regions imbued with primal magic. Some have whimsical appearances or foliage resembling rudimentary facial features, while others look like animate topiary creatures.

Awakened Tree

Some awakened trees stand in still, meditative states for long periods, making them easy to mistake for normal plants, while others patrol regions of natural power. Awakened trees are sometimes brought to life by influences from the Feywild, which make them colorful and endlessly blooming, or by Shadowfell energy, which covers them with grotesque burls or makes them look lifeless.

> Just because we protect the forest doesn't mean it's defenseless.
>
> —Rivergleam, pixie



Awakened Shrub

Small Plant, Neutral

AC 9 **Initiative** –1 (9)
HP 10 (3d6)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	3	–4	–4	**Dex**	8	–1	–1	**Con**	11	+0	+0
Int	10	+0	+0	**Wis**	10	+0	+0	**Cha**	6	–2	–2

Vulnerabilities Fire
Resistances Piercing
Senses Passive Perception 10
Languages Common plus one other language
CR 0 (XP 10; PB +2)

Actions

Rake. *Melee Attack Roll:* +1, reach 5 ft. *Hit:* 1 Slashing damage.

Awakened Tree

Huge Plant, Neutral

AC 13 **Initiative** –2 (8)
HP 59 (7d12 + 14)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	6	–2	–2	**Con**	15	+2	+2
Int	10	+0	+0	**Wis**	10	+0	+0	**Cha**	7	–2	–2

Vulnerabilities Fire
Resistances Bludgeoning, Piercing
Senses Passive Perception 10
Languages Common plus one other language
CR 2 (XP 450; PB +2)

Actions

Slam. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 14 (3d6 + 4) Bludgeoning damage.

VICKI PANGESTU

Axe Beaks

Flightless Avian Predators

Habitat: Arctic, Grassland, Hill; **Treasure:** None

Axe beaks are flightless, birdlike creatures with distinctive axe-shaped beaks. Swift predators, they chase down prey and use their beaks to hack through foliage protecting their quarry. Axe beaks live in varied environments. Colorfully plumed axe beaks race across tropical plains, while axe beaks with snowy feathers hunt the tundra.

Axe beaks are difficult to train, but those hatched and raised in captivity can become reliable mounts.

Axe Beak

Alone or in small groups, axe beaks stalk prey to feed their flocks. When working together, axe beaks use rudimentary tactics, with some distracting threats while others strike vulnerable targets or rush young axe beaks to safety.

Giant Axe Beak

Giant axe beaks typically dwell in secluded, primeval realms, such as isolated islands or underground wildernesses. They often compete with dinosaurs and other giant beasts for territory.

> The thing's got an axe for a face and a giant, angry rooster for everything else—of course I want to ride it.'
>
> —Batley Summerfoot, adventurer



Axe Beak

Large Monstrosity, Unaligned

AC 11 **Initiative** +1 (11)
HP 19 (3d10 + 3)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	12	+1	+1	**Con**	12	+1	+1
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	5	−3	−3

Senses Passive Perception 10
Languages None
CR 1/4 (XP 50; PB +2)

Actions

Beak. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage.

Giant Axe Beak

Huge Monstrosity, Unaligned

AC 15 **Initiative** +5 (15)
HP 84 (8d12 + 32)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	21	+5	+5	**Dex**	14	+2	+2	**Con**	19	+4	+4
Int	3	−4	−4	**Wis**	12	+1	+1	**Cha**	5	−3	−3

Skills Perception +4
Senses Passive Perception 14
Languages None
CR 5 (XP 1,800; PB +3)

Actions

Multiattack. The axe beak makes one Sharpened Beak attack and one Talons attack.

Sharpened Beak. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 18 (2d12 + 5) Slashing damage, and a creature within 5 feet of the target (axe beak's choice) takes 6 (1d12) Slashing damage.

Talons. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 14 (2d8 + 5) Piercing damage. If the target is a Large or smaller creature, it has the Prone condition.

ALEX STONE

Azers

Fiery Smiths of Living Metal

Habitat: Mountain, Planar (Elemental Plane of Fire);
Treasure: Armaments, Individual

Azers are living bronze folk who work the primal elements of creation to craft weapons and magical wonders among the multiverse's mightiest infernos.

Azer Pyromancer

Azer pyromancers conjure flames from the Elemental Plane of Fire to defend themselves and stoke magical forges.

Azer Sentinel

Azer sentinels defend their communities' smiths and channel their flames through their weapons.



Azer Pyromancer

Medium Elemental, Lawful Neutral

AC 18 **Initiative** +2 (12)
HP 97 (13d8 + 39)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	14	+2	+2	**Con**	16	+3	+6
Int	12	+1	+1	**Wis**	18	+4	+7	**Cha**	13	+1	+1

Skills Arcana +4, Perception +7
Immunities Fire, Poison; Poisoned
Senses Passive Perception 17
Languages Primordial (Ignan)
CR 6 (XP 2,300; PB +3)

Traits

Fire Aura. At the end of each of the azer's turns, each creature of the azer's choice in a 5-foot Emanation originating from the azer takes 11 (2d10) Fire damage unless the azer has the Incapacitated condition.

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 Flame Burst attacks.

Flame Burst. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 120 ft. *Hit:* 15 (2d10 + 4) Fire damage.

Spellcasting. The azer casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 15):

At Will: *Elementalism*, *Mage Hand*
1/Day: *Fireball*

Reactions

Hellish Rebuke (2/Day). The azer casts *Hellish Rebuke* in response to that spell's trigger, using the same spellcasting ability as Spellcasting.

Azer Sentinel

Medium Elemental, Lawful Neutral

AC 17 **Initiative** +1 (11)
HP 39 (6d8 + 12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	12	+1	+1	**Con**	15	+2	+4
Int	12	+1	+1	**Wis**	13	+1	+1	**Cha**	10	+0	+0

Immunities Fire, Poison; Poisoned
Senses Passive Perception 11
Languages Primordial (Ignan)
CR 2 (XP 450; PB +2)

Traits

Fire Aura. At the end of each of the azer's turns, each creature of the azer's choice in a 5-foot Emanation originating from the azer takes 5 (1d10) Fire damage unless the azer has the Incapacitated condition.

Illumination. The azer sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

Actions

Burning Hammer. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Bludgeoning damage plus 3 (1d6) Fire damage.

KAI CARPENTER



Balor

Demon of Overwhelming Rage

Habitat: Planar (Abyss); **Treasure:** Armaments

Balors embody demons' ruinous fury and hatred. Towering, winged terrors, these demonic warlords seethe with wrath, their rage erupting in waves of fire and as a pair of vicious weapons: a sword of crackling lightning and a whip of lashing flames. A balor's fury persists until the moment of its demise, at which point it explodes—a last act of vengeance against those who slew it. Demon lords and evil gods harness balors' rage by making balors commanders of armies or guardians of grave secrets.

Balor

Huge Fiend (Demon), Chaotic Evil

AC 19 **Initiative** +14 (24)
HP 300 (24d12 + 144)
Speed 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	26	+8	+8	**Dex**	15	+2	+2	**Con**	22	+6	+12
Int	20	+5	+5	**Wis**	16	+3	+9	**Cha**	22	+6	+6

Skills Perception +9
Resistances Cold, Lightning
Immunities Fire, Poison; Charmed, Frightened, Poisoned
Senses Truesight 120 ft.; Passive Perception 19
Languages Abyssal; telepathy 120 ft.
CR 19 (XP 22,000; PB +6)

Traits

Death Throes. The balor explodes when it dies. *Dexterity Saving Throw:* DC 20, each creature in a 30-foot Emanation originating from the balor. *Failure:* 31 (9d6) Fire damage plus 31 (9d6) Force damage. *Success:* Half damage. *Failure or Success:* If the balor dies outside the Abyss, it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

Fire Aura. At the end of each of the balor's turns, each creature in a 5-foot Emanation originating from the balor takes 13 (3d8) Fire damage.

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

Magic Resistance. The balor has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The balor makes one Flame Whip attack and one Lightning Blade attack.

Flame Whip. *Melee Attack Roll:* +14, reach 30 ft. *Hit:* 18 (3d6 + 8) Force damage plus 17 (5d6) Fire damage. If the target is a Huge or smaller creature, the balor pulls the target up to 25 feet straight toward itself, and the target has the Prone condition.

Lightning Blade. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 21 (3d8 + 8) Force damage plus 22 (4d10) Lightning damage, and the target can't take Reactions until the start of the balor's next turn.

Bonus Actions

Teleport. The balor teleports itself or a willing demon within 10 feet of itself up to 60 feet to an unoccupied space the balor can see.

SIDHARTH CHATURVEDI



Bandits

Criminals and Scoundrels

Habitat: Any; **Treasure:** Any

Bandits use the threat of violence to take what they want. Such criminals include gang members, desperadoes, and lawless mercenaries. Yet not all bandits are motivated by greed. Some are driven to lives of crime by unjust laws, desperation, or the threats of merciless leaders.

Bandit

Medium or Small Humanoid, Neutral

AC 12 **Initiative** +1 (11)
HP 11 (2d8 + 2)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	12	+1	+1	**Con**	12	+1	+1
Int	10	+0	+0	**Wis**	10	+0	+0	**Cha**	10	+0	+0

Gear Leather Armor, Light Crossbow, Scimitar
Senses Passive Perception 10
Languages Common, Thieves' Cant
CR 1/8 (XP 25; PB +2)

Actions

Scimitar. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Slashing damage.

Light Crossbow. *Ranged Attack Roll:* +3, range 80/320 ft. *Hit:* 5 (1d8 + 1) Piercing damage.

Bandit Captain

Medium or Small Humanoid, Neutral

AC 15 **Initiative** +3 (13)
HP 52 (8d8 + 16)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+4	**Dex**	16	+3	+5	**Con**	14	+2	+2
Int	14	+2	+2	**Wis**	11	+0	+2	**Cha**	14	+2	+2

Skills Athletics +4, Deception +4
Gear Pistol, Scimitar, Studded Leather Armor
Senses Passive Perception 10
Languages Common, Thieves' Cant
CR 2 (XP 450; PB +2)

Actions

Multiattack. The bandit makes two attacks, using Scimitar and Pistol in any combination.

Scimitar. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage.

Pistol. *Ranged Attack Roll:* +5, range 30/90 ft. *Hit:* 8 (1d10 + 3) Piercing damage.

Reactions

Parry. *Trigger:* The bandit is hit by a melee attack roll while holding a weapon. *Response:* The bandit adds 2 to its AC against that attack, possibly causing it to miss.

KATERINA LADON

Roll on or choose a result from the Bandit Motivations table to determine the circumstances behind a bandit's crimes.

Bandit Motivations

1d6	The Bandit ...
1	Fights only oppressors.
2	Is an ex-soldier who was discarded by their nation and now takes what they were promised.
3	Is in a gang that views nonmembers as foes.
4	Hesitantly serves a villainous leader.
5	Secretly works for a government or a regional ruler to sow chaos.
6	Takes what they need to survive.

> I am he who rules the world, don't you know? One little piece at a time.
>
> —Jarlaxle

Bandit Deceiver

Medium or Small Humanoid, Neutral

AC 16 **Initiative** +6 (16)
HP 130 (20d8 + 40)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	8	−1	−1	**Dex**	16	+3	+6	**Con**	14	+2	+2
Int	17	+3	+6	**Wis**	12	+1	+1	**Cha**	16	+3	+3

Skills Acrobatics +6, Perception +4, Stealth +9
Gear Daggers (6), Wand
Senses Passive Perception 14
Languages Common, Thieves' Cant
CR 7 (XP 2,900; PB +3)

Actions

Multiattack. The bandit makes three Dagger attacks.

Dagger. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 20/60 ft. *Hit:* 8 (2d4 + 3) Piercing damage plus 10 (3d6) Poison damage.

Blinding Flash (Recharge 4–6). *Constitution Saving Throw:* DC 14, each creature in a 10-foot-radius Sphere centered on a point the bandit can see within 120 feet. *Failure:* 13 (3d6 + 3) Radiant damage, and the target has the Blinded condition until the start of the bandit's next turn. *Success:* Half damage only.

Spellcasting. The bandit casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14):

At Will: *Disguise Self*, *Mage Hand*, *Minor Illusion*
1/Day Each: *Hold Person* (level 4 version), *Mage Armor* (included in AC), *Major Image*

Bandit

Bandits are inexperienced ne'er-do-wells who typically follow the orders of higher-ranking bandits.

Bandit Captain

Bandit captains command gangs of scoundrels and conduct straightforward heists. Others serve as guards and muscle for more influential criminals.

Bandit Deceiver

Bandit deceivers use magic to disguise their activities or create flashy distractions.

Bandit Crime Lord

Bandit crime lords manipulate shadowy organizations and prioritize their own survival over any single lackey or plot.

Bandit Crime Lord

Medium or Small Humanoid, Neutral

AC 17 **Initiative** +9 (19)
HP 169 (26d8 + 52)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	20	+5	+9	**Con**	14	+2	+6
Int	18	+4	+4	**Wis**	14	+2	+2	**Cha**	15	+2	+2

Skills Acrobatics +9, Perception +10, Stealth +13
Gear Pistols (2), Scimitar, Studded Leather Armor
Senses Passive Perception 20
Languages Common, Thieves' Cant
CR 11 (XP 7,200; PB +4)

Traits

Evasion. If the bandit is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the bandit instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it has the Incapacitated condition.

Actions

Multiattack. The bandit makes three attacks, using Scimitar or Pistol in any combination.

Scimitar. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 12 (2d6 + 5) Slashing damage plus 14 (4d6) Poison damage.

Pistol. *Ranged Attack Roll:* +9, range 30/90 ft. *Hit:* 10 (1d10 + 5) Piercing damage plus 14 (4d6) Poison damage.

Bonus Actions

Deadly Aim. The bandit gives itself Advantage on the next attack roll it makes during the current turn. If that attack hits, the target takes an extra 28 (8d6) Poison damage.

Banshee

Wailing Harbinger of Death

Habitat: Any; **Treasure:** Relics

Heralds of doom and plagues on the living, banshees are spirits obsessed by unresolved bitterness or sorrow. These storied phantoms slay any who glimpse them or hear their baleful wails. Although any tormented soul can arise as a banshee, some elven communities particularly fear them and believe that those who hoard or destroy beauty—natural or otherwise—risk returning as a banshee.

All manner of torments might give rise to a banshee. Roll on or a choose a result from the Banshee Sorrows table to inspire what tragedy brought a banshee into being.

Banshee Sorrows

1d6	Torment Compels the Banshee To ...
1	Appear prior to a family member's death.
2	Haunt the site where it was executed.
3	Lament a lost love and haunt their grave.
4	Presage a disaster or tragedy.
5	Seek the return of a stolen treasure.
6	Slay those more beautiful than it was in life.



Banshee

Medium Undead, Chaotic Evil

AC 12 **Initiative** +2 (12)
HP 54 (12d8)
Speed 5 ft., Fly 40 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	1	−5	−5	**Dex**	14	+2	+2	**Con**	10	+0	+0
Int	12	+1	+1	**Wis**	11	+0	+2	**Cha**	17	+3	+3

Resistances Acid, Bludgeoning, Fire, Lightning, Piercing, Slashing, Thunder
Immunities Cold, Necrotic, Poison; Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common, Elvish
CR 4 (XP 1,100; PB +2)

Traits

Detect Life. The banshee magically senses the direction of creatures up to 1 mile away that aren't Constructs or Undead.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Actions

Multiattack. The banshee makes two Corrupting Touch attacks and uses Horrify.

Corrupting Touch. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Necrotic damage.

Horrify. *Wisdom Saving Throw:* DC 13, one creature the banshee can see within 60 feet that can see the banshee. *Failure:* The target has the Frightened condition until the start of the banshee's next turn. *Success:* The target is immune to this banshee's Horrifying Visage for 24 hours.

Deathly Wail (1/Day). The banshee releases a mournful wail if it isn't in sunlight. *Constitution Saving Throw:* DC 13, each creature within 30 feet that can hear the wail and isn't a Construct or an Undead. *Failure:* If the target has 25 Hit Points or fewer, it drops to 0 Hit Points. Otherwise, the target takes 10 (3d6) Psychic damage.

DOMENICO CAVA



Barbed Devil

Devil of Greed and Obsession

Habitat: Planar (Nine Hells); **Treasure:** Any

Infernal collectors, barbed devils fanatically protect troves of treasure and scour the planes of existence for additions to their hoards. Also known as hamatulas among the ranks of the Nine Hells, these devils bedeck their barbed hides with their most prized possessions and trophies taken from those who failed to steal from them. When threatened, barbed devils strike with their thorny limbs and hurl infernal flame.

Barbed devils often serve as guards and accountants for ice devil generals, pit fiend warlords, archdevils, and similarly powerful villains. In return, barbed devils gain protection for their own collections. Many barbed devils also maintain networks of imps that search the planes for treasures of interest or usefully greedy mortals.

Barbed devils rarely collect anything as prosaic as coins and gems. Rather, they pride themselves on having the multiverse's greatest collection of one kind of thing—typically items of rare pedigree or emblems of power. Barbed devils refuse to steal what they covet; instead they strike bargains to claim both treasure and mortal souls.

Barbed Devil

Medium Fiend (Devil), Lawful Evil

AC 15 **Initiative** +3 (13)
HP 110 (13d8 + 52)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+6	**Dex**	17	+3	+3	**Con**	18	+4	+7
Int	12	+1	+1	**Wis**	14	+2	+5	**Cha**	14	+2	+5

Skills Deception +5, Insight +5, Perception +8
Resistances Cold
Immunities Fire, Poison; Poisoned
Senses Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 18
Languages Infernal; telepathy 120 ft.
CR 5 (XP 1,800; PB +3)

Traits

Barbed Hide. At the start of each of its turns, the devil deals 5 (1d10) Piercing damage to any creature it is grappling or any creature grappling it.

Diabolical Restoration. If the devil dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Magic Resistance. The devil has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes one Claws attack and one Tail attack, or it makes two Hurl Flame attacks.

Claws. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 13) from both claws.

Tail. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 14 (2d10 + 3) Slashing damage.

Hurl Flame. *Ranged Attack Roll:* +5, range 150 ft. *Hit:* 17 (5d6) Fire damage. If the target is a flammable object that isn't being worn or carried, it starts burning.

YONGJAE CHOI



Barlgura

Demon of Instinct and Primal Violence

Habitat: Planar (Abyss); **Treasure:** Any

Barlguras are demons that embody brutality and killer instincts. They ruthlessly hunt creatures that enter their territories, whether such places are Abyssal wildernesses or locations where these demons have been conjured by wicked magic-users. Barlguras litter their territories with fiendish icons and terrifying evidence of their kills.

Barlguras cooperate with other demons, particularly other barlguras, so long as they have ample prey. Should a region be depleted of creatures to slaughter, these demons turn on one another in frays that can devastate vast expanses.

Barlguras vary in appearance, but all have powerful frames and hands capable of climbing swiftly and delivering crushing blows. If brute force isn't enough to overwhelm their foes, barlguras can use demonic magic to conjure terrifying illusions and grasping vines. Most barlguras resemble nightmarish apes, and some bear exaggerated versions of features of predators common to the lands the barlguras inhabit. Many embed trophies from past hunts in their demonic bodies.

Barlgura

Large Fiend (Demon), Chaotic Evil

AC 15 **Initiative** +2 (12)
HP 85 (10d10 + 30)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	15	+2	+5	**Con**	16	+3	+6
Int	7	−2	−2	**Wis**	14	+2	+2	**Cha**	9	−1	−1

Skills Perception +5, Stealth +5
Resistances Cold, Fire, Lightning
Immunities Poison; Poisoned
Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 15
Languages Abyssal; telepathy 120 ft.
CR 5 (XP 1,800; PB +3)

Traits

Demonic Restoration. If the barlgura dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

Actions

Multiattack. The barlgura makes one Tormenting Bite attack and two Thrash attacks.

Tormenting Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage plus 13 (2d12) Psychic damage.

Thrash. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 9 (1d10 + 4) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition.

Spellcasting. The barlgura casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 13):

2/Day Each: *Disguise Self*, *Invisibility* (self only)
1/Day Each: *Entangle*, *Phantasmal Killer* (level 6 version)

Bonus Actions

Leap. The barlgura jumps up to 40 feet by spending 10 feet of movement.



Basilisk

Reptilian Guardian with a Petrifying Gaze

Habitat: Mountain, Underdark; **Treasure:** Any

Basilisks are ponderous predators with eight clawed legs, crystalline spines, and mighty jaws. Rather than chasing prey, they use their supernatural gaze to turn creatures to stone and then consume these victims at their leisure. While basilisks are most comfortable in subterranean lairs, many are captured and kept by unscrupulous folk seeking guardians for their treasures.

The remains of Petrified creatures litter the area where a basilisk hunts. These might be mundane creatures or more unusual beings that had dire encounters with a basilisk. Roll on or choose a result from the Petrified Basilisk Victims table to inspire the statues that might appear in a basilisk's hunting grounds. There is a 50 percent chance that any of these statues are missing limbs or broken into pieces.

Petrified Basilisk Victims

1d8	A Basilisk Used Its Gaze to Petrify ...
1	An adventurer with an ornate key hanging around their neck.
2	Animals like bats, bears, deer, or goats.
3	A climber clinging to a stalactite.
4	Itself using a large mirror or shiny surface.
5	A mimic disguised as a chest full of treasure.
6	A monster such as an umber hulk or a troglodyte.
7	Someone caught in a comic pose or making a regrettable face.
8	A victim now being used as a nest for insects or other vermin.

Rule 4: No one carves statues of frightened warriors. If you see one, keep your eyes closed and your ears open.

—X the Mystic's *Rules of Dungeon Survival*

Basilisk

Medium Monstrosity, Unaligned

AC 15 **Initiative** –1 (9)
HP 52 (8d8 + 16)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	8	–1	–1	**Con**	15	+2	+2
Int	2	–4	–4	**Wis**	8	–1	–1	**Cha**	7	–2	–2

Senses Darkvision 60 ft.; Passive Perception 9
Languages None
CR 3 (XP 700; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage plus 7 (2d6) Poison damage.

Bonus Actions

Petrifying Gaze (Recharge 4–6). *Constitution Saving Throw:* DC 12, each creature in a 30-foot Cone. If the basilisk sees its reflection in the Cone, the basilisk must make this save. *First Failure:* The target has the Restrained condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target has the Petrified condition instead of the Restrained condition.

BRIAN VALEZA



Bearded Devil

Medium Fiend (Devil), Lawful Evil

AC 13 **Initiative** +2 (12)
HP 58 (9d8 + 18)
Speed 30 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	16	+3	+5	**Dex** 15	+2	+2	**Con** 15	+2	+4
Int	9	−1	−1	**Wis** 11	+0	+0	**Cha** 14	+2	+4

Resistances Cold
Immunities Fire, Poison; Frightened, Poisoned
Senses Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 10
Languages Infernal; telepathy 120 ft.
CR 3 (XP 700; PB +2)

Traits

Magic Resistance. The devil has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes one Beard attack and one Infernal Glaive attack.

Beard. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage, and the target has the Poisoned condition until the start of the devil's next turn. Until this poison ends, the target can't regain Hit Points.

Infernal Glaive. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 8 (1d10 + 3) Slashing damage. If the target is a creature and doesn't already have an infernal wound, it is subjected to the following effect. *Constitution Saving Throw:* DC 12. *Failure:* The target receives an infernal wound. While wounded, the target loses 5 (1d10) Hit Points at the start of each of its turns. The wound closes after 1 minute, after a spell restores Hit Points to the target, or after the target or a creature within 5 feet of it takes an action to stanch the wound, doing so by succeeding on a DC 12 Wisdom (Medicine) check.

YONGJAE CHOI

Bearded Devil

Devil of Force and Intimidation

Habitat: Planar (Nine Hells); **Treasure:** Armaments

Bearded devils, also known as barbazus, fill the legions of the Nine Hells. These cruel soldiers follow the orders of diabolical generals as they defend infernal realms, invade Material Plane worlds, and clash against demons in planes-spanning conflicts.

Left to their own devices, bearded devils encourage mortals to act callously and abuse their power, inflating their egos and inspiring petty tyrannies. Villains aligned with the Nine Hells call on bearded devils to serve as guardians, enforce their will, or fight in wicked armies.

Bearded devils' eponymous beards consist of grotesque, tentacle-like growths. These squirming, barb-riddled beards carry poison capable of preventing magical healing. Bearded devils are also known for their distinctive glaives, through which they channel hellish energy. Those struck by these unnatural weapons suffer infernal wounds that grow worse until stanched or magically healed.



Behir

Lightning-Spewing Glutton

Habitat: Underdark; **Treasure:** Any

Twelve-legged, reptilian predators, behirs endlessly hunt for their next meal. Their short legs propel them quickly across floors and walls. Any prey that behirs can't chase down, they blast with breaths of powerful lightning.

Legends claim the first behirs were magically created by storm giants during an ancient, multiversal conflict between giants and dragons. The giants used their mastery of weather to alter the essence of blue dragons. The results were the first behirs, which served as hunters with a particular taste for dragon eggs.

Behirs live in sprawling cave systems and elaborate ruins where they can make the most of their exceptional mobility. They are mindful of areas where dragons dwell, as most dragons view behirs as dangerous abominations and attack them on sight. Nevertheless, behirs occasionally hunt for dragon lairs in the hope of finding and devouring unhatched dragon eggs.

> You wouldn't believe all the great stuff I've swallowed.! Now just climb on in here, and you can keep whatever you find.
>
> —Lludd, behir

Behir

Huge Monstrosity, Neutral Evil

AC 17 **Initiative** +3 (13)
HP 168 (16d12 + 64)
Speed 50 ft., Climb 50 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	23	+6	+6	**Dex** 16	+3	+3	**Con** 18	+4	+4
Int	7	−2	−2	**Wis** 14	+2	+2	**Cha** 12	+1	+1

Skills Perception +6, Stealth +7
Immunities Lightning
Senses Darkvision 90 ft.; Passive Perception 16
Languages Draconic
CR 11 (XP 7,200; PB +4)

Actions

Multiattack. The behir makes one Bite attack and uses Constrict.

Bite. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 19 (2d12 + 6) Piercing damage plus 11 (2d10) Lightning damage.

Constrict. *Strength Saving Throw:* DC 18, one Large or smaller creature the behir can see within 5 feet. *Failure:* 28 (5d8 + 6) Bludgeoning damage. The target has the Grappled condition (escape DC 16), and it has the Restrained condition until the grapple ends.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 16, each creature in a 90-foot-long, 5-foot-wide Line. *Failure:* 66 (12d10) Lightning damage. *Success:* Half damage.

Bonus Actions

Swallow. *Dexterity Saving Throw:* DC 18, one Large or smaller creature Grappled by the behir (the behir can have only one creature swallowed at a time). *Failure:* The behir swallows the target, which is no longer Grappled. While swallowed, a creature has the Blinded and Restrained conditions, has Total Cover against attacks and other effects outside the behir, and takes 21 (6d6) Acid damage at the start of each of the behir's turns.

If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls in a space within 10 feet of the behir and has the Prone condition. If the behir dies, a swallowed creature is no longer Restrained and can escape from the corpse by using 15 feet of movement, exiting Prone.

ANDREA PIPARO



Beholder

Infamous Many-Eyed Tyrant

Habitat: Underdark; **Treasure:** Arcana

Beholders—also known as eye tyrants—number among the most notorious inhabitants of the Underdark. Few creatures in the multiverse are as loathed and feared as these maniacal horrors.

A beholder's distinctive, globular body is dominated by an oversize maw and a gigantic central eye. Ten stalks ending in smaller eyes crown its form. From each of these eleven eyes, a beholder can unleash a different magic power. The central eye can deactivate magic, while the smaller eyes emit rays that inflict various dooms—such as petrifying creatures, disintegrating them, slaying them outright, or other effects.

Beholders possess utterly alien minds. Most exhibit paranoid, narcissistic, and megalomaniacal tendencies, and they act on agendas beyond human reasoning. While some keep to themselves, others force weaker creatures into their service. Still others cultivate grand ambitions, creating networks of minions to manipulate groups, settlements, and whole nations in the Underdark and sometimes the surface world.

Few creatures loathe beholders more than other beholders. Every beholder views itself as the physical and intellectual pinnacle of its species. To them, all other beholders are aberrant rivals to be dominated or destroyed. Conflicts between beholders can last for decades and lay waste to vast subterranean realms.

Beholders are a particular threat to adventurers because both gravitate toward mysterious ruins and sites of great magic. Many beholders collect the magic items and petrified bodies of heroes they've defeated, displaying them as trophies.

Beholder Lairs

Beholders lurk in cavern complexes they've carved using their eye rays deep in the Underdark or in lairs created for them by their servants.

The region containing a beholder's lair is twisted by its presence, creating the following effects:

Scopophobia. Creatures within 1 mile of the lair feel as if they're being watched. Any creature (excluding the beholder and its allies) that finishes a Short Rest while within 1 mile of the lair must succeed on a DC 13 Wisdom saving throw or gain no benefit from that rest.

Warping Terrain. Minor warps in reality occur near the lair; any creature (excluding the beholder) within 1 mile of the lair that makes a D20 Test and rolls a 1 has the Prone condition.

If the beholder dies or moves its lair elsewhere, these effects end immediately.

ERIC BELISLE

Beholder

Large Aberration, Lawful Evil

AC 18 **Initiative** +12 (22)
HP 190 (20d10 + 80)
Speed 5 ft., Fly 40 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	14	+2	+2	**Con**	18	+4	+9
Int	17	+3	+3	**Wis**	15	+2	+7	**Cha**	17	+3	+3

Skills Perception +12
Immunities Prone
Senses Darkvision 120 ft.; Passive Perception 22
Languages Deep Speech, Undercommon
CR 13 (XP 10,000, or 11,500 in lair; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the beholder fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The beholder uses Eye Rays three times.

Bite. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 13 (3d6 + 3) Piercing damage.

Eye Rays. The beholder randomly shoots one of the following magical rays at a target it can see within 120 feet of itself (roll 1d10; reroll if the beholder has already used that ray during this turn):

1: **Charm Ray.** *Wisdom Saving Throw:* DC 16. *Failure:* 13 (3d8) Psychic damage, and the target has the Charmed condition for 1 hour or until it takes damage. *Success:* Half damage only.
2: **Paralyzing Ray.** *Constitution Saving Throw:* DC 16. *Failure:* The target has the Paralyzed condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.
3: **Fear Ray.** *Wisdom Saving Throw:* DC 16. *Failure:* 14 (4d6) Psychic damage, and the target has the Frightened condition until the end of its next turn. *Success:* Half damage only.
4: **Slowing Ray.** *Constitution Saving Throw:* DC 16. *Failure:* 18 (4d8) Necrotic damage. Until the end of the target's next turn, the target's Speed is halved; the target can't take Reactions; and it can take either an action or a Bonus Action on its turn, not both. *Success:* Half damage only.
5: **Enervation Ray.** *Constitution Saving Throw:* DC 16. *Failure:* 13 (3d8) Poison damage, and the target has the Poisoned condition until the end of its next turn. While Poisoned, the target can't regain Hit Points. *Success:* Half damage only.
6: **Telekinetic Ray.** *Strength Saving Throw:* DC 16 (the target succeeds automatically if it is Gargantuan). *Failure:* The beholder moves the target up to 30 feet in any direction. The target has the Restrained condition until the start of the beholder's next turn or until the beholder has the Incapacitated condition. The beholder can also exert fine control on objects with this ray, such as manipulating a tool or opening a door or container.
7: **Sleep Ray.** *Wisdom Saving Throw:* DC 16 (the target succeeds automatically if it is a Construct or an Undead). *Failure:* The target has the Unconscious condition for 1 minute. The condition ends if the target takes damage or a creature within 5 feet of it takes an action to wake it.
8: **Petrification Ray.** *Constitution Saving Throw:* DC 16. *First Failure:* The target has the Restrained condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target has the Petrified condition instead of the Restrained condition.
9: **Disintegration Ray.** *Dexterity Saving Throw:* DC 16. *Failure:* 36 (8d8) Force damage. If the target is a nonmagical object or a creation of magical force, a 10-foot Cube of it disintegrates into dust. *Success:* Half damage. *Failure or Success:* If the target is a creature and this damage reduces it to 0 Hit Points, it disintegrates into dust.
10: **Death Ray.** *Dexterity Saving Throw:* DC 16. *Failure:* 55 (10d10) Necrotic damage. *Success:* Half damage. *Failure or Success:* The target dies if the ray reduces it to 0 Hit Points.

Bonus Actions

Antimagic Cone. The beholder's central eye emits an antimagic wave in a 150-foot Cone. Until the start of the beholder's next turn, that area acts as an *Antimagic Field* spell, and that area works against the beholder's own Eye Rays.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the beholder can expend a use to take one of the following actions. The beholder regains all expended uses at the start of each of its turns.

Chomp. The beholder makes two Bite attacks.

Glare. The beholder uses Eye Rays.

Berserkers

Raging Invaders and Impassioned Warriors

Habitat: Any; **Treasure:** Armaments, Individual

Gripped by the adrenaline of battle, berserkers are reckless invaders, pit fighters, and other ferocious warriors.

Berserker Commander

Berserker commanders bear the scars of battle and drive their followers to match their deadly zeal. These commanders tap into a primal magic to enhance their might.

Berserker

Berserkers might fight for personal glory or form motivated forces or howling hordes.



Berserker Commander

Medium or Small Humanoid, Neutral

AC 16 **Initiative** +5 (15)
HP 136 (16d8 + 64)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+7	**Dex**	14	+2	+2	**Con**	19	+4	+7
Int	10	+0	+0	**Wis**	14	+2	+2	**Cha**	9	−1	−1

Skills Athletics +7, Perception +5
Immunities Charmed, Frightened
Gear Greataxe, Javelins (6)
Senses Passive Perception 15
Languages Common
CR 8 (XP 3,900; PB +3)

Traits

Bloodied Frenzy. While Bloodied, the berserker has Advantage on attack rolls and saving throws.

Actions

Multiattack. The berserker makes three attacks, using Greataxe or Javelin in any combination.

Greataxe. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 10 (1d12 + 4) Slashing damage, plus 10 (3d6) Thunder damage to the target or another creature within 5 feet of the target.

Javelin. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 30/120 ft. *Hit:* 18 (4d6 + 4) Piercing damage, and the target's Speed decreases by 5 feet until the start of the berserker's next turn.

Bonus Actions

Frenzied Rush. Each ally within 30 feet of the berserker can take a Reaction to move up to half the ally's Speed without provoking Opportunity Attacks. The berserker can also move up to half its Speed without provoking Opportunity Attacks.

Berserker

Medium or Small Humanoid, Neutral

AC 13 **Initiative** +1 (11)
HP 67 (9d8 + 27)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	12	+1	+1	**Con**	17	+3	+3
Int	9	−1	−1	**Wis**	11	+0	+0	**Cha**	9	−1	−1

Gear Greataxe, Hide Armor
Senses Passive Perception 10
Languages Common
CR 2 (XP 450; PB +2)

Traits

Bloodied Frenzy. While Bloodied, the berserker has Advantage on attack rolls and saving throws.

Actions

Greataxe. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 9 (1d12 + 3) Slashing damage.

BRYAN SOLA



Black Dragons

Dragons of Decay and Despair

Habitat: Swamp; **Treasure:** Relics

Black dragons delight in suffering and ruin. While other chromatic dragons scheme for power and wealth, these dragons seek to tear down all they see and rule over what remains.

Black dragons are terrifying creatures with curved horns and withered visages suggestive of fiendish skulls. They typically inhabit stagnant swamps, crumbling ruins, or places of magical or environmental corruption. Their acid breath scars their domains, eroding the features from ancient statues and leaving nature with festering wounds.

Black dragons hoard tarnished symbols of hope and relics of fallen empires. The more sought-after the treasure, the more black dragons prize it—particularly if they were responsible for it being lost.

Black Dragon Wyrmling

Black dragon wyrmlings lurk in bogs and polluted waterways, hunting for prey and weaker creatures to overpower. While older wyrmlings eventually seek their own territories, recently hatched ones might hunt one another, seeking dominance over their clutch and slaying rivals they can't subjugate.

Young Black Dragon

Most young black dragons claim a hidden lair—typically a dismal place accessible through deadly ruins or a treacherous bog. They delight in exploiting fearful servants and might terrorize small communities or impress groups of kobolds or troglodytes into their service. Some ally themselves with powerful undead such as death knights and vampires or aberrations such as aboleths and kuo-toa.

Black Dragon Wyrmling

Medium Dragon (Chromatic), Chaotic Evil

AC 17 **Initiative** +4 (14)
HP 33 (6d8 + 6)
Speed 30 ft., Fly 60 ft., Swim 30 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	15	+2	+2	**Dex** 14	+2	+4	**Con** 13	+1	+1
Int	10	+0	+0	**Wis** 11	+0	+2	**Cha** 13	+1	+1

Skills Perception +4, Stealth +4
Immunities Acid
Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14
Languages Draconic
CR 2 (XP 450; PB +2)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage plus 2 (1d4) Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 11, each creature in a 15-foot-long, 5-foot-wide Line. *Failure:* 22 (5d8) Acid damage. *Success:* Half damage.

Young Black Dragon

Large Dragon (Chromatic), Chaotic Evil

AC 18 **Initiative** +5 (15)
HP 127 (15d10 + 45)
Speed 40 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	19	+4	+4	**Dex** 14	+2	+5	**Con** 17	+3	+3
Int	12	+1	+1	**Wis** 11	+0	+3	**Cha** 15	+2	+2

Skills Perception +6, Stealth +5
Immunities Acid
Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 16
Languages Common, Draconic
CR 7 (XP 2,900; PB +3)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 9 (2d4 + 4) Slashing damage plus 3 (1d6) Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 14, each creature in a 30-foot-long, 5-foot-wide Line. *Failure:* 49 (14d6) Acid damage. *Success:* Half damage.

MARTIN MOTTET



An adult black dragon uses its acid breath to melt the construct defenders of a clockwork fortress.

Adult Black Dragon

Huge Dragon (Chromatic), Chaotic Evil

AC 19 **Initiative** +12 (22)
HP 195 (17d12 + 85)
Speed 40 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	14	+2	+7	**Con**	21	+5	+5
Int	14	+2	+2	**Wis**	13	+1	+6	**Cha**	19	+4	+4

Skills Perception +11, Stealth +7
Immunities Acid
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 21
Languages Common, Draconic
CR 14 (XP 11,500, or 13,000 in lair; PB +5)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Melf's Acid Arrow* (level 3 version).

Rend. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 13 (2d6 + 6) Slashing damage plus 4 (1d8) Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 60-foot-long, 5-foot-wide Line. *Failure:* 54 (12d8) Acid damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At Will: *Detect Magic, Fear, Melf's Acid Arrow* (level 3 version)
1/Day Each: *Speak with Dead, Vitriolic Sphere*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Cloud of Insects. *Dexterity Saving Throw:* DC 17, one creature the dragon can see within 120 feet. *Failure:* 22 (4d10) Poison damage, and the target has Disadvantage on saving throws to maintain Concentration until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Frightful Presence. The dragon uses Spellcasting to cast *Fear.* The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

MARTIN MOTTET

Adult Black Dragon

By the time they're adults, black dragons are among the greatest terrors in the lands they claim. Wretched swamps and monster-haunted ruins grow more dismal and spread under an adult black dragon's influence. Morbid cultists and doomsayers frequently gather in the dragon's service, bringing with them undead terrors that answer to the black dragon and aid it in spreading ruin to nearby bastions of beauty and peace.

Ancient Black Dragon

Ancient black dragons plot the ruin of whole realms. They seek magic to corrupt the land, raise undead hordes, bind fiends, and replicate magical disasters. Ancient black dragons strive to create vast, dead domains where they are the greatest things that remain.

Black Dragon Lairs

Black dragons lurk in dismal ruins, polluted bogs, or other sites gripped by decay.

The region containing an adult or ancient black dragon's lair is warped by its presence, creating the following effects:

Acrid Haze. Odorous and stifling fog covers the area within 1 mile of the lair, rendering that area Lightly Obscured. Travel for creatures other than the dragon and its allies takes twice the usual time in that area.

Foul Water. Water sources within 1 mile of the lair are supernaturally fouled. A creature that drinks such water must succeed on a DC 15 Constitution saving throw or have the Poisoned condition for 1 hour.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

Ancient Black Dragon

Gargantuan Dragon (Chromatic), Chaotic Evil

AC 22 **Initiative** +16 (26)
HP 367 (21d20 + 147)
Speed 40 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	27	+8	+8	**Dex**	14	+2	+9	**Con**	25	+7	+7
Int	16	+3	+3	**Wis**	15	+2	+9	**Cha**	22	+6	+6

Skills Perception +16, Stealth +9
Immunities Acid
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 26
Languages Common, Draconic
CR 21 (XP 33,000, or 41,000 in lair; PB +7)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Melf's Acid Arrow* (level 4 version).

Rend. *Melee Attack Roll:* +15, reach 15 ft. *Hit:* 17 (2d8 + 8) Slashing damage plus 9 (2d8) Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 22, each creature in a 90-foot-long, 10-foot-wide Line. *Failure:* 67 (15d8) Acid damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21, +13 to hit with spell attacks):

At Will: *Detect Magic, Fear, Melf's Acid Arrow* (level 4 version)
1/Day Each: *Create Undead, Speak with Dead, Vitriolic Sphere* (level 5 version)

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Cloud of Insects. *Dexterity Saving Throw:* DC 21, one creature the dragon can see within 120 feet. *Failure:* 33 (6d10) Poison damage, and the target has Disadvantage on saving throws to maintain Concentration until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Frightful Presence. The dragon uses Spellcasting to cast *Fear.* The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

MARTIN MOTTET



As terrifying as it is titanic, an ancient black dragon eradicates unwanted life in its despoiled territory.



Black Pudding

Divisible, Corrosive Blob

Habitat: Underdark; **Treasure:** None

Black puddings are shapeless masses of predatory cells. Once a pudding detects organic matter, it oozes toward its prey, dissolving living matter and various objects. If a black pudding is split by lightning or slashing attacks, it divides into two smaller, independent puddings.

Various supernatural conditions might bring black puddings into being. Roll on or choose a result from the Black Pudding Sources table to inspire a pudding's origins.

Black Pudding Sources

1d6	The Black Pudding Formed From ...
1	An ancient black dragon's acidic saliva.
2	The blood or extreme emotions of a foul deity.
3	Cosmic entropy or ruinous planar forces.
4	A curse that transformed a forgotten tyrant.
5	Forbidden or industrialized magic.
6	Necrotic material animated by aimless spirits.

Black Pudding

Large Ooze, Unaligned

AC 7 **Initiative** –3 (7)
HP 68 (8d10 + 24)
Speed 20 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	5	–3	–3	**Con**	16	+3	+3
Int	1	–5	–5	**Wis**	6	–2	–2	**Cha**	1	–5	–5

Immunities Acid, Cold, Lightning, Slashing; Charmed, Deafened, Exhaustion, Frightened, Grappled, Prone, Restrained
Senses Blindsight 60 ft.; Passive Perception 8
Languages None
CR 4 (XP 1,100; PB +2)

Traits

Amorphous. The pudding can move through a space as narrow as 1 inch without expending extra movement to do so.

Corrosive Form. A creature that hits the pudding with a melee attack roll takes 4 (1d8) Acid damage. Nonmagical ammunition is destroyed immediately after hitting the pudding and dealing any damage. Any nonmagical weapon takes a cumulative –1 penalty to attack rolls immediately after dealing damage to the pudding and coming into contact with it. The weapon is destroyed if the penalty reaches –5. The penalty can be removed by casting the *Mending* spell on the weapon.

In 1 minute, the pudding can eat through 2 feet of nonmagical wood or metal.

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

Actions

Dissolving Pseudopod. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 17 (4d6 + 3) Acid damage. Nonmagical armor worn by the target takes a –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the *Mending* spell on the armor.

Reactions

Split. *Trigger:* While the pudding is Large or Medium and has 10+ Hit Points, it becomes Bloodied or is subjected to Lightning or Slashing damage. *Response:* The pudding splits into two new **Black Puddings**. Each new pudding is one size smaller than the original pudding and acts on its Initiative. The original pudding's Hit Points are divided evenly between the new puddings (round down).

STEVEN BELLEDIN

Blights

Plants Sprouted from Evil

Habitat: Forest; **Treasure:** None

Blights are malicious plants that sprout from deep-rooted evil. Their gnarled forms twist with fearsome features suggestive of human limbs and vicious maws. Blights lurk in ambush amid mundane vegetation and lash out at non-Plant creatures. While blights can act independently, they're usually motivated by whatever sinister forces spawned them or by wicked creatures with control over nature. The magic that creates blights often affects other vegetation as well, causing brambles, vines, and gnarled trees to overwhelm roads and fields, choke wells and streams, and force animals from their natural habitat. This might make blights the first sign of an oncoming wave of corruption.


Twig Blight

Twig Blight

Resembling bundles of sticks or dead brush, twig blights easily blend in among deadwood, flotsam, and the wood piles common in many rural settings. Groups of them are often found near river crossings, forgotten wells, or natural campsites, where they ambush those who let down their guard.

Twig Blight

Small Plant, Neutral Evil

AC 14 **Initiative** +2 (12)
HP 7 (2d6)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	−2	−2	**Dex**	14	+2	+2	**Con**	11	+0	+0
Int	4	−3	−3	**Wis**	8	−1	−1	**Cha**	3	−4	−4

Skills Stealth +4
Vulnerabilities Fire
Immunities Deafened
Senses Blindsight 60 ft.; Passive Perception 9
Languages Understands Common but can't speak
CR 1/8 (XP 25; PB +2)

Traits

Pack Tactics. The blight has Advantage on an attack roll against a creature if at least one of the blight's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Slashing damage.

Needle Blight

Needle blights have vaguely bipedal forms, with gaunt, misshapen limbs. Whether standing unnaturally still or lurching with their awkward gaits, these blights can't pass as either normal plants or woodland travelers. Once they spot foes, needle blights attack using their thorn-covered claws or by rapidly growing and flinging volleys of serrated, needlelike projectiles.

Needle Blight

Medium Plant, Neutral Evil

AC 12 **Initiative** +1 (11)
HP 16 (3d8 + 3)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	12	+1	+1	**Con**	13	+1	+1
Int	4	−3	−3	**Wis**	8	−1	−1	**Cha**	3	−4	−4

Immunities Deafened
Senses Blindsight 60 ft.; Passive Perception 9
Languages Understands Common but can't speak
CR 1/4 (XP 50; PB +2)

Actions

Claw. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) Slashing damage.

Needles. *Ranged Attack Roll:* +3, range 30/60 ft. *Hit:* 6 (2d4 + 1) Piercing damage.

BRIAN VALEZA



Left to Right: Vine Blight, Tree Blight, and Needle Blight

Vine Blight

Medium Plant, Neutral Evil

AC 12 **Initiative** –1 (9)
HP 19 (3d8 + 6)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	8	–1	–1	**Con**	14	+2	+2
Int	5	–3	–3	**Wis**	10	+0	+0	**Cha**	3	–4	–4

Skills Stealth +1
Immunities Deafened
Senses Blindsight 60 ft.; Passive Perception 10
Languages Common
CR 1/2 (XP 100; PB +2)

Actions

Constricting Vine. *Melee Attack Roll:* +4, reach 10 ft. *Hit:* 6 (1d8 + 2) Bludgeoning damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 12). Until the grapple ends, the target takes 4 (1d8) Bludgeoning damage at the start of each of its turns, and the blight can't make Constricting Vine attacks.

Entangling Plants (Recharge 5–6). The blight casts the *Entangle* spell, using Constitution as the spellcasting ability (spell save DC 12).

Tree Blight

Huge Plant, Neutral Evil

AC 15 **Initiative** +3 (13)
HP 115 (10d12 + 50)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	10	+0	+0	**Con**	20	+5	+5
Int	6	–2	–2	**Wis**	10	+0	+0	**Cha**	3	–4	–4

Immunities Deafened
Senses Blindsight 60 ft.; Passive Perception 10
Languages Understands Common and Druidic but can't speak
CR 7 (XP 2,900; PB +3)

Actions

Multiattack. The blight makes two Branch attacks and uses Grasping Root.

Branch. *Melee Attack Roll:* +9, reach 15 ft. *Hit:* 16 (3d6 + 6) Bludgeoning damage.

Grasping Root. *Strength Saving Throw:* DC 17, one Large or smaller creature the blight can see within 15 feet. *Failure:* The target is pulled up to 10 feet straight toward the blight and has the Grappled condition (escape DC 16) from one of six roots. Until the grapple ends, the target takes 13 (2d6 + 6) Bludgeoning damage at the start of each of its turns.

Bonus Actions

Gnash. *Dexterity Saving Throw:* DC 17, one creature Grappled by the blight. *Failure:* 19 (3d8 + 6) Piercing damage. *Success:* Half damage.

Brian Valeza



Vine Blight

Vine blights resemble humans wrapped in vines common to the areas in which they grow, from hairy ivy vines to flowering kudzu. They can cause plants to burst from the ground around themselves and entangle nearby foes.

Unlike most other blights, vine blights can speak. They do so rarely, typically only to convey messages from their masters or to repeat the words of their victims in rasping voices.

Tree Blight

Tree blights look like ancient, dead trees with gnarled limbs and splintered hollows. Imbued with bloodlust, these blights feed on the living. Evidence of their past meals is often tangled amid their branches and roots. Tree blights cooperate with other blights, but they attack other tree-shaped beings they encounter, such as awakened trees and treants.

Gulthias Blight

Ancient plants twisted by evil, Gulthias blights feed on blood and despoil the surrounding land, often giving rise to subservient blights. These cursed plants take their name from the story of their creation; the first of their kind was a tree that grew from the stake piercing the heart of the vampire Gulthias. These blights consider all creatures either servants or fertilizer for the blights' corruption.

BRIAN VALEZA

> It lives, though it looks dead. In an age long past, someone staked a vampire to the earth on this very spot. The wooden stake was yet green and took root. And so grew the Gulthias Tree, reverberating with primal power.
>
> —Belak the Outcast, druid of the Twilight Grove

Gulthias Blight

Gargantuan Plant, Neutral Evil

AC 20 **Initiative** +5 (15)
HP 264 (16d20 + 96)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	25	+7	+7	**Dex**	10	+0	+0	**Con**	22	+6	+6
Int	10	+0	+0	**Wis**	18	+4	+4	**Cha**	12	+1	+1

Skills Perception +9
Resistances Fire, Necrotic
Immunities Deafened
Senses Blindsight 120 ft.; Passive Perception 19
Languages Common, Druidic
CR 16 (XP 15,000; PB +5)

Traits

Blight Seeds. When it finishes a Long Rest, the blight expels 1d6 seeds into unoccupied spaces on the ground within 30 feet of itself. After 24 hours, the seeds become creatures under the blight's control. Roll 1d8 for each seed to determine the creature it becomes: on 1–4, **Twig Blight**; on 5–6, **Needle Blight**; on 7–8, **Vine Blight**.

Actions

Multiattack. The blight makes two attacks, using Slam or Thorn Volley in any combination. It also uses Life-Draining Root.

Slam. *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 25 (4d8 + 7) Bludgeoning damage.

Thorn Volley. *Ranged Attack Roll:* +12, range 60/180 ft. *Hit:* 20 (3d8 + 7) Piercing damage.

Life-Draining Root. *Constitution Saving Throw:* DC 20, one Huge or smaller creature the blight can see within 30 feet. *Failure:* 14 (2d6 + 7) Necrotic damage, and the target has the Grappled condition (escape DC 17) from one of six roots. Until the grapple ends, the target has the Restrained condition and takes 14 (4d6) Necrotic damage at the start of each of its turns. The target's Hit Point maximum decreases by an amount equal to the Necrotic damage taken, and the blight regains Hit Points equal to that amount.



Blink Dog

Blink Dog

Elusive Feywild Canine

Habitat: Forest, Planar (Feywild); **Treasure:** None

Blink dogs glimmer with a magic that allows them to teleport, "blinking" from one spot to another. These dogs use this power to chase prey, baffle foes, and express joy. They're frequently found among Feywild folk, such as centaurs and pixies—often as members of rollicking hunts between worlds.

Blink Dog

Medium Fey, Lawful Good

AC 13 **Initiative** +3 (13)
HP 22 (4d8 + 4)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	17	+3	+3	**Con**	12	+1	+1
Int	10	+0	+0	**Wis**	13	+1	+1	**Cha**	11	+0	+0

Skills Perception +5, Stealth +5
Senses Darkvision 60 ft.; Passive Perception 15
Languages Blink Dog; understands Elvish and Sylvan but can't speak them
CR 1/4 (XP 50; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage.

Bonus Actions

Teleport (Recharge 4–6). The dog teleports up to 40 feet to an unoccupied space it can see.

Blob of Annihilation

All-Consuming Cosmic Entropy Unleashed

Habitat: Any; **Treasure:** Any

The blob of annihilation is a coagulation of cosmic entropy conjoined to the remains of dead gods. This malicious entity drifts through Wildspace and multiversal expanses inimical to life—vast regions where the chance of encountering it is low.

The blob poses the greatest threat when disasters or nihilistic magic-users summon it to inhabited realms. Once unleashed, the blob of annihilation rolls across the land in vast, cosmic gyres, with fragments of the blob splitting off to engulf targets. The blob consumes anything it encounters, sweeping forests, villages, and fortresses into its mass. Within the blob is an expanse without air or gravity where entropic forces destroy whatever they engulf. Nothing can survive within for long.

Only magic items and the corpses of gods and titans can endure inside the blob. Because of that fact, treasure hunters and theologians sometimes give themselves the deadly task of trying to retrieve something from within the blob. This quest usually ends in annihilation, but occasionally it results in the find of a lifetime.

When the blob appears, roll on or choose a result from the Blob of Annihilation Contents table to inspire what extraordinary thing remains within its goop.

Blob of Annihilation Contents

1d10	The Blob Contains ...
1	An *Amulet of the Planes.*
2	An Artifact of the DM's choice.
3	The corpses of two gods who were entangled in battle when the blob consumed them.
4	A *Cubic Gate.*
5	A *Deck of Many Things.*
6	A magic key that opens a door in Sigil that no other key and no spell can open.
7	The preserved corpse of an empyrean.
8	The remains of half a kraken.
9	The skull of a death god.
10	A tarrasque that just died.

Honey, I've seen horrors that would make you shit your drawers and reach for the nearest drink. And then there's the blob of annihilation. If you see it, run. And if you can't get away from it, just hope you dissolve fast.

—Vi, Artificer of Eberron

John Patrick Gañas

Blob of Annihilation

Gargantuan Ooze (Titan), Neutral Evil

AC 18 **Initiative** +16 (26)
HP 448 (23d20 + 207)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	27	+8	+8	**Dex**	14	+2	+9	**Con**	28	+9	+16
Int	10	+0	+0	**Wis**	16	+3	+3	**Cha**	10	+0	+0

Resistances Bludgeoning, Piercing, Slashing
Immunities Acid, Necrotic, Poison; Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Unconscious
Senses Blindsight 120 ft.; Passive Perception 13
Languages None
CR 23 (XP 50,000; PB +7)

Traits

Astral Implosion. If the blob is reduced to 0 Hit Points, it implodes and ejects any creatures and objects engulfed by it into the Astral Sea. The blob itself vanishes, leaving behind a layer of slime on everything that was within 600 feet of it. In 1d20 years, the blob reconstitutes on a random world in the Material Plane.

Legendary Resistance (4/Day). If the blob fails a saving throw, it can choose to succeed instead.

Magic Resistance. The blob has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The blob makes two Pseudopod attacks and uses Engulf. It can replace one attack with a use of Restraining Glob.

Pseudopod. *Melee Attack Roll:* +15, reach 30 ft. *Hit:* 24 (3d10 + 8) Force damage.

Engulf. The blob moves up to its Speed and can move through the spaces of Huge or smaller creatures and objects. *Strength Saving Throw:* DC 23, each creature or object whose space the blob enters for the first time during this move. *Failure:* The target is engulfed. While engulfed, a target has Total Cover against attacks and other effects outside the blob, and when the blob moves, the engulfed target moves with it. A nonmagical object is destroyed after spending 1 minute engulfed.

While engulfed, a creature takes 21 (6d6) Force damage at the start of each of its turns, is suffocating, has the Restrained condition, and repeats the save at the end of each of its turns. An engulfed creature that is reduced to 0 Hit Points dissolves into ash, which is ejected into the Astral Sea.

Success: The target escapes and enters the nearest unoccupied space.



MATHIAS KOLLROS

Restraining Glob. The blob lobs a slimy glob at one Large or smaller creature it can see within 600 feet of itself. *Dexterity Saving Throw:* DC 23, the targeted creature. *Failure:* 18 (3d6 + 8) Acid damage. The glob rolls the target 60 feet straight toward the blob, and the target has the Restrained condition until the end of its next turn, when the glob harmlessly dissolves. *Success:* Half damage only.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the blob can expend a use to take one of the following actions. The blob regains all expended uses at the start of each of its turns.

Decay. The blob deals 14 (4d6) Necrotic damage to each creature engulfed by it. The blob can't take this action again until the start of its next turn.

Grasping Glob. The blob uses Restraining Glob. The blob can't take this action again until the start of its next turn.

Lashing Goop. The blob makes one Pseudopod attack.



Blue Dragons

Dragons of Tyranny and Tempests

Habitat: Coastal, Desert; **Treasure:** Relics

Arrogant and imperious, blue dragons are chromatic dragons that crave control and collect followers like other dragons hoard treasure. They seek to transform their territories into empires, domains to be feared by nations.

Blue dragons have sharp features with piercing horns and scales that range from sapphire to the shades of stormy skies. They dwell in deserts and badlands, particularly regions with dramatic spires from whose tops they might see for miles. They seek lairs near sites of symbolic power, such as the abandoned fortresses of giants, the colossi of fallen empires, or monuments raised by their followers.

Regalia of rulership and artistic masterpieces fill blue dragons' hoards. These dragons have no interest in treasures that are common or flawed, preferring one-of-a-kind gemstones, the crowns of fallen royals, and magic items capable of spreading the dragons' influence.

Blue Dragon Wyrmling

Blue dragon wyrmlings often serve other powerful creatures, learning the ways of control and establishing fearful reputations among weaker creatures. Many wyrmlings initially serve loyally, but as their powers grow to match their ambitions, they eventually betray or abandon their associates. These wyrmlings tempt small groups of creatures into their service, rewarding them with modest treasures and promises of future power.

Blue Dragon Wyrmling

Medium Dragon (Chromatic), Lawful Evil

AC 17 **Initiative** +2 (12)
HP 65 (10d8 + 20)
Speed 30 ft., Burrow 15 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	10	+0	+2	**Con**	15	+2	+2
Int	12	+1	+1	**Wis**	11	+0	+2	**Cha**	15	+2	+2

Skills Perception +4, Stealth +2
Immunities Lightning
Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14
Languages Draconic
CR 3 (XP 700; PB +2)

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Slashing damage plus 3 (1d6) Lightning damage.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 12, each creature in a 30-foot-long, 5-foot-wide Line. *Failure:* 21 (6d6) Lightning damage. *Success:* Half damage.

Young Blue Dragon

Large Dragon (Chromatic), Lawful Evil

AC 18 **Initiative** +4 (14)
HP 152 (16d10 + 64)
Speed 40 ft., Burrow 20 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	21	+5	+5	**Dex**	10	+0	+4	**Con**	19	+4	+4
Int	14	+2	+2	**Wis**	13	+1	+5	**Cha**	17	+3	+3

Skills Perception +9, Stealth +4
Immunities Lightning
Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 19
Languages Common, Draconic
CR 9 (XP 5,000; PB +4)

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 12 (2d6 + 5) Slashing damage plus 5 (1d10) Lightning damage.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 16, each creature in a 60-foot-long, 5-foot-wide Line. *Failure:* 55 (10d10) Lightning damage. *Success:* Half damage.

ANTONIO JOSE MANZANEDO



An adult blue dragon invades the territory of a silver dragon rival.

Adult Blue Dragon

Huge Dragon (Chromatic), Lawful Evil

AC 19 **Initiative** +10 (20)
HP 212 (17d12 + 102)
Speed 40 ft., Burrow 30 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	25	+7	+7	**Dex**	10	+0	+5	**Con**	23	+6	+6
Int	16	+3	+3	**Wis**	15	+2	+7	**Cha**	20	+5	+5

Skills Perception +12, Stealth +5
Immunities Lightning
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 22
Languages Common, Draconic
CR 16 (XP 15,000, or 18,000 in lair; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Shatter*.

Rend. *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 16 (2d8 + 7) Slashing damage plus 5 (1d10) Lightning damage.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 19, each creature in a 90-foot-long, 5-foot-wide Line. *Failure:* 60 (11d10) Lightning damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 18):

At Will: *Detect Magic*, *Invisibility*, *Mage Hand*, *Shatter*
1/Day Each: *Scrying*, *Sending*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Cloaked Flight. The dragon uses Spellcasting to cast *Invisibility* on itself, and it can fly up to half its Fly Speed. The dragon can't take this action again until the start of its next turn.

Sonic Boom. The dragon uses Spellcasting to cast *Shatter*. The dragon can't take this action again until the start of its next turn.

Tail Swipe. The dragon makes one Rend attack.

ANTONIO JOSÉ MANZANEDO

Young Blue Dragon

Young blue dragons seek to establish themselves as forces to be feared. Many claim isolated communities to rule over or ancient ruins where they might find magical paths to power. These blue dragons might temporarily cooperate with other dragons or powerful villains to gain followers and influence.

Adult Blue Dragon

Adult blue dragons command small empires, which might be territories of subjugated followers, shadowy criminal networks, or cultic enclaves. Endlessly suspicious and wary of rivals, these dragons enact elaborate schemes to ruin their foes, test the loyalty of their servants, and ensure their dominance for centuries.

Ancient Blue Dragon

Ancient blue dragons think beyond dominating groups of short-lived servants. Instead, they seek to claim their places above other dragons and their world's most powerful inhabitants. If world domination seems too tedious or cliché, these dragons might seek to seize control of extraplanar realms, multiworld empires, or forces of reality—like life, storms, or time itself.

Blue Dragon Lairs

Blue dragons dwell in arid lands. Their lairs might be death traps meant to entomb invaders or ostentatious fortresses where they plot domination.

The region containing an adult or ancient blue dragon's lair is changed by its presence, creating the following effects:

Sinkholes. Sinkholes form more frequently in the area within 1 mile of the lair. Whenever a creature in that area other than the dragon and its allies finishes a Long Rest, roll 1d20. On a 1, a sinkhole opens beneath the creature, and the creature must succeed on a DC 15 Dexterity saving throw or fall 2d4 × 10 feet into the sinkhole.

Spiteful Storms. Dust devils and thunderstorms rage within 1 mile of the lair. The area is Lightly Obscured.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

Ancient Blue Dragon

Gargantuan Dragon (Chromatic), Lawful Evil

AC 22 **Initiative** +14 (24)
HP 481 (26d20 + 208)
Speed 40 ft., Burrow 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	29	+9	+9	**Dex**	10	+0	+7	**Con**	27	+8	+8
Int	18	+4	+4	**Wis**	17	+3	+10	**Cha**	25	+7	+7

Skills Perception +17, Stealth +7
Immunities Lightning
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 27
Languages Common, Draconic
CR 23 (XP 50,000, or 62,000 in lair; PB +7)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Shatter* (level 3 version).

Rend. *Melee Attack Roll:* +16, reach 15 ft. *Hit:* 18 (2d8 + 9) Slashing damage plus 11 (2d10) Lightning damage.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 23, each creature in a 120-foot-long, 10-foot-wide Line. *Failure:* 88 (16d10) Lightning damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 22):

At Will: *Detect Magic*, *Invisibility*, *Mage Hand*, *Shatter* (level 3 version)
1/Day Each: *Scrying*, *Sending*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Cloaked Flight. The dragon uses Spellcasting to cast *Invisibility* on itself, and it can fly up to half its Fly Speed. The dragon can't take this action again until the start of its next turn.

Sonic Boom. The dragon uses Spellcasting to cast *Shatter* (level 3 version). The dragon can't take this action again until the start of its next turn.

Tail Swipe. The dragon makes one Rend attack.

ANTONIO JOSÉ MANZANEDO



Shattering the enemy's defenses, an ancient blue dragon leads its armies in conquest.



Bone Devil

Devil of Dread and Obedience

Habitat: Planar (Nine Hells); **Treasure:** Implements

Bone devils are gaunt, nightmarish Fiends with pallid skin stretched tight over frames that combine human and insectile features. Also known as osyluths, these Fiends command weaker devils and other beings aligned with infernal legions. Bone devils ensure that the commands of hellish sovereigns are exacted efficiently and that non-devils fulfill their commitments to the Nine Hells. They slay those who renege on infernal deals, sending treacherous mortal souls to face unspeakable punishments.

When not serving their diabolical masters, bone devils tempt self-obsessed mortals with promises of other creatures' adulation and obedience. These devils prop up petty tyrants, helping them grow increasingly calloused and amoral.

Bone devils travel across the multiverse to fulfill diabolical orders. If left with no other choices, they might conscript mortals to aid them in their vicious goals. Roll on or choose a result from the Bone Devil Objectives table to inspire a bone devil's goals.

Bone Devil Objectives

1d4	The Bone Devil Seeks To ...
1	Capture a soul that escaped the Nine Hells.
2	Convey a message or make an example of someone in the name of an archdevil.
3	Find someone who broke a deal with a devil.
4	Slay someone or steal something as part of its pact with a wicked magic-user.

> Bone devils are just one of a thousand reasons never to make a deal with a devil, but they're a significant one. Break said deal, and it'll likely be one of these nightmares that drags you down to the Nine Hells.
>
> —Sylvira Savikas, Candlekeep sage

Bone Devil

Large Fiend (Devil), Lawful Evil

AC 16 **Initiative** +7 (17)
HP 161 (17d10 + 68)
Speed 40 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+8	**Dex**	16	+3	+3	**Con**	18	+4	+4
Int	13	+1	+5	**Wis**	14	+2	+6	**Cha**	16	+3	+7

Skills Deception +7, Insight +6
Resistances Cold
Immunities Fire, Poison; Poisoned
Senses Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 12
Languages Infernal; telepathy 120 ft.
CR 9 (XP 5,000; PB +4)

Traits

Diabolical Restoration. If the devil dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Magic Resistance. The devil has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes two Claw attacks and one Infernal Sting attack.

Claw. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 13 (2d8 + 4) Slashing damage.

Infernal Sting. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 15 (2d10 + 4) Piercing damage plus 18 (4d8) Poison damage, and the target has the Poisoned condition until the start of the devil's next turn. While Poisoned, the target can't regain Hit Points.

NILS HAMM



Bone Naga

Deathless Serpentine Mind Bender

Habitat: Underdark; **Treasure:** Relics

Nagas are immortal but not invincible, and powerful magic can end their lives. Bone nagas are skeletal terrors raised from the remains of magically slain nagas or nagas that were killed but that hadn't yet rejuvenated. They are granted unlife through rituals practiced by cultists, yuan-ti, and morbid spirit nagas. These Undead nagas possess magical abilities similar to those they had in life, along with an eerie gaze that can beguile other creatures.

Bone nagas typically obey those who resurrected them, serving their creators as tireless guards and sharing the lore they collected in life. Undeath disrupts the perfect memory bone nagas enjoyed while alive, leaving them with gaps in their memories or details scrambled into puzzle-like jumbles.

In rare cases, bone nagas continue to pursue the goals they had while alive instead of serving other creatures. Most free-willed bone nagas are evil beings raised from spirit naga remains, but in unusual instances, bone nagas created from guardian nagas continue good, albeit confused, existences.

VIKO MENEZES

Bone Naga

Large Undead, Neutral Evil

AC 15 **Initiative** +3 (13)
HP 65 (10d10 + 10)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	16	+3	+3	**Con**	12	+1	+1
Int	16	+3	+3	**Wis**	15	+2	+2	**Cha**	15	+2	+2

Immunities Poison; Charmed, Exhaustion, Paralyzed, Poisoned
Senses Darkvision 60 ft.; Passive Perception 12
Languages Common plus one other language
CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The naga makes two Bite attacks. It can replace any attack with a use of Serpentine Gaze.

Bite. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 10 (2d6 + 3) Piercing damage plus 7 (2d6) Necrotic damage.

Serpentine Gaze. *Wisdom Saving Throw:* DC 13, one creature the naga can see within 60 feet. *Failure:* 13 (3d6 + 3) Psychic damage, and the target has the Charmed condition until the start of the naga's next turn.

Spellcasting. The naga casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 13):

At Will: *Mage Hand*, *Thaumaturgy*
1/Day Each: *Command*, *Detect Thoughts*, *Lightning Bolt*



Brass Dragon Wyrmling

Brass Dragons

Dragons of Lore and Rapport

Habitat: Desert; **Treasure:** Arcana

Gregarious and outgoing, brass dragons relish sharing knowledge and stories. Although these metallic dragons favor arid lands, they cheerfully journey considerable distances to visit friendly creatures, pass on what they've learned, and collect news. Though good natured, brass dragons don't shirk from combat when necessary, thwarting foes with magical sleep and searing them with flame.

Brass dragons favor warm climes, particularly steppes and rocky or sandy deserts, and they usually dwell near prominent crossroads or oases that regularly draw visitors. They enjoy adopting Humanoid forms, disguising themselves as traveling merchants, scholars, storytellers, or anyone else invested in others' stories.

Brass dragons collect eclectic objects. While such items might seem like knickknacks, each is part of a story—perhaps a nostalgic memento or evidence of a tale passed into myth. An old friend's hat and the crown of the last ruler of a forgotten dynasty could occupy the same shelf in a brass dragon's hoard.

Brass Dragon Wyrmling

Brass dragon wyrmlings are relentlessly curious. These dragons eagerly engage approachable creatures and are quick to explore any place that has an interesting story. Once they hear tales of adventure, many are keen to start their own quests.

Brass Dragon Wyrmling

Medium Dragon (Metallic), Chaotic Good

AC 15 **Initiative** +2 (12)
HP 22 (4d8 + 4)
Speed 30 ft., Burrow 15 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	10	+0	+2	**Con**	13	+1	+1
Int	10	+0	+0	**Wis**	11	+0	+2	**Cha**	13	+1	+1

Skills Perception +4, Stealth +2
Immunities Fire
Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14
Languages Draconic
CR 1 (XP 200; PB +2)

Actions

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (1d10 + 2) Slashing damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 11, each creature in a 20-foot-long, 5-foot-wide Line. *Failure:* 14 (4d6) Fire damage. *Success:* Half damage.

Sleep Breath. *Constitution Saving Throw:* DC 11, each creature in a 15-foot Cone. *Failure:* The target has the Incapacitated condition until the end of its next turn, at which point it repeats the save. *Second Failure:* The target has the Unconscious condition for 1 minute. This effect ends for the target if it takes damage or a creature within 5 feet of it takes an action to wake it.

Young Brass Dragon

Large Dragon (Metallic), Chaotic Good

AC 17 **Initiative** +3 (13)
HP 110 (13d10 + 39)
Speed 40 ft., Burrow 20 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	10	+0	+3	**Con**	17	+3	+3
Int	12	+1	+1	**Wis**	11	+0	+3	**Cha**	15	+2	+2

Skills Perception +6, Persuasion +5, Stealth +3
Immunities Fire
Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 16
Languages Common, Draconic
CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The dragon makes three Rend attacks. It can replace two attacks with a use of Sleep Breath.

Rend. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 15 (2d10 + 4) Slashing damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 14, each creature in a 40-foot-long, 5-foot-wide Line. *Failure:* 38 (11d6) Fire damage. *Success:* Half damage.

Sleep Breath. *Constitution Saving Throw:* DC 14, each creature in a 30-foot Cone. *Failure:* The target has the Incapacitated condition until the end of its next turn, at which point it repeats the save. *Second Failure:* The target has the Unconscious condition for 1 minute. This effect ends for the target if it takes damage or a creature within 5 feet of it takes an action to wake it.

CAIO MONTEIRO



An adult brass dragon rids its new lair of unwelcome undead.

Adult Brass Dragon

Huge Dragon (Metallic), Chaotic Good

AC 18 **Initiative** +10 (20)
HP 172 (15d12 + 75)
Speed 40 ft., Burrow 30 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	10	+0	+5	**Con**	21	+5	+5
Int	14	+2	+2	**Wis**	13	+1	+6	**Cha**	17	+3	+3

Skills History +7, Perception +11, Persuasion +8, Stealth +5
Immunities Fire
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 21
Languages Common, Draconic
CR 13 (XP 10,000, or 11,500 in lair; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Sleep Breath or (B) Spellcasting to cast *Scorching Ray*.

Rend. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 17 (2d10 + 6) Slashing damage plus 4 (1d8) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 60-foot-long, 5-foot-wide Line. *Failure:* 45 (10d8) Fire damage. *Success:* Half damage.

Sleep Breath. *Constitution Saving Throw:* DC 18, each creature in a 60-foot Cone. *Failure:* The target has the Incapacitated condition until the end of its next turn, at which point it repeats the save. *Second Failure:* The target has the Unconscious condition for 10 minutes. This effect ends for the target if it takes damage or a creature within 5 feet of it takes an action to wake it.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 16):

At Will: *Detect Magic*, *Minor Illusion*, *Scorching Ray*, *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell), *Speak with Animals*
1/Day Each: *Detect Thoughts*, *Control Weather*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Blazing Light. The dragon uses Spellcasting to cast *Scorching Ray*.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Scorching Sands. *Dexterity Saving Throw:* DC 16, one creature the dragon can see within 120 feet. *Failure:* 27 (6d8) Fire damage, and the target's Speed is halved until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

CAIO MONTEIRO

Young Brass Dragon

Young brass dragons travel extensively, often spending a few years in a region before circling back to their lair. Some work closely with other metallic dragons, carrying information between allies.

Adult Brass Dragon

Adult brass dragons know many secrets and have vast networks of contacts. These dragons share perspectives they've learned from across the world and passionately combat the lies of con artists and villains that lead people astray.

Ancient Brass Dragon

Ancient brass dragons create worlds-spanning networks. They combat forces of repression and misinformation, helping people learn from the mistakes of the past. Either personally or through webs of messengers, ancient brass dragons keep allies informed about challenges they can face together.

Brass Dragon Lairs

Brass dragons usually dwell in secret caves and canyons near well-traveled routes.

The area containing an adult or ancient brass dragon's lair is altered by its presence, creating the following effects:

Mirages. While in its lair, the dragon can cast *Major Image*, requiring no Material components and using the same spellcasting ability as its Spellcasting action. When casting the spell this way, the spell's range is 1 mile, and the dragon doesn't need to see the spot where the illusion appears.

Refreshing Water. Water within 1 mile of the lair is magically refreshing. A creature that drinks such water gains 2d4 Temporary Hit Points, and the dragon is immediately aware of the creature's presence.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

Ancient Brass Dragon

Gargantuan Dragon (Metallic), Chaotic Good

AC 20 **Initiative** +12 (22)
HP 332 (19d20 + 133)
Speed 40 ft., Burrow 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	27	+8	+8	**Dex**	10	+0	+6	**Con**	25	+7	+7
Int	16	+3	+3	**Wis**	15	+2	+8	**Cha**	22	+6	+6

Skills History +9, Perception +14, Persuasion +12, Stealth +6
Immunities Fire
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 24
Languages Common, Draconic
CR 20 (XP 25,000, or 33,000 in lair; PB +6)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Sleep Breath or (B) Spellcasting to cast *Scorching Ray* (level 3 version).

Rend. *Melee Attack Roll:* +14, reach 15 ft. *Hit:* 19 (2d10 + 8) Slashing damage plus 7 (2d6) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 21, each creature in a 90-foot-long, 5-foot-wide Line. *Failure:* 58 (13d8) Fire damage. *Success:* Half damage.

Sleep Breath. *Constitution Saving Throw:* DC 21, each creature in a 90-foot Cone. *Failure:* The target has the Incapacitated condition until the end of its next turn, at which point it repeats the save. *Second Failure:* The target has the Unconscious condition for 10 minutes. This effect ends for the target if it takes damage or a creature within 5 feet of it takes an action to wake it.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 20):

At Will: *Detect Magic*, *Minor Illusion*, *Scorching Ray* (level 3 version), *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell), *Speak with Animals*
1/Day Each: *Control Weather*, *Detect Thoughts*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Blazing Light. The dragon uses Spellcasting to cast *Scorching Ray* (level 3 version).

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Scorching Sands. *Dexterity Saving Throw:* DC 20, one creature the dragon can see within 120 feet. *Failure:* 36 (8d8) Fire damage, and the target's Speed is halved until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

CAIO MONTEIRO



An ancient brass dragon protects travelers from an oncoming sandstorm.



Bronze Dragon Wyrmling

Bronze Dragons

Dragons of Potential and Preservation

Habitat: Coastal; **Treasure:** Implements

Where bronze dragons dwell, wonders flourish. Imaginative yet mindful, these metallic dragons work toward greatness and help others achieve all they can. They strive to preserve innovations, from the works of past civilizations to new discoveries, and they share such works widely. When dealing with shorter-lived beings, bronze dragons prefer to win them over through conversation and cultivation, but they don't shy from battle when villains keep others from achieving their potential.

Bronze dragons enjoy the power and endless possibilities of the sea, and they often make their lairs in places of natural beauty or communities they wish to preserve. Within their dwellings, bronze dragons hoard things they believe will be useful one day. They salvage treasure lost to the sea, reclaiming wealth or sunken ships.

Bronze Dragon Wyrmling

Bronze dragon wyrmlings believe they can solve any problems, and they seek to prove it. They often fixate on local challenges, such as drought or rampant banditry. While their zeal can be charming, these wyrmlings can get in over their heads and might then need help correcting mistakes.

Bronze Dragon Wyrmling

Medium Dragon (Metallic), Lawful Good

AC 15 **Initiative** +2 (12)
HP 39 (6d8 + 12)
Speed 30 ft., Fly 60 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	10	+0	+2	**Con**	15	+2	+2
Int	12	+1	+1	**Wis**	11	+0	+2	**Cha**	15	+2	+2

Skills Perception +4, Stealth +2
Immunities Lightning
Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14
Languages Draconic
CR 2 (XP 450; PB +2)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Slashing damage.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 12, each creature in a 40-foot-long, 5-foot-wide Line. *Failure:* 16 (3d10) Lightning damage. *Success:* Half damage.

Repulsion Breath. *Strength Saving Throw:* DC 12, each creature in a 30-foot Cone. *Failure:* The target is pushed up to 30 feet straight away from the dragon and has the Prone condition.

Young Bronze Dragon

Large Dragon (Metallic), Lawful Good

AC 17 **Initiative** +3 (13)
HP 142 (15d10 + 60)
Speed 40 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	21	+5	+5	**Dex**	10	+0	+3	**Con**	19	+4	+4
Int	14	+2	+2	**Wis**	13	+1	+4	**Cha**	17	+3	+3

Skills Insight +4, Perception +7, Stealth +3
Immunities Lightning
Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 17
Languages Common, Draconic
CR 8 (XP 3,900; PB +3)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Repulsion Breath.

Rend. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 16 (2d10 + 5) Slashing damage.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 15, each creature in a 60-foot-long, 5-foot-wide Line. *Failure:* 49 (9d10) Lightning damage. *Success:* Half damage.

Repulsion Breath. *Strength Saving Throw:* DC 15, each creature in a 30-foot Cone. *Failure:* The target is pushed up to 40 feet straight away from the dragon and has the Prone condition.

MATT STEWART



An adult bronze dragon defends the deep from a ravenous giant shark.

Adult Bronze Dragon

Huge Dragon (Metallic), Lawful Good

AC 18 **Initiative** +10 (20)
HP 212 (17d12 + 102)
Speed 40 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	25	+7	+7	**Dex**	10	+0	+5	**Con**	23	+6	+6
Int	16	+3	+3	**Wis**	15	+2	+7	**Cha**	20	+5	+5

Skills Insight +7, Perception +12, Stealth +5
Immunities Lightning
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 22
Languages Common, Draconic
CR 15 (XP 13,000, or 15,000 in lair; PB +5)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Repulsion Breath or (B) Spellcasting to cast *Guiding Bolt* (level 2 version).

Rend. *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 16 (2d8 + 7) Slashing damage plus 5 (1d10) Lightning damage.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 19, each creature in a 90-foot-long, 5-foot-wide Line. *Failure:* 55 (10d10) Lightning damage. *Success:* Half damage.

Repulsion Breath. *Strength Saving Throw:* DC 19, each creature in a 30-foot Cone. *Failure:* The target is pushed up to 60 feet straight away from the dragon and has the Prone condition.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17, +10 to hit with spell attacks):

At Will: *Detect Magic*, *Guiding Bolt* (level 2 version), *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell), *Speak with Animals*, *Thaumaturgy*
1/Day Each: *Detect Thoughts*, *Water Breathing*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Guiding Light. The dragon uses Spellcasting to cast *Guiding Bolt* (level 2 version).

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Thunderclap. *Constitution Saving Throw:* DC 17, each creature in a 20-foot-radius Sphere centered on a point the dragon can see within 90 feet. *Failure:* 10 (3d6) Thunder damage, and the target has the Deafened condition until the end of its next turn.

MATT STEWART

Young Bronze Dragon

Many young bronze dragons become experts in a type of problem, like driving off pirates or protecting communities from storms. Young bronze dragons collect friends with varied expertise, cultivating a community of experts they can rely on.

Adult Bronze Dragon

Adult bronze dragons often dwell near places they defend or where they help others work toward goals. They might become patrons of whole cities, advising leaders and helping generations flourish.

Ancient Bronze Dragon

Ancient bronze dragons develop dramatic patinas on their glimmering scales. These dragons strive to protect whole regions, continents, or planets from threats. They seek solutions to planes-spanning calamities or multiversal perils and oppose the evil of mighty chromatic dragons.

Bronze Dragon Lairs

Bronze dragons usually make their homes near or under the sea.

The region containing an adult or ancient bronze dragon's lair is changed by its presence, creating the following effects:

Buoying Currents. Creatures within 1 mile of the lair that lack a Swim Speed ignore the extra cost of movement while swimming.

Sun and Storms. While in its lair, the dragon can cast *Control Weather*, requiring no Material components and using the same spellcasting ability as its Spellcasting action. When casting the spell this way, the dragon can control the weather within 1 mile of its lair, regardless if the dragon is inside or outside.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

Ancient Bronze Dragon

Gargantuan Dragon (Metallic), Lawful Good

AC 22 **Initiative** +14 (24)
HP 444 (24d20 + 192)
Speed 40 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	29	+9	+9	**Dex**	10	+0	+7	**Con**	27	+8	+8
Int	18	+4	+4	**Wis**	17	+3	+10	**Cha**	25	+7	+7

Skills Insight +10, Perception +17, Stealth +7
Immunities Lightning
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 27
Languages Common, Draconic
CR 22 (XP 41,000, or 50,000 in lair; PB +7)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Repulsion Breath or (B) Spellcasting to cast *Guiding Bolt* (level 2 version).

Rend. *Melee Attack Roll:* +16, reach 15 ft. *Hit:* 18 (2d8 + 9) Slashing damage plus 9 (2d8) Lightning damage.

Lightning Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 23, each creature in a 120-foot-long, 10-foot-wide Line. *Failure:* 82 (15d10) Lightning damage. *Success:* Half damage.

Repulsion Breath. *Strength Saving Throw:* DC 23, each creature in a 30-foot Cone. *Failure:* The target is pushed up to 60 feet straight away from the dragon and has the Prone condition.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 22, +14 to hit with spell attacks):

At Will: *Detect Magic*, *Guiding Bolt* (level 2 version), *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell), *Speak with Animals*, *Thaumaturgy*
1/Day Each: *Detect Thoughts*, *Control Water*, *Scrying*, *Water Breathing*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Guiding Light. The dragon uses Spellcasting to cast *Guiding Bolt* (level 2 version).

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Thunderclap. *Constitution Saving Throw:* DC 22, each creature in a 20-foot-radius Sphere centered on a point the dragon can see within 120 feet. *Failure:* 13 (3d8) Thunder damage, and the target has the Deafened condition until the end of its next turn.

MATT STEWART



An ancient bronze dragon uses its repulsion breath to protect a community from rampaging water elementals.

Bugbears

Lurking Goblinoid Brutes

Habitat: Forest, Grassland, Planar (Feywild), Underdark;
Treasure: Armaments, Individual

Bugbears embody fear of the wilds and the menace of natural places. They're notoriously stealthy, and foes that venture into their territories often vanish without a trace.

Bugbear Stalker

Bugbear stalkers frequently take their victims hostage, relishing opportunities to imprison and terrorize other creatures.

Bugbear Warrior

Bugbear warriors serve those who offer them treasure, food, or the chance to hunt challenging prey.



Bugbear Stalker

Medium Fey (Goblinoid), Chaotic Evil

AC 15 **Initiative** +2 (12)
HP 65 (10d8 + 20)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	14	+2	+2	**Con**	14	+2	+4
Int	11	+0	+0	**Wis**	12	+1	+3	**Cha**	11	+0	+0

Skills Stealth +6, Survival +3
Gear Chain Shirt, Javelins (6), Morningstar
Senses Darkvision 60 ft.; Passive Perception 11
Languages Common, Goblin
CR 3 (XP 700; PB +2)

Traits

Abduct. The bugbear needn't spend extra movement to move a creature it is grappling.

Actions

Multiattack. The bugbear makes two Javelin or Morningstar attacks.

Javelin. *Melee or Ranged Attack Roll:* +5, reach 10 ft. or range 30/120 ft. *Hit:* 13 (3d6 + 3) Piercing damage.

Morningstar. *Melee Attack Roll:* +5 (with Advantage if the target is Grappled by the bugbear), reach 10 ft. *Hit:* 12 (2d8 + 3) Piercing damage.

Bonus Actions

Quick Grapple. *Dexterity Saving Throw:* DC 13, one Medium or smaller creature the bugbear can see within 10 feet. *Failure:* The target has the Grappled condition (escape DC 13).

Bugbear Warrior

Medium Fey (Goblinoid), Chaotic Evil

AC 14 **Initiative** +2 (12)
HP 33 (6d8 + 6)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	14	+2	+2	**Con**	13	+1	+1
Int	8	−1	−1	**Wis**	11	+0	+0	**Cha**	9	−1	−1

Skills Stealth +6, Survival +2
Gear Hide Armor, Light Hammers (3)
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common, Goblin
CR 1 (XP 200; PB +2)

Traits

Abduct. The bugbear needn't spend extra movement to move a creature it is grappling.

Actions

Grab. *Melee Attack Roll:* +4, reach 10 ft. *Hit:* 9 (2d6 + 2) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12).

Light Hammer. *Melee or Ranged Attack Roll:* +4 (with Advantage if the target is Grappled by the bugbear), reach 10 ft. or range 20/60 ft. *Hit:* 9 (3d4 + 2) Bludgeoning damage.

TARAS SUSAK

Bulettes

Ravenous, Subsurface Land Sharks

Habitat: Grassland, Hill, Mountain; **Treasure:** None

Also called "land sharks," bulettes are single-minded predators that burrow under, leap over, and burst through obstacles in pursuit of their quarry. They burrow rapidly just belowground. On sensing movement, they erupt from below, attempting to catch prey in their oversize maws.

Bulette

Bulettes range under vast territories. They often threaten animal herds, and they can wipe out whole farming communities.

Bulette Pup

Juvenile bulettes are known as pups. They travel in small groups, using their numbers to bring down larger foes. Their arrival frequently presages the appearance of an adult bulette.

Bulette

Large Monstrosity, Unaligned

AC 17 **Initiative** +0 (10)
HP 94 (9d10 + 45)
Speed 40 ft., Burrow 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	11	+0	+0	**Con**	21	+5	+5
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	5	−3	−3

Skills Perception +6
Senses Darkvision 60 ft., Tremorsense 120 ft.; Passive Perception 16
Languages None
CR 5 (XP 1,800; PB +3)

Actions

Multiattack. The bulette makes two Bite attacks.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 17 (2d12 + 4) Piercing damage.

Deadly Leap. The bulette spends 5 feet of movement to jump to a space within 15 feet that contains one or more Large or smaller creatures. *Dexterity Saving Throw:* DC 15, each creature in the bulette's destination space. *Failure:* 19 (3d12) Bludgeoning damage, and the target has the Prone condition. *Success:* Half damage, and the target is pushed 5 feet straight away from the bulette.

Bonus Actions

Leap. The bulette jumps up to 30 feet by spending 10 feet of movement.



OLIVIER BERNARD

Bulette Pup

Medium Monstrosity, Unaligned

AC 16 **Initiative** −1 (9)
HP 45 (6d8 + 18)
Speed 30 ft., Burrow 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	8	−1	−1	**Con**	17	+3	+3
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	4	−3	−3

Skills Perception +4
Senses Darkvision 30 ft., Tremorsense 60 ft.; Passive Perception 14
Languages None
CR 2 (XP 450; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 14 (2d10 + 3) Piercing damage.

Bonus Actions

Leap. The bulette jumps up to 30 feet by spending 10 feet of movement.

Bullywugs

Amphibious Appreciators of Marsh and Muck

Habitat: Swamp; **Treasure:** Implements, Individual

Fey embodiments of swamplands, bullywugs protect the murky wilds and consider themselves cosmically favored for that role. These human-size, toad- or frog-like creatures have close relationships with the creatures of the swamp.

Bullywug Bog Sage

Bullywug bog sages channel the magic of the swamp to sicken foes and speak with plants.

Bullywug Warrior

Bullywug warriors are adept at moving through swamps and ambushing trespassers. They often work alongside packs of trained giant frogs.



Bullywug Bog Sage

Medium Fey, Neutral

AC 16 **Initiative** +3 (13)
HP 52 (8d8 + 16)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	8	−1	−1	**Dex**	16	+3	+3	**Con**	14	+2	+4
Int	10	+0	+0	**Wis**	16	+3	+5	**Cha**	12	+1	+1

Skills Nature +4, Stealth +5
Gear Component Pouch
Senses Passive Perception 13
Languages Bullywug, Common, Sylvan
CR 4 (XP 1,100; PB +2)

Traits

Amphibious. The bullywug can breathe air and water.

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

Actions

Multiattack. The bullywug makes two Bog Staff attacks. It can replace any attack with a use of Spellcasting to cast *Ray of Sickness*.

Bog Staff. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage plus 10 (3d6) Poison damage.

Spellcasting. The bullywug casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At Will: *Dancing Lights*, *Druidcraft*, *Ray of Sickness*
1/Day Each: *Speak with Plants*, *Vitriolic Sphere*

Bonus Actions

Leap. The bullywug jumps up to 30 feet by spending 10 feet of movement.

Bullywug Warrior

Medium Fey, Neutral

AC 15 **Initiative** +2 (12)
HP 11 (2d8 + 2)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	14	+2	+2	**Con**	13	+1	+1
Int	7	−2	−2	**Wis**	10	+0	+0	**Cha**	7	−2	−2

Skills Stealth +4
Senses Passive Perception 10
Languages Bullywug, Common
CR 1/4 (XP 50; PB +2)

Traits

Amphibious. The bullywug can breathe air and water.

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

Actions

Insectile Rapier. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage plus 2 (1d4) Poison damage.

Bonus Actions

Leap. The bullywug jumps up to 30 feet by spending 10 feet of movement.

SEAN MURRAY



Cambion

Mortal Infused with Fiendish Might

Habitat: Any; **Treasure:** Relics

Cambions are former mortals corrupted by fiendish power or possessed by insidious forces. While tieflings are free-willed individuals with a hint of fiendish ancestry, cambions are inherently tied to or remade by the wicked magic of the Lower Planes.

Many cambions serve the malevolent forces that are the source of their powers. Others seek to claim the might of whatever created them or to seize otherworldly powers of their own. Among the most notorious of such cambions is Iuz, a villain who became an evil demigod and whose villainous nation threatens the Free City of Greyhawk on Oerth.

Cambions come into being in disparate ways. Roll on or choose a result from the Cambion Origins table to determine the source of a cambion's fiendish might.

Cambion Origins

1d6	The Cambion Gained Its Power After ...
1	Being possessed by a fiendish being.
2	Being resurrected by an evil magic-user.
3	Lengthy exposure to a Lower Plane.
4	Making a bargain with a Fiend.
5	Suffering a god's curse.
6	Taking part in fiendish rituals.

> It seems that I must do everything myself, since I have only fools for servants. Clearly disappointment must ever be the price of divinity.
>
> —Iuz the Evil, cambion demigod

JUSTIN GERARD

Cambion

Medium Fiend, Neutral Evil

AC 19 **Initiative** +4 (14)
HP 105 (14d8 + 42)
Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+7	**Dex**	18	+4	+4	**Con**	16	+3	+6
Int	14	+2	+5	**Wis**	12	+1	+1	**Cha**	16	+3	+6

Skills Deception +6, Perception +4, Stealth +7
Resistances Cold, Fire, Lightning, Poison
Immunities Poisoned
Senses Darkvision 120 ft.; Passive Perception 14
Languages Abyssal, Common, Infernal
CR 5 (XP 1,800; PB +3)

Actions

Multiattack. The cambion makes two attacks, using Claw or Fire Ray in any combination.

Claw. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 8 (1d8 + 4) Slashing damage plus 7 (2d6) Fire damage.

Fire Ray. *Ranged Attack Roll:* +7, range 120 ft. *Hit:* 13 (3d6 + 3) Fire damage.

Spellcasting. The cambion casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 14):

2/Day Each: *Alter Self*, *Command* (level 3 version), *Detect Magic*
1/Day Each: *Dominate Person* (level 8 version), *Plane Shift* (self only)



Carrion Crawler

Catacomb-Scouring Necrophage

Habitat: Underdark, Urban; **Treasure:** None

Ravenous corpse eaters, carrion crawlers gravitate toward places of slaughter and decay. In such charnel environs, they feast on the dead with no qualms about their meals' origins or freshness.

Carrion crawlers have segmented bodies like gigantic cutworms. From beneath their multipart maws protrude eight thin, lashing tentacles. Creatures struck by these tentacles risk being paralyzed and consumed.

Carrion crawlers scour sewers, battlefields, necropolises, and fetid wildernesses for corpses, clinging to ceilings to ambush smaller prey and to avoid competing hunters. They're drawn to light and the scent of blood, recognizing them as signs of food.

These scavengers avoid ingesting inorganic material. Crypts with funeral armors sucked clean of their corpses and eerily pristine catacombs are signs of infestation by carrion crawlers.

Carrion Crawler

Large Monstrosity, Unaligned

AC 13 **Initiative** +1 (11)
HP 51 (6d10 + 18)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	13	+1	+1	**Con**	16	+3	+3
Int	1	−5	−5	**Wis**	12	+1	+1	**Cha**	5	−3	−3

Skills Perception +5
Senses Darkvision 60 ft.; Passive Perception 15
Languages None
CR 2 (XP 450; PB +2)

Traits

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

Actions

Multiattack. The carrion crawler uses Paralyzing Tentacles and makes one Bite attack.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Piercing damage plus 3 (1d6) Poison damage.

Paralyzing Tentacles. *Dexterity Saving Throw:* DC 12, one creature the carrion crawler can see within 10 feet. *Failure:* The target has the Poisoned condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically. While Poisoned, the target has the Paralyzed condition.

BRIAN VALEZA

Centaurs

Defenders of the Feywild

Habitat: Forest, Grassland, Planar (Feywild);
Treasure: Armaments, Individual

Centaurs are defenders of forests, plains, and sites of primeval power. With upper bodies like humans' and the lower bodies of horses, centaurs charge into battle against those who would harm their allies.

Centaur Warden

Centaur wardens often lead groups of centaur troopers and act as intermediaries between Fey creatures and trespassers into their territories.

Centaur Trooper

Centaur troopers are knight-like guardians. Many are suspicious of non-Fey creatures.



Centaur Warden

Large Fey, Neutral Good

AC 16 **Initiative** +2 (12)
HP 105 (14d10 + 28)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	14	+2	+2	**Con**	14	+2	+5
Int	9	−1	−1	**Wis**	18	+4	+7	**Cha**	11	+0	+0

Skills Athletics +7, Nature +5, Perception +7
Senses Passive Perception 17
Languages Druidic, Elvish, Sylvan
CR 7 (XP 2,900; PB +3)

Actions

Multiattack. The centaur makes two attacks, using Forest Staff or Sun Ray in any combination.

Forest Staff. *Melee Attack Roll:* +7, reach 5. *Hit:* 13 (2d8 + 4) Bludgeoning damage plus 14 (4d6) Poison damage.

Sun Ray. *Ranged Attack Roll:* +7, range 90 ft. *Hit:* 14 (3d6 + 4) Radiant damage, and the target has the Blinded condition until the start of the centaur's next turn.

Spellcasting. The centaur casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At Will: *Druidcraft*, *Speak with Animals*

Bonus Actions

Entangling Trail (Recharge 5–6). The centaur moves up to its Speed without provoking Opportunity Attacks. Each creature within 5 feet of the centaur as it moves is targeted once by the following effect. *Strength Saving Throw*: DC 15. *Failure:* 11 (2d6 + 4) Bludgeoning damage, and the target has the Restrained condition until the end of its next turn.

Centaur Trooper

Large Fey, Neutral Good

AC 16 **Initiative** +2 (12)
HP 45 (6d10 + 12)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	14	+2	+2	**Con**	14	+2	+2
Int	9	−1	−1	**Wis**	13	+1	+1	**Cha**	11	+0	+0

Skills Athletics +6, Perception +3
Gear Breastplate, Longbow, Pike
Senses Passive Perception 13
Languages Elvish, Sylvan
CR 2 (XP 450; PB +2)

Actions

Multiattack. The centaur makes two attacks, using Pike or Longbow in any combination.

Pike. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 9 (1d10 + 4) Piercing damage.

Longbow. *Ranged Attack Roll:* +4, range 150/600 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

Bonus Actions

Trampling Charge (Recharge 5–6). The centaur moves up to its Speed without provoking Opportunity Attacks and can move through the spaces of Medium or smaller creatures. Each creature whose space the centaur enters is targeted once by the following effect. *Strength Saving Throw:* DC 14. *Failure:* 7 (1d6 + 4) Bludgeoning damage, and the target has the Prone condition.

ERIC BELISLE

Chain Devil

Devil of Pain and Control

Habitat: Planar (Nine Hells); **Treasure:** Implements

Also known as kytons, chain devils consider themselves morbid artisans who use deception, menace, and vicious metal to coerce prisoners into betraying themselves. Many serve powerful devils, wrenching secrets from imprisoned souls using deadly, animate chains. Left to their own devices, chain devils encourage ruthless individuals to pursue forbidden magic, leading their pupils down paths to the Nine Hells.

Along with psychological threats and physical harm, a chain devil uses its unnerving gaze to make its victims perceive their worst fear rather than the monster. Roll on or choose a result from the Chain Devil Masks table to inspire a chain devil's fearful appearance.

Chain Devil Masks

1d4	To a Viewer, the Chain Devil Looks Like ...
1	The corpse of a loved one.
2	A disapproving deity.
3	A harsh instructor or superior.
4	The viewer at their lowest point in life.



Chain Devil

Medium Fiend (Devil), Lawful Evil

AC 15 **Initiative** +5 (15)
HP 85 (10d8 + 40)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	15	+2	+2	**Con**	18	+4	+7
Int	11	+0	+0	**Wis**	12	+1	+4	**Cha**	14	+2	+2

Resistances Bludgeoning, Cold, Piercing, Slashing
Immunities Fire, Poison; Poisoned
Senses Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 11
Languages Infernal; telepathy 120 ft.
CR 8 (XP 3,900; PB +3)

Traits

Diabolical Restoration. If the devil dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Magic Resistance. The devil has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes two Chain attacks and uses Conjure Infernal Chain.

Chain. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 11 (2d6 + 4) Slashing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14) from one of two chains, and it has the Restrained condition until the grapple ends.

Conjure Infernal Chain. The devil conjures a fiery chain to bind a creature. *Dexterity Saving Throw:* DC 15, one creature the devil can see within 60 feet. *Failure:* 9 (2d4 + 4) Fire damage, and the target has the Restrained condition until the end of the devil's next turn, at which point the chain disappears. If the target is Large or smaller, the devil moves the target up to 30 feet straight toward itself. *Success:* The chain disappears.

Reactions

Unnerving Gaze. *Trigger:* A creature the devil can see starts its turn within 30 feet of the devil and can see the devil. *Response—Wisdom Saving Throw:* DC 15, the triggering creature. *Failure:* The target has the Frightened condition until the end of its turn. *Success:* The target is immune to this devil's Unnerving Gaze for 24 hours.

MICHAEL BROUSSARD

Chasme

Demon of Betrayal and Sycophancy

Habitat: Planar (Abyss); **Treasure:** Relics

Flying forth from the Abyss, chasmes resemble horse-size flies. They incapacitate foes by producing a mind-numbing droning, then use their proboscises to drain victims of life. In the Abyss, most chasmes obsequiously serve more powerful demons and search for captives to press into demonic hordes.

Chasme

Large Fiend (Demon), Chaotic Evil

AC 15 **Initiative** +5 (15)
HP 78 (12d10 + 12)
Speed 20 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	15	+2	+5	**Con**	12	+1	+1
Int	11	+0	+0	**Wis**	14	+2	+5	**Cha**	10	+0	+0

Skills Perception +5
Resistances Cold, Fire, Lightning
Immunities Poison; Poisoned
Senses Blindsight 10 ft., Darkvision 120 ft.; Passive Perception 15
Languages Abyssal; telepathy 120 ft.
CR 6 (XP 2,300; PB +3)

Traits

Demonic Restoration. If the chasme dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

Magic Resistance. The chasme has Advantage on saving throws against spells and other magical effects.

Spider Climb. The chasme can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Proboscis. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 16 (4d6 + 2) Piercing damage plus 21 (6d6) Necrotic damage. If the target is a creature, its Hit Point maximum decreases by an amount equal to the Necrotic damage taken.

Bonus Actions

Drone. *Constitution Saving Throw:* DC 12, each creature in a 30-foot Emanation originating from the chasme (demons automatically succeed on this save). *Failure:* The target has the Unconscious condition and repeats the save at the end of each of its turns. The target succeeds automatically after 10 minutes or if it takes damage or a creature within 5 feet of it takes an action to empty a flask of Holy Water on it. *Success:* The target is immune to this chasme's Drone for 24 hours.



RICHARD LUONG



Chimera

Multiheaded Ravager

Habitat: Grassland, Hill, Mountain; **Treasure:** Any

Violent and unpredictable, chimeras combine the deadliest traits of lions, rams, and red dragons. With their fearsome claws, crushing horns, and fiery breath, chimeras are tempests of ferocity, driven by their three heads' conflicting instincts. Their heads agree on little but their desires to feed and to drive competitors from the rugged territories where these monsters make their lairs. When they spot prey, chimeras typically strafe foes with their fire breath before landing to attack with their fangs, horns, and claws.

Owing to their draconic instincts, chimeras are greedy creatures that hoard treasures within cavernous lairs. They're undiscerning about what they collect, gathering shiny objects alongside trophies and bones from their recent kills. Brave souls seeking to distract or temporarily appease a chimera can do so by offering it treasure and food.

Chimera

Large Monstrosity, Chaotic Evil

AC 14 **Initiative** +0 (10)
HP 114 (12d10 + 48)
Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	11	+0	+0	**Con**	19	+4	+4
Int	3	−4	−4	**Wis**	14	+2	+2	**Cha**	10	+0	+0

Skills Perception +8
Senses Darkvision 60 ft.; Passive Perception 18
Languages Understands Draconic but can't speak
CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The chimera makes one Ram attack, one Bite attack, and one Claw attack. It can replace the Claw attack with a use of Fire Breath if available.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage, or 18 (4d6 + 4) Piercing damage if the chimera had Advantage on the attack roll.

Claw. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Slashing damage.

Ram. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 10 (1d12 + 4) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Prone condition.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 15, each creature in a 15-foot Cone. *Failure:* 31 (7d8) Fire damage. *Success:* Half damage.

IZZY



Chuul

Large Aberration, Chaotic Evil

AC 16 **Initiative** +0 (10)
HP 76 (9d10 + 27)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	10	+0	+0	**Con**	16	+3	+3
Int	5	−3	−3	**Wis**	11	+0	+0	**Cha**	5	−3	−3

Skills Perception +4
Immunities Poison; Poisoned
Senses Darkvision 60 ft.; Passive Perception 14
Languages Understands Deep Speech but can't speak
CR 4 (XP 1,100; PB +2)

Traits

Amphibious. The chuul can breathe air and water.

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

Actions

Multiattack. The chuul makes two Pincer attacks and uses Paralyzing Tentacles.

Pincer. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 9 (1d10 + 4) Bludgeoning damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14) from one of two pincers.

Paralyzing Tentacles. *Constitution Saving Throw:* DC 13, one creature Grappled by the chuul. *Failure:* The target has the Poisoned condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically. While Poisoned, the target has the Paralyzed condition.

BEN WOOTTEN

Chuul

Chitinous Servant of Primeval Powers

Habitat: Coastal, Swamp, Underdark; **Treasure:** Relics

Chuuls originated in forgotten ages when aboleths and stranger beings ruled alien empires beneath the waves. The aboleths transformed numerous deep-sea predators into servants that could venture beyond the seas to claim more magic and creatures to exploit. Chuuls are the most enduring of these bizarre servants.

Many chuuls serve aboleth overlords, carrying out their whims amid lightless seas and primeval swamps. Other chuuls obey new aberrant masters, such as beholders, grells, or mind flayers. Some chuuls follow their own drives, endlessly collecting ancient magic treasures or interpreting age-old orders to bizarre ends. Regardless of their agendas, chuuls snare creatures in their massive pincers before rendering foes helpless with their paralytic tentacles.

Chuuls don't age and can lie dormant in hidden places for millennia before threats, ancient orders, or strange compulsions awaken them.



Clay Golem

Guardian of Home and Heart

Habitat: Urban; **Treasure:** Relics

Clay golems are magical defenders made from earth and clay to protect places or communities. The materials used in creating clay golems originate from near the location the golems protect and often have special significance to their creators, such as clay from a holy site or bricks from a magical ruin. While some clay golems are masterfully sculpted to resemble living beings, others have only vaguely humanlike forms.

These golems obey their creators' orders and protect what their makers value most. Some still follow these orders long after their creators' deaths. Roll on or choose a result from the Clay Golem Orders table to inspire the commands a clay golem follows.

Clay Golem Orders

1d4	The Clay Golem Follows Orders To ...
1	Block the path of anyone who enters a site with a weapon drawn.
2	Defend any member of their creator's family or community who is threatened in its sight.
3	Prevent any Fiend from crossing a bridge.
4	Remove any who enter its creator's workshop.

Clay Golem

Large Construct, Unaligned

AC 14 **Initiative** +3 (13)
HP 123 (13d10 + 52)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+5	**Dex**	9	−1	−1	**Con**	18	+4	+4
Int	3	−4	−4	**Wis**	8	−1	−1	**Cha**	1	−5	−5

Resistances Bludgeoning, Piercing, Slashing
Immunities Acid, Poison, Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 60 ft.; Passive Perception 9
Languages Common plus one other language
CR 9 (XP 5,000; PB +4)

Traits

Acid Absorption. Whenever the golem is subjected to Acid damage, it takes no damage and instead regains a number of Hit Points equal to the Acid damage dealt.

Berserk. Whenever the golem starts its turn Bloodied, roll 1d6. 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. Once the golem goes berserk, it continues to be berserk until it is destroyed or it is no longer Bloodied.

Immutable Form. The golem can't shape-shift.

Magic Resistance. The golem has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The golem makes two Slam attacks, or it makes three Slam attacks if it used Hasten this turn.

Slam. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 10 (1d10 + 5) Bludgeoning damage plus 6 (1d12) Acid damage, and the target's Hit Point maximum decreases by an amount equal to the Acid damage taken.

Bonus Actions

Hasten (Recharge 5–6). The golem takes the Dash and Disengage actions.

HINCHEL OR



Cloaker

Haunter in the Dark

Habitat: Underdark; **Treasure:** Implements

Cloakers are mysterious Underdark predators, named by adventurers for their resemblance to hanging cloaks when they cling to walls. What cloakers call themselves is unknown, if they refer to themselves at all. Though they're undeniably intelligent, their behavior is often inscrutable.

Cloakers sometimes gather in Underdark enclaves, but they rarely build settlements or form social structures. Most operate as solitary predators, lurking in dismal subterranean reaches or abandoned dungeons—sometimes for months at a time—as they wait for prey to pass. They use their mottled hides to blend in with their surroundings. When unsuspecting prey nears, cloakers unfurl and attempt to latch on and then smother their victims in their powerful wings.

Cloakers delight in frightening foes. In addition to their methods of ambush, cloakers can create illusory duplicates of themselves and emit surreal moans that non-cloakers find terrifying in unexplainable, primal ways. Cloakers might antagonize explorers lost in the Underdark for days, terrorizing and scattering them before attacking. They rarely converse with other beings, except to whisper eerie riddles to those they're about to consume.

ALEX STONE

Cloaker

Large Aberration, Chaotic Neutral

AC 14 **Initiative** +5 (15)
HP 91 (14d10 + 14)
Speed 10 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	15	+2	+2	**Con**	12	+1	+1
Int	13	+1	+1	**Wis**	14	+2	+2	**Cha**	7	−2	−2

Skills Stealth +5
Immunities Frightened
Senses Darkvision 120 ft.; Passive Perception 12
Languages Deep Speech, Undercommon
CR 8 (XP 3,900; PB +3)

Traits

Light Sensitivity. While in Bright Light, the cloaker has Disadvantage on attack rolls.

Actions

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

Attach. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (3d6 + 3) Piercing damage. If the target is a Large or smaller creature, the cloaker attaches to it. While the cloaker is attached, the target has the Blinded condition, and the cloaker can't make Bite attacks against other targets. In addition, the cloaker halves the damage it takes (round down), and the target takes the same amount of damage.

The cloaker can detach itself by spending 5 feet of movement. The target or a creature within 5 feet of it can take an action to try to detach the cloaker, doing so by succeeding on a DC 14 Strength (Athletics) check.

Tail. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 8 (1d10 + 3) Slashing damage.

Bonus Actions

Phantasms (Recharge after a Short or Long Rest). The cloaker casts the *Mirror Image* spell, requiring no spell components and using Wisdom as the spellcasting ability. The spell ends early if the cloaker starts or ends its turn in Bright Light.

Moan. *Wisdom Saving Throw:* DC 13, each creature in a 60-foot Emanation originating from the cloaker. *Failure:* The target has the Frightened condition until the end of the cloaker's next turn. *Success:* The target is immune to this cloaker's Moan for the next 24 hours.



Cloud Giant

Giant of the Loftiest Heights

Habitat: Mountain; **Treasure:** Arcana

Cloud giants use the power of the skies to observe and subtly influence the world. These giants resemble humans with hair ranging from silver to blue and with skin in cloudlike shades from stark white to twilight hues. Curved canines grow in their upper jaws, extending past their lower lips. In battle, they attack with weapons wreathed in storm clouds and throw roaring thunderheads.

Most cloud giants inhabit citadels crowning tremendous mountains or magical palaces that drift amid the clouds. Many of these giants believe they possess similarly lofty status or purpose. Some view themselves as godlike beings who can manipulate and steal from terrestrial beings with impunity. Others claim their long lives and place among the clouds grant them unique perspectives, so they chronicle what they witness in the world below without interfering. In either case, cloud giants often possess fabulous magical treasures, either claimed from across the world or created by (and gigantically sized for) themselves.

Cloud Giant

Huge Giant, Neutral

AC 14 **Initiative** +4 (14)
HP 200 (16d12 + 96)
Speed 40 ft., Fly 20 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	27	+8	+8	**Dex**	10	+0	+0	**Con**	22	+6	+10
Int	12	+1	+1	**Wis**	16	+3	+7	**Cha**	16	+3	+3

Skills Insight +7, Perception +11
Senses Passive Perception 21
Languages Common, Giant
CR 9 (XP 5,000; PB +4)

Actions

Multiattack. The giant makes two attacks, using Thunderous Mace or Thundercloud in any combination. It can replace one attack with a use of Spellcasting to cast *Fog Cloud*.

Thunderous Mace. *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 21 (3d8 + 8) Bludgeoning damage plus 7 (2d6) Thunder damage.

Thundercloud. *Ranged Attack Roll:* +12, range 240 ft. *Hit:* 18 (3d6 + 8) Thunder damage, and the target has the Incapacitated condition until the end of its next turn.

Spellcasting. The giant casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Detect Magic, Fog Cloud, Light*
1/Day Each: *Control Weather, Gaseous Form, Telekinesis*

Bonus Actions

Misty Step. The giant casts the *Misty Step* spell, using the same spellcasting ability as Spellcasting.

TARAS SUSAK

Cockatrices

Accursed Avians with the Power to Petrify

Habitat: Grassland; **Treasure:** None

Cockatrices combine the features of irate roosters and starving reptiles. They petrify those they bite, their slightest peck turning their prey to stone.

Cockatrice

Cockatrices often try to claim eye-catching structures—such as ruins and secluded farms—as roosts.

Cockatrice Regent

Bolder than their smaller cousins, cockatrice regents brim with unstable magical energy they use to restrain distant foes.



Cockatrice Regent

Large Monstrosity, Unaligned

AC 15 **Initiative** +2 (12)
HP 136 (16d10 + 48)
Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	14	+2	+2	**Con**	16	+3	+3
Int	3	−4	−4	**Wis**	16	+3	+6	**Cha**	5	−3	−3

Immunities Petrified
Senses Darkvision 120 ft.; Passive Perception 13
Languages None
CR 8 (XP 3,900; PB +3)

Traits

Flyby. The cockatrice doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Multiattack. The cockatrice makes one Petrifying Bite attack and two Talons attacks.

Petrifying Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Piercing damage. If the target is a creature, it is subjected to the following effect. *Constitution Saving Throw:* DC 14. *First Failure:* The target has the Restrained condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target has the Petrified condition instead of the Restrained condition.

Talons. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 18 (4d6 + 4) Slashing damage.

Reactions

Magical Backlash. *Trigger:* A creature within 120 feet of the cockatrice deals damage to it. *Response—Dexterity Saving Throw:* DC 14, the triggering creature. *Failure:* 13 (3d6 + 3) Force damage.

Cockatrice

Small Monstrosity, Unaligned

AC 11 **Initiative** +1 (11)
HP 22 (5d6 + 5)
Speed 20 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	−2	−2	**Dex**	12	+1	+1	**Con**	12	+1	+1
Int	2	−4	−4	**Wis**	13	+1	+1	**Cha**	5	−3	−3

Immunities Petrified
Senses Darkvision 60 ft.; Passive Perception 11
Languages None
CR 1/2 (XP 100; PB +2)

Actions

Petrifying Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Piercing damage. If the target is a creature, it is subjected to the following effect. *Constitution Saving Throw:* DC 11. *First Failure:* The target has the Restrained condition. The target repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target has the Petrified condition, instead of the Restrained condition, for 24 hours.

DAREN BADER



Colossus

Titanic Vessel of Divine Might

Habitat: Any; **Treasure:** Relics

Colossi are massive Constructs created by the devout to reflect the nature of a deity, which could be benevolent or wicked. Colossi thrum with incredible magic and work divine will on the land.

Droves of faithful artisans craft a colossus in a shape to honor their deity, then call on that god to infuse the statue with life. This arduous process might take decades and involve hundreds of workers. If the god favors the creation, the mighty crystal at the construct's heart pulses with divine power, and the colossus rises to protect the faithful or enact the god's will.

Most colossi were created in ages past and now lie dormant in secluded wilderness, awakening only when disturbed or called on to serve once more.

Colossus

Gargantuan Construct (Titan), Unaligned

AC 23 **Initiative** +16 (26)
HP 553 (27d20 + 270)
Speed 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	30	+10	+10	**Dex**	11	+0	+8	**Con**	30	+10	+10
Int	3	−4	−4	**Wis**	11	+0	+8	**Cha**	8	−1	−1

Resistances Necrotic, Radiant
Immunities Poison, Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Stunned, Unconscious
Senses Truesight 300 ft.; Passive Perception 10
Languages Understands Celestial and Common but can't speak
CR 25 (XP 75,000; PB +8)

Traits

Immutable Form. The colossus can't shape-shift.

Legendary Resistance (4/Day). If the colossus fails a saving throw, it can choose to succeed instead.

Magic Resistance. The colossus has Advantage on saving throws against spells and other magical effects.

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

Actions

Multiattack. The colossus makes three attacks, using Slam or Radiant Ray in any combination.

Slam. *Melee Attack Roll:* +18, reach 20 ft. *Hit:* 32 (4d10 + 10) Bludgeoning damage, and the colossus pushes the target up to 20 feet straight away from itself.

Radiant Ray. *Ranged Attack Roll:* +18, range 300 ft. *Hit:* 22 (4d10) Radiant damage. If the target is a Large or smaller creature, it has the Prone condition.

Divine Beam (Recharge 5–6). *Dexterity Saving Throw:* DC 26, each creature in a 300-foot-long, 10-foot-wide Line. *Failure:* 65 (10d12) Radiant damage. *Success:* Half damage. *Failure or Success:* A creature reduced to 0 Hit Points by this beam disintegrates into dust, leaving behind any magic items it was wearing or carrying.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the colossus can expend a use to take one of the following actions. The colossus regains all expended uses at the start of each of its turns.

Smite. The colossus makes one Radiant Ray attack.

Stomp. The colossus moves up to half its Speed without provoking Opportunity Attacks, and it can make one Slam attack at any point during that move.

MAXIME MINARD



COMMONERS OF VARIED SPECIES AND PROFESSIONS GO ABOUT THEIR DAY.

ZUZANNA WUZYK

COMMONER

Everyday Folk

Habitat: Any; **Treasure:** Individual

Commoners constitute the majority of people who don't pursue magical talents, extraordinary training, or a life of adventure. Some are generous, helpful sorts, while others are more cautious in sharing what they have. Use the following list of jobs and roles to introduce commoners in your adventures:

Artist	Fletcher	Patient
Baker	Flimflam artist	Pilgrim
Bartender	Gossip	Resurrectionist
Blacksmith	Hermit	Rioter
Butcher	Hooligan	Scribe
Captive	Hunter	Servant
Carpenter	Innkeeper	Shepherd
Castaway	Laborer	Student
Cobbler	Lamplighter	Tailor
Cook	Mason	Tanner
Dyer	Merchant	Town crier
Farmer	Miner	Weaver
Fisher	Mud lark	Youngster

COMMONER

Medium or Small Humanoid, Neutral

AC 10 **Initiative** +0 (10)
HP 4 (1d8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	10	+0	+0	**DEX**	10	+0	+0	**CON**	10	+0	+0
INT	10	+0	+0	**WIS**	10	+0	+0	**CHA**	10	+0	+0

Gear Club
Senses Passive Perception 10
Languages Common
CR 0 (XP 10; PB +2)

TRAITS

Training. The commoner has proficiency in one skill of the DM's choice and has Advantage whenever it makes an ability check using that skill.

ACTIONS

Club. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Bludgeoning damage.



Copper Dragon Wyrmling

Copper Dragons

Dragons of Curiosity and Community

Habitat: Hill; **Treasure:** Arcana

Relentlessly friendly and curious, most copper dragons view the world as a place of endless wonder and possibility. These gregarious dragons are fonts of patience, hospitality, and humor, and they seek to improve the lives—or, at least, the mood—of those they interact with. If forced to fight to defend themselves or their friends, these dragons favor using their slowing breath and physical attacks to subdue antagonists. Only in cases of extreme peril or emotion do they use their deadly acid breath.

Copper dragons typically live in caverns amid picturesque hills and rock formations—particularly those that are prominent landmarks. These dragons collect gifts, though they have little interest in treasure without meaning, no matter how valuable it is. To them, thoughtfully given presents and the feelings or memories they symbolize are more important than masterpieces or magical relics.

Copper Dragon Wyrmling

Copper dragon wyrmlings venture into the world seeking to make friends and discover wonders. They sometimes get into trouble, but those who help them can become their friends for life.

Young Copper Dragon

Young copper dragons forge strong connections with a community or group of friends while flitting from one artistic fixation to the next.

Copper Dragon Wyrmling

Medium Dragon (Metallic), Chaotic Good

AC 16 **Initiative** +3 (13)
HP 22 (4d8 + 4)
Speed 30 ft., Climb 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	12	+1	+3	**Con**	13	+1	+1
Int	14	+2	+2	**Wis**	11	+0	+2	**Cha**	13	+1	+1

Skills Perception +4, Stealth +3
Immunities Acid
Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14
Languages Draconic
CR 1 (XP 200; PB +2)

Actions

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (1d10 + 2) Slashing damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 11, each creature in a 20-foot-long, 5-foot-wide Line. *Failure:* 18 (4d8) Acid damage. *Success:* Half damage.

Slowing Breath. *Constitution Saving Throw:* DC 11, each creature in a 15-foot Cone. *Failure:* The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

Young Copper Dragon

Large Dragon (Metallic), Chaotic Good

AC 17 **Initiative** +4 (14)
HP 119 (14d10 + 42)
Speed 40 ft., Climb 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	12	+1	+4	**Con**	17	+3	+3
Int	16	+3	+3	**Wis**	13	+1	+4	**Cha**	15	+2	+2

Skills Deception +5, Perception +7, Stealth +4
Immunities Acid
Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 17
Languages Common, Draconic
CR 7 (XP 2,900; PB +3)

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Slowing Breath.

Rend. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 15 (2d10 + 4) Slashing damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 14, each creature in a 40-foot-long, 5-foot-wide Line. *Failure:* 40 (9d8) Acid damage. *Success:* Half damage.

Slowing Breath. *Constitution Saving Throw:* DC 14, each creature in a 30-foot Cone. *Failure:* The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

SVETLIN VELINOV



Surrounded by guardians of the forest, an adult copper dragon bequeaths a magic sword to a worthy hero.

Adult Copper Dragon

Huge Dragon (Metallic), Chaotic Good

AC 18 **Initiative** +11 (21)
HP 184 (16d12 + 80)
Speed 40 ft., Climb 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	12	+1	+6	**Con**	21	+5	+5
Int	18	+4	+4	**Wis**	15	+2	+7	**Cha**	18	+4	+4

Skills Deception +9, Perception +12, Stealth +6
Immunities Acid
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 22
Languages Common, Draconic
CR 14 (XP 11,500, or 13,000 in lair; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Slowing Breath or (B) Spellcasting to cast *Mind Spike* (level 4 version).

Rend. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 17 (2d10 + 6) Slashing damage plus 4 (1d8) Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in an 60-foot-long, 5-foot-wide Line. *Failure:* 54 (12d8) Acid damage. *Success:* Half damage.

Slowing Breath. *Constitution Saving Throw:* DC 18, each creature in a 60-foot Cone. *Failure:* The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Detect Magic*, *Mind Spike* (level 4 version), *Minor Illusion*, *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)
1/Day Each: *Greater Restoration*, *Major Image*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Giggling Magic. *Charisma Saving Throw:* DC 17, one creature the dragon can see within 90 feet. *Failure:* 24 (7d6) Psychic damage. Until the end of its next turn, the target rolls 1d6 whenever it makes an ability check or attack roll and subtracts the number rolled from the D20 Test. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Mind Jolt. The dragon uses Spellcasting to cast *Mind Spike* (level 4 version). The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

SVETLIN VELINOV

Adult Copper Dragon

Adult copper dragons use their influence to better the world. With broad circles of friends, adult copper dragons delight in introducing people to one another and helping people find places where they can flourish. When disaster strikes, these dragons draw on their family of contacts to offer support, right wrongs, and rebuild stronger than before.

Ancient Copper Dragon

Ancient copper dragons use warmth and reliability to effect change over time. They open their cozy lairs to their friends as havens of learning and laughter for the young and those in need. These dragons watch for and oppose future threats while fostering sanctuaries of simple goodness.

Copper Dragon Lairs

Copper dragons typically inhabit multichamber caves and renovated ruins.

The region containing an adult or ancient copper dragon's lair is changed by its presence, creating the following effects:

Chatty Critters. Tiny Beasts magically gain the ability to speak and understand Draconic while within 6 miles of the lair.

Giggle Fits. Whenever a creature other than the dragon and its allies is within 1 mile of the lair and rolls a 1 on a D20 Test, it must succeed on a DC 15 Wisdom saving throw or have the Incapacitated condition until the end of its next turn, as it is wracked with laughter.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

Ancient Copper Dragon

Gargantuan Dragon (Metallic), Chaotic Good

AC 21 **Initiative** +15 (25)
HP 367 (21d20 + 147)
Speed 40 ft., Climb 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	27	+8	+8	**Dex**	12	+1	+8	**Con**	25	+7	+7
Int	20	+5	+5	**Wis**	17	+3	+10	**Cha**	22	+6	+6

Skills Deception +13, Perception +17, Stealth +8
Immunities Acid
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 27
Languages Common, Draconic
CR 21 (XP 33,000, or 41,000 in lair; PB +7)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Slowing Breath or (B) Spellcasting to cast *Mind Spike* (level 5 version).

Rend. *Melee Attack Roll:* +15, reach 15 ft. *Hit:* 19 (2d10 + 8) Slashing damage plus 9 (2d8) Acid damage.

Acid Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 22, each creature in an 90-foot-long, 10-foot-wide Line. *Failure:* 63 (14d8) Acid damage. *Success:* Half damage.

Slowing Breath. *Constitution Saving Throw:* DC 22, each creature in a 90-foot Cone. *Failure:* The target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. This effect lasts until the end of its next turn.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21):

At Will: *Detect Magic*, *Mind Spike* (level 5 version), *Minor Illusion*, *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)

1/Day Each: *Greater Restoration*, *Major Image*, *Project Image*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Giggling Magic. *Charisma Saving Throw:* DC 21, one creature the dragon can see within 120 feet. *Failure:* 31 (9d6) Psychic damage. Until the end of its next turn, the target rolls 1d8 whenever it makes an ability check or attack roll and subtracts the number rolled from the D20 Test. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Mind Jolt. The dragon uses Spellcasting to cast *Mind Spike* (level 5 version). The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

SVETLIN VELINOV



An ancient copper dragon watches over its allies' boisterous young.



Couatl

Guardian Manifestation of the Divine

Habitat: Desert, Forest, Grassland, Urban;
Treasure: Relics

Embodiments of prophecy and protectors of divine secrets, couatls ensure fate unfolds as it should. They resemble serpents with rainbow wings, and each is a manifestation of a divine edict, a truth or fate that a righteous god decrees must hold true for all time. Most couatls appear in places of ancient power, where they guard hidden magic or ensure foretold acts do or don't come to pass. Rarely, couatls watch over communities or travel lands in disguise, interpreting omens or manipulating factors to set fate on its proper course.

Motivated by eternal mandates, couatls sometimes behave in inscrutable or antagonistic ways. They are inflexible and uncompromising, as their existences are fundamentally tied to their divine directives, but they harm other creatures only when absolutely necessary to achieve divine goals.

Each couatl goes through a period of renewal at the end of an age. In a couatl's lifecycle, an age might correspond to a celestial calendar or some divine chronology. Near the age's end, the couatl lays a wondrous, rainbow-hued egg. When the age ends, the couatl dies. For a period—perhaps a single day, perhaps until an annual solar event—the couatl's work is unattended. Once this time passes, the same couatl that laid the egg hatches from it, fully grown and renewed to serve for another age.

Couatl

Medium Celestial, Lawful Good

AC 19 **Initiative** +5 (15)
HP 60 (8d8 + 24)
Speed 30 ft., Fly 90 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	20	+5	+5	**Con**	17	+3	+5
Int	18	+4	+4	**Wis**	20	+5	+7	**Cha**	18	+4	+4

Resistances Bludgeoning, Piercing, Slashing
Immunities Psychic, Radiant
Senses Truesight 120 ft.; Passive Perception 15
Languages All; telepathy 120 ft.
CR 4 (XP 1,100; PB +2)

Traits

Shielded Mind. The couatl's thoughts can't be read by any means, and other creatures can communicate with it telepathically only if it allows them.

Actions

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (1d12 + 5) Piercing damage, and the target has the Poisoned condition until the end of the couatl's next turn.

Constrict. *Strength Saving Throw:* DC 15, one Medium or smaller creature the couatl can see within 5 feet. *Failure:* 8 (1d6 + 5) Bludgeoning damage. The target has the Grappled condition (escape DC 13), and it has the Restrained condition until the grapple ends.

Spellcasting. The couatl casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 15):

At Will: *Detect Evil and Good, Detect Magic, Detect Thoughts, Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)
1/Day Each: *Create Food and Water, Dream, Greater Restoration, Scrying, Sleep*

Bonus Actions

Divine Aid (2/Day). The couatl casts *Bless, Lesser Restoration,* or *Sanctuary,* requiring no spell components and using the same spellcasting ability as Spellcasting.

VIKTOR TITOV

Crawling Claws

Severed Appendages with Malicious Will

Habitat: Any; **Treasure:** None

Crawling claws are severed hands that move and act of their own murderous accord. These deathless appendages can spring to life from the severed limbs of killers and villains, and sinister magic-users might animate crawling claws as foul servants. Crawling claws appear in a variety of forms, from decaying human hands to the fresh appendages of animals or monsters.

Crawling Claw

Lone crawling claws can continue killing sprees they perpetrated in life. Some recklessly attack the living, while others pursue specific victims. In rare cases, a crawling claw wreaks mayhem while the rest of its body still lives, with the original creature potentially unaware of its severed hand's crimes.

Swarm of Crawling Claws

Swarms of crawling claws are typically animated by depraved necromancers. Occasionally, these grotesque swarms arise from mass graves or after tragedies, refusing to let their murderers escape their grasp.

> Is it possible for any creature, any living being, to be inherently evil? Such an assertion may itself facilitate the committing of evil acts. By defining a person as evil, we give them free rein to behave as they will, absolving them from the wickedness of their words and the evil of their hands.
>
> —Ansolm Haas, *The Isolation of Evil*

Crawling Claw

Tiny Undead, Neutral Evil

AC 12 **Initiative** +2 (12)
HP 2 (1d4)
Speed 20 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	14	+2	+2	**Con**	11	+0	+0
Int	5	−3	−3	**Wis**	10	+0	+0	**Cha**	4	−3	−3

Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Incapacitated, Poisoned
Senses Blindsight 30 ft.; Passive Perception 10
Languages Understands Common but can't speak
CR 0 (XP 10; PB +2)

Actions

Slam. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 2 Necrotic damage.



Swarm of Crawling Claws

Medium Swarm of Tiny Undead, Neutral Evil

AC 12 **Initiative** +2 (12)
HP 49 (11d8)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	14	+2	+2	**Con**	11	+0	+0
Int	5	−3	−3	**Wis**	10	+0	+0	**Cha**	4	−3	−3

Resistances Bludgeoning, Piercing, Slashing
Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Grappled, Incapacitated, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned
Senses Blindsight 30 ft.; Passive Perception 10
Languages Understands Common but can't speak
CR 3 (XP 700; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Swarm of Grasping Hands. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 20 (4d8 + 2) Necrotic damage, or 11 (2d8 + 2) Necrotic damage if the swarm is Bloodied. If the target is a Medium or smaller creature, it has the Prone condition.

BRIAN VALENZUELA

Cultists

Doomsayers and Fanatics

Habitat: Any; **Treasure:** Individual, Relics

Cultists use magic and extreme measures to spread radical beliefs. Some privately pursue esoteric secrets, while others form shadowy cabals seeking to bring about terrifying ends. Cultists often follow obscure mystical traditions or obsess over interpretations of ancient prophecies. They might worship supernatural patrons—deities, otherworldly creatures, manipulative alien minds, or stranger forces. Roll on or choose a result from the Cultist Agendas table to inspire what a cultist seeks to achieve.

Cultist Agendas

1d6	The Cultist Strives To ...
1	Bring about the end of a dominant order, an age, or the world.
2	Burn away the comfortable lies of reality, revealing forgotten or terrible truths.
3	Expand their faith though mind control or supernatural coercion.
4	Make global changes, like sinking the land or awakening volcanoes.
5	Remake life on a mass scale, altering other creatures' bodies or spiritual beings.
6	Summon their deity or its herald, weapon, or realm into their world.

Occult Symbols

Cults often identify with symbols that exemplify their beliefs. Such symbols might mark objects important to the cult, as well as the dress and bodies of cultists themselves. These symbols might be broadly understandable, or they might have meaning only to cultists. Roll twice on or choose results from the Cult Symbols table to inspire a cult's icons.

Cult Symbols

1d10	The Symbol Is ...	Depicted As ...
1	An alchemical sign	A calendar or map
2	An animal	A crest or as heraldry
3	A celestial body	An elaborate diagram
4	A deity's icon	A metaphorical image
5	An element	A mystical being
6	An eye	Part of an equation
7	A geometric shape	A repeating pattern
8	A letter or number	A series of scratches
9	Part of a monster	A simple pictogram
10	A skull	A weapon or tool

Cult Members

Cults often form hierarchies around a charismatic or domineering leader. While cult members might work independently, they take their orders from superiors with greater supernatural powers. Any cult might have the following sorts of members.

Cultist

Cultists devote themselves to their faith's leaders and otherworldly masters. While this zeal grants cultists no magical powers, it gives them remarkable resolve in the face of threats. Cultists perform much of a cult's mundane work, which might include evangelism, criminal acts, or serving as sacrifices.

Cultist Fanatic

Cultist fanatics lead small cults or cells within larger cults. They're privy to more of a cult's mysteries than lower-ranking cultists are, granting them access to magical powers from their patrons.

Cultist Hierophant

Cultist hierophants are leaders who oversee the lives of their underlings, dictate the edicts of the cult, and interpret their patron's will. They possess supernatural powers gained from the cult's patron, supernatural sources, or the power of their own fanaticism. These leaders know their cult's deepest secrets and often control strange relics, mystical sites, and monstrous servants.

> Dread Tharizdun, power of the Elder Elemental Eye and master of all destructive forces, I am the Champion of Elemental Evil and am ready to carry out your wishes.
>
> —Rites of the Cult of Elemental Evil

Cultist

Medium or Small Humanoid, Neutral

AC 12 **Initiative** +1 (11)
HP 9 (2d8)
Speed 30 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	11	+0	+0	**Dex** 12	+1	+1	**Con** 10	+0	+0
Int	10	+0	+0	**Wis** 11	+0	+2	**Cha** 10	+0	+0

Skills Deception +2, Religion +2
Gear Leather Armor, Sickle
Senses Passive Perception 10
Languages Common
CR 1/8 (XP 25; PB +2)

Actions

Ritual Sickle. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Slashing damage plus 1 Necrotic damage.



A death cultist and his followers summon Orcus, Demon Lord of Undeath.

Cultist Fanatic

Medium or Small Humanoid, Neutral

AC 13 **Initiative** +2 (12)
HP 44 (8d8 + 8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	14	+2	+2	**Con**	12	+1	+1
Int	10	+0	+0	**Wis**	14	+2	+4	**Cha**	13	+1	+1

Skills Deception +3, Persuasion +3, Religion +2
Gear Holy Symbol, Leather Armor
Senses Passive Perception 12
Languages Common
CR 2 (XP 450; PB +2)

Actions

Pact Blade. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage plus 7 (2d6) Necrotic damage.

Spellcasting. The cultist casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At Will: *Light*, *Thaumaturgy*
2/Day: *Command*
1/Day: *Hold Person*

Bonus Actions

Spiritual Weapon (2/Day). The cultist casts the *Spiritual Weapon* spell, using the same spellcasting ability as Spellcasting.

Cultist Hierophant

Medium or Small Humanoid, Neutral

AC 16 **Initiative** +8 (18)
HP 144 (17d8 + 68)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	18	+4	+4	**Con**	18	+4	+4
Int	13	+1	+1	**Wis**	16	+3	+7	**Cha**	20	+5	+9

Skills Perception +7, Persuasion +9, Religion +5
Gear Breastplate, Holy Symbol
Senses Passive Perception 17
Languages Celestial, Common
CR 10 (XP 5,900; PB +4)

Actions

Multiattack. The cultist makes three attacks, using Pact Blade or Radiant Ray in any combination.

Pact Blade. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 12 (2d6 + 5) Slashing damage plus 18 (4d8) Radiant damage.

Radiant Ray. *Ranged Attack Roll:* +9, range 120 ft. *Hit:* 31 (4d12 + 5) Radiant damage.

Spellcasting. The cultist casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Mage Armor* (included in AC), *Thaumaturgy*
1/Day Each: *Jallarzi's Storm of Radiance* (level 7 version), *Mass Suggestion*

AURORE FOLNY

Types of Cultists

Cults can organize around any mystical tradition, but many serve supernatural beings. Cult members often have abilities tied to the forces they worship.

Aberrant Cultist

Aberrant cultists pursue mind-bending powers from alien forces. Aberrant cultists align with monsters such as aboleths and mind flayers or forces such as Cthulhu, Hadar, Ityak-Ortheel the Elf Eater, Nyarlathotep, malicious solar bodies, or entities from the Far Realm.

Death Cultist

Death cultists revel in nihilistic forces, embracing them as paths to undeath, multiversal purity, or entropic inevitability. These cultists serve powerful undead beings, apocalyptic prophecies, or immortals with power over death, such as Acererak, Kyuss, Orcus, Vecna, or Wee Jas.

Elemental Cultist

Elemental cultists harness destructive natural forces to cleanse the world of civilization or prove the dominance of one element over all others. Such cultists are aligned with Elemental monsters or wicked immortals such as the Princes of Elemental Evil or the Elder Elemental Eye.

Fiend Cultist

Fiend cultists worship fiends or evil deities. They often work to bring ruin to innocents or to summon their sinister patron into the world. Fiend cultists might serve infamous powers such as archdevils and demon lords, or foul immortals—beings such as Demogorgon, Pazuzu, Iuz, Zariel, or Zuggtmoy.

Aberrant Cultist

Medium or Small Humanoid, Neutral Evil

AC 14 **Initiative** +7 (17)
HP 137 (25d8 + 25)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	19	+4	+4	**Con**	12	+1	+1
Int	16	+3	+6	**Wis**	18	+4	+7	**Cha**	15	+2	+2

Skills Arcana +6, Perception +7, Religion +6
Senses Darkvision 90 ft.; Passive Perception 17
Languages Common, Deep Speech; telepathy 30 ft.
CR 8 (XP 3,900; PB +3)

Actions

Multiattack. The cultist makes two Tentacle Lash attacks. It can replace any attack with a use of Mind Rot.

Tentacle Lash. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 7 (1d6 + 4) Slashing damage plus 14 (4d6) Psychic damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14) from one of two tentacles, and it has the Restrained condition until the grapple ends.

Mind Rot. *Wisdom Saving Throw:* DC 15, one creature the cultist can see within 90 feet. *Failure:* 27 (6d8) Psychic damage, and the target has the Poisoned condition until the start of the cultist's next turn. *Success:* Half damage only.

Spellcasting. The cultist casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At Will: *Detect Thoughts, Minor Illusion*

Reactions

Counterspell (2/Day). The cultist casts *Counterspell* in response to that spell's trigger, using the same spellcasting ability as Spellcasting.

Death Cultist

Medium or Small Humanoid, Neutral Evil

AC 17 **Initiative** +4 (14)
HP 127 (15d8 + 60)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	12	+1	+1	**Con**	18	+4	+7
Int	12	+1	+1	**Wis**	16	+3	+6	**Cha**	14	+2	+2

Skills Insight +6, Perception +6, Religion +4
Gear Splint Armor
Senses Passive Perception 16
Languages Common
CR 8 (XP 3,900; PB +3)

Actions

Multiattack. The cultist makes three attacks, using Dread Scythe or Deathly Ray in any combination.

Dread Scythe. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 9 (1d10 + 4) Slashing damage plus 11 (2d10) Necrotic damage, and the target can't regain Hit Points until the end of its next turn.

Deathly Ray. *Ranged Attack Roll:* +6, range 120 ft. *Hit:* 22 (4d10) Necrotic damage.

Spellcasting. The cultist casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At Will: *Speak with Dead, Thaumaturgy*

Bonus Actions

Spirit Wail (Recharge 5–6). *Wisdom Saving Throw:* DC 14, each creature in a 20-foot Emanation originating from the cultist. *Failure:* 14 (4d6) Psychic damage, and the creature has the Frightened condition until the end of its next turn. *Success:* Half damage only.



An aberrant cultist and an elemental cultist clash, unleashing the magic of their otherworldly patrons.

Elemental Cultist

Medium or Small Humanoid, Chaotic Evil

AC 16 **Initiative** +4 (14)
HP 135 (18d8 + 54)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	12	+1	+1	**Con**	16	+3	+6
Int	14	+2	+2	**Wis**	18	+4	+7	**Cha**	12	+1	+1

Skills Arcana +5, Perception +7, Religion +5
Gear Chain Mail
Senses Passive Perception 17
Languages Common, Primordial
CR 8 (XP 3,900; PB +3)

Actions

Multiattack. The cultist makes three attacks, using Elemental Flail or Elemental Claw in any combination.

Elemental Flail. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 25 (6d6 + 4) damage of a type chosen by the cultist: Acid, Cold, Fire, Lightning, or Thunder.

Elemental Claw. *Ranged Attack Roll:* +7, range 120 ft. *Hit:* 22 (4d10) damage of a type chosen by the cultist: Acid, Cold, Fire, Lightning, or Thunder. If the target is a Medium or smaller creature, the cultist moves the target up to 10 feet straight toward or away from itself.

Spellcasting. The cultist casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

At Will: *Elementalism*, *Mage Hand*

Reactions

Elemental Absorption (1/Day). *Trigger:* The cultist takes Acid, Cold, Fire, Lightning, or Thunder damage. *Response:* The cultist gives itself Resistance to that instance of damage and gains 10 Temporary Hit Points.

Fiend Cultist

Medium or Small Humanoid, Neutral Evil

AC 16 **Initiative** +5 (15)
HP 127 (17d8 + 51)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	15	+2	+2	**Con**	16	+3	+6
Int	12	+1	+1	**Wis**	18	+4	+7	**Cha**	10	+0	+0

Skills Perception +7, Religion +4
Gear Breastplate
Senses Darkvision 90 ft. (unimpeded by magical Darkness); Passive Perception 17
Languages Abyssal, Common, Infernal
CR 8 (XP 3,900; PB +3)

Actions

Multiattack. The cultist makes three Pact Axe attacks.

Pact Axe. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 10 (1d12 + 4) Slashing damage plus 13 (3d8) Fire damage.

Spellcasting. The cultist casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At Will: *Scorching Ray* (level 5 version), *Thaumaturgy*
2/Day: *Fireball* (level 6 version)

Reactions

Hellish Rebuke. The cultist casts *Hellish Rebuke* in response to that spell's trigger, using the same spellcasting ability as Spellcasting.

AURORE FOLNY

Cyclopes

Monocular Servants of Destiny

Habitat: Coastal, Desert, Grassland, Hill, Mountain, Underdark; **Treasure:** Armaments

Cyclopes are gigantic, one-eyed descendants of the gods. Using their mystical vision, cyclopes can witness how future events are likely to occur.

Cyclops Oracle

Cyclops oracles gaze through history to learn hidden truths. Many share these secrets with those who aid them in correcting the mistakes of the past.

Cyclops Sentry

Most cyclops sentries serve their divine progenitors and oppose those who would tamper with fact.



Cyclops Oracle

Huge Giant, Chaotic Neutral

AC 16 **Initiative** +8 (18)
HP 207 (18d12 + 90)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	22	+6	+6	**Dex**	11	+0	+0	**Con**	20	+5	+9
Int	16	+3	+3	**Wis**	18	+4	+8	**Cha**	10	+0	+0

Skills History +11, Perception +12
Senses Truesight 30 ft.; Passive Perception 22
Languages Giant
CR 10 (XP 5,900; PB +4)

Actions

Multiattack. The cyclops makes three attacks, using Radiant Strike or Flash of Light in any combination.

Radiant Strike. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 22 (3d10 + 6) Radiant damage.

Flash of Light. *Ranged Attack Roll:* +10, range 120 ft. *Hit:* 17 (2d10 + 6) Radiant damage, and the target has Disadvantage on attack rolls until the end of the cyclops's next turn.

Spellcasting. The cyclops casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 16):

2/Day Each: *Arcane Eye, Detect Magic, Locate Object*
1/Day: *Legend Lore*

Reactions

Portent (Recharge 4–6). *Trigger:* The cyclops or an ally it can see makes a D20 Test. *Response:* The cyclops rolls 1d20 and chooses whether to use that roll in place of the d20 rolled for the D20 Test.

Cyclops Sentry

Huge Giant, Chaotic Neutral

AC 14 **Initiative** +0 (10)
HP 138 (12d12 + 60)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	22	+6	+6	**Dex**	11	+0	+0	**Con**	20	+5	+5
Int	8	−1	−1	**Wis**	6	−2	−2	**Cha**	10	+0	+0

Senses Passive Perception 8
Languages Giant
CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The cyclops makes two attacks, using Greatclub or Rock in any combination.

Greatclub. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 16 (3d6 + 6) Bludgeoning damage. If the target is a Huge or smaller creature, it has the Prone condition.

Rock. *Ranged Attack Roll:* +9, range 30/120 ft. *Hit:* 22 (3d10 + 6) Bludgeoning damage.

Reactions

Limited Foresight (Recharge 6). *Trigger:* A creature the cyclops can see makes an attack roll against it. *Response:* The cyclops imposes Disadvantage on the roll, and the cyclops gains Advantage on attack rolls against the target until the end of the cyclops's next turn.

DAARKEN

Dao

Genie of the Earth

Habitat: Planar (Elemental Plane of Earth), Underdark;
Treasure: Implements

Genies of minerals and gemstones, dao embody the resolve of rock. Using innate magic, they move through the earth unimpeded, exploring depths inaccessible to most. Dao delight in the treasures of the earth, whether raw gemstones, jewelry crafted from pure metals, or wondrous fossils. In exchange for such treasures, dao might reveal underground mysteries, such as paths through the Underdark, buried ruins, or whole subterranean realms.

Many dao call the Elemental Plane of Earth home. There, they create cities that glitter with treasure. Among these realms is the labyrinthine expanse called the Great Dismal Delve or the Sevenfold Mazework, which protects the City of Jewels, the Iron Crucible, and the Strait of Magnets.

> On the Elemental Plane of Earth, galaxies of gemstones twinkle over vaults of treasure. If dao are there, so is wealth worth hunting.
>
> —Gundren Rockseeker, dwarf treasure hunter



Dao

Large Elemental (Genie), Neutral

AC 18 **Initiative** +1 (11)
HP 200 (16d10 + 112)
Speed 30 ft., Burrow 30 ft., Fly 30 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	12	+1	+5	**Con**	24	+7	+7
Int	12	+1	+1	**Wis**	13	+1	+5	**Cha**	18	+4	+4

Immunities Petrified
Senses Darkvision 120 ft.; Passive Perception 11
Languages Primordial (Terran)
CR 11 (XP 7,200; PB +4)

Traits

Earth Glide. The dao can burrow through nonmagical, unworked earth and stone. While doing so, the dao doesn't disturb the material it moves through.

Elemental Restoration. If the dao dies outside the Elemental Plane of Earth, its body dissolves into dirt, and it gains a new body in 1d4 days, reviving with all its Hit Points somewhere on the Plane of Earth.

Magic Resistance. The dao has Advantage on saving throws against spells and other magical effects.

Wishes. The dao has a 30 percent chance of knowing the *Wish* spell. If the dao knows it, the dao can cast it only on behalf of a non-genie creature who communicates a wish in a way the dao can understand. If the dao casts the spell for the creature, the dao suffers none of the spell's stress. Once the dao has cast it three times, the dao can't do so again for 365 days.

Actions

Multiattack. The dao makes three Earthen Maul attacks or two Earth Burst attacks.

Earthen Maul. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 20 (4d6 + 6) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition.

Earth Burst. *Ranged Attack Roll:* +10, range 120 ft. *Hit:* 15 (2d8 + 6) Bludgeoning damage. *Hit or Miss:* Earth explodes from the target's space, creating the following effect. *Dexterity Saving Throw:* DC 16, each creature in a 10-foot Emanation originating from and including the target. *Failure:* 10 (3d6) Thunder damage.

Spellcasting. The dao casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 16):

At Will: *Detect Evil and Good, Detect Magic, Stone Shape*
1/Day Each: *Gaseous Form, Invisibility, Move Earth, Passwall, Plane Shift, Tongues, Wall of Stone*

MICHAEL BROUSSARD



Darkmantle

Ceiling-Clinging Ambush Predator

Habitat: Underdark; **Treasure:** None

Unnatural subterranean hunters, darkmantles veil themselves in magical shadows and use their bizarre anatomies to disguise themselves as stalactites. When prey passes below, lurking darkmantles drop and unfurl their webbed tentacles, attempting to blind, suffocate, or crush their victims.

Darkmantles share similarities with piercers and ropers and often hunt near those monsters. Scholars have attempted to establish a shared origin or life cycle between those creatures, but their efforts are thwarted by those monsters' supernatural physiologies and deadly natures.

Darkmantle

Small Aberration, Unaligned

AC 11 **Initiative** +3 (13)
HP 22 (5d6 + 5)
Speed 10 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	12	+1	+1	**Con**	13	+1	+1
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	5	−3	−3

Skills Stealth +3
Senses Blindsight 60 ft.; Passive Perception 10
Languages None
CR 1/2 (XP 100; PB +2)

Actions

Crush. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage, and the darkmantle attaches to the target. If the target is a Medium or smaller creature and the darkmantle had Advantage on the attack roll, it covers the target, which has the Blinded condition and is suffocating while the darkmantle is attached in this way.

While attached to a target, the darkmantle can attack only the target but has Advantage on its attack rolls. Its Speed becomes 0, it can't benefit from any bonus to its Speed, and it moves with the target.

A creature can take an action to try to detach the darkmantle from itself, doing so with a successful DC 13 Strength (Athletics) check. On its turn, the darkmantle can detach itself by using 5 feet of movement.

Darkness Aura (1/Day). Magical Darkness fills a 15-foot Emanation originating from the darkmantle. This effect lasts while the darkmantle maintains Concentration on it, up to 10 minutes. Darkvision can't penetrate this area, and no light can illuminate it.

> Just assume there's no such thing as a stalactite.
>
> —S. Wakeman, Underdark explorer

BRIAN VALENZUELA



Death Dog

Two-Headed Spreader of Disease

Habitat: Desert; **Treasure:** None

Death dogs are plagues on the arid lands they inhabit. These vicious, two-headed canines ambush creatures they perceive as weaker than themselves, favoring the wounded or infirm. They attack recklessly, infecting as many creatures as possible with their diseased jaws. If driven off, death dogs linger close to their victims, letting infection weaken their prey before they attack again.

Legends tie death dogs to malicious death gods, the underworld, and cursed rulers. These stories are based on the malady death dogs spread. Roll on or choose a result from the Death Dog Malady Symptoms table to inspire symptoms spread by a death dog's bite. These symptoms are cosmetic and don't alter the effects of the death dog's Bite action. The symptoms vanish when a creature no longer has the Poisoned condition from a death dog's Bite.

Death Dog Malady Symptoms

1d6	The Death Dog's Malady Causes ...
1	Marks from canine jaws to appear on the victim's body, as if they were still being mauled.
2	The victim's body to wither, as if constantly exposed to desert heat.
3	The victim to be distracted by distant howling or vague whispers only they can hear.
4	The victim's flesh to rot like a corpse.
5	The victim to itch, as if they had fleas or sand beneath their skin.
6	Wicked symbols to gradually appear on and spread across the victim's body.

> AND HIS SORROWS WILL STALK YOUR LAND LIKE HUNGRY DOGS UNTIL THE SEAS TURN TO SAND AND THE SUN BURNS TO CINDERS.
>
> —Tablet fragment from the Bright Desert

DAREN BADER

Death Dog

Medium Monstrosity, Neutral Evil

AC 12 **Initiative** +2 (12)
HP 39 (6d8 + 12)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	14	+2	+2	**Con**	14	+2	+2
Int	3	−4	−4	**Wis**	13	+1	+1	**Cha**	6	−2	−2

Skills Perception +5, Stealth +4
Immunities Blinded, Charmed, Deafened, Frightened, Stunned, Unconscious
Senses Darkvision 120 ft.; Passive Perception 15
Languages None
CR 1 (XP 200; PB +2)

Actions

Multiattack. The death dog makes two Bite attacks.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage. If the target is a creature, it is subjected to the following effect. *Constitution Saving Throw:* DC 12. *First Failure:* The target has the Poisoned condition. While Poisoned, the target's Hit Point maximum doesn't return to normal when finishing a Long Rest, and it repeats the save every 24 hours that elapse, ending the effect on itself on a success. *Subsequent Failures:* The Poisoned target's Hit Point maximum decreases by 5 (1d10).

Death Knights

Haunted Commanders of Unliving Legions

Habitat: Any; **Treasure:** Armaments

Champions of evil, death knights are armor-clad, skeletal warlords. Combining devastating martial prowess and blasphemous magic, these undying tyrants lead unholy legions against the living or brood in cursed citadels. Every death knight is haunted by a legacy of tragedy and dishonor that drives it to commit greater evils.

Death Knight

Death knights are deadly combatants and domineering commanders with grim histories. Some strive to end the curses that doom them to undeath, though their selfish souls eternally shackle them to their fates. Others, like the infamous death knight Lord Soth, brood in dismal ruins for centuries, rousing themselves to action only when something reignites their deathless evil.

Death Knight Aspirant

When the leader of a villainous order rises as a death knight, their wicked devotees might join them in their cursed existence as death knight aspirants. These followers bear a measure of their leader's power and serve as they did in life, obediently following the death knight's decrees and heralding its terrible will.

Death Knight

Medium or Small Undead, Chaotic Evil

AC 20 **Initiative** +12 (22)
HP 199 (21d8 + 105)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+5	**Dex**	11	+0	+6	**Con**	20	+5	+5
Int	12	+1	+1	**Wis**	16	+3	+9	**Cha**	18	+4	+4

Immunities Necrotic, Poison; Exhaustion, Frightened, Poisoned
Senses Darkvision 120 ft.; Passive Perception 13
Languages Abyssal, Common
CR 17 (XP 18,000; PB +6)

Traits

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

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

Marshal Undead. Undead creatures of the death knight's choice (excluding itself) in a 60-foot Emanation originating from it have Advantage on attack rolls and saving throws. It can't use this trait if it has the Incapacitated condition.

Undead Restoration. If the death knight is destroyed before it atones for its evil, it gains a new body in 1d10 days, reviving with all its Hit Points. The new body appears in a location significant to the death knight.

Actions

Multiattack. The death knight makes three Dread Blade attacks.

Dread Blade. *Melee Attack Roll:* +11, reach 5 ft. *Hit:* 12 (2d6 + 5) Slashing damage plus 13 (3d8) Necrotic damage.

Hellfire Orb (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 20-foot-radius Sphere centered on a point the death knight can see within 120 feet. *Failure:* 35 (10d6) Fire damage plus 35 (10d6) Necrotic damage. *Success:* Half damage.

Spellcasting. The death knight casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 18):

At Will: *Command*, *Phantom Steed*
2/Day: *Destructive Wave* (Necrotic), *Dispel Magic*

Reactions

Parry. *Trigger:* The death knight is hit by a melee attack roll while holding a weapon. *Response:* The death knight adds 6 to its AC against that attack, possibly causing it to miss.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the death knight can expend a use to take one of the following actions. The death knight regains all expended uses at the start of each of its turns.

Dread Authority. The death knight uses Spellcasting to cast *Command*. The death knight can't take this action again until the start of its next turn.

Fell Word. *Constitution Saving Throw:* DC 18, one creature the death knight can see within 120 feet. *Failure:* 17 (5d6) Necrotic damage, and the target's Hit Point maximum decreases by an amount equal to the damage taken. *Failure or Success:* The death knight can't take this action again until the start of its next turn.

Lunge. The death knight moves up to half its Speed, and it makes one Dread Blade attack.



A DEATH KNIGHT AND ITS ASPIRANTS MARCH TO WAR AGAINST THE LIVING.

ALEX BROCK

Death Knight Aspirant

Medium or Small Undead, Chaotic Evil

AC 20 **Initiative** +4 (14)
HP 178 (21d8 + 84)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+5	**Dex**	10	+0	+4	**Con**	18	+4	+4
Int	10	+0	+0	**Wis**	12	+1	+5	**Cha**	16	+3	+3

Immunities Necrotic, Poison; Exhaustion, Frightened, Poisoned
Senses Darkvision 120 ft.; Passive Perception 11
Languages Abyssal, Common
CR 11 (XP 7,200; PB +4)

Traits

Magic Resistance. The aspirant has Advantage on saving throws against spells and other magical effects.

Marshal Undead. Undead creatures of the aspirant's choice (excluding itself) in a 60-foot Emanation originating from it have Advantage on attack rolls and saving throws. It can't use this trait if it has the Incapacitated condition.

Actions

Multiattack. The aspirant makes three Dread Blade attacks.

Dread Blade. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 14 (2d8 + 5) Slashing damage plus 10 (3d6) Necrotic damage.

Hellfire Orb (Recharge 5–6). *Dexterity Saving Throw:* DC 15, each creature in a 20-foot-radius Sphere centered on a point the aspirant can see within 120 feet of itself. *Failure:* 21 (6d6) Fire damage plus 21 (6d6) Necrotic damage. *Success:* Half damage.

Spellcasting. The aspirant casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Phantom Steed*
1/Day: *Destructive Wave* (Necrotic), *Dispel Magic*

Reactions

Parry. *Trigger:* The aspirant is hit by a melee attack roll while holding a weapon. *Response:* The aspirant adds 4 to its AC against that attack, possibly causing it to miss.



A CLUSTER OF TINY LIGHTS DESCENDED FROM A DARK CREVICE IN THE CEILING. THESE MOTES CAST AN EERIE GLOW ON THE GREAT, ALIEN SKULL THAT HUNG BENEATH THEM.

—JOURNAL OF JASTUS HOLLOWQUILL, EXPLORER OF UNDERMOUNTAIN

DEATH TYRANT

Beholder beyond Death

Habitat: Underdark; **Treasure:** Any

A death tyrant is a beholder that pursues aberrant goals beyond its death. Ten magical singularities—all that remains of its magical eyes—orbit its floating, cyclopean skull, while the hateful gaze of its central eye socket stifles life and raises the dead.

Beholders typically transform into death tyrants over years when their dreams fixate on death, morbid apotheoses, or journeys to realms inhospitable to life. Some death tyrants rise from the corpses of slain beholders or result from exposure to strange magic or Underdark radiation. Sometimes beholders purposefully pursue this undead state, just as depraved magic-users pursue lichdom, although it is rare, as most beholders already believe themselves to be perfect beings.

No matter how death tyrants come into being, bizarre impulses drive their deathless existences. Their motivations tend to be extreme or beyond the reason of living creatures.

DEATH TYRANT LAIRS

Death tyrants often lurk deep in the Underdark, in the tunnel-mazes they occupied in life or in the lairs of enemy beholders they conquered. These lairs are devoid of life, as death tyrants change their servants into Undead horrors.

The region containing a death tyrant's lair is warped by its presence, creating the following effects:

Negative Energy Suffusion. Whenever a creature within 1 mile of the lair regains Hit Points from a spell, it subtracts 1d10 from the number of Hit Points regained.

Scopophobia. Creatures within 1 mile of the lair feel as if they're being watched. Any creature (excluding the death tyrant and its allies) that finishes a Short Rest while within 1 mile of the lair must succeed on a DC 15 Wisdom saving throw or gain no benefit from that rest.

If the death tyrant dies or moves its lair elsewhere, these effects end immediately.

SIMON DOMINIC

Death Tyrant

Large Undead (Beholder), Lawful Evil

AC 19 **Initiative** +12 (22)
HP 195 (26d10 + 52)
Speed 5 ft., Fly 40 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	14	+2	+2	**Con**	14	+2	+7
Int	19	+4	+4	**Wis**	15	+2	+7	**Cha**	19	+4	+4

Skills Perception +12
Immunities Poison; Charmed, Exhaustion, Paralyzed, Petrified, Poisoned, Prone
Senses Darkvision 120 ft.; Passive Perception 22
Languages Deep Speech, Undercommon
CR 14 (XP 11,500, or 13,000 in lair; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the death tyrant fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The death tyrant uses Eye Rays three times.

Bite. *Melee Attack Roll:* +9, reach 5 feet. *Hit:* 13 (2d8 + 4) Piercing damage.

Eye Rays. The death tyrant randomly shoots one of the following magical rays at a target it can see within 120 feet of itself (roll 1d10; reroll if the death tyrant has already used that ray during this turn):

1: Charm Ray. *Wisdom Saving Throw:* DC 17. *Failure:* 13 (3d8) Psychic damage, and the target has the Charmed condition for 1 hour or until it takes damage. *Success:* Half damage only.

2: Paralyzing Ray. *Constitution Saving Throw:* DC 17. *Failure:* The target has the Paralyzed condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

3: Fear Ray. *Wisdom Saving Throw:* DC 17. *Failure:* 10 (3d6) Psychic damage, and the target has the Frightened condition until the end of its next turn. *Success:* Half damage only.

4: Slowing Ray. *Constitution Saving Throw:* DC 17. *Failure:* 18 (4d8) Necrotic damage. Until the end of the target's next turn, the target can't take Reactions; its Speed is halved; and it can take either an action or a Bonus Action on its turn, not both. *Success:* Half damage only.

5: Enervation Ray. *Constitution Saving Throw:* DC 17. *Failure:* 16 (3d10) Poison damage, and the target has the Poisoned condition until the end of its next turn. While Poisoned, the target can't regain Hit Points. *Success:* Half damage only.

6: Telekinetic Ray. *Strength Saving Throw:* DC 17 (the target succeeds automatically if it is Gargantuan). *Failure:* The death tyrant moves the target up to 30 feet in any direction. The target has the Restrained condition until the start of the death tyrant's next turn or until the death tyrant has the Incapacitated condition. The death tyrant can also exert fine control on objects with this ray, such as manipulating a tool or opening a door or container.

7: Sleep Ray. *Wisdom Saving Throw:* DC 17 (the target succeeds automatically if it is a Construct or an Undead). *Failure:* The target has the Unconscious condition for 1 minute. The condition ends if the target takes damage or a creature within 5 feet of it takes an action to wake it.

8: Petrification Ray. *Constitution Saving Throw:* DC 17. *First Failure:* The target has the Restrained condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target has the Petrified condition instead of the Restrained condition.

9: Disintegration Ray. *Dexterity Saving Throw:* DC 17. *Failure:* 36 (8d8) Force damage. If the target is a nonmagical object or a creation of magical force, a 10-foot Cube of it disintegrates into dust. *Success:* Half damage. *Failure or Success:* If the target is a creature and this damage reduces it to 0 Hit Points, it disintegrates into dust.

10: Death Ray. *Dexterity Saving Throw:* DC 17. *Failure:* 55 (10d10) Necrotic damage. *Success:* Half damage. *Failure or Success:* The target dies if the ray reduces it to 0 Hit Points.

Bonus Actions

Negative Energy Cone. The death tyrant's central eye emits an imperceptible, magical wave of negative energy in a 150-foot Cone. Creatures in that area can't regain Hit Points until the start of the death tyrant's next turn. An intact Humanoid corpse there instantly rises as a **Zombie** under the death tyrant's control and takes its turn immediately after the death tyrant on the same initiative count.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the death tyrant can expend a use to take one of the following actions. The death tyrant regains all expended uses at the start of each of its turns.

Chomp. The death tyrant makes two Bite attacks.

Glare. The death tyrant uses Eye Rays.



Demilich

What Lies beyond Lichdom

Habitat: Any; **Treasure:** Arcana

A demilich is a skull harboring the remnants of a lich's wicked essence. If the burden of immortality overwhelms a lich, its consciousness turns inward as its body rots away. But if its remains are disturbed, a demilich rises. Demiliches usually appear as skulls adorned with gems or arcane sigils.

Demilich Lairs

Demiliches jealously guard their deathtrap-laden sanctums. The most notorious of these is the Tomb of Horrors, lair of the infamous Acererak.

The region containing a demilich's lair is twisted by its presence, creating the following effects:

Enervating Domain. Whenever a creature other than the demilich or one of its allies finishes a Long Rest within 1 mile of the lair, the creature must succeed on a DC 20 Constitution saving throw or have its Hit Point maximum reduced by 1d4. This reduction lasts until the creature finishes a Long Rest outside that area.

Travel Ward. Creatures can't use teleportation or planar travel to enter or exit the lair.

If the demilich dies or moves its lair elsewhere, these effects end immediately.

Demilich

Tiny Undead, Neutral Evil

AC 20 **Initiative** +17 (27)
HP 180 (72d4)
Speed 5 ft., Fly 30 ft. (hover)

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	1	−5	−5	**Dex** 20	+5	+11	**Con** 10	+0	+6
Int	20	+5	+11	**Wis** 17	+3	+9	**Cha** 20	+5	+5

Resistances Bludgeoning, Piercing, Slashing
Immunities Necrotic, Poison, Psychic; Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Prone, Stunned
Senses Truesight 120 ft.; Passive Perception 13
Languages None
CR 18 (XP 20,000, or 22,000 in lair; PB +6)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the demilich fails a saving throw, it can choose to succeed instead.

Undead Restoration. If the demilich is destroyed, it reforms and regains all its Hit Points in 1d10 days unless a *Wish* spell is cast on its remains.

Actions

Multiattack. The demilich makes three Necrotic Burst attacks.

Necrotic Burst. *Melee or Ranged Attack Roll:* +11, reach 5 ft. or range 120 ft. *Hit:* 24 (7d6) Necrotic damage.

Howl (Recharge 5–6). *Constitution Saving Throw:* DC 19, each creature in a 30-foot Emanation originating from the demilich. *Failure:* 70 (20d6) Psychic damage. *Failure or Success:* The target has the Frightened condition until the start of the demilich's next turn.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the demilich can expend a use to take one of the following actions. The demilich regains all expended uses at the start of each of its turns.

Energy Drain. *Constitution Saving Throw:* DC 19, one creature the demilich can see within 120 feet. *Failure:* The target's Hit Point maximum decreases by 14 (4d6). *Failure or Success:* The demilich can't take this action again until the start of its next turn.

Grave-Dust Flight. The demilich flies up to its Fly Speed, shedding grave dust. Each creature within 5 feet of the demilich as it moves is targeted once by the following effect. *Constitution Saving Throw:* DC 19. *Failure:* The target has the Blinded condition until the end of the demilich's next turn. *Failure or Success:* The demilich can't take this action again until the start of its next turn.

Necrosis. The demilich makes one Necrotic Burst attack.

FURY CALLUZZI



Deva

World-Changing Angelic Messenger

Habitat: Planar (Upper Planes); **Treasure:** Relics

Devas are emissaries of divine will. These immortal messengers adopt the shapes of mystical beasts or idealized, winged mortals. As with all angels, their true forms are known only to the gods they serve.

Rather than literal correspondence from a god, a deva conveys an allegory or quest to mortals, tasking them with delivering something to its rightful place. While the angel might be called on in times of need, it encourages mortal heroism. Should a deva's chosen champions carry out their charge, they experience a revelation or the world is changed in line with divine purpose. Roll on or choose a result from the Deva Messages table to inspire a deva's charge.

Deva Messages

1d6	The Deva Tasks a Mortal with Delivering ...
1	The corpse of a hero in need of redemption.
2	The cure for a plague in a distant land.
3	A holy coffer that must not be opened.
4	A magic weapon usable only by a true hero.
5	A seedling that wilts if exposed to anger.
6	Someone from another world with a prophesied purpose but no memory.

Deva

Medium Celestial (Angel), Lawful Good

AC 17 **Initiative** +4 (14)
HP 229 (27d8 + 108)
Speed 30 ft., Fly 90 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	18	+4	+4	**Con**	18	+4	+4
Int	17	+3	+3	**Wis**	20	+5	+9	**Cha**	20	+5	+9

Skills Insight +9, Perception +9
Resistances Radiant
Immunities Charmed, Exhaustion, Frightened
Senses Darkvision 120 ft.; Passive Perception 19
Languages All; telepathy 120 ft.
CR 10 (XP 5,900; PB +4)

Traits

Exalted Restoration. If the deva dies outside Mount Celestia, its body disappears, and it gains a new body instantly, reviving with all its Hit Points somewhere in Mount Celestia.

Magic Resistance. The deva has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The deva makes two Holy Mace attacks.

Holy Mace. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage plus 18 (4d8) Radiant damage.

Spellcasting. The deva casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Detect Evil and Good*, *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)
1/Day Each: *Commune*, *Raise Dead*

Bonus Actions

Divine Aid (2/Day). The deva casts *Cure Wounds*, *Lesser Restoration*, or *Remove Curse*, using the same spellcasting ability as Spellcasting.

CARLO ARELLANO



Displacer Beast

Deceptive Feline Stalker

Habitat: Forest; **Treasure:** None

A displacer beast resembles a gaunt, six-legged panther with a barbed tentacle sprouting from each of its shoulders. This predator uses innate magic to displace light so it appears to be several feet away from its actual location.

Displacer beasts hunt not just to feed but because they enjoy killing. Once displacer beasts begin stalking prey, they can't be deterred until either they or their quarry is slain. While displacer beasts commonly inhabit dense forests, they might pursue travelers across great distances and even into cities or dungeons. More cunning than mere animals, these predators might set ambushes or lie hidden for days to bring down their prey.

Displacer beasts sometimes pursue prey through portals to other planes of existence. As a result, these predators can be found across the multiverse, particularly on the worlds of the Material Plane, in the Shadowfell, and in the Feywild. These restless hunters can destroy a land's natural balance and drive other creatures to extinction. As a result, many druid circles and Fey view displacer beasts as deadly threats.

> The murderous fury of a displacer beast is fit only for nightmares, of which I've been haunted since narrowly escaping one's ambush. I'm certain that beast stalks me still.
>
> —Jen-Ahb, naturalist and displacer beast survivor

Displacer Beast

Large Monstrosity, Lawful Evil

AC 13 **Initiative** +4 (14)
HP 76 (9d10 + 27)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	15	+2	+2	**Con**	16	+3	+3
Int	6	−2	−2	**Wis**	12	+1	+1	**Cha**	8	−1	−1

Senses Darkvision 60 ft.; Passive Perception 11
Languages Understands Sylvan but can't speak
CR 3 (XP 700; PB +2)

Traits

Avoidance. If the displacer beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and half damage if it fails. It can't use this trait if it has the Incapacitated condition.

Displacement. Attack rolls against the displacer beast have Disadvantage, since it projects an illusion that makes it appear to be near its actual location. This trait is suppressed while the displacer beast has the Incapacitated condition.

Actions

Multiattack. The displacer beast makes one Rend attack and one Tentacle attack.

Rend. *Melee Attack Roll:* +6, reach 5 feet. *Hit:* 9 (1d10 + 4) Slashing damage. If target is a Large or smaller creature, it has the Prone condition.

Tentacle. *Melee Attack Roll:* +6, reach 10 feet. *Hit:* 11 (2d6 + 4) Piercing damage.

CAIO MONTEIRO

Djinni

Genie of the Air

Habitat: Coastal, Planar (Elemental Plane of Air);
Treasure: Arcana

As genies of wind and skies, djinn personify freedom and might. They can control wind and travel as swiftly as a breeze. They might be as serene as drifting clouds or as tempestuous as storms, but most djinn relish their freedom and desire to discover the wonders of the multiverse. Djinn often know many stories, and they might share such lore with those who offer their own exciting stories in trade.

While many djinn create airy palaces on stormy coasts or high in the clouds, untold numbers dwell on the Elemental Plane of Air. In floating cities, djinn collect tales and experiences from across the planes of existence, sharing them in fabulous forums, libraries, and theaters. The greatest of these cities is the Citadel of Ice and Steel, in which wind-sculpted towers contain a city-size trove of incredible knowledge and treasures that defy belief.



Djinni

Large Elemental (Genie), Neutral

AC 17 **Initiative** +2 (12)
HP 218 (19d10 + 114)
Speed 30 ft., Fly 90 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	21	+5	+5	**Dex**	15	+2	+6	**Con**	22	+6	+6
Int	15	+2	+2	**Wis**	16	+3	+7	**Cha**	20	+5	+5

Immunities Lightning, Thunder
Senses Darkvision 120 ft.; Passive Perception 13
Languages Primordial (Auran)
CR 11 (XP 7,200; PB +4)

Traits

Elemental Restoration. If the djinni dies outside the Elemental Plane of Air, its body dissolves into mist, and it gains a new body in 1d4 days, reviving with all its Hit Points somewhere on the Plane of Air.

Magic Resistance. The djinni has Advantage on saving throws against spells and other magical effects.

Wishes. The djinni has a 30 percent chance of knowing the *Wish* spell. If the djinni knows it, the djinni can cast it only on behalf of a non-genie creature who communicates a wish in a way the djinni can understand. If the djinni casts the spell for the creature, the djinni suffers none of the spell's stress. Once the djinni has cast it three times, the djinni can't do so again for 365 days.

Actions

Multiattack. The djinni makes three attacks, using Storm Blade or Storm Bolt in any combination.

Storm Blade. *Melee Attack Roll:* +9, reach 5 feet. *Hit:* 12 (2d6 + 5) Slashing damage plus 7 (2d6) Lightning damage.

Storm Bolt. *Ranged Attack Roll:* +9, range 120 feet. *Hit:* 13 (3d8) Thunder damage. If the target is a Large or smaller creature, it has the Prone condition.

Create Whirlwind. The djinni conjures a whirlwind at a point it can see within 120 feet. The whirlwind fills a 20-foot-radius, 60-foot-high Cylinder centered on that point. The whirlwind lasts until the djinni's Concentration on it ends. The djinni can move the whirlwind up to 20 feet at the start of each of its turns.

Whenever the whirlwind enters a creature's space or a creature enters the whirlwind, that creature is subjected to the following effect. *Strength Saving Throw:* DC 17 (a creature makes this save only once per turn, and the djinni is unaffected). *Failure:* While in the whirlwind, the target has the Restrained condition and moves with the whirlwind. At the start of each of its turns, the Restrained target takes 21 (6d6) Thunder damage. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success.

Spellcasting. The djinni casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Detect Evil and Good, Detect Magic*
2/Day Each: *Create Food and Water* (can create wine instead of water), *Tongues, Wind Walk*
1/Day Each: *Creation, Gaseous Form, Invisibility, Major Image, Plane Shift*

MICHAEL BROUSSARD



Doppelganger

Shape-Shifting Infiltrator

Habitat: Underdark, Urban; **Treasure:** Individual

Doppelgangers are supernatural beings with the ability to shape-shift into any humanlike form. Their mind-reading abilities aid them in creating near-perfect disguises and plucking secrets from unguarded minds. Occasionally, doppelgangers use their shape-shifting ability in more overt ways, transforming into unsettling forms to frighten foes.

A doppelganger's agenda might relate to its mysterious magical origins or to more mercenary goals. Roll on or choose a result from the Doppelganger Deceptions table to inspire a doppelganger's plot.

Doppelganger Deceptions

1d6	The Doppelganger Schemes To ...
1	Cause chaos within the temple of a deity that cursed it to live without a true form.
2	Conceal evidence of a vast conspiracy.
3	Control a community through fear by posing as a legendary bogeyman.
4	Replace a noble to enjoy a decadent lifestyle.
5	Spy on wizards to learn how to complete its own botched magical creation.
6	Take an influential position, acting as a sleeper agent for a doppelganger invasion.

> Meeting yourself is the surest way to realize you're not as charming as you think you are.
>
> —Someone claiming to be Lorhirin of Fearchor Keep

Doppelganger

Medium Monstrosity, Neutral

AC 14 **Initiative** +4 (14)
HP 52 (8d8 + 16)
Speed 30 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	11	+0	+0	**Dex** 18	+4	+4	**Con** 14	+2	+2
Int	11	+0	+0	**Wis** 12	+1	+1	**Cha** 14	+2	+2

Skills Deception +6, Insight +3
Immunities Charmed
Senses Darkvision 60 ft.; Passive Perception 11
Languages Common plus three other languages
CR 3 (XP 700; PB +2)

Actions

Multiattack. The doppelganger makes two Slam attacks and uses Unsettling Visage if available.

Slam. *Melee Attack Roll:* +6 (with Advantage during the first round of each combat), reach 5 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage.

Read Thoughts. The doppelganger casts *Detect Thoughts*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 12).

Unsettling Visage (Recharge 6). *Wisdom Saving Throw:* DC 12, each creature in a 15-foot Emanation originating from the doppelganger that can see the doppelganger. *Failure:* The target has the Frightened condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Bonus Actions

Shape-Shift. The doppelganger shape-shifts into a Medium or Small Humanoid, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

SEAN MURRAY



SLAWOMIR MANIAK

Dracolich

Draconic Tyrant Reborn

Habitat: Any; **Treasure:** Any

The vilest dragons seek to escape the grip of death, employing ageless secrets and blasphemous magic to become horrors called dracoliches. These deathless dragons bind their spirits to gems and magically animate their rotting corpses. Eventually becoming skeletal horrors, dracoliches continue the centuries-spanning plots they pursued in life, seek revenge on those that brought them low, and strive toward vicious goals they couldn't indulge in life.

Dracoliches combine the corrupt immortality of the undead with the legendary power of dragons. A dracolich retains a breath weapon, but it is a chilling necrotic blast. These terrors gradually sicken the land near their lairs and attract sinister followers—usually other undead or cultists seeking to revel in their terrible might. Living dragons of all types loathe and seek to destroy dracoliches, viewing them as distortions of draconic magic.

There are untold profane routes by which a dragon might become a dracolich. However one is created, a dracolich chooses a gem that becomes the anchor for its spirit and binds the deathless dragon to the world. So long as a dracolich is on the same plane of existence as its soul gem, the dracolich can survive the destruction of its physical body. Its spirit retreats into the gem if the dracolich's body is destroyed, and the monster might one day regain its terrifying form. Dracoliches often sequester their soul gems within meaningful treasure from their hoard or in unassuming baubles. Roll on or choose a result from the Dracolich Soul Gem Vessels table to inspire what holds a dracolich's soul gem.

Dracolich Soul Gem Vessels

1d10	A Dracolich's Soul Gem Is Hidden In ...
1	Another dragon's treasure hoard.
2	The body of a servant or an ancestor.
3	The core of a dracolich's melted hoard.
4	A corrupted dragon egg.
5	A dragon horn a hero took as a trophy.
6	A nation's royal or religious treasure.
7	A powerful magic item.
8	A source of magical wonders, such as a giant tree or mystical pool.
9	The vault of an archdevil, a wicked god, or another extraplanar villain.
10	The weapon that slew the dracolich.

Dracolich Lairs

A dracolich lurks in a corrupted version of the lair it had in life.

The region containing a dracolich's lair is warped by its presence, creating the following effects:

Sapping Mist. The area within 1 mile of the lair is Lightly Obscured by pale fog. Whenever a creature other than the dracolich or one of its allies finishes a Long Rest in that area, it must succeed on a DC 15 Constitution saving throw or gain 1 Exhaustion level.

Soul Drain. Creatures within 1 mile of the lair have Disadvantage on Death Saving Throws.

If the dracolich is destroyed or moves its lair elsewhere, these effects end immediately. The effects resume if the dracolich gains a new body (see its Soul Gem trait).

> And naught will be left save shattered thrones with no rulers. But the dead dragons shall rule the world entire ...
>
> —Sammaster the Fallen's translation of *The Chronicle of Years to Come*

Dracolich

Huge or Gargantuan Undead, Lawful Evil

AC 20 **Initiative** +12 (22)
HP 225 (18d12 + 108)
Speed 40 ft., Burrow 30 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	25	+7	+7	**Dex**	10	+0	+6	**Con**	23	+6	+6
Int	19	+4	+4	**Wis**	15	+2	+8	**Cha**	21	+5	+5

Skills Perception +14, Stealth +6
Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 24
Languages Common, Draconic
CR 17 (XP 18,000, or 20,000 in lair; PB +6)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dracolich fails a saving throw, it can choose to succeed instead.

Life Suppression. Creatures within 60 feet of the dracolich can't regain Hit Points.

Magic Resistance. The dracolich has Advantage on saving throws against spells and other magical effects.

Soul Gem. The dracolich has a magical gem. If the dracolich is destroyed while the gem is on the same plane of existence as it, the dracolich gains a new body in 1d20 days, regaining all its Hit Points and appearing within 5 feet of the gem.

The gem is a Tiny object that has AC 20; HP 50; and Immunity to Necrotic, Poison, and Psychic damage. The gem regains all its Hit Points at the end of every turn, but it turns to dust if reduced to 0 Hit Points. If the gem is destroyed, the dracolich can create a new one by completing an 8-hour ritual using a gem worth 1,000+ GP and by expending 5,000 GP, which the ritual consumes.

Actions

Multiattack. The dracolich makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Ray of Sickness* (level 2 version).

Rend. *Melee Attack Roll:* +13, reach 10 ft. *Hit:* 18 (2d10 + 7) Slashing damage plus 4 (1d8) Necrotic damage.

Necrotic Breath (Recharge 5–6). *Constitution Saving Throw:* DC 20, each creature in a 60-foot Cone. *Failure:* 52 (8d12) Necrotic damage. *Success:* Half damage.

Spellcasting. The dracolich casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

At Will: *Detect Magic*, *Ray of Sickness* (level 2 version)
1/Day Each: *Create Undead* (level 8 version), *Finger of Death*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dracolich can expend a use to take one of the following actions. The dracolich regains all expended uses at the start of each of its turns.

Pounce. The dracolich moves up to half its Speed, and it makes one Rend attack.

Sickening Ray. The dracolich uses Spellcasting to cast *Ray of Sickness* (level 2 version). The dracolich can't take this action again until the start of its next turn.

Terrifying Presence. *Wisdom Saving Throw:* DC 19, each creature in a 30-foot Emanation originating from the dracolich. *Failure:* 11 (2d10) Psychic damage, and the target has the Frightened condition until the end of its next turn. *Failure or Success:* The dracolich can't take this action again until the start of its next turn.



Dragon Turtle

Ancient Ruler of Undersea Realms

Habitat: Coastal, Underwater; **Treasure:** Any

Dragon turtles are mighty creatures with shells large enough to be mistaken for islands and jaws capable of snapping ships like twigs. While some of these aquatic dragons contentedly slumber in the depths, others jealously guard vast territories with their scalding breath and lay claim to anything that sinks into the depths or sails on the waves. Occasionally these dragons agree to aid pirates, aquatic peoples, or oceanic religions in return for contributions to their sunken treasure hoards.

Many dragon turtles live in secluded lairs or ruins deep underwater, and they might not be spotted by surface dwellers for generations. Like both their namesakes, dragon turtles can have exceptionally long lives. Some recall the wonders of ages past or remarkable individuals that passed through their realms long ago. Such dragon turtles might be convinced to share their tales or provide guidance through their territories in exchange for treasures they've never glimpsed on the ocean floor.

YIGIT KOROGLU

Dragon Turtle

Gargantuan Dragon, Neutral

AC 20 **Initiative** +6 (16)
HP 356 (23d20 + 115)
Speed 20 ft., Swim 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	25	+7	+7	**Dex**	10	+0	+0	**Con**	20	+5	+11
Int	10	+0	+0	**Wis**	12	+1	+7	**Cha**	12	+1	+1

Resistances Fire
Senses Darkvision 120 ft.; Passive Perception 11
Languages Draconic, Primordial (Aquan)
CR 17 (XP 18,000; PB +6)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three Bite attacks. It can replace one attack with a Tail attack.

Bite. *Melee Attack Roll:* +13, reach 15 ft. *Hit:* 23 (3d10 + 7) Piercing damage plus 7 (2d6) Fire damage. Being underwater doesn't grant Resistance to this Fire damage.

Tail. *Melee Attack Roll:* +13, reach 15 ft. *Hit:* 18 (2d10 + 7) Bludgeoning damage. If the target is a Huge or smaller creature, it has the Prone condition.

Steam Breath (Recharge 5–6). *Constitution Saving Throw:* DC 19, each creature in a 60-foot Cone. *Failure:* 56 (16d6) Fire damage. *Success:* Half damage. *Failure or Success:* Being underwater doesn't grant Resistance to this Fire damage.

Dretches

Demons of Frenzy and Vulgarity

Habitat: Planar (Abyss); **Treasure:** None

The servants and victims of greater demons, dretches embody petty instincts, chaotic impulses, and violent urges. Dretches exist in unfathomable numbers in the depths of the Abyss, where their reeking throngs fill vast demonic hordes.

Dretch

Lone dretches serve other demons or evil magic-users. They are erratic, filthy, and violent, and they demonstrate little sense of self-preservation.

Swarm of Dretches

Swarms of dretches sometimes escape the Abyss onto other planes of existence, or they might be part of a demonic invasion. Without direction, these crude demons rampage and despoil with cruel enthusiasm.

> Ah, the infinite wonders of the Abyss. If there's anything you don't like, you'll find it here.
>
> —Jaranda, expert on the Abyss

Dretch

Small Fiend (Demon), Chaotic Evil

AC 11 **Initiative** +0 (10)
HP 18 (4d6 + 4)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	11	+0	+0	**Con**	12	+1	+1
Int	5	−3	−3	**Wis**	8	−1	−1	**Cha**	3	−4	−4

Resistances Cold, Fire, Lightning
Immunities Poison; Poisoned
Senses Darkvision 60 ft.; Passive Perception 9
Languages Abyssal; telepathy 60 ft. (works only with creatures that understand Abyssal)
CR 1/4 (XP 50; PB +2)

Actions

Rend. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Slashing damage.

Fetid Cloud (1/Day). *Constitution Saving Throw:* DC 11, each creature in a 10-foot Emanation originating from the dretch. *Failure:* The target has the Poisoned condition until the end of its next turn. While Poisoned, the creature can take either an action or a Bonus Action on its turn, not both, and it can't take Reactions.



Swarm of Dretches

Large Swarm of Small Fiends (Demon), Chaotic Evil

AC 12 **Initiative** +0 (10)
HP 45 (6d10 + 12)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	11	+0	+0	**Con**	14	+2	+2
Int	5	−3	−3	**Wis**	8	−1	−1	**Cha**	3	−4	−4

Resistances Bludgeoning, Cold, Fire, Lightning, Piercing, Slashing
Immunities Poison; Charmed, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned
Senses Darkvision 60 ft.; Passive Perception 9
Languages Abyssal; telepathy 60 ft. (works only with creatures that understand Abyssal)
CR 4 (1,100 XP; PB +2)

Traits

Fetid Aura. *Constitution Saving Throw:* DC 12, any creature that starts its turn in a 10-foot Emanation originating from the swarm. *Failure:* The target has the Poisoned condition until the start of its next turn. While Poisoned, the target can take either an action or a Bonus Action on its turn, not both, and it can't take Reactions.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small creature. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Multiattack. The swarm makes two Rend attacks.

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 12 (3d6 + 2) Slashing damage, or 9 (3d4 + 2) Slashing damage if the swarm is Bloodied.

MATHIAS KOLLROS

Drider

Spiderlike Underdark Hunter

Habitat: Forest, Underdark; **Treasure:** Armaments

Driders combine the features of drow and giant spiders. The wicked god Lolth is fond of transforming her drow worshipers into driders, as either a blessing or a curse. These driders often become fanatical servants of their god, or they are overwhelmed by their transformation and live only to indulge their predatory arachnid instincts.

Driders also appear when whole communities are transformed by a wicked god's wrath or other magical means, or driders might be part of a world's natural population. Most dwell underground or in dense forests where they can make the most of their spiderlike traits. Driders with non-drow features are uncommon but possible. Roll on or choose a result from the Drider Metamorphoses table to inspire how supernatural driders come into being.



Drider

Large Monstrosity, Chaotic Evil

AC 19 **Initiative** +4 (14)
HP 123 (13d10 + 52)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	16	+3	+3	**Dex** 19	+4	+4	**Con** 18	+4	+4
Int	13	+1	+1	**Wis** 16	+3	+3	**Cha** 12	+1	+1

Skills Perception +6, Stealth +10
Senses Darkvision 120 ft.; Passive Perception 16
Languages Elvish, Undercommon
CR 6 (XP 2,300; PB +3)

Traits

Spider Climb. The drider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the drider has Disadvantage on ability checks and attack rolls.

Web Walker. The drider ignores movement restrictions caused by webs, and the drider knows the location of any other creature in contact with the same web.

Actions

Multiattack. The drider makes three attacks, using Foreleg or Poison Burst in any combination.

Foreleg. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 13 (2d8 + 4) Piercing damage.

Poison Burst. *Ranged Attack Roll:* +6, range 120 ft. *Hit:* 13 (3d6 + 3) Poison damage.

Bonus Actions

Magic of the Spider Queen (Recharge 5–6). The drider casts *Darkness*, *Faerie Fire*, or *Web*, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 14).

Drider Metamorphoses

1d6	The Drider Gained Its Form As ...
1	A blessing from a deity of assassins, dangerous wildernesses, or the Underdark.
2	A curse from a powerful hag, vengeful witch, or strange Artifact.
3	An experiment by an aboleth, a mind flayer, or another life-shaping magic-user.
4	A magical means of escaping disaster or some worse fate.
5	A mutation after exposure to chaotic planar energies or strange Underdark radiations.
6	A punishment from a spiteful god, like Lolth or the Queen of Air and Darkness.

MICHAEL BROUSSARD



Druid

Medium or Small Humanoid (Druid), Neutral

AC 13 **Initiative** +1 (11)
HP 44 (8d8 + 8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	12	+1	+1	**Con**	13	+1	+1
Int	12	+1	+1	**Wis**	16	+3	+3	**Cha**	11	+0	+0

Skills Medicine +5, Nature +3, Perception +5
Gear Studded Leather Armor
Senses Passive Perception 15
Languages Common, Druidic, Sylvan
CR 2 (XP 450; PB +2)

Actions

Multiattack. The druid makes two attacks, using Vine Staff or Verdant Wisp in any combination.

Vine Staff. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage plus 2 (1d4) Poison damage.

Verdant Wisp. *Ranged Attack Roll:* +5, range 90 ft. *Hit:* 10 (3d6) Radiant damage.

Spellcasting. The druid casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At Will: *Druidcraft, Speak with Animals*
2/Day Each: *Entangle, Thunderwave*
1/Day Each: *Animal Messenger, Longstrider, Moonbeam*

Druid

Steward and Sage of Nature

Habitat: Any; **Treasure:** Individual, Relics

Druids use primal magic, traditional teachings, and bonds with animals and eldritch beings to guard the natural world and heal its ills. These magic-users might be recluses devoted to a particular land, or they might be part of a mystic organization. Roll on or choose a result from the Druidic Traditions table to inspire a druid's magical practices.

Druid Traditions

1d6	The Druid Is ...
1	An avenger who strikes against destructive civilizations and those who abuse nature.
2	A guide who aids travelers in navigating the realms of Beasts, Fey, or Plants.
3	A hermit who works alone to protect the lands, seas, or skies they call home.
4	A mender who travels the world healing natural, magical, or manufactured disasters.
5	Part of a loose organization that adheres to timeless rituals and guards natural secrets.
6	A warden who minds the underpinnings of reality and protects against extraplanar threats.

CYNTHIA SHEPPARD

Dryad

Tree-Bound Guardian of Nature

Habitat: Forest; **Treasure:** Any

Guardians of the woodlands, dryads magically flit from tree to tree and from root to bough, harrying trespassers with tangling vines and thorns. Most of these elusive beings have a special connection with one plant or a natural sanctuary that they protect. Some also share physical similarities with the plants they're most connected to. Dryads might sicken or die if their plant or sanctuary is destroyed, recovering only if it is healed or magically replaced. Roll on or choose an option from the Dryad Sanctuaries table to inspire a dryad's bond.

Dryad Sanctuaries

1d6	The Dryad Dwells in and Protects ...
1	An acres-large clonal colony—a stand of identical, interconnected trees.
2	A fortresslike tree, like a baobab or sequoia.
3	A living lock—a plant that seals evil below or blocks the path to a dungeon.
4	A lonely tree that stands atop a windswept mountain or amid a petrified forest.
5	A plant with magic fruit or remarkable seeds.
6	A shambling mound or treant that the dryad lives in or around as a Fey symbiote.



Dryad

Medium Fey, Neutral

AC 16 **Initiative** +1 (11)
HP 22 (5d8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	12	+1	+1	**Con**	11	+0	+0
Int	14	+2	+2	**Wis**	15	+2	+2	**Cha**	18	+4	+4

Skills Perception +4, Stealth +5
Senses Darkvision 60 ft.; Passive Perception 14
Languages Elvish, Sylvan
CR 1 (XP 200; PB +2)

Traits

Magic Resistance. The dryad has Advantage on saving throws against spells and other magical effects.

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

Actions

Multiattack. The dryad makes one Vine Lash or Thorn Burst attack, and it can use Spellcasting to cast *Charm Monster*.

Vine Lash. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 8 (1d8 + 4) Slashing damage.

Thorn Burst. *Ranged Attack Roll:* +6, range 60 ft. *Hit:* 7 (1d6 + 4) Piercing damage.

Spellcasting. The dryad casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 14):

At Will: *Animal Friendship*, *Charm Monster* (lasts 24 hours; ends early if the dryad casts the spell again), *Druidcraft*
1/Day Each: *Entangle*, *Pass without Trace*

Bonus Actions

Tree Stride. If within 5 feet of a Large or bigger tree, the dryad teleports to an unoccupied space within 5 feet of a second Large or bigger tree that is within 60 feet of the previous tree.

DARIO JELUSIC



Earth Elemental

Primal Spirit of Soil and Stone

Habitat: Mountain, Planar (Elemental Plane of Earth), Underdark; **Treasure:** None

Primal spirits from the Elemental Plane of Earth merge with rocks and minerals to form earth elementals. These beings possess powerful limbs and coarse features, sometimes studded with ore, gems, crystals, colorful striations, or living plants. On the Material Plane, earth elementals often serve those who conjure them, or they appear in regions influenced by their home plane, such as crystalline nodes, energetic fault lines, or veins of magical ore. Earth elementals effortlessly move through stone and can bring ruin to whole structures with their mighty fists.

Earth elementals are typically made of more than dirt. While an elemental's composition doesn't change its statistics or have monetary value, it makes each elemental distinct. Roll on or choose a result from the Earth Elemental Compositions table to inspire an earth elemental's features.

Earth Elemental Compositions

1d8	The Earth Elemental's Body Features ...
1	Colorful mineral formations.
2	Cooled magma in melted heaps.
3	Grass, moss, or plant roots.
4	Heaps of peat or decaying matter.
5	Mounds of sand studded with shells.
6	Rubble or pieces of a ruined structure.
7	Striking striations or bands of color.
8	Veins of iron or other ore.

> The foundations of our homes, the strength of our weapons, the vaults of our greatest secrets—earth is nothing less than the grip of reality itself. It is the mightiest element. This cannot be denied.
>
> —Kabril the Perfect Compass, ruler of Dao

Earth Elemental

Large Elemental, Neutral

AC 17 **Initiative** –1 (9)
HP 147 (14d10 + 70)
Speed 30 ft., Burrow 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+5	**Dex**	8	–1	–1	**Con**	20	+5	+5
Int	5	–3	–3	**Wis**	10	+0	+0	**Cha**	5	–3	–3

Vulnerabilities Thunder
Immunities Poison; Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious
Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 10
Languages Primordial (Terran)
CR 5 (XP 1,800; PB +3)

Traits

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

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

Actions

Multiattack. The elemental makes two attacks, using Slam or Rock Launch in any combination.

Slam. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 14 (2d8 + 5) Bludgeoning damage.

Rock Launch. *Ranged Attack Roll:* +8, range 60 ft. *Hit:* 8 (1d6 + 5) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition.

CHRIS COLD

Efreeti

Genie of Fire

Habitat: Desert, Planar (Elemental Plane of Fire);
Treasure: Armaments

Efreet burn with the energy and unpredictability of fire. Their innate magic allows them to conjure flames from nothing and shape treasures within magical infernos. Many efreet have wicked reputations, as their fickle natures and love for dramatic conflagrations can be destructive. Other efreet delight in fire's beauty, be it the delicacy of a candle flame or the shared wonder of fireworks. These genies might aid mortals in exchange for treasures or the liberation of captive Elementals.

On many worlds, efreet dwell in sweltering deserts and volcanic regions. Those that make their homes on the Elemental Plane of Fire create incredible cities among seas of flame and molten minerals. Eclipsing all of these is the storied City of Brass, a gleaming metropolis that is one of the most wondrous cities in the multiverse. Here, magic tempers the plane's extreme heat, making the City of Brass a hub of trade between planes of existence.

> Imagine seas of platinum and liquid flame, the Crimson Pillar with fires hot enough to sear the gods, and the infinite delights of the City of Brass. Now imagine what my master offers ...
>
> —Veyisvexvayn, magma mephit herald



Efreeti

Large Elemental (Genie), Neutral

AC 17 **Initiative** +1 (11)
HP 212 (17d10 + 119)
Speed 40 ft., Fly 60 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	22	+6	+6	**Dex**	12	+1	+1	**Con**	24	+7	+7
Int	16	+3	+3	**Wis**	15	+2	+6	**Cha**	19	+4	+8

Immunities Fire
Senses Darkvision 120 ft.; Passive Perception 12
Languages Primordial (Ignan)
CR 11 (XP 7,200; PB +4)

Traits

Elemental Restoration. If the efreeti dies outside the Elemental Plane of Fire, its body dissolves into ash, and it gains a new body in 1d4 days, reviving with all its Hit Points somewhere on the Plane of Fire.

Magic Resistance. The efreeti has Advantage on saving throws against spells and other magical effects.

Wishes. The efreeti has a 30 percent chance of knowing the *Wish* spell. If the efreeti knows it, the efreeti can cast it only on behalf of a non-genie creature who communicates a wish in a way the efreeti can understand. If the efreeti casts the spell for the creature, the efreeti suffers none of the spell's stress. Once the efreeti has cast it three times, the efreeti can't do so again for 365 days.

Actions

Multiattack. The efreeti makes three attacks, using Heated Blade or Hurl Flame in any combination.

Heated Blade. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 13 (2d6 + 6) Slashing damage plus 13 (2d12) Fire damage.

Hurl Flame. *Ranged Attack Roll:* +8, range 120 ft. *Hit:* 24 (7d6) Fire damage.

Spellcasting. The efreeti casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 16):

At Will: *Detect Magic*, *Elementalism*
1/Day Each: *Gaseous Form*, *Invisibility*, *Major Image*, *Plane Shift*, *Tongues*, *Wall of Fire* (level 7 version)

MICHAEL BROUSSARD



Elemental Cataclysm

The End and Beginning of Ages

Habitat: Planar (Elemental Chaos); **Treasure:** None

Beyond the fringes of the Elemental Planes, primordial forces endlessly clash amid the Elemental Chaos. Within the vastness and violence of this realm rage elemental cataclysms, entities spawned from the raw forces of the multiverse and awash in dissonant elemental powers. These beings of primal conflict annihilate nearly all they encounter and seed the ruins left in their wake with the potential for new creations.

Elemental cataclysms rarely escape the Elemental Chaos. When they do, it is typically due to some planar disruption or the summons of nihilistic cultists. When they emerge on Material Plane worlds, elemental cataclysms create realm-altering trails of destruction, carelessly destroying cities and throwing whole nations into chaos. The rampages aren't random. Elemental cataclysms abhor anything that visibly mars nature, be it mines or monuments, fortresses or cities, but they vent their most intense rage on works of metal and clockwork. As they sow destruction, they howl condemnation and chant words of unmaking in the languages of the Inner Planes.

Little can stop an elemental cataclysm. Those that oppose one of these calamities often attempt to reverse the ritual that summoned it, coax it through a planar rift, or conjure another titan in hopes that the two destroy one another. These terrors leave a wake of ashes, floods, storms, and broken earth. But after these disasters recede, the land is imbued with new life or environmental changes. Roll on or choose a result from the Elemental Alterations table to inspire what changes emerge after an elemental cataclysm's destruction.

Elemental Alterations

1d8	The Elemental Cataclysm Leaves Behind A ...
1	Dramatic increase or decrease in temperature.
2	Gigantic coral reef or fungal forest.
3	Never-ending storm or whirlpool.
4	Passage to the Underdark or portal to an Elemental Plane.
5	Primeval or previously extinct animal population.
6	Rapidly growing rainforest.
7	River where previously there was none.
8	Series of dramatic rock formations.

JOHAN GRENIER, TITUS LUNTER

Elemental Cataclysm

Gargantuan Elemental (Titan), Chaotic Neutral

AC 20 **Initiative** +18 (28)
HP 370 (20d20 + 160)
Speed 60 ft., Burrow 60 ft., Fly 80 ft. (hover), Swim 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	26	+8	+8	**Dex**	19	+4	+11	**Con**	27	+8	+15
Int	9	−1	−1	**Wis**	14	+2	+9	**Cha**	9	−1	+6

Immunities Acid, Cold, Fire, Lightning, Poison, Thunder; Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Unconscious
Senses Truesight 150 ft.; Passive Perception 12
Languages Primordial
CR 22 (XP 41,000; PB +7)

Traits

Earth Glide. The cataclysm can burrow through nonmagical, unworked earth and stone. While doing so, the cataclysm doesn't disturb the material it moves through.

Legendary Resistance (4/Day). If the cataclysm fails a saving throw, it can choose to succeed instead.

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

Actions

Multiattack. The cataclysm makes two Elemental Burst attacks.

Elemental Burst. *Melee or Ranged Attack Roll:* +15, reach 30 ft. or range 150 ft. *Hit:* 25 (5d6 + 8) damage of a type chosen by the cataclysm: Acid, Cold, Fire, Lightning, or Thunder.

Cataclysmic Event (Recharge 4–6). The cataclysm creates one of the following effects at random (roll 1d4):

1: Clinging Flames. *Dexterity Saving Throw:* DC 23, each creature in a 60-foot-radius Sphere centered on a point the cataclysm can see within 150 feet. *Failure:* 45 (13d6) Fire damage. *Success:* Half damage. *Failure or Success:* The target starts burning.

2: Freezing Waves. *Strength Saving Throw:* DC 23, each creature in a 90-foot Cone. *Failure:* 22 (5d8) Bludgeoning damage plus 22 (5d8) Cold damage, and the target has the Prone condition. *Success:* Half damage only. *Failure or Success:* The target's Speed is reduced to 0 until the end of its next turn.

3: Raging Storm. A storm cloud fills a 60-foot-radius Sphere centered on a point the cataclysm can see within 150 feet. The cloud lasts for 1 minute or until the cataclysm uses Cataclysmic Event again. Creatures entirely in the cloud have the Blinded and Deafened conditions and can't cast spells with a Verbal component. *Dexterity Saving Throw:* DC 23, each creature that enters the cloud for the first time on a turn or starts its turn there. *Failure:* 18 (4d8) Lightning damage plus 18 (4d8) Thunder damage. *Success:* Half damage.

4: Swallowing Earth. *Strength Saving Throw:* DC 23, each creature in a 90-foot Cube originating from a point on the ground within 150 feet. *Failure:* 18 (4d8) Bludgeoning damage plus 18 (4d8) Acid damage, and the target has the Prone condition and is buried under rubble. A buried target has the Restrained condition, has Total Cover, and is suffocating. As an action, a buried creature or another creature within 5 feet of it can make a DC 18 Strength (Athletics) check. On a successful check, the creature is no longer buried. *Success:* Half damage only.

Control Weather. The cataclysm casts the *Control Weather* spell, requiring no spell components and using Constitution as the spellcasting ability.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the cataclysm can expend a use to take one of the following actions. The cataclysm regains all expended uses at the start of each of its turns.

Eruption. The cataclysm makes one Elemental Burst attack.

Rumbling Movement. The cataclysm moves up to its Speed, Fly Speed, or Swim Speed without provoking Opportunity Attacks. Each creature within 5 feet of the cataclysm as it moves is targeted once by the following effect. *Constitution Saving Throw:* DC 23. *Failure:* The target has the Prone condition. *Failure or Success:* The cataclysm can't take this action again until the start of its next turn.



Empyreans

Scions of the Gods

Habitat: Any; **Treasure:** Relics

Empyreans are the spawn of deities. While not gods themselves, they possess divine influence and powers related to their divine parents. Some empyreans are near-demigods with fantastic might and the power to reshape mortal lives. Others are little more than divine thoughts or moments of immortal attention made manifest. Whether empyreans are idealized beings or vestiges of divinity, their appearances are influenced by their creators. Roll on or choose a result from the Empyrean Influences table to inspire what aspects of an empyrean's heritage manifest in its physical form.

Empyrean Influences

1d6	The Empyrean Has Features That Are ...
1	Balanced, naturalistic, or suggestive of watching eyes.
2	Colorful, shadowy, or fluid or that vary depending on the viewer.
3	Comforting and gentle or that remind viewers of pleasant memories.
4	Disconnected parts, visible thoughts, or errant shapes.
5	Machinelike, stoic, symmetrical, or suggestive of judgment.
6	Morbid, menacing, or monstrous or that embody the viewer's fears.

Empyrean Iota

Empyrean iotas are the thoughts, memories, or indirect attentions of deities personified and given a measure of autonomy. Resembling floating glyphs, motes of color, icons of divinity, or stranger shapes, these beings are messengers of the gods and aides to those gods' servants. Iotas have their own knowledge and personalities, though they might know little more than the realms and wishes of their creators.

Empyrean

Inheritors of divine might, empyreans are idealized, human-shaped beings of godly power. These beings might have relationships with their creators akin to those of parents and their children, royalty and their servants, inventors and their creations, or other bonds. Empyreans' existences are fundamentally influenced by their patrons and their connection to the heavenly deities of the Upper Planes or the fiendish deities of the Lower Planes. Nevertheless, empyreans have free will.

Celestial empyreans are typically noble beings who quest to prove themselves worthy of their divine pedigree. Many work in the service of their parents or support those gods' causes and champions.

Fiendish empyreans are usually dreadful, self-serving villains who seek to claim their parents' power. Some forge unholy armies or rule over hidden realms in mockery of true gods, while others might seek to escape their accursed families.

> One day I might be the god of storms—mind countless followers, answer prayers, change whole worlds—but, until then, I do what I please.
>
> —Kopoha, scion of storms

Empyrean Iota

Medium Celestial or Fiend (Titan), Neutral

AC 13 **Initiative** +2 (12)
HP 22 (5d8)
Speed 5 ft., Fly 30 ft. (hover)

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	1	−5	−5	**Dex** 14	+2	+2	**Con** 10	+0	+0
Int	15	+2	+2	**Wis** 16	+3	+3	**Cha** 16	+3	+3

Skills History +4, Insight +5, Perception +5
Resistances Bludgeoning, Piercing, Slashing
Immunities Prone
Senses Truesight 30 ft.; Passive Perception 15
Languages All
CR 1 (XP 200; PB +2)

Traits

Incorporeal Movement. The empyrean 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.

Magic Resistance. The empyrean has Advantage on saving throws against spells and other magical effects.

Actions

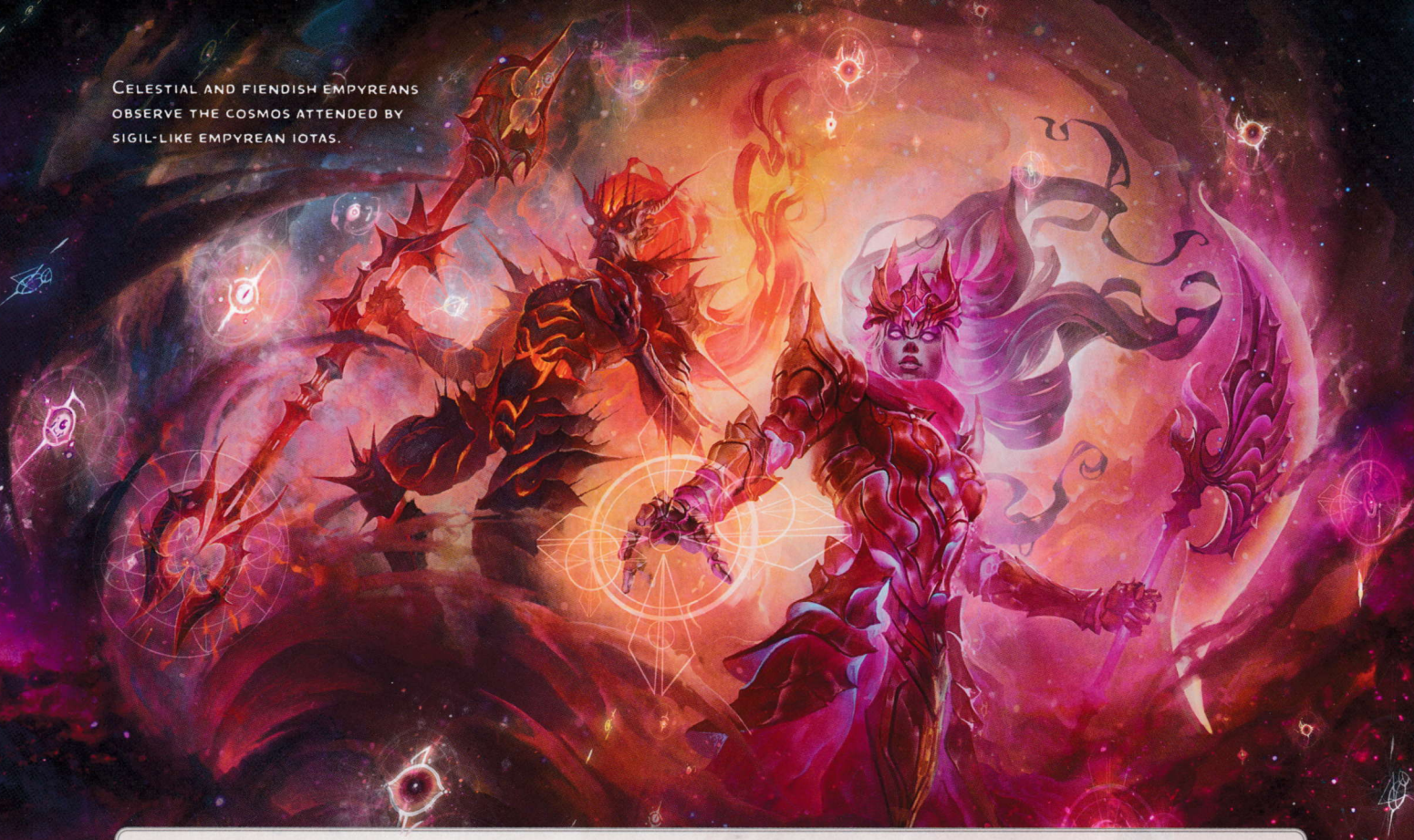
Otherworldly Strike. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 30 ft. *Hit:* 7 (1d8 + 3) Necrotic or Radiant damage (empyrean's choice).

Spellcasting. The empyrean casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability:

1/Day Each: *Bless*, *Lesser Restoration* (as an action)

Bonus Actions

Healing Word (1/Day). The empyrean casts *Healing Word*, using the same spellcasting ability as Spellcasting.



CELESTIAL AND FIENDISH EMPYREANS OBSERVE THE COSMOS ATTENDED BY SIGIL-LIKE EMPYREAN IOTAS.

NESTOR OSSANDON LEAL

EMPYREAN

Huge Celestial or Fiend (Titan), Neutral

AC 22 **Initiative** +19 (29)
HP 346 (21d12 + 210)
Speed 50 ft., Fly 50 ft. (hover), Swim 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	30	+10	+17	DEX	21	+5	+5	CON	30	+10	+10
INT	21	+5	+5	WIS	22	+6	+13	CHA	27	+8	+8

Skills Insight +13, Perception +13
Resistances Bludgeoning, Piercing, Slashing
Immunities Necrotic, Radiant
Senses Truesight 120 ft.; Passive Perception 23
Languages All
CR 23 (XP 50,000; PB +7)

TRAITS

Legendary Resistance (4/Day). If the empyrean fails a saving throw, it can choose to succeed instead.

Magic Resistance. The empyrean has Advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The empyrean makes two attacks, using Sacred Weapon or Divine Ray in any combination.

Sacred Weapon. *Melee Attack Roll:* +17, reach 10 ft. *Hit:* 31 (6d6 + 10) Force damage, and the target has the Stunned condition until the start of the empyrean's next turn. The target can choose not to be Stunned, in which case it takes an extra 21 Force damage that bypasses Resistance or Immunity.

Divine Ray. *Ranged Attack Roll:* +15, range 600 ft. *Hit:* 35 (6d8 + 8) Necrotic or Radiant damage (empyrean's choice).

Spellcasting. The empyrean casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 23):

At Will: *Calm Emotions*, *Greater Restoration*, *Pass without Trace*, *Water Breathing*
1/Day Each: *Commune*, *Dispel Evil and Good*, *Plane Shift*

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the empyrean can expend a use to take one of the following actions. The empyrean regains all expended uses at the start of each of its turns.

Bolster. The empyrean gains 10 Temporary Hit Points, and the empyrean and each ally within 30 feet of it gain Advantage on D20 Tests until the end of the empyrean's next turn. The empyrean can't take this action again until the start of its next turn.

Shockwave of Glory. *Constitution Saving Throw:* DC 23, each creature in a 30-foot Emanation originating from the empyrean. *Failure:* 27 (6d8) Force damage, and the target has the Prone condition. *Success:* Half damage only. *Failure or Success:* The empyrean can't take this action again until the start of its next turn.

Smite. The empyrean makes one Divine Ray attack.



Erinyes

Devil of Vengeance and Righteous Wrath

Habitat: Planar (Nine Hells); **Treasure:** Armaments

Erinyes, also known as furies, are winged devils clad in fiendish armor. These fallen angels exact a merciless form of divine justice, hunting down oath breakers and dragging the rightfully damned to the Nine Hells in the grip of their magical ropes. Few ever glimpse what lies within these devils' armored exteriors, and erinyes ensure that those who do can never speak of what they've seen.

Erinyes often serve archdevils and guard the order of the Nine Hells against trespassers and escapees. Although they're prone to wrathful outbursts, erinyes cooperate well with other devils. They sometimes hunt in trios with other erinyes, forging infamous reputations for themselves.

When not in the service of a diabolical master, erinyes hunt wicked souls. They pursue quarries relentlessly, across the multiverse and for ages if need be. While they might be summoned to serve evil magic-users, erinyes also listen for oaths and curses sworn in their names. In rare cases, wronged mortals who call out with just rage might be heard by an erinyes who appears to take vengeance on their behalf. Once erinyes are so summoned, they won't leave without claiming the soul of either their quarry or the mortal who summoned them.

Erinyes

Medium Fiend (Devil), Lawful Evil

AC 18 **Initiative** +7 (17)
HP 178 (21d8 + 84)
Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	16	+3	+7	**Con**	18	+4	+8
Int	14	+2	+2	**Wis**	14	+2	+2	**Cha**	18	+4	+8

Skills Perception +6, Persuasion +8
Resistances Cold
Immunities Fire, Poison; Poisoned
Senses Truesight 120 ft.; Passive Perception 16
Languages Infernal; telepathy 120 ft.
CR 12 (XP 8,400; PB +4)

Traits

Diabolical Restoration. If the erinyes dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Magic Resistance. The erinyes has Advantage on saving throws against spells and other magical effects.

Magic Rope. The erinyes has a magic rope. While bearing it, the erinyes can use the Entangling Rope action. The rope has AC 20, HP 90, and Immunity to Poison and Psychic damage. The rope turns to dust if reduced to 0 Hit Points, if it is 5+ feet away from the erinyes for 1 hour or more, or if the erinyes dies. If the rope is damaged or destroyed, the erinyes can fully restore it when finishing a Short or Long Rest.

Actions

Multiattack. The erinyes makes three Infernal Sword attacks and can use Entangling Rope.

Withering Sword. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage plus 11 (2d10) Necrotic damage.

Entangling Rope (Requires Magic Rope). *Strength Saving Throw:* DC 16, one creature the erinyes can see within 120 feet. *Failure:* 14 (4d6) Force damage, and the target has the Restrained condition until the rope is destroyed, the erinyes uses a Bonus Action to release the target, or the erinyes uses Entangling Rope again.

Reactions

Parry. *Trigger:* The erinyes is hit by a melee attack roll while holding a weapon. *Response:* The erinyes adds 4 to its AC against that attack, possibly causing it to miss.

JUSTIN GERARD



Ettercap

Medium Monstrosity, Neutral Evil

AC 13 **Initiative** +2 (12)
HP 44 (8d8 + 8)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	15	+2	+2	**Con**	13	+1	+1
Int	7	−2	−2	**Wis**	12	+1	+1	**Cha**	8	−1	−1

Skills Perception +3, Stealth +4, Survival +3
Senses Darkvision 60 ft.; Passive Perception 13
Languages None
CR 2 (XP 450; PB +2)

Traits

Spider Climb. The ettercap can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The ettercap ignores movement restrictions caused by webs, and the ettercap knows the location of any other creature in contact with the same web.

Actions

Multiattack. The ettercap makes one Bite attack and one Claw attack.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 2 (1d4) Poison damage, and the target has the Poisoned condition until the start of the ettercap's next turn.

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Slashing damage.

Web Strand (Recharge 5–6). *Dexterity Saving Throw:* DC 12, one Large or smaller creature the ettercap can see within 30 feet. *Failure:* The target has the Restrained condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Bludgeoning, Poison, and Psychic damage).

Bonus Actions

Reel. The ettercap pulls one creature within 30 feet of itself that is Restrained by its Web Strand up to 25 feet straight toward itself.

SEAN MURRAY

Ettercap

Venomous Arachnid Abductor

Habitat: Forest; **Treasure:** Implements

Spiderlike hunters, ettercaps lurk in forested depths and seek prey to drag into their web-choked lairs. These vicious predators have arachnid features and hunched, bipedal frames, and they're notorious for their venomous bites and ability to shoot out webs to entrap their victims. Ettercaps often hunt in small groups alongside giant spiders and mundane spider swarms.

Ettercaps frequently overhunt their environment. Left unchecked, ettercaps might fill whole woodlands with their webs and the cocooned remains of past meals, which puts ettercaps in conflict with Fey. Spiteful ettercaps go out of their way to torment and feed on Fey; they prefer to menace those smaller than themselves, like pixies and sprites. They rarely devour other sapient creatures swiftly, preferring to cocoon their captives and terrorize them for days.

Ettercaps avoid fire, which can quickly burn through their webs and the dead trees where they make their homes.

Ettin

Quarrelsome Two-Headed Giant

Habitat: Hill, Mountain, Underdark; **Treasure:** Individual

Ettins are physically powerful Giants with two heads. While many ettins have features similar to hill giants, others have more bestial or unusual traits, such as tusks, short horns, or a single eye on each head.

Ettins frequently ally with other Giants or groups that value their strength, such as hill giants, bandits, or ogres. Some ettins possess mystical ties to the lands they inhabit, and they might know or guard secrets valued by druids or Fey.

Each ettin head has a distinct personality. While this makes some ettins quarrelsome with themselves and others, many function as a team. An ettin head might have its own name, or both heads might refer to themselves as a single being—either with one name or a portmanteau of two.

Roll on or choose a result from the Ettin Interactions table to inspire how an ettin's heads are interacting when the creature is encountered.

Ettin Interactions

1d8	The Ettin's Heads Are ...
1	Amping up one another in preparation for a conflict or challenge.
2	Arguing over plans for battle, dinner, or how to spend the day.
3	Criticizing one another as they perform separate tasks.
4	Engaged in a staring contest.
5	Making polite small talk as if they were meeting for the first time.
6	Performatively ignoring one another.
7	Talking over an increasingly convoluted plot.
8	Trying to keep one another awake.



> Twice the malice, aggressiveness, and appetite—the ettin demonstrates that two heads aren't necessarily better than one.
>
> —Bertrand, Inquisitor of the Mind Fire

Ettin

Large Giant, Chaotic Evil

AC 12 **Initiative** –1 (9)
HP 85 (10d10 + 30)
Speed 40 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	21	+5	+5	**Dex** 8	–1	–1	**Con** 17	+3	+3
Int	6	–2	–2	**Wis** 10	+0	+0	**Cha** 8	–1	–1

Skills Perception +4
Immunities Blinded, Charmed, Deafened, Frightened, Stunned, Unconscious
Gear Battleaxe, Morningstar
Senses Darkvision 60 ft.; Passive Perception 14
Languages Giant
CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The ettin makes one Battleaxe attack and one Morningstar attack.

Battleaxe. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (2d8 + 5) Slashing damage. If the target is a Large or smaller creature, it has the Prone condition.

Morningstar. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (2d8 + 5) Piercing damage, and the target has Disadvantage on the next attack roll it makes before the end of its next turn.

ROBSON MICHEL

Faerie Dragons

Whimsical Draconic Tricksters

Habitat: Forest; **Treasure:** Implements

Faerie dragons are cat-size pranksters with draconic features, butterfly-like wings, and scales of warm hues as youths and cool hues as adults.

Faerie Dragon Adult

The pranks of faerie dragon adults tend to lead others to people in need or wrongs to be righted.

Faerie Dragon Youth

Faerie dragon youths are quick to use their euphoria-inducing breath on rude or uptight folk.



Faerie Dragon Adult

Tiny Dragon, Chaotic Good

AC 15 **Initiative** +5 (15)
HP 35 (10d4 + 10)
Speed 10 ft., Fly 60 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	3	−4	−4	**Dex** 20	+5	+5	**Con** 13	+1	+1
Int	14	+2	+2	**Wis** 12	+1	+1	**Cha** 16	+3	+3

Skills Arcana +4, Perception +3, Stealth +7
Senses Darkvision 60 ft.; Passive Perception 13
Languages Draconic, Sylvan; telepathy 60 ft. (faerie dragons only)
CR 2 (XP 450; PB +2)

Traits

Magic Resistance. The dragon has Advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d4 + 5) Piercing damage plus 3 (1d6) Psychic damage.

Euphoria Breath (Recharge 5–6). *Wisdom Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* The target has the Incapacitated condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically. While Incapacitated, the target uses all its movement on each of its turns to move in a random direction.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 13):

At Will: *Dancing Lights*, *Mage Hand*, *Minor Illusion*
1/Day Each: *Hallucinatory Terrain*, *Polymorph*

Bonus Actions

Superior Invisibility. The dragon casts *Greater Invisibility* on itself, requiring no spell components and using the same spellcasting ability as Spellcasting.

Faerie Dragon Youth

Tiny Dragon, Chaotic Good

AC 13 **Initiative** +3 (13)
HP 21 (6d4 + 6)
Speed 10 ft., Fly 60 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	3	−4	−4	**Dex** 16	+3	+3	**Con** 12	+1	+1
Int	12	+1	+1	**Wis** 12	+1	+1	**Cha** 14	+2	+2

Skills Arcana +3, Perception +3, Stealth +5
Senses Darkvision 60 ft.; Passive Perception 13
Languages Draconic, Sylvan; telepathy 60 ft. (faerie dragons only)
CR 1 (XP 200; PB +2)

Traits

Magic Resistance. The dragon has Advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 2 (1d4) Psychic damage.

Euphoria Breath (Recharge 5–6). *Wisdom Saving Throw:* DC 12, each creature in a 15-foot Cone. *Failure:* The target has the Incapacitated condition until the end of its next turn and uses all its movement on its turn to move in a random direction.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 12):

At Will: *Dancing Lights*, *Mage Hand*, *Minor Illusion*

Bonus Actions

Superior Invisibility. The dragon casts *Greater Invisibility* on itself, requiring no spell components and using the same spellcasting ability as Spellcasting.

JESPER EISING



Fire Elemental

Primal Spirit of Heat and Flame

Habitat: Desert, Planar (Elemental Plane of Fire);
Treasure: None

Fire elementals arise when spirits of the Elemental Plane of Fire inhabit flames, burning cinders, and heated smoke. These beings are tangible despite largely being made of flames and particles, and they can uses their vague limbs to ignite foes and flammable materials. Fire elementals typically burn in shades of orange and red, but other colors are possible. Most on the Material Plane are summoned by magical means, or they might appear near rifts amid desert depths, volcanoes, wildfires, or magma flows that connect to their home plane.

Fire elementals might burn in distinctive ways. Roll on or choose a result from the Fire Elemental Compositions table to inspire a fire elemental's features.

> All the elements bow to fire. The strongest earth melts. Water boils. Even air ignites. We are all souls of flame, and we know what it is to burn.
>
> —Marrake the Incandescent, ruler of efreet

Fire Elemental Compositions

1d8	The Fire Elemental's Body Features ...
1	Colorful, superheated gases.
2	A column of diabolical or divine flame.
3	Crackling shapes that look like animals, fiends, skeletons, sprites, or other beings.
4	Flames that are predominantly white, blue, or a more unusual color.
5	The form of a calm or tormented humanoid.
6	Smoke that forms eerie shapes or symbols.
7	Soot that smells like cedar, cloves, incense, or burning meat.
8	Swirls of cinders and burning debris.

Fire Elemental

Large Elemental, Neutral

AC 13 **Initiative** +3 (13)
HP 93 (11d10 + 33)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	17	+3	+3	**Con**	16	+3	+3
Int	6	−2	−2	**Wis**	10	+0	+0	**Cha**	7	−2	−2

Resistances Bludgeoning, Piercing, Slashing
Immunities Fire, Poison; Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 60 ft.; Passive Perception 10
Languages Primordial (Ignan)
CR 5 (XP 1,800; PB +3)

Traits

Fire Aura. At the end of each of the elemental's turns, each creature in a 10-foot Emanation originating from the elemental takes 5 (1d10) Fire damage. Creatures and flammable objects in the Emanation start burning.

Fire Form. The elemental can move through a space as narrow as 1 inch without expending extra movement to do so, and it can enter a creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) Fire damage.

Illumination. The elemental sheds Bright Light in a 30-foot radius and Dim Light for an additional 30 feet.

Water Susceptibility. The elemental takes 3 (1d6) Cold damage for every 5 feet the elemental moves in water or for every gallon of water splashed on it.

Actions

Multiattack. The elemental makes two Burn attacks.

Burn. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) Fire damage. If the target is a creature or a flammable object, it starts burning.

CHRIS COLD



ROBSON MICHEL

Fire Giant

Giant of the Smoldering Depths

Habitat: Mountain, Underdark; **Treasure:** Armaments

Fire giants inhabit the hollow vaults and molten rivers of mountainous depths. There, they use subterranean heat and riches to craft wonders, from titanic weapons of war to delicate works of art.

Fire giants have broad frames, skin tones in a variety of rocklike shades, and hair like flame.

Most fire giants dwell in volcanically active mountains or cavernous depths that house their fortress-forges. Evil fire giants tend to be martially minded, and they craft mighty arms to conquer their neighbors and seize valuable resources. More temperate fire giants trade their works for what they need, and they might share the ancient techniques of Giant artisans with other craftspeople. In either case, fire giants are prone to undertaking ambitious designs, and they rarely appreciate interruptions in their titanic workshops.

Fire Giant

Huge Giant, Lawful Evil

AC 18 **Initiative** +3 (13)
HP 162 (13d12 + 78)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	25	+7	+7	**Dex**	9	−1	+3	**Con**	23	+6	+10
Int	10	+0	+0	**Wis**	14	+2	+2	**Cha**	13	+1	+5

Skills Athletics +11, Perception +6
Immunities Fire
Senses Passive Perception 16
Languages Giant
CR 9 (XP 5,000; PB +4)

Actions

Multiattack. The giant makes two attacks, using Flame Sword or Hammer Throw in any combination.

Flame Sword. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 21 (4d6 + 7) Slashing damage plus 10 (3d6) Fire damage.

Hammer Throw. *Ranged Attack Roll:* +11, range 60/240 ft. *Hit:* 23 (3d10 + 7) Bludgeoning damage plus 4 (1d8) Fire damage, and the target is pushed up to 15 feet straight away from the giant and has Disadvantage on the next attack roll it makes before the end of its next turn.

Flameskull

Skull Smoldering with Magical Obsession

Habitat: Underdark; **Treasure:** Arcana

Flameskulls are flying skulls that blaze with magical fire and the half-remembered arcana of dead spellcasters. They rise from the remains of dead magic-users who were reanimated by sinister necromancers or whose magical pursuits drive them beyond death. Flameskulls might serve as guardians for their creators or pursue ambitions left unfulfilled in life. They lash out at foes with destructive spells and bursts of fire, wielding magic without the need for most components.

Flameskull

Tiny Undead, Neutral Evil

AC 13 **Initiative** +3 (13)
HP 40 (9d4 + 18)
Speed 5 ft., Fly 40 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	1	−5	−5	**Dex**	17	+3	+3	**Con**	14	+2	+2
Int	16	+3	+3	**Wis**	10	+0	+0	**Cha**	11	+0	+0

Skills Arcana +5, Perception +2
Immunities Fire, Necrotic, Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Prone
Senses Darkvision 60 ft.; Passive Perception 12
Languages Common plus two other languages
CR 4 (XP 1,100; PB +2)

Traits

Illumination. The flameskull sheds Bright Light in a 15-foot radius and Dim Light for an additional 15 feet.

Magic Resistance. The flameskull has Advantage on saving throws against spells and other magical effects.

Undead Restoration. If the flameskull is destroyed, it regains all its Hit Points in 1 hour unless Holy Water is sprinkled on its remains or the *Dispel Evil and Good* spell is cast on them.

Actions

Multiattack. The flameskull makes two Fire Ray attacks.

Fire Ray. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 60 ft. *Hit:* 13 (3d6 + 3) Fire damage.

Spellcasting. The flameskull casts one of the following spells, requiring no Somatic or Material components and using Intelligence as the spellcasting ability (spell save DC 13):

At Will: *Mage Hand*
2/Day: *Magic Missile* (level 2 version)
1/Day: *Fireball*



Flameskulls take various forms, from skulls with humanlike features to ones with fearsome or bestial alterations. Their flames vary in color and grow more intense when they're angry. Roll on or choose a result from the Flameskull Details table to inspire what makes a flameskull distinctive.

Flameskull Details

1d6	The Flameskull Features ...
1	Arcane diagrams etched into it.
2	Flames like dramatic features, horns, or hair.
3	Fractured pieces that fly in unison.
4	An iron plate bolted over its mouth.
5	Lethal head trauma.
6	Mismatched animal teeth.

I never cared for warmth. I never needed a body. My will is enough, and my work will be the legacy that makes my every sacrifice worthwhile.!

—Trenzia, Undermountain flameskull

BRIAN VALENZUELA



BJORN HURRI

Flesh Golem

Dead Flesh Given New Life

Habitat: Any; **Treasure:** Arcana

Flesh golems are roughly human-shaped collections of body parts bound together by misused magic or strange science. They serve their reckless creators, but many possess disjointed memories and instincts from their component parts. If wounded, these golems might go berserk and vent their confusion on anything in their sight, including their creators.

Flesh golems appear in varied forms. Roll on or choose a result from the Flesh Golem Characteristics table to inspire a flesh golem's features.

Flesh Golem Characteristics

1d6	The Flesh Golem Has ...
1	Animal parts among its humanlike pieces.
2	A disguise of makeup and heavy clothing.
3	Missing parts and exposed insides.
4	Parts serving unintended roles, like a body composed of dozens of hands.
5	Perfect features accented by beautiful stitching.
6	Visible mechanisms, bellows, and engines.

> The barrier between the mortal and the divine lies shattered—open is the mold for new gods. It was I who invaded the divine. Not with a spear but with a stitch. Not with my heresies but with my heart.
>
> —Viktra Mordenheim, Darklord of Lamordia

Flesh Golem

Medium Construct, Neutral

AC 9 **Initiative** –1 (9)
HP 127 (15d8 + 60)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	9	–1	–1	**Con**	18	+4	+4
Int	6	–2	–2	**Wis**	10	+0	+0	**Cha**	5	–3	–3

Immunities Lightning, Poison; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 60 ft.; Passive Perception 10
Languages Understands Common plus one other language but can't speak
CR 5 (XP 1,800; PB +3)

Traits

Aversion to Fire. If the golem takes Fire damage, it has Disadvantage on attack rolls and ability checks until the end of its next turn.

Berserk. Whenever the golem starts its turn Bloodied, roll 1d6. 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. Once the golem goes berserk, it remains so until it is destroyed or it is no longer Bloodied.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by taking an action to make a DC 15 Charisma (Persuasion) check; the golem must be able to hear its creator. If this check succeeds, the golem ceases being berserk until the start of its next turn, at which point it resumes rolling for the Berserk trait again if it is still Bloodied.

Immutable Form. The golem can't shape-shift.

Lightning Absorption. Whenever the golem is subjected to Lightning damage, it regains a number of Hit Points equal to the Lightning damage dealt.

Magic Resistance. The golem has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage plus 4 (1d8) Lightning damage.



Flumph

Strange Ally from a Strange Place

Habitat: Underdark; **Treasure:** Arcana

Bizarre creatures with aberrant agendas inhabit the Underdark. Flumphs number among the few that are helpful to strangers.

These tentacled, telepathic creatures jet through the air in short bursts, venting gases with a sound that gives them their name. Rather than speaking, flumphs communicate telepathically and by changing color to reflect their moods.

Flumphs dwell in psychically charged regions or near creatures with psionic magic. They harmlessly feed off psychic energies, but in doing so, they often encounter dangerous beings such as aboleths and mind flayers. While flumphs generally avoid combat, they often help adventurers in peril. Such help might be of doubtful use, but flumphs mean well. Roll on or choose a result from the Flumph Assistance table to inspire what support flumphs provide.

Flumph Assistance

1d6	The Flumph Helps By ...
1	Cooking a meal of Underdark delicacies.
2	Performing a psychic song or "smell poem."
3	Recovering and nursing fallen adventurers.
4	Revealing the location of helpful magic items.
5	Serving as a guide to a foe's hidden lair.
6	Sharing excessive encouragement and praise.

Flumph Colors

A flumph's extremities change color to reflect its mood. The Flumph Colors and Emotions table summarizes common flumph colors and the human emotions to which they most closely correspond.

Flumph Colors and Emotions

Color	Emotion	Color	Emotion
Blue, Dark	Sadness	Pink	Amusement
Blue, Light	Happiness	Purple	Fear
Green	Curiosity	Red	Anger
Magenta	Unknown*	Teal	Serenity
Orange	Confusion	Yellow	Excitement

*Rarely seen; potentially no human equivalent

Flumph

Small Aberration, Lawful Good

AC 12 **Initiative** +2 (12)
HP 7 (2d6)
Speed 5 ft., Fly 30 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	−2	−2	**Dex**	15	+2	+2	**Con**	10	+0	+0
Int	14	+2	+2	**Wis**	14	+2	+2	**Cha**	11	+0	+0

Skills Arcana +4, History +4, Religion +4
Vulnerabilities Psychic
Senses Darkvision 60 ft.; Passive Perception 12
Languages Understands Undercommon but can't speak; telepathy 60 ft.
CR 1/8 (XP 25; PB +2)

Traits

Advanced Telepathy. The flumph perceives the content of any telepathic communication within 60 feet of it.

Prone Deficiency. If the flumph receives the Prone condition, roll a die. On an odd number, it has the Incapacitated condition. At the end of each of its turns, the flumph makes a DC 10 Dexterity saving throw, ending the Incapacitated condition on a success.

Telepathic Shroud. The flumph's thoughts can't be read by any means, and magic can't detect its location or observe it remotely.

Actions

Tentacle. *Melee Attack Roll:* +4, reach 5 feet. *Hit:* 4 (1d4 + 2) Acid damage.

Stench Spray (1/Day). *Dexterity Saving Throw:* DC 10, one creature the flumph can see within 15 feet. *Failure:* The target is coated in a foul-smelling liquid, exudes a stench for 1d4 hours, and has the Poisoned condition while the stench lasts. Other creatures have the Poisoned condition while in a 5-foot Emanation originating from the coated target. The target can remove the stench on itself if it bathes during a Short or Long Rest.

AXEL DEFOIS



All-Father Annam banished his son, Karontor, for Karontor's part in the fomorian assault on the Feywild. That day, the ordning—the hierarchy of the giants and their gods—changed forever, and the fomorians were part of it no more.

—Bigby

Fomorian

Cursed Giant of the Dark

Habitat: Underdark; **Treasure:** Any

Once infamous for their magical aptitude, fomorians are giants afflicted with a fey curse. In their pride, they were tricked into invading the Feywild to claim its magic for their own. When the archfey rulers of that realm united, the fomorians were turned back and cursed with supernatural strangeness to make their bodies match their vile souls. Ever since, fomorians have dwelled in the Underdark amid the ruins of their magical cities. The archfey's curse afflicts them still, tormenting them with wandering cankers, lurching organs, and stranger discomforts. Rather than atoning for their offenses, fomorians harness the magic of their curse and turn it against others. Roll on or choose a result from the Fomorian Warping table to inspire the cosmetic effects a creature undergoes while they're affected by a fomorian's Warping Hex.

Fomorian Warping

1d4	The Fomorian's Hex Causes ...
1	Colorful, wandering pustules.
2	Excessive sweating of rainbow-hued fluids.
3	Patches of wriggling hair.
4	Veins that bulge and lurch under the skin.

Fomorian

Huge Giant, Chaotic Evil

AC 14 **Initiative** +0 (10)
HP 172 (15d12 + 75)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	10	+0	+0	**Con**	20	+5	+5
Int	9	−1	−1	**Wis**	14	+2	+2	**Cha**	6	−2	−2

Skills Perception +8, Stealth +3
Senses Darkvision 120 ft.; Passive Perception 18
Languages Giant, Undercommon
CR 8 (XP 3,900; PB +3)

Actions

Multiattack. The fomorian makes two Greatclub attacks. It can replace one attack with a use of Warping Hex if available.

Greatclub. *Melee Attack Roll:* +9, reach 15 ft. *Hit:* 24 (4d8 + 6) Bludgeoning damage.

Warping Hex (Recharge 4–6). *Wisdom Saving Throw:* DC 16, one creature the fomorian can see within 120 feet. *Failure:* 21 (6d6) Psychic damage, and the target gains 1 Exhaustion level. *Success:* Half damage only.

DAARKEN



Frost Giant

Giant of the Ice and Snow

Habitat: Arctic, Mountain; **Treasure:** Armaments

From glacial mountain heights and vast tundras rise the homes of frost giants. These giants have skin and hair of icy hues. Their natural immunity to cold allows them to flourish in places inhospitable to most other creatures. They use this resilience to aid them when hunting and in combat, bolstering their allies with chilling war cries.

Frost giants often travel far to find food and goods. This leads many to become raiders and earn violent reputations. Others live more peaceably by hunting titanic game or creating sanctuaries from the cold (frequently featuring hot springs or snowy contests). Frost giants sometimes forge partnerships with icy Fey or fire giants dwelling underground, serving as guardians to their realms in exchange for treasure, weapons, and crafts.

> The small folk have barely anything worth looting, so they shouldn't much mind when we take it from them.
>
> —Jarl Grugnur, frost giant

Frost Giant

Huge Giant, Neutral Evil

AC 15 **Initiative** +2 (12)
HP 149 (13d12 + 65)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	9	−1	−1	**Con**	21	+5	+8
Int	9	−1	−1	**Wis**	10	+0	+3	**Cha**	12	+1	+4

Skills Athletics +9, Perception +3
Immunities Cold
Senses Passive Perception 13
Languages Giant
CR 8 (XP 3,900; PB +3)

Actions

Multiattack. The giant makes two attacks, using Frost Axe or Great Bow in any combination.

Frost Axe. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 19 (2d12 + 6) Slashing damage plus 9 (2d8) Cold damage.

Great Bow. *Ranged Attack Roll:* +9, range 150/600 ft. *Hit:* 17 (2d10 + 6) Piercing damage plus 7 (2d6) Cold damage, and the target's Speed decreases by 10 feet until the end of its next turn.

Bonus Actions

War Cry (Recharge 5–6). The giant or one creature of its choice that can see or hear it gains 16 (2d10 + 5) Temporary Hit Points and has Advantage on attack rolls until the start of the giant's next turn.

ROBSON MICHEL

Fungi

Deadly Spores and Predatory Polyps

Habitat: Underdark; **Treasure:** None

The dank, sunless Underdark is a fertile breeding ground for weird and dangerous fungi.

Gas Spore Fungus

Gas spores are floating, orbicular fungi with rhizome growths and protuberances that resemble the stalks and eyes of beholders. If destroyed, a gas spore explodes in a poisonous burst that can infect creatures and slay them in hours. Infected corpses spawn more gas spores that grow to full size in a matter of days.

Shrieker Fungus

If exposed to light or otherwise disturbed, mushroomlike shriekers emit a high-pitched noise that gives them their name. This wailing might alert other creatures or attract predators.



A gas spore and clusters of shriekers and violet fungi grow in the Underdark.

HELGE C. BALZER

Gas Spore Fungus

Large Plant, Unaligned

AC 8 **Initiative** −5 (5)
HP 13 (9d10 − 36)
Speed 5 ft., Fly 10 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	5	−3	−3	**Dex**	1	−5	−5	**Con**	3	−4	−4
Int	1	−5	−5	**Wis**	1	−5	−5	**Cha**	1	−5	−5

Immunities Poison; Blinded, Charmed, Deafened, Frightened, Paralyzed, Poisoned, Prone
Senses Blindsight 30 ft; Passive Perception 5
Languages None
CR 1/2 (XP 100; PB +2)

Traits

Death Burst. The gas spore bursts when it dies. *Constitution Saving Throw:* DC 10, each creature in a 20-foot Emanation originating from the gas spore. *Failure:* The target takes 10 (3d6) Poison damage and has the Poisoned condition for 1d12 hours. Unless the Poisoned condition is removed, the target dies at the end of that time and sprouts 2d4 Tiny **Gas Spore Fungi** (each with 1 Hit Point). After 2d6 days, they become Large and have 13 Hit Points.

Actions

Tendril. *Melee Attack Roll:* +0, reach 5 ft. *Hit:* 3 (1d6) Poison damage, and the target has the Poisoned condition until the end of its next turn.

Shrieker Fungus

Medium Plant, Unaligned

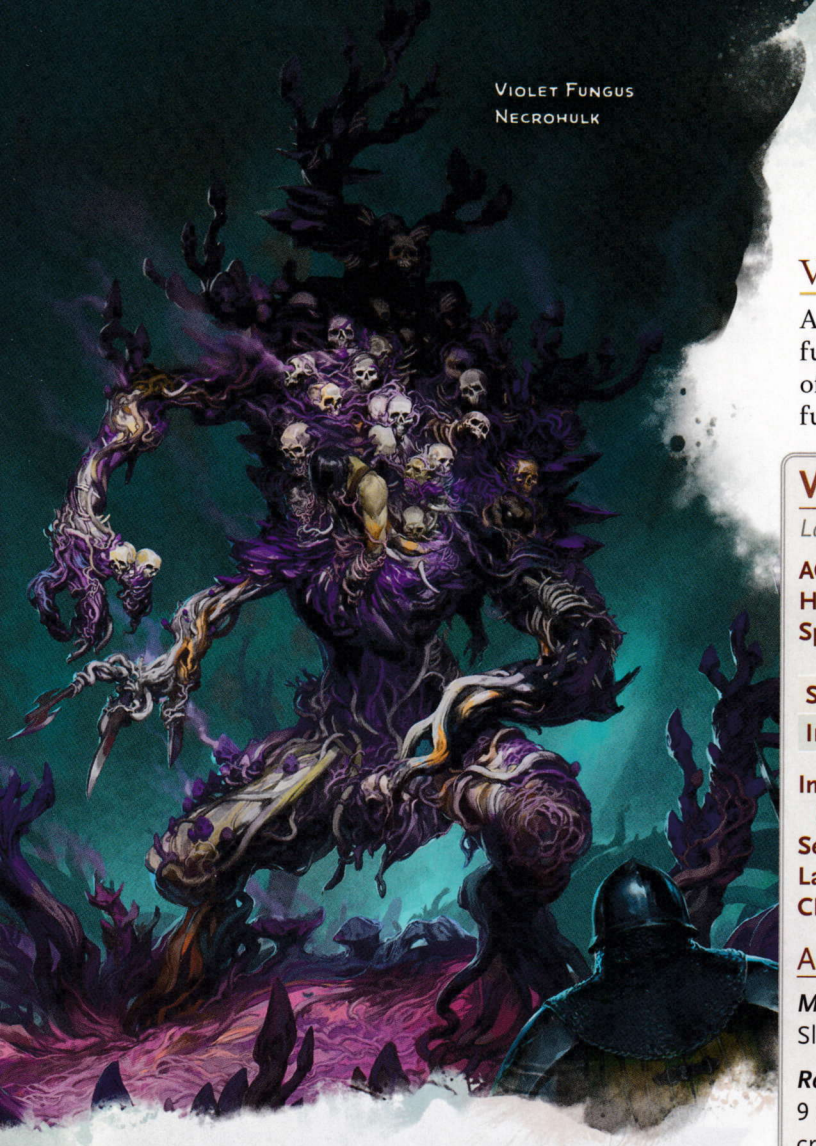
AC 5 **Initiative** −5 (5)
HP 13 (3d8)
Speed 5 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	1	−5	−5	**Dex**	1	−5	−5	**Con**	10	+0	+0
Int	1	−5	−5	**Wis**	3	−4	−4	**Cha**	1	−5	−5

Immunities Blinded, Charmed, Deafened, Frightened
Senses Blindsight 30 ft.; Passive Perception 6
Languages None
CR 0 (XP 0; PB +2)

Reactions

Shriek. *Trigger:* A creature or a source of Bright Light moves within 30 feet of the shrieker. *Response:* The shrieker emits a shriek audible within 300 feet of itself for 1 minute or until the shrieker dies.



Violet Fungus Necrohulk

Violet Fungus

Slow but mobile, violet fungi rot any flesh they touch with their lashing tendrils.

Violet Fungus

Medium Plant, Unaligned

AC 5 **Initiative** −5 (10)
HP 18 (4d8)
Speed 5 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	3	−4	−4	**Dex**	1	−5	−5	**Con**	10	+0	+0
Int	1	−5	−5	**Wis**	3	−4	−4	**Cha**	1	−5	−5

Immunities Blinded, Charmed, Deafened, Frightened
Senses Blindsight 30 ft.; Passive Perception 6
Languages None
CR 1/4 (XP 50; PB +2)

Actions

Multiattack. The fungus makes two Rotting Touch attacks.

Rotting Touch. *Melee Attack Roll:* +2, reach 10 ft. *Hit:* 4 (1d8) Necrotic damage.

Violet Fungus Necrohulk

A violet fungus necrohulk forms when a violet fungus colony infests and animates an ample heap of decay. This necrohulk attacks prey and spreads fungal spores for the colony.

Violet Fungus Necrohulk

Large Plant, Neutral Evil

AC 17 **Initiative** +4 (14)
HP 123 (13d10 + 52)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	12	+1	+1	**Con**	18	+4	+4
Int	7	−2	−2	**Wis**	14	+2	+2	**Cha**	10	+0	+0

Immunities Necrotic, Poison; Blinded, Charmed, Deafened, Frightened, Poisoned
Senses Blindsight 60 ft.; Passive Perception 12
Languages None
CR 7 (XP 2,900; PB +3)

Actions

Multiattack. The necrohulk makes two Rotting Slam attacks.

Rotting Slam. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 9 (1d10 + 4) Bludgeoning damage plus 7 (2d6) Necrotic damage.

Spore Bomb (Recharge 5–6). *Constitution Saving Throw:* DC 15, each creature in a 20-foot-radius Sphere centered on a point the necrohulk can see within 60 feet. *Failure:* 28 (8d6) Necrotic damage, and the target has the Poisoned condition until the start of the necrohulk's next turn. While Poisoned, the target can't regain Hit Points. *Success:* Half damage only.

Bonus Actions

Absorb Body. *Strength Saving Throw:* DC 15, one Medium or Small creature the necrohulk can see within 5 feet. *Failure:* The target is pulled into the necrohulk's space and becomes grafted to its body. The necrohulk can have only one target grafted at a time.

While grafted, the target has the Restrained condition and Disadvantage on Constitution saving throws. When the necrohulk moves, the grafted target moves with it. If the target dies while grafted, its body is destroyed, and the necrohulk regains 10 Hit Points.

The grafted target or a creature within 5 feet of the necrohulk can take an action to make a DC 15 Strength (Athletics) check. On a successful check, the target is no longer grafted and moves to an unoccupied space within 5 feet of the necrohulk.

VIKTOR TITOV



LUCA BANCONE

Galeb Duhr

Medium Elemental, Neutral

AC 16 **Initiative** +2 (17)
HP 123 (13d8 + 65)
Speed 15 ft. (30 ft. when rolling, 60 ft. rolling downhill)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+5	**Dex**	14	+2	+2	**Con**	20	+5	+5
Int	11	+0	+0	**Wis**	12	+1	+1	**Cha**	11	+0	+0

Immunities Poison; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 60 ft., Tremorsense 60 ft.; Passive Perception 11
Languages Primordial (Terran)
CR 6 (XP 2,300; PB +3)

Actions

Avalanche Slam. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 12 (2d6 + 5) Bludgeoning damage. If the target is a Large or smaller creature and the galeb duhr moved 20+ feet straight toward it immediately before the hit, the target takes an extra 7 (2d6) Bludgeoning damage and has the Prone condition.

Animate Boulders (1/Day). The galeb duhr magically animates one or two boulders it can see within 60 feet of itself. Each boulder uses the **Galeb Duhr** stat block, except it has Intelligence and Charisma scores of 1 and lacks this action. The boulder takes its turn immediately after the galeb duhr on the same Initiative count, and it obeys the galeb duhr. A boulder remains animate for 1 minute or until it or the galeb duhr dies.

Galeb Duhr

Eyes and Ears of the Earth

Habitat: Hill, Mountain; **Treasure:** Any

Beings of living rock, galeb duhr seek harmony with the earth and give voice to the vibrations of stone. Their rocky bodies have limbs and facial features accented by gems, ores, and other minerals found in the surrounding earth.

Galeb duhr are effectively immortal, with lifespans similar in length to mountains. They don't experience time or perceive danger as shorter-lived species do. Galeb duhr avoid danger by hiding from other creatures. When they do reveal themselves, they speak and act ponderously, but they often know much of the surrounding land and secrets within the earth. When motivated to action, galeb duhr slam into foes and animate nearby boulders to do the same.

Some mountain dwellers view galeb duhr as aloof allies and might entrust these long-lived beings with secrets or treasures for future generations. Others speak of galeb duhr songs, barely audible harmonizations by groups of galeb duhr that are said to influence earthquakes and volcanic eruptions.



Gargoyle

Sculpted Sentinel Hidden in Plain Sight

Habitat: Underdark, Urban; **Treasure:** Any

Gargoyles are sculptures inhabited by elemental spirits. Wings and magic allow their heavy stone bodies to fly, and they often perch where they can blend in amid ornate architecture, rock formations, or mundane statues. Gargoyles usually serve the magic-users who conjured them into their bodies, but if left to their own devices, they might play cruel pranks and steal treasures to hoard in lofty lairs.

Gargoyles have a variety of appearances. Roll on or choose a result from the Gargoyle Sculptures table to inspire how a gargoyle looks.

Gargoyle Sculptures

1d6	The Gargoyle Is Sculpted to Appear ...
1	Cherubic with perpetually smiling features.
2	Crudely hewed or naturally formed.
3	Damaged or marred by mismatched pieces.
4	Dragon-like with polished stone scales.
5	Gothically fiendish with horns and a tail.
6	Useful, like an ornate podium or a pillar.

Gargoyle Ambushes

Gargoyles seek to ambush foes or creatures that trespass on their territories. With no biological needs and supernatural patience, these monsters might wait unmoving for months, revealing themselves only when conditions are perfect to attack. They tend to lurk where statuary seems commonplace or where terrain obscures the shape and color of their bodies. Roll on or choose a result from the Gargoyle Camouflage table to inspire where a gargoyle sets up an ambush.

Gargoyle Camouflage

1d8	The Gargoyle Conceals Itself Amid ...
1	Burls and bark on a giant tree.
2	Monuments in a graveyard or memorial.
3	Outcroppings on a cliff or rock formation
4	The petrified victims of a basilisk or medusa.
5	Reliefs on a sculpted gate or wall.
6	Rubble in a ruin or junkyard.
7	Stalactites or icicles on a cavern ceiling.
8	Statuary on a castle, mansion, or temple.

> Where evil passes in the Elemental Plane of Earth, it stains the rock and spoils the soil. Malice vanishes amid other elements, but in the dismal dark, the wicked shape it into nightmares.
>
> —Tiv, scholar of the Elemental Planes

Gargoyle

Medium Elemental, Chaotic Evil

AC 15 **Initiative** +2 (12)
HP 67 (9d8 + 27)
Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	11	+0	+0	**Con**	16	+3	+3
Int	6	−2	−2	**Wis**	11	+0	+0	**Cha**	7	−2	−2

Skills Stealth +4
Immunities Poison; Exhaustion, Petrified, Poisoned
Senses Darkvision 60 ft.; Passive Perception 10
Languages Primordial (Terran)
CR 2 (XP 450; PB +2)

Traits

Flyby. The gargoyle doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Multiattack. The gargoyle makes two Claw attacks.

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Slashing damage.

KENT DAVIS



OLIVIER BERNARD

Gelatinous Cube

Dungeon-Scouring Block of Ooze

Habitat: Underdark; **Treasure:** Any

Quivering masses of acidic goo, gelatinous cubes wobble through narrow caverns and dungeons, engulfing anything in their paths. These Oozes are naturally transparent, making them difficult to see while they're stationary. Creatures and objects that become stuck within these slimes are gradually dissolved. Undigested detritus sometimes floats within a gelatinous cube, hinting at its past meals. Roll on or choose a result from the Gelatinous Cube Debris table to inspire a gelatinous cube's contents.

Gelatinous Cube Debris

1d6	Floating in the Gelatinous Cube Is A ...
1	Chest or recently trapped mimic.
2	Collection of bubbles or rocks resembling eyes.
3	Key to a nearby door or coffer.
4	Remarkable weapon in need of repair.
5	Skeleton belonging to a famous adventurer.
6	Tablet bearing a mysterious message.

Gelatinous Cube

Large Ooze, Unaligned

AC 6 **Initiative** −4 (6)
HP 63 (6d10 + 30)
Speed 15 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	3	−4	−4	**Con**	20	+5	+5
Int	1	−5	−5	**Wis**	6	−2	−2	**Cha**	1	−5	−5

Immunities Acid; Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone
Senses Blindsight 60 ft.; Passive Perception 8
Languages None
CR 2 (XP 450; PB +2)

Traits

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

Creatures inside the cube have Total Cover, and the cube can hold one Large creature or up to four Medium or Small creatures inside itself at a time.

As an action, a creature within 5 feet of the cube can pull a creature or an object out of the cube by succeeding on a DC 12 Strength (Athletics) check, and the puller takes 10 (3d6) Acid damage.

Transparent. Even when the cube is in plain sight, a creature must succeed on a DC 15 Wisdom (Perception) check to notice the cube if the creature hasn't witnessed the cube move or otherwise act.

Actions

Pseudopod. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 12 (3d6 + 2) Acid damage.

Engulf. The cube moves up to its Speed without provoking Opportunity Attacks. The cube can move through the spaces of Large or smaller creatures if it has room inside itself to contain them (see the Ooze Cube trait). *Dexterity Saving Throw:* DC 12, each creature whose space the cube enters for the first time during this move. *Failure:* 10 (3d6) Acid damage, and the target is engulfed. An engulfed target is suffocating, can't cast spells with a Verbal component, has the Restrained condition, and takes 10 (3d6) Acid damage at the start of each of the cube's turns. When the cube moves, the engulfed target moves with it. An engulfed target can try to escape by taking an action to make a DC 12 Strength (Athletics) check. On a successful check, the target escapes and enters the nearest unoccupied space. *Success:* Half damage, and the target moves to an unoccupied space within 5 feet of the cube. If there is no unoccupied space, the target fails the save instead.



Ghasts

Tyrants among Corpses

Habitat: Swamp, Underdark, Urban; **Treasure:** Any

Ghasts are reeking, undying corpses closely related to ghouls. They hunger for the vices they enjoyed in life as much as they do for rotting flesh.

Ghast

Ghasts frequently organize ghouls into packs to despoil crypts and steal the wealth within.

Ghast Gravecaller

Ghast gravecallers wield fell magic and converse with corpses. They might pose as liches or vampires.

Ghast

Medium Undead, Chaotic Evil

AC 13 **Initiative** +3 (13)
HP 36 (8d8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	17	+3	+3	**Con**	10	+0	+0
Int	11	+0	+0	**Wis**	10	+0	+2	**Cha**	8	−1	−1

Resistances Necrotic
Immunities Poison; Charmed, Exhaustion, Poisoned
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common
CR 2 (XP 450; PB +2)

Traits

Stench. *Constitution Saving Throw:* DC 10, any creature that starts its turn in a 5-foot Emanation originating from the ghast. *Failure:* The target has the Poisoned condition until the start of its next turn. *Success:* The target is immune to this ghast's Stench for 24 hours.

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage plus 9 (2d8) Necrotic damage.

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage. If the target is a non-Undead creature, it is subjected to the following effect. *Constitution Saving Throw:* DC 10. *Failure:* The target has the Paralyzed condition until the end of its next turn.

Ghast Gravecaller

Medium Undead, Chaotic Evil

AC 16 **Initiative** +3 (13)
HP 97 (15d8 + 30)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	17	+3	+3	**Con**	14	+2	+5
Int	18	+4	+4	**Wis**	14	+2	+5	**Cha**	8	−1	−1

Immunities Necrotic, Poison; Charmed, Exhaustion, Poisoned
Senses Darkvision 120 ft.; Passive Perception 12
Languages Abyssal, Common
CR 6 (XP 2,300; PB +3)

Traits

Stench. *Constitution Saving Throw:* DC 13, any creature that starts its turn in a 5-foot Emanation originating from the ghast. *Failure:* The target has the Poisoned condition until the start of its next turn. *Success:* The target is immune to this ghast's Stench for 24 hours.

Actions

Multiattack. The ghast makes two Horrific Necrosis attacks. It can replace one attack with a Claw attack.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (3d6 + 3) Slashing damage. If the target isn't an Undead, it has the Paralyzed condition until the end of its next turn.

Horrific Necrosis. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 120 ft. *Hit:* 15 (2d10 + 4) Necrotic damage, and the target has the Frightened condition until the end of its next turn.

Spellcasting. The ghast casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability:

At Will: *Speak with Dead, Thaumaturgy*

OLIVIER BERNARD



Ghost

Lost Soul and Unquiet Spirit

Habitat: Underdark, Urban; **Treasure:** Any

Ghosts arise when living creatures die in a state of extreme emotion or having left an important task undone. These incorporeal spirits haunt locations that are meaningful to them, lingering until their business is complete or they're put to rest.

Ghosts typically appear as semitransparent versions of the creatures they were in life, though some bear evidence of the wounds that killed them or have nightmarish distortions to their forms. Many have extreme reactions to actions, objects, or individuals that remind them of emotionally charged aspects of their lives. Particularly desperate or vengeful ghosts might possess the living to fulfill their ends.

Ghost

Medium Undead, Neutral

AC 11 **Initiative** +1 (11)
HP 45 (10d8)
Speed 5 ft., Fly 40 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	7	−2	−2	**Dex**	13	+1	+1	**Con**	10	+0	+0
Int	10	+0	+0	**Wis**	12	+1	+1	**Cha**	17	+3	+3

Resistances Acid, Bludgeoning, Cold, Fire, Lightning, Piercing, Slashing, Thunder
Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 60 ft.; Passive Perception 11
Languages Common plus one other language
CR 4 (XP 1,100; PB +2)

Traits

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

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

Actions

Multiattack. The ghost makes two Withering Touch attacks.

Withering Touch. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 19 (3d10 + 3) Necrotic damage.

Etherealness. The ghost casts the *Etherealness* spell, requiring no spell components and using Charisma as the spellcasting ability. The ghost is visible on the Material Plane while on the Border Ethereal and vice versa, but it can't affect or be affected by anything on the other plane.

Horrific Visage. *Wisdom Saving Throw:* DC 13, each creature in a 60-foot Cone that can see the ghost and isn't an Undead. *Failure:* 10 (2d6 + 3) Psychic damage, and the target has the Frightened condition until the start of the ghost's next turn. *Success:* The target is immune to this ghost's Horrifying Visage for 24 hours.

Possession (Recharge 6). *Charisma Saving Throw:* DC 13, one Humanoid the ghost can see within 5 feet. *Failure:* The target is possessed by the ghost; the ghost disappears, and the target has the Incapacitated condition and loses control of its body. The ghost now controls the body, but the target retains awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that specifically target Undead. The ghost's game statistics are the same, except it uses the possessed target's Speed, as well as the target's Strength, Dexterity, and Constitution modifiers.

The possession lasts until the body drops to 0 Hit Points or the ghost leaves as a Bonus Action. When the possession ends, the ghost appears in an unoccupied space within 5 feet of the target, and the target is immune to this ghost's Possession for 24 hours.

Success: The target is immune to this ghost's Possession for 24 hours.

STEVEN BELLEDIN

Ghouls

Eaters of the Dead

Habitat: Swamp, Underdark, Urban; **Treasure:** Any

Packs of ghouls haunt the rotten corners of the world, ravenously hunting for corpses and those soon to be corpses. These gaunt, animate cadavers with unnaturally long tongues dwell in catacombs and ruins where they devour the contents of graves and paralyze foes with vicious claws.

Ghoul

Ghouls rise from the bodies of cannibals and villains with depraved hungers. They form packs out of shared voracity.

Lacedon Ghoul

Lacedons are loose-skinned, aquatic ghouls. They often arise from the corpses of greedy pirates, those who starved on deserted islands, or scoundrels who met their end by drowning.



> On a plain of teeth, in a temple of filth, the starving king wastes no morsel. Every coffin a banquet. Every slab a platter. Now is the time of feasting!
>
> —Invocation of Doresain, King of Ghouls

Ghoul

Medium Undead, Chaotic Evil

AC 12 **Initiative** +2 (12)
HP 22 (5d8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	15	+2	+2	**Con**	10	+0	+0
Int	7	−2	−2	**Wis**	10	+0	+0	**Cha**	6	−2	−2

Immunities Poison; Charmed, Exhaustion, Poisoned
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common
CR 1 (XP 200; PB +2)

Actions

Multiattack. The ghoul makes two Bite attacks.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 3 (1d6) Necrotic damage.

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Slashing damage. If the target is a creature that isn't an Undead or elf, it is subjected to the following effect. *Constitution Saving Throw:* DC 10. *Failure:* The target has the Paralyzed condition until the end of its next turn.

Lacedon Ghoul

Medium Undead, Chaotic Evil

AC 12 **Initiative** +2 (12)
HP 22 (5d8)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	15	+2	+2	**Con**	10	+0	+0
Int	7	−2	−2	**Wis**	10	+0	+0	**Cha**	6	−2	−2

Resistances Cold
Immunities Poison; Charmed, Exhaustion, Poisoned
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common
CR 1 (XP 200; PB +2)

Actions

Multiattack. The ghoul makes two Icy Bite attacks.

Icy Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Cold damage, and the target's Speed decreases by 5 feet until the start of the ghoul's next turn.

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Slashing damage. If the target is a creature that isn't an Undead or elf, it is subjected to the following effect. *Constitution Saving Throw:* DC 10. *Failure:* The target has the Paralyzed condition until the end of its next turn.

Bonus Actions

Watery Rush. While underwater, the ghoul moves up to half its Swim Speed without provoking Opportunity Attacks.

ANDREY KUZINSKIY



> Alas, the Elder Elves made a fatal mistake. When the Dragon's Tear comet next returned, the Vast Gate—still keyed to the Far Realm of alien entities—linked to the comet and opened again. And what emerged, ululating profanities, sang unnameable hungers into an unguarded world.
>
> —From *The Book of the Gate*, found near Firestorm Peak

Gibbering Mouther

Medium Aberration, Chaotic Neutral

AC 9 **Initiative** –1 (9)
HP 52 (7d8 + 21)
Speed 20 ft., Swim 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	8	–1	–1	**Con**	16	+3	+3
Int	3	–4	–4	**Wis**	10	+0	+0	**Cha**	6	–2	–2

Immunities Prone
Senses Darkvision 60 ft.; Passive Perception 10
Languages None
CR 2 (XP 450; PB +2)

Traits

Aberrant Ground. The ground in a 10-foot Emanation originating from the mouther is Difficult Terrain.

Gibbering. The mouther babbles incoherently while it doesn't have the Incapacitated condition. *Wisdom Saving Throw:* DC 10, any creature that starts its turn within 20 feet of the mouther while it is babbling. *Failure:* The target rolls 1d8 to determine what it does during the current turn:

1–4. The target does nothing.
5–6. The target takes no action or Bonus Action and uses all its movement to move in a random direction.
7–8. The target makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 7 (2d6) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition. The target dies if it is reduced to 0 Hit Points by this attack. Its body is then absorbed into the mouther, leaving only equipment behind.

Blinding Spittle (Recharge 5–6). *Dexterity Saving Throw:* DC 10, each creature in a 10-foot-radius Sphere centered on a point within 30 feet. *Failure:* 7 (2d6) Radiant damage, and the target has the Blinded condition until the end of the mouther's next turn.

HELGE C. BALZER

Gibbering Mouther

Ravenous Chorus of Unreality

Habitat: Underdark; **Treasure:** None

Gibbering mouthers endlessly feed on and regrow their own amoeboid bodies—amorphous heaps roiling with eyes, teeth, and strange organs. These mind-bending terrors sing and scream, laugh and cry with a cacophony of voices ranging from disturbingly unnatural to shockingly familiar. They exist only to feed and to unleash their disdain for reality, their many maws dripping with otherworldly spittle.

Gibbering mouthers come into being in various unpleasant ways. Roll on or choose a result from the Gibbering Mouther Nascencies table to inspire what brought one of these horrors into being.

Gibbering Mouther Nascencies

1d6	The Gibbering Mouther Is ...
1	Another creature warped by dangerous magic.
2	The autonomous appendage of a chaotic deity, Far Realm entity, or star-spawn horror.
3	The experiment of an aberrant manipulator.
4	Part of the life cycle of some other Aberration.
5	A shape-shifter that lost control of its powers.
6	Someone cursed by a cult or vengeful deity.



Left to Right: Githyanki Dracomancer, Githyanki Knight, and Githyanki Warrior

Githyanki

Invaders from the Astral Plane

Habitat: Planar (Astral Plane); **Treasure:** Armaments

Githyanki were once an ordinary people, but the deeds of a vile mind flayer empire etched conflict on their being. Gaunt, humanlike creatures, githyanki have serrated ears and speckled skin ranging through shades of yellow, green, and brown. While some githyanki follow their own paths, many are influenced by a past that forever altered their fates.

History of the Gith

Ages ago, a humanlike people were conquered by an empire of mind flayers. The illithids manipulated this forgotten people through untold horrors, forced evolution, and psychic reshaping. Eventually one named Gith rose from among the captives and led a rebellion against their oppressors. Gith's followers, who became known as the gith, defeated the mind flayers and shattered their vast empire.

The victory of the gith was short-lived. As Gith was forging her own burgeoning empire, a

> To slay in Vlaakith's name is our greatest service. To die in her name is our last act of reverence.
>
> —Meldavh, githyanki knight

Githyanki Warrior

Medium Aberration (Gith), Lawful Evil

AC 17 **Initiative** +4 (14)
HP 49 (9d8 + 9)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	14	+2	+2	**Con**	12	+1	+3
Int	13	+1	+3	**Wis**	13	+1	+3	**Cha**	10	+0	+0

Gear Half Plate Armor
Senses Passive Perception 11
Languages Common, Gith
CR 3 (XP 700; PB +2)

Actions

Multiattack. The githyanki makes two Psi Blade attacks.

Psi Blade. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Slashing damage plus 7 (2d6) Psychic damage.

Spellcasting. The githyanki casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability:

At Will: *Mage Hand* (the hand is Invisible)
2/Day Each: *Nondetection* (self only)

Bonus Actions

Misty Step (2/Day). The githyanki casts *Misty Step*, requiring no spell components and using the same spellcasting ability as Spellcasting.

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leader named Zerthimon challenged her. Zerthimon claimed Gith's drive for vengeance and new conquests was evidence of species-wide mental programing laid by the mind flayers, biological manipulation that condemned her people to continued servitude. This claim split the gith into Gith's followers, the githyanki (meaning "followers of Gith"), and Zerthimon's followers, the githzerai (meaning "those who spurn Gith"), and sparked an ongoing conflict.

When Gith perished, her adviser, Vlaakith, assumed rule of the githyanki. Vlaakith's line has continued to the githyanki's current ruler, Vlaakith the Lich-Queen. This undead tyrant compels her people to wage endless wars against mind flayers, githzerai, and any others that threaten githyanki supremacy.

Githyanki Warrior

Githyanki warriors use psionic abilities to augment their battle prowess.

Githyanki Knight

Medium Aberration (Gith), Lawful Evil

AC 18 **Initiative** +5 (15)
HP 117 (18d8 + 36)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	14	+2	+2	**Con**	15	+2	+5
Int	14	+2	+5	**Wis**	14	+2	+5	**Cha**	15	+2	+2

Gear Plate Armor
Senses Passive Perception 12
Languages Common, Gith
CR 8 (XP 3,900; PB +3)

Actions

Multiattack. The githyanki makes three Silver Sword attacks. It can replace one attack with a use of Spellcasting to cast *Telekinesis* if available.

Silver Sword. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage plus 14 (4d6) Psychic damage. *Critical Hit:* If the target is in an astral body (as with the *Astral Projection* spell), the githyanki can cut the silvery cord that tethers the target to its material body instead of dealing damage.

Spellcasting. The githyanki casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 13):

At Will: *Mage Hand* (the hand is Invisible)
2/Day Each: *Nondetection* (self only), *Tongues*
1/Day Each: *Plane Shift*, *Telekinesis*

Bonus Actions

Misty Step (2/Day). The githyanki casts *Misty Step*, requiring no spell components and using the same spellcasting ability as Spellcasting.

Githyanki Knight

Githyanki knights wield silver blades to slay magic-users who use the *Astral Projection* spell to intrude on githyanki territories on the Astral Plane. These silver blades are sacred to the githyanki. Non-githyanki who claim these weapons often find themselves hunted by wrathful githyanki knights.

Githyanki Dracomancer

One of Gith's last deeds was to forge an alliance between the githyanki and the dragon god Tiamat. Ever since, the Dragon Queen's red dragon consort, Ephelomon, and his kind have been allies of the githyanki. Githyanki dracomancers uphold this pact and cultivate magic talents that complement the might of red dragons.

Githyanki Dracomancer

Medium Aberration (Gith), Lawful Evil

AC 18 **Initiative** +8 (18)
HP 255 (30d8 + 120)
Speed 30 ft., Fly 30 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	16	+3	+8	**Con**	18	+4	+9
Int	20	+5	+10	**Wis**	16	+3	+8	**Cha**	18	+4	+4

Skills Arcana +10, Perception +8
Senses Blindsight 30 ft.; Passive Perception 18
Languages Common, Draconic, Gith
CR 16 (XP 15,000; PB +5)

Actions

Multiattack. The githyanki makes three Draconic Strike attacks.

Draconic Strike. *Melee or Ranged Attack Roll:* +10, reach 10 ft. or range 120 ft. *Hit:* 12 (2d6 + 5) Slashing damage plus 17 (5d6) Fire damage, and the target has the Frightened condition until the start of the githyanki's next turn.

Conjured Dragon's Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 90-foot Cone. *Failure:* 27 (6d8) Fire damage plus 27 (6d8) Force damage. *Success:* Half damage.

Spellcasting. The githyanki casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

At Will: *Mage Hand* (the hand is Invisible)
2/Day Each: *Nondetection* (self only), *Plane Shift*, *Tongues*

Bonus Actions

Misty Step (3/Day). The githyanki casts *Misty Step*, requiring no spell components and using the same spellcasting ability as Spellcasting.

Githzerai

Explorers at Reality's Extremes

Habitat: Planar (Limbo); **Treasure:** Arcana, Individual

Githzerai are gaunt, humanlike beings, physically identical to githyanki. They share a history with githyanki as creatures physically and psychically transformed by mind flayers (see the "Githyanki" section). Githzerai know that in body and mind, their species was manipulated by their former illithid oppressors. Rather than giving in to this programming, githzerai follow the teachings of their first leader, Zerthimon, and reshape their minds and bodies to find peace.

Githzerai psychically create serene, hidden sanctuaries in chaotic reaches of the multiverse. Most of these redoubts drift through the chaotic plane of Limbo, but githzerai conclaves can also be found in the Abyss, the Elemental Chaos, and the Feywild. Githzerai create these cloisters to hone their psionic abilities, to gain insights from the multiverse, and to avoid githyanki and mind flayers.

Githzerai Monk

Githzerai monks pursue control of their minds by honing their physical and psionic talents. They might be found beyond githzerai sanctuaries, testing themselves amid the dangerous extremes of the multiverse.

Githzerai Zerth

Githzerai zerths embody the discipline espoused by their first leader, Zerthimon. Their psionic control aids them in protecting their people and traveling the planes of existence without fear of being followed by githyanki or mind flayer foes.

Githzerai Psion

These powerful psions oversee githzerai sanctuaries, study enigmatic planar events, and lead rrakkma—hostile forays into mind flayer colonies to slay illithids and uncover secrets of how the ancient gith were transformed.

Adventures with Gith

Characters might be drawn into conflicts involving githzerai and githyanki in various ways. Roll on or choose a result from the Gith Conflicts table to inspire adventures featuring these age-old rivals.

> We githzerai crave a challenge, so that when Zerthimon returns, he shall find us ready. Thus we traveled to Howling Limbo to make our new home.
>
> —Zaerith Menyar-Ag-Gith, githzerai leader

Gith Conflicts

1d8	The Characters Are ...
1	Called on to deliver a message or mysterious parcel to or from Vlaakith the Lich Queen.
2	Encouraged by a disguised intellect devourer to seek out an elusive gith leader.
3	Entreated to aid githzerai fleeing the githyanki who destroyed their sanctuary.
4	Entrusted with renewing or disrupting the githyanki's alliance with red dragons.
5	Invited to hunt illithids with githyanki.
6	Pressed to uncover a gith spy in a planar community or on a spelljamming ship.
7	Sent on a quest to discover the last known location of the hero Gith or Zerthimon.
8	Tasked with returning the blade of a fallen githyanki knight to the knight's people.

Githzerai Monk

Medium Aberration (Gith), Lawful Neutral

AC 14 **Initiative** +4 (14)
HP 38 (7d8 + 7)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+3	**Dex**	15	+2	+4	**Con**	12	+1	+1
Int	13	+1	+3	**Wis**	14	+2	+4	**Cha**	10	+0	+0

Skills Insight +4, Perception +4
Senses Passive Perception 14
Languages Common, Gith
CR 2 (XP 450; PB +2)

Actions

Multiattack. The githzerai makes two Psi Strike attacks.

Psi Strike. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Bludgeoning damage plus 9 (2d8) Psychic damage.

Spellcasting. The githzerai casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability:

At Will: *Mage Hand* (the hand is Invisible)
1/Day: *See Invisibility*

Bonus Actions

Psi-Powered Leap (2/Day). The githyanki casts *Jump*, requiring no spell components and using the same spellcasting ability as Spellcasting.

Reactions

Psionic Defense (2/Day). The githyanki casts *Feather Fall* or *Shield* in response to the spell's trigger, requiring no spell components and using the same spellcasting ability as Spellcasting.



Left to Right: Githzerai Zerth, Githzerai Psion, and Githzerai Monk

Githzerai Zerth

Medium Aberration (Gith), Lawful Neutral

AC 17 **Initiative** +7 (17)
HP 84 (13d8 + 26)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+4	**Dex**	18	+4	+7	**Con**	15	+2	+2
Int	16	+3	+6	**Wis**	17	+3	+6	**Cha**	12	+1	+1

Skills Arcana +6, Insight +6, Perception +6
Senses Passive Perception 16
Languages Common, Gith
CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The githzerai makes two Psi Strike attacks.

Psi Strike. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage plus 13 (3d8) Psychic damage.

Spellcasting. The githzerai casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 14):

At Will: *Mage Hand* (the hand is Invisible)
1/Day Each: *Phantasmal Killer* (level 6 version), *Plane Shift*, *See Invisibility*

Bonus Actions

Psi-Powered Leap (2/Day). The githyanki casts *Jump*, requiring no spell components and using the same spellcasting ability as Spellcasting.

Reactions

Psionic Defense (2/Day). The githyanki casts *Feather Fall* or *Shield* in response to the spell's trigger, requiring no spell components and using the same spellcasting ability as Spellcasting.

Githzerai Psion

Medium Aberration (Gith), Lawful Neutral

AC 18 **Initiative** +8 (18)
HP 169 (26d8 + 52)
Speed 40 ft., Fly 40 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+5	**Dex**	18	+4	+8	**Con**	15	+2	+2
Int	19	+4	+8	**Wis**	18	+4	+8	**Cha**	14	+2	+2

Skills Arcana +8, Insight +8, Perception +8
Senses Passive Perception 18
Languages Common, Gith
CR 12 (XP 8,400; PB +4)

Actions

Multiattack. The githzerai makes three Psychic Warp attacks.

Psychic Warp. *Melee or Ranged Attack Roll:* +8, reach 5 ft. or range 120 ft. *Hit:* 26 (4d10 + 4) Psychic damage, and the target has the githzerai's choice of (A) the Charmed condition until the start of the githzerai's next turn or (B) the Prone condition, provided the target is a Large or smaller creature.

Spellcasting. The githzerai casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 16):

At Will: *Mage Hand* (the hand is Invisible)
1/Day Each: *Plane Shift*, *See Invisibility*

Reactions

Psionic Defense. The githyanki casts *Feather Fall* or *Shield* in response to the spell's trigger, requiring no spell components and using the same spellcasting ability as Spellcasting.

JASON RAINVILLE



Glabrezu

Large Fiend (Demon), Chaotic Evil

AC 17 **Initiative** +6 (16)
HP 189 (18d10 + 90)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+9	**Dex**	15	+2	+2	**Con**	21	+5	+9
Int	19	+4	+4	**Wis**	17	+3	+7	**Cha**	16	+3	+7

Skills Deception +7, Perception +7
Resistances Cold, Fire, Lightning
Immunities Poison; Poisoned
Senses Truesight 120 ft.; Passive Perception 17
Languages Abyssal; telepathy 120 ft.
CR 9 (XP 5,000; PB +4)

Traits

Demonic Restoration. If the glabrezu dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

Magic Resistance. The glabrezu has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The glabrezu makes two Pincer attacks and uses Pummel or Spellcasting.

Pincer. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 16 (2d10 + 5) Slashing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 15) from one of two pincers.

Pummel. *Dexterity Saving Throw:* DC 17, one creature Grappled by the glabrezu. *Failure:* 15 (3d6 + 5) Bludgeoning damage. *Success:* Half damage.

Spellcasting. The glabrezu casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 16):

At Will: *Darkness, Detect Magic, Dispel Magic*
1/Day Each: *Confusion, Fly, Power Word Stun*

Glabrezu

Demon of Delusion and Entrapment

Habitat: Planar (Abyss); **Treasure:** Relics

Glabrezus embody delusion and predatory guile. These cunning demons know the most effective traps are those that individuals devise for themselves. Despite having massive claws and overwhelming physicality, glabrezus excel at using flattery and misdirection to coerce victims into isolating themselves and harming others.

In the Abyss, glabrezus act as lone hunters or deceitful advisers to greater demons. Glabrezus seek routes to the Material Plane and relish being summoned by magic-users. They eagerly serve mortals while tempting them to betray their allies and indulge in hubristic fantasies. A glabrezu strives to murder its summoner once the magic-user has committed irredeemable misdeeds and the mortal's soul is surely condemned to the Abyss.

> Your companion's life, or what you've journeyed through infinity in search of! Make your choice.
>
> —Gerrzog, glabrezu of the Infinite Staircase

RICHARD LUONG

Gladiator

Competitor and Prizefighter

Habitat: Any; **Treasure:** Armaments, Individual

Gladiators are professional fighters who pit themselves against one another, monsters, and other challenges to entertain audiences. While some compete merely to survive, others love the thrill of performing—and all gladiators know the importance of theatrics in keeping audiences excited. Roll on or choose an option from the Gladiator Theatrics table to inspire the unique flourishes a gladiator uses when competing.

Gladiator Theatrics

1d6	During a Competition, the Gladiator ...
1	Dedicates their impending victory to a deity, ruler, beloved noble, or member of the crowd.
2	Dresses in a monster-themed mask and cape.
3	Judges whether their foe fights honorably.
4	Leads the crowd in a rousing theme song.
5	Seeks to claim a trophy from a foe.
6	Takes advice from the crowd, omens, or a pet.

Gladiator

Medium or Small Humanoid, Neutral

AC 16 **Initiative** +5 (15)
HP 112 (15d8 + 45)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+7	**Dex**	15	+2	+5	**Con**	16	+3	+6
Int	10	+0	+0	**Wis**	12	+1	+4	**Cha**	15	+2	+2

Skills Athletics +10, Performance +5
Gear Shield, Spears (3), Studded Leather Armor
Senses Passive Perception 11
Languages Common
CR 5 (XP 1,800; PB +3)

Actions

Multiattack. The gladiator makes three Spear attacks. It can replace one attack with a use of Shield Bash.

Spear. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 20/60 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

Shield Bash. *Strength Saving Throw:* DC 15, one creature within 5 feet that the gladiator can see. *Failure:* 9 (2d4 + 4) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Prone condition.

Reactions

Parry. *Trigger:* The gladiator is hit by a melee attack roll while holding a weapon. *Response:* The gladiator adds 3 to its AC against that attack, possibly causing it to miss.



In an undersea arena, the crowd goes wild as a gladiator triumphs over a giant squid.

ALEJANDRO PACHECO

Gnolls

Fiends in Feral Flesh

Habitat: Desert, Forest, Grassland, Hill;
Treasure: Armaments, Individual

The first gnolls arose from hyenas that fed on flesh tainted by the Abyss. Their corruption and violence delighted the demon lord Yeenoghu, who encouraged their numbers and spread them across the multiverse. Ever since, gnolls have been the cackling servants of Yeenoghu, existing to cause ruin and to feast on what remains.

Gnoll Warrior

Gnoll warriors crave endless slaughter but quickly grow bored with the prey they kill and the treasures they plunder. Nevertheless, they're enraged by the thought of anyone else having what's theirs, compelling them to despoil what they can't take with them.

Gnoll Pack Lord

Rising above other gnolls with their viciousness and physical prowess, gnoll pack lords terrorize weaker gnolls into their service. These brutes drive other gnolls to acts of great violence, then claim the best of their servants' spoils.

Gnoll Fang of Yeenoghu

Gnolls possessed by demonic vestiges of the demon lord Yeenoghu, fangs of Yeenoghu direct the chaos of gnoll packs. Along the way, these fanatics seek grisly omens from Yeenoghu and strive to interpret the demon lord's vicious goals.

> Yeenoghu claims gnolls not as his brood but as maggots purposefully released to infest a despised carcass. They are a pernicious rot the Beast of Butchery spreads across mortal worlds. Whatever they once were, they were remade and are now his.
>
> —Iggwilv, *Demonomicon of Iggwilv*

Gnoll Demoniac

Gnoll demoniacs are berserkers that arise from gnolls who've ritualistically fed on flesh corrupted by the Abyss. Now embodying the ruinous hunger of Yeenoghu, these gnolls throw themselves into battle, heedless of odds or their own survival. Rampaging demoniacs even devour other gnolls in their wild frenzies.

Gnoll Warrior

Medium Fiend, Chaotic Evil

AC 15 **Initiative** +1 (11)
HP 27 (6d8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	12	+1	+1	**Con**	11	+0	+0
Int	6	−2	−2	**Wis**	10	+0	+0	**Cha**	7	−2	−2

Senses Darkvision 60 ft.; Passive Perception 10
Languages Gnoll
CR 1/2 (XP 100; PB +2)

Actions

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Bone Bow. *Ranged Attack Roll:* +3, range 150/600 ft. *Hit:* 6 (1d10 + 1) Piercing damage.

Bonus Actions

Rampage (1/Day). Immediately after dealing damage to a creature that is already Bloodied, the gnoll moves up to half its Speed, and it makes one Rend attack.

Gnoll Pack Lord

Medium Fiend, Chaotic Evil

AC 15 **Initiative** +4 (14)
HP 49 (9d8 + 9)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	14	+2	+2	**Con**	13	+1	+1
Int	8	−1	−1	**Wis**	11	+0	+0	**Cha**	9	−1	−1

Senses Darkvision 60 ft.; Passive Perception 10
Languages Gnoll
CR 2 (XP 450; PB +2)

Actions

Multiattack. The gnoll makes two attacks, using Bone Whip or Bone Javelin in any combination, and it uses Incite Rampage if available.

Bone Whip. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 8 (2d4 + 3) Slashing damage.

Bone Javelin. *Ranged Attack Roll:* +5, range 30/120 ft. *Hit:* 7 (1d8 + 3) Piercing damage.

Incite Rampage (Recharge 5–6). The gnoll targets another creature it can see within 60 feet of itself that has the Rampage Bonus Action. The target can take a Reaction to make one melee attack.

Bonus Actions

Rampage (2/Day). Immediately after dealing damage to a creature that is already Bloodied, the gnoll moves up to half its Speed, and it makes one Bone Whip attack.



Gnoll warriors rampage after a gnoll pack lord, a gnoll fang of Yeenoghu, and a gnoll demoniac.

Gnoll Fang of Yeenoghu

Medium Fiend, Chaotic Evil

AC 14 **Initiative** +4 (14)
HP 71 (11d8 + 22)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	15	+2	+2	**Con**	15	+2	+4
Int	10	+0	+0	**Wis**	11	+0	+2	**Cha**	13	+1	+3

Senses Darkvision 60 ft.; Passive Perception 10
Languages Abyssal, Gnoll
CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The gnoll makes one Bite attack and two Bone Flail attacks.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage plus 7 (2d6) Poison damage, and the target has the Poisoned condition until the start of the gnoll's next turn.

Bone Flail. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 7 (1d8 + 3) Piercing damage.

Bonus Actions

Rampage (2/Day). Immediately after dealing damage to a creature that is already Bloodied, the gnoll moves up to half its Speed, and it makes one Bite attack.

Gnoll Demoniac

Medium Fiend, Chaotic Evil

AC 16 **Initiative** +4 (14)
HP 135 (18d8 + 54)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+6	**Dex**	12	+1	+1	**Con**	17	+3	+6
Int	14	+2	+2	**Wis**	15	+2	+5	**Cha**	17	+3	+6

Skills Perception +5
Senses Darkvision 60 ft.; Passive Perception 15
Languages Abyssal, Common, Gnoll
CR 8 (XP 3,900; PB +3)

Actions

Multiattack. The gnoll makes two Abyssal Strike attacks.

Abyssal Strike. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 60 ft. *Hit:* 20 (5d6 + 3) Poison damage.

Hunger of Yeenoghu (Recharge 5–6). The gnoll conjures a 30-foot Cube of magical Darkness originating from a point it can see within 60 feet, which lasts for 1 minute or until the gnoll's Concentration ends on it. This area is Difficult Terrain. *Dexterity Saving Throw:* DC 14, any creature that starts its turn in this area or enters it for the first time on a turn. *Failure:* 28 (8d6) Necrotic damage, and the gnoll or a creature of its choice it can see gains 10 Temporary Hit Points. *Success:* Half damage only.

Bonus Actions

Rampage (2/Day). Immediately after dealing damage to a creature that is already Bloodied, the gnoll moves up to half its Speed, and it makes one Abyssal Strike attack.

VIKO MENEZES

Goblins

Wild Tricksters and Troublemakers

Habitat: Forest, Grassland, Hill, Planar (Acheron, Feywild), Underdark; **Treasure:** Implements, Individual

Goblins are Feywild embodiments of recklessness and ruin. They delight in wreckage—the louder, the more energetic, and the more convoluted, the better. Goblin raids are often as much opportunities to enjoy setting fires and tormenting livestock as they are parts of more disruptive plots.

Goblins obey those who accomplish the wildest plans. Such leaders might be goblin raid masterminds, bombastic magic-users, or those capable of making the loudest noises. Hobgoblins and forceful humanoids might also command ornery groups of goblins, directing their destructiveness toward banditry, sabotage, or war.

The deity Maglubiyet claims to be the god of goblins, hobgoblins, and bugbears, and on the Infinite Battlefield of Acheron, the deity commands innumerable goblinoid legions. In ages long past, Maglubiyet witnessed the destructive propensity of goblinoids and relocated a population of them from the Feywild to his realm on the Outer Planes. Since then, hordes of these more martial-minded goblins have flourished, with some finding their ways to Material Plane worlds. These vicious invaders seek to sow ruin in preparation for their god's conquest.

Goblin Minion

Small Fey (Goblinoid), Chaotic Neutral

AC 12 **Initiative** +2 (12)
HP 7 (2d6)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	8	−1	−1	**Dex**	15	+2	+2	**Con**	10	+0	+0
Int	10	+0	+0	**Wis**	8	−1	−1	**Cha**	8	−1	−1

Skills Stealth +6
Gear Daggers (3)
Senses Darkvision 60 ft.; Passive Perception 9
Languages Common, Goblin
CR 1/8 (XP 25; PB +2)

Actions

Dagger. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Goblin Minion

Goblin minions enjoy participating in the disruptive schemes of clever leaders but are quick to flee when confronted by their comeuppance.

Goblin Warrior

Goblin warriors excel at causing mischief. Those in service to Maglubiyet have greater discipline and are likely to withdraw to set up ambushes.

Goblin Boss

Goblin bosses are often the most imaginative, disruptive, or forceful goblins. Through a combination of luck, cowardice, and callousness, these leaders avoid harm at the expense of their followers.

Goblin Hexer

Goblin hexers use flashy and disruptive magic. Many goblin hexers are theatrical, dressing and behaving in exaggerated mimicry of archmages.

> Bree-yark!
>
> —Approximate translation from Goblin to Common: "Hey, rube!"

Goblin Warrior

Small Fey (Goblinoid), Chaotic Neutral

AC 15 **Initiative** +2 (12)
HP 10 (3d6)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	8	−1	−1	**Dex**	15	+2	+2	**Con**	10	+0	+0
Int	10	+0	+0	**Wis**	8	−1	−1	**Cha**	8	−1	−1

Skills Stealth +6
Gear Leather Armor, Scimitar, Shield, Shortbow
Senses Darkvision 60 ft.; Passive Perception 9
Languages Common, Goblin
CR 1/4 (XP 50; PB +2)

Actions

Scimitar. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage, plus 2 (1d4) Slashing damage if the attack roll had Advantage.

Shortbow. *Ranged Attack Roll:* +4, range 80/320 ft. *Hit:* 5 (1d6 + 2) Piercing damage, plus 2 (1d4) Piercing damage if the attack roll had Advantage.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.



A GOBLIN BOSS, A GOBLIN HEXER, AND A GOBLIN WARRIOR PREPARE TO STRIKE AGAINST A BITTER FOE.

Goblin Boss

Small Fey (Goblinoid), Chaotic Neutral

AC 17 **Initiative** +2 (12)
HP 21 (6d6)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	15	+2	+2	**Con**	10	+0	+0
Int	10	+0	+0	**Wis**	8	−1	−1	**Cha**	10	+0	+0

Skills Stealth +6
Gear Chain Shirt, Scimitar, Shield, Shortbow
Senses Darkvision 60 ft.; Passive Perception 9
Languages Common, Goblin
CR 1 (XP 200; PB +2)

Actions

Multiattack. The goblin makes two attacks, using Scimitar or Shortbow in any combination.

Scimitar. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage, plus 2 (1d4) Slashing damage if the attack roll had Advantage.

Shortbow. *Ranged Attack Roll:* +4, range 80/230 ft. *Hit:* 5 (1d6 + 2) Piercing damage, plus 2 (1d4) Piercing damage if the attack roll had Advantage.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Reactions

Redirect Attack. *Trigger:* A creature the goblin can see makes an attack roll against it. *Response:* The goblin chooses a Small or Medium ally within 5 feet of itself. The goblin and that ally swap places, and the ally becomes the target of the attack instead.

Goblin Hexer

Small Fey (Goblinoid), Chaotic Neutral

AC 13 **Initiative** +3 (13)
HP 45 (10d6 + 10)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	8	−1	−1	**Dex**	16	+3	+3	**Con**	12	+1	+1
Int	16	+3	+3	**Wis**	10	+0	+0	**Cha**	10	+0	+0

Skills Sleight of Hand +5, Stealth +7
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common, Goblin
CR 3 (XP 700; PB +2)

Actions

Multiattack. The goblin makes two Hex Stick attacks. It can replace one attack with a use of Spellcasting.

Hex Stick. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 60 ft. *Hit:* 12 (2d8 + 3) Psychic damage.

Spellcasting. The goblin casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13):

At Will: *Minor Illusion*
1/Day Each: *Blindness/Deafness*, *Faerie Fire*, *Grease*

Reactions

Jinx. *Trigger:* A creature the goblin can see hits it with an attack roll. *Response—Wisdom Saving Throw:* DC 13, the triggering creature. *Failure:* The attack misses instead.

TARAS SUSAK



Gold Dragon Wyrmling

Gold Dragons

Dragons of Hope and Majesty

Habitat: Forest, Grassland; **Treasure:** Arcana

Gold dragons work to make the world a better place. The most powerful of the metallic dragons, these awe-inspiring dragons strive to protect that which is good and bend fate toward a brighter future. Their kind dispositions don't prevent gold dragons from engaging in combat when necessary, though, and they exhale brilliant flames and weakening magic to rout their foes.

Gold dragons favor grasslands and pristine forests, frequently dwelling near awe-inspiring natural wonders or guarding monuments from ancient civilizations. In their lairs, gold dragons hoard coins and gems, but they frequently put their treasure to use in pursuit of greater goals. They often use their riches to buy rare lore books, pay informants, or patronize idealistic adventurers.

Gold Dragon Wyrmling

Gold dragon wyrmlings learn much from their elders, then head off to save the world. Idealistic and curious, these wyrmlings seek to right obvious wrongs and make friends among those they aid.

Gold Dragon Wyrmling

Medium Dragon (Metallic), Lawful Good

AC 17 **Initiative** +4 (14)
HP 60 (8d8 + 24)
Speed 30 ft., Fly 60 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	14	+2	+4	**Con**	17	+3	+3
Int	14	+2	+2	**Wis**	11	+0	+2	**Cha**	16	+3	+3

Skills Perception +4, Stealth +4
Immunities Fire
Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14
Languages Draconic
CR 3 (700 XP; PB +2)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (1d10 + 4) Slashing damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 22 (4d10) Fire damage. *Success:* Half damage.

Weakening Breath. *Strength Saving Throw:* DC 13, each creature that isn't currently affected by this breath in a 15-foot Cone. *Failure:* The target has Disadvantage on Strength-based D20 Tests and subtracts 2 (1d4) from its damage rolls. It repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Young Gold Dragon

Large Dragon (Metallic), Lawful Good

AC 18 **Initiative** +6 (16)
HP 178 (17d10 + 85)
Speed 40 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	14	+2	+6	**Con**	21	+5	+5
Int	16	+3	+3	**Wis**	13	+1	+5	**Cha**	20	+5	+5

Skills Insight +5, Perception +9, Persuasion +9, Stealth +6
Immunities Fire
Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 19
Languages Common, Draconic
CR 10 (XP 5,900; PB +4)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Weakening Breath.

Rend. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 17 (2d10 + 6) Slashing damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 17, each creature in a 30-foot Cone. *Failure:* 55 (10d10) Fire damage. *Success:* Half damage.

Weakening Breath. *Strength Saving Throw:* DC 17, each creature that isn't currently affected by this breath in a 30-foot Cone. *Failure:* The target has Disadvantage on Strength-based D20 Tests and subtracts 3 (1d6) from its damage rolls. It repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

ALEXANDER OSTROWSKI



An adult gold dragon guards the site of a mysterious seal from intruders.

Adult Gold Dragon

Huge Dragon (Metallic), Lawful Good

AC 19 **Initiative** +14 (24)
HP 243 (18d12 + 126)
Speed 40 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	27	+8	+8	**Dex**	14	+2	+8	**Con**	25	+7	+7
Int	16	+3	+3	**Wis**	15	+2	+8	**Cha**	24	+7	+7

Skills Insight +8, Perception +14, Persuasion +13, Stealth +8
Immunities Fire
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 24
Languages Common, Draconic
CR 17 (XP 18,000, or 20,000 in lair; PB +6)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Spellcasting to cast *Guiding Bolt* (level 2 version) or (B) Weakening Breath.

Rend. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 17 (2d8 + 8) Slashing damage plus 4 (1d8) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 21, each creature in a 60-foot Cone. *Failure:* 66 (12d10) Fire damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21):

At Will: *Detect Magic*, *Guiding Bolt* (level 2 version), *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)
1/Day Each: *Flame Strike*, *Zone of Truth*

Weakening Breath. *Strength Saving Throw:* DC 21, each creature that isn't currently affected by this breath in a 60-foot Cone. *Failure:* The target has Disadvantage on Strength-based D20 Tests and subtracts 3 (1d6) from its damage rolls. It repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Banish. *Charisma Saving Throw:* DC 21, one creature the dragon can see within 120 feet. *Failure:* 10 (3d6) Force damage, and the target has the Incapacitated condition and is transported to a harmless demiplane until the start of the dragon's next turn, at which point it reappears in an unoccupied space of the dragon's choice within 120 feet of the dragon. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Guiding Light. The dragon uses Spellcasting to cast *Guiding Bolt* (level 2 version).

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

ALEXANDER OSTROWSKI

Young Gold Dragon

Young gold dragons have seen glimpses of the world's true evils and crusade to oppose them. They often seek bold and direct solutions to problems.

Adult Gold Dragon

Adult gold dragons act subtly, frequently changing their shape to resemble harmless animals or cultivating personas so they can pass as common people.

Ancient Gold Dragon

Ancient gold dragons are wise and mysterious. Many aid virtuous groups, guiding them in secret or patronizing them from afar. Only when stakes are at their highest do ancient gold dragons reveal themselves in all their majesty.

Gold Dragon Lairs

Gold dragons make their homes in places of natural and magical wonder.

The region containing an adult or ancient gold dragon's lair is altered by its presence, creating the following effects:

Dream Messenger. While in its lair, the dragon can cast *Dream*, requiring no Material components and using Charisma as the spellcasting ability. When casting the spell this way, the dragon can target any creature within 6 miles.

Foretelling Fog. The area within 1 mile of the lair is Lightly Obscured by opalescent fog. While in that area, creatures can't be surprised, as the fog swirls into shapes that warn of danger.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

Ancient Gold Dragon

Gargantuan Dragon (Metallic), Lawful Good

AC 22 **Initiative** +16 (26)
HP 546 (28d20 + 252)
Speed 40 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	30	+10	+10	DEX	14	+2	+9	CON	29	+9	+9
INT	18	+4	+4	WIS	17	+3	+10	CHA	28	+9	+9

Skills Insight +10, Perception +17, Persuasion +16, Stealth +9
Immunities Fire
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 27
Languages Common, Draconic
CR 24 (XP 62,000, or 75,000 in lair; PB +7)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Spellcasting to cast *Guiding Bolt* (level 4 version) or (B) Weakening Breath.

Rend. *Melee Attack Roll:* +17 to hit, reach 15 ft. *Hit:* 19 (2d8 + 10) Slashing damage plus 9 (2d8) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 24, each creature in a 90-foot Cone. *Failure:* 71 (13d10) Fire damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 24):

At Will: *Detect Magic*, *Guiding Bolt* (level 4 version), *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)
1/Day Each: *Flame Strike* (level 6 version), *Word of Recall*, *Zone of Truth*

Weakening Breath. *Strength Saving Throw:* DC 24, each creature that isn't currently affected by this breath in a 90-foot Cone. *Failure:* The target has Disadvantage on Strength-based D20 Tests and subtracts 5 (1d10) from its damage rolls. It repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Banish. *Charisma Saving Throw:* DC 24, one creature the dragon can see within 120 feet. *Failure:* 24 (7d6) Force damage, and the target has the Incapacitated condition and is transported to a harmless demiplane until the start of the dragon's next turn, at which point it reappears in an unoccupied space of the dragon's choice within 120 feet of the dragon. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Guiding Light. The dragon uses Spellcasting to cast *Guiding Bolt* (level 4 version).

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

ALEXANDER OSTROWSKI



The pure of heart have nothing to fear in the presence of an ancient gold dragon.

Gorgons

Bull-like Guardians with Petrifying Breath

Habitat: Forest, Grassland, Hill; **Treasure:** Any

Resembling mighty bulls armored in iron plates, gorgons are lifelike automatons that seek to destroy all who enter their territories. In addition to goring foes with their deadly horns and trampling them under their iron hooves, gorgons exhale gouts of noxious gas.

Gorgons are created by magic-users to serve as guardians. The process for creating a gorgon is labor intensive and dangerous, with one method requiring the skeleton of a bull, the blood of a medusa, and the brain of a basilisk fused into a frame of ensorcelled iron. If the process fails, petrifying gas emerges from the materials, creating a magical threat that can fill a structure and linger for years.

When magic-users create gorgons, they often enchant them to ignore those who confront the creature with a specific command key, usually a password or a specific signal. Once a gorgon is set to guard an area, it attacks any who enter until they flee or are destroyed. Should someone provide the command key, the monster ignores that intruder so long as the intruder remains in its sight. But if the intruder ventures out of sight and then returns without again presenting the command key, the gorgon attacks. Those in a gorgon's territory must remain vigilant and aware of the monster's exact position, or they risk being attacked by a gorgon they thought was no longer a threat.

Those who create gorgons strive to give them purposefully obscure command keys. Hints at command keys might be found among the records of a gorgon's creator or in the area the gorgon protects—perhaps scrawled as a petrified trespasser's final act. Roll on or choose a result from the Gorgon Command Keys table to inspire the word or signal that temporarily neutralizes a gorgon.

Gorgon Command Keys

1d6	Gorgon Won't Attack Those That ...
1	Cast a particular spell in the gorgon's presence.
2	Keep their back to the gorgon or otherwise act like they don't see the monster.
3	Offer it a drink of blood, water, or wine.
4	Recite a specific rhyme or sing a certain song.
5	Say its creator's name backward.
6	Wear a mask, perhaps in the shape of a bull or an animal meaningful to the gorgon's creator.

Gorgon

Large Construct, Unaligned

AC 19 **Initiative** +0 (10)
HP 114 (12d10 + 48)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+5	**Dex**	11	+0	+0	**Con**	18	+4	+4
Int	2	−4	−4	**Wis**	12	+1	+1	**Cha**	7	−2	−2

Skills Perception +7
Immunities Exhaustion, Petrified
Senses Darkvision 60 ft.; Passive Perception 17
Languages None
CR 5 (XP 1,800; PB +3)

Actions

Gore. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 18 (2d12 + 5) Piercing damage. If the target is a Large or smaller creature and the gorgon moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

Petrifying Breath (Recharge 5–6). *Constitution Saving Throw:* DC 15, each creature in a 30-foot Cone. *First Failure:* The target has the Restrained condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target has the Petrified condition instead of the Restrained condition.

Bonus Actions

Trample. *Dexterity Saving Throw:* DC 16, one creature within 5 feet that has the Prone condition. *Failure:* 16 (2d10 + 5) Bludgeoning damage. *Success:* Half damage.

Gorgon

Most gorgons are iron bulls wreathed in clouds of petrifying gas. Their metal plates vary in sheen and color, from sleek silver to pitted black. The oldest gorgons might be covered in rust, but this rarely impedes their abilities. These gorgons' stomping grounds are littered with the shattered remains of petrified foes. Many gorgons outlive their creators by centuries, misleading some to believe these creations have natural origins and territories. Most such gorgons continue to follow age-old commands, guarding sites long fallen to ruin.

Brazen Gorgon

Followers of the exiled archdevil Moloch altered the process of creating gorgons to craft their own diabolical guardians called brazen gorgons. These gorgons are hollow, bull-like automatons whose metal bodies glow with intense heat. When they charge their foes, the ribs of their frames open like cages to ensnare enemies and roast them within. Brazen gorgons are often found in blasphemous sites dedicated to Moloch, other archdevils, or bloodthirsty gods.



A GORGON PETRIFIES VICTIMS WITH ITS DEADLY BREATH, THEN TRAMPLES THEM TO PIECES.

NOTABLE AMONG MY ECCENTRIC ANCESTOR'S SCATTERED DESIGNS WAS A SCHEMATIC OF A SWAMP-DWELLING BOVINE MONSTER AND AN OMINOUS NOTE: "DO BETTER."

—LUM THE MAESTRO, *A MIND OF METAL*

BRAZEN GORGON

Large Construct, Unaligned

AC 19 **Initiative** +2 (12)
HP 161 (17d10 + 68)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	14	+2	+2	**CON**	19	+4	+4
INT	2	−4	−4	**WIS**	14	+2	+2	**CHA**	7	−2	−2

Skills Perception +10
Immunities Fire; Exhaustion, Petrified
Senses Darkvision 60 ft.; Passive Perception 20
Languages None
CR 9 (XP 5,000; PB +4)

TRAITS

Flame Aura. At the end of each of the gorgon's turns, each creature in a 5-foot Emanation originating from the gorgon takes 13 (3d8) Fire damage.

Illumination. The gorgon sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

ACTIONS

Multiattack. The gorgon makes two Gore attacks.

Gore. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage plus 10 (3d6) Fire damage.

Smelting Charge (Recharge 5–6). The gorgon moves up to its Speed without provoking Opportunity Attacks and can move through the spaces of Medium or smaller creatures. Each time the gorgon enters a creature's space for the first time during this move, that target is subjected to the following effect. *Dexterity Saving Throw:* DC 16. *Failure:* 13 (2d8 + 4) Piercing damage plus 13 (3d8) Fire damage, and the target is pulled into the gorgon's space and has the Grappled condition (escape DC 14); if the gorgon already has a creature Grappled, the target has the Prone condition instead. Until the grapple ends, the target has the Restrained condition. When the gorgon moves, the Grappled target moves with it, costing no extra movement.

KAI CARPENTER



Goristro

Demon of Disaster

Habitat: Planar (Abyss); **Treasure:** Armaments

Terrifying in scale and overwhelming power, goristros are giant demons capable of bringing cities to ruin. These demons embody senseless anarchy and nihilistic destruction, and they take special offense at creatures or structures that rival them in size. Castles, towers, giants, and beasts of war are all common victims of these monsters' wrath.

Goristros resemble hunched, primeval minotaurs bearing the scars of Abyssal wars or wounds from mighty war machines. Their appearance reflects that of their creator, Baphomet, the demon lord worshiped by many evil minotaurs. Goristros stalk Baphomet's Abyssal realm, known as the Endless Maze, and pulp any non-demons they encounter in that massive, magical labyrinth.

> Plot and strategize, bait and scheme, but hubris is no armor against ruin incarnate, and greater beings than you have fallen under the onslaught of the Abyss.
>
> —Mellagorus the pit fiend, *Deceptions and Stratagems*

Goristro

Huge Fiend (Demon), Chaotic Evil

AC 19 **Initiative** +6 (16)
HP 310 (23d12 + 161)
Speed 50 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	25	+7	+13	**Dex** 11	+0	+6	**Con** 25	+7	+13
Int	6	−2	−2	**Wis** 13	+1	+7	**Cha** 14	+2	+2

Skills Perception +7, Survival +7
Resistances Cold, Fire, Lightning
Immunities Poison; Poisoned
Senses Darkvision 120 ft.; Passive Perception 17
Languages Abyssal
CR 17 (XP 18,000; PB +6)

Traits

Demonic Restoration. If the goristro dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

Magic Resistance. The goristro has Advantage on saving throws against spells and other magical effects.

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

Actions

Multiattack. The goristro makes one Brutal Gore attack and two Slam attacks.

Brutal Gore. *Melee Attack Roll:* +13, reach 10 ft. *Hit:* 40 (6d10 + 7) Piercing damage. If the target is a Huge or smaller creature, it is pushed up to 20 feet straight away from the goristro and has the Prone condition.

Slam. *Melee Attack Roll:* +13, reach 10 ft. *Hit:* 29 (4d10 + 7) Bludgeoning damage.

Bonus Actions

Charge. The goristro moves up to half its Speed straight toward an enemy it can see.

BEN WOOTTEN

Gray Oozes

Hungry Slimes and Magical Failures

Habitat: Underdark; **Treasure:** None

Gray oozes are predatory, corrosive slimes that blend in with stony surroundings.

Gray Ooze

Gray oozes appear in areas affected by unpredictable magic. Magic-users who fail in their attempts to bind elemental spirits to the bodies of Constructs might also accidentally create gray oozes.

Psychic Gray Ooze

Psychic gray oozes exhibit violent psionic abilities. These oozes sometimes result from failed attempts to summon or create creatures linked to the Elemental Plane of Earth, like gargoyles or homunculi.



Gray Ooze

Medium Ooze, Unaligned

AC 9 **Initiative** –2 (13)
HP 22 (3d8 + 9)
Speed 10 ft., Climb 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	6	–2	–2	**Con**	16	+3	+3
Int	1	–5	–5	**Wis**	6	–2	–2	**Cha**	2	–4	–4

Skills Stealth +2
Resistances Acid, Cold, Fire
Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Prone, Restrained
Senses Blindsight 60 ft.; Passive Perception 8
Languages None
CR 1/2 (XP 100; PB +2)

Traits

Amorphous. The ooze can move through a space as narrow as 1 inch without expending extra movement to do so.

Corrosive Form. Nonmagical ammunition is destroyed immediately after hitting the ooze and dealing any damage. Any nonmagical weapon takes a cumulative –1 penalty to attack rolls immediately after dealing damage to the ooze and coming into contact with it. The weapon is destroyed if the penalty reaches –5. The penalty can be removed by casting the *Mending* spell on the weapon.

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

Actions

Pseudopod. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 10 (2d8 + 1) Acid damage. Nonmagical armor worn by the target takes a –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. The penalty can be removed by casting the *Mending* spell on the armor.

Psychic Gray Ooze

Medium Ooze, Unaligned

AC 9 **Initiative** –1 (14)
HP 37 (5d8 + 15)
Speed 10 ft., Climb 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	8	–1	–1	**Con**	16	+3	+3
Int	10	+0	+0	**Wis**	6	–2	–2	**Cha**	2	–4	–4

Skills Stealth +3
Resistances Acid, Cold, Fire, Psychic
Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Prone, Restrained
Senses Blindsight 60 ft.; Passive Perception 8
Languages None
CR 1 (XP 200; PB +2)

Traits

Amorphous. The ooze can move through a space as narrow as 1 inch without expending extra movement to do so.

Actions

Pseudopod. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 11 (3d6 + 1) Acid damage, and the target has Disadvantage on Intelligence saving throws until the end of the ooze's next turn.

Psychic Crush. *Intelligence Saving Throw:* DC 10, one creature the ooze can see within 60 feet. *Failure:* 13 (3d8) Psychic damage.

Reactions

Mind Corrosion. *Trigger:* The ooze fails a saving throw against a spell or another magical effect created by a creature. *Response:* The triggering creature takes 3 (1d6) Psychic damage.

MARK BEHM



Green Dragon Wyrmling

Green Dragons

Dragons of Deceit and Derision

Habitat: Forest; **Treasure:** Arcana

From forbidden forest depths, green dragons whisper evils into the world and manipulate the lives of those who listen. Elusive, conniving, and egotistical, these chromatic dragons patiently prey on the fears of shorter-lived beings, corrupting and isolating them. Green dragons might lurk amid labyrinthine wildernesses for centuries without revealing themselves; even their most devoted followers might know them only as the voice of the woodlands or a whisper in their dreams.

Despite their might, most green dragons disdain physical violence, viewing combat as servants' work and preferring to trick foes into dangerous or exploitative scenarios. These dragons collect "baubles" that embody their webs of manipulation and serve as tools of extortion, such as compromising documents, family heirlooms, and sentimental treasures.

Green Dragon Wyrmling

Green dragon wyrmlings often serve as pawns in older dragons' schemes. By spying on those dragons' agents, wyrmlings learn the art of manipulation. Once they've accumulated influence and lackeys, these wyrmlings depart to claim their own territories and pursue their sinister ambitions.

Young Green Dragon

Young green dragons frequently control groups of ettercaps, kobolds, thieves, or other cowardly servants. These dragons do so while avoiding other evil dragons, who would sabotage them. Gradually, oppressing weaker creatures and amassing meaningless fortunes bore young green dragons, and they pursue more ambitious ways to indulge their egos.

Green Dragon Wyrmling

Medium Dragon (Chromatic), Lawful Evil

AC 17 **Initiative** +3 (13)
HP 38 (7d8 + 7)
Speed 30 ft., Fly 60 ft., Swim 30 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	15	+2	+2	**Dex** 12	+1	+3	**Con** 13	+1	+1
Int	14	+2	+2	**Wis** 11	+0	+2	**Cha** 13	+1	+1

Skills Perception +4, Stealth +3
Immunities Poison; Poisoned
Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14
Languages Draconic
CR 2 (XP 450; PB +2)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (1d10 + 2) Slashing damage plus 3 (1d6) Poison damage.

Poison Breath (Recharge 5–6). *Constitution Saving Throw:* DC 11, each creature in a 15-foot Cone. *Failure:* 21 (6d6) Poison damage. *Success:* Half damage.

Young Green Dragon

Large Dragon (Chromatic), Lawful Evil

AC 18 **Initiative** +4 (14)
HP 136 (16d10 + 48)
Speed 40 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	19	+4	+4	**Dex** 12	+1	+4	**Con** 17	+3	+3
Int	16	+3	+3	**Wis** 13	+1	+4	**Cha** 15	+2	+2

Skills Deception +5, Perception +7, Stealth +4
Immunities Poison; Poisoned
Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 17
Languages Common, Draconic
CR 8 (XP 3,900; PB +3)

Traits

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 11 (2d6 + 4) Slashing damage plus 7 (2d6) Poison damage.

Poison Breath (Recharge 5–6). *Constitution Saving Throw:* DC 14, each creature in a 30-foot Cone. *Failure:* 42 (12d6) Poison damage. *Success:* Half damage.

ALEXANDER OSTROWSKI

Adult Green Dragon

Huge Dragon (Chromatic), Lawful Evil

AC 19 **Initiative** +11 (21)
HP 207 (18d12 + 90)
Speed 40 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	12	+1	+6	**Con**	21	+5	+5
Int	18	+4	+4	**Wis**	15	+2	+7	**Cha**	18	+4	+4

Skills Deception +9, Perception +12, Persuasion +9, Stealth +6
Immunities Poison; Poisoned
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 22
Languages Common, Draconic
CR 15 (XP 13,000, or 15,000 in lair; PB +5)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Mind Spike* (level 3 version).

Rend. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 15 (2d8 + 6) Slashing damage plus 7 (2d6) Poison damage.

Poison Breath (Recharge 5–6). *Constitution Saving Throw:* DC 18, each creature in a 60-foot Cone. *Failure:* 56 (16d6) Poison damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Detect Magic*, *Mind Spike* (level 3 version)
1/Day: *Geas*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Mind Invasion. The dragon uses Spellcasting to cast *Mind Spike* (level 3 version).

Noxious Miasma. *Constitution Saving Throw:* DC 17, each creature in a 20-foot-radius Sphere centered on a point the dragon can see within 90 feet. *Failure:* 7 (2d6) Poison damage, and the target takes a –2 penalty to AC until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.



An adult green dragon shadows its prey.

ALEXANDER OSTROWSKI

Adult Green Dragon

The words of adult green dragons are as deadly as their poisonous breath. They are brilliant schemers that pride themselves on influencing communities near their lairs. They obsess over information and create vast spy networks. Many of these dragons seek magical methods of surveillance or domination, and they manipulate adventurers into hunting down lost magic to aid in such control.

Ancient Green Dragon

Ancient green dragons are creatures of legend, rarely seen by their servants or foes. Via magic and well-hidden agents, these dragons stoke suspicion between allies and undermine noble works. As bonds fray, the dragons reap rewards of greater wealth and control. Eventually the ambitions of ancient green dragons stretch beyond their territories as they seek control over empires, planar realms, or death itself.

Green Dragon Lairs

Green dragons lair in ancient forests, often shaping stands of massive trees into compounds of interwoven branches, hollow trunks, and caverns amid mighty roots. They might also dwell amid forested ruins, particularly the former homes of those they've conquered.

The region containing an adult or ancient green dragon's lair is warped by its presence, creating the following effects:

Beast Spies. Tiny Beasts magically gain the ability to understand Draconic and can communicate telepathically with the dragon while within 1 mile of the lair.

Poisonous Thicket. Ordinary plants growing within 1 mile of the lair poison the air around them. Whenever a creature other than the dragon or its allies finishes a Long Rest in that area, it must succeed on a DC 15 Constitution saving throw or have the Poisoned condition for 1 hour.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

Ancient Green Dragon

Gargantuan Dragon (Chromatic), Lawful Evil

AC 21 **Initiative** +15 (25)
HP 402 (23d20 + 161)
Speed 40 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	27	+8	+8	**Dex**	12	+1	+8	**Con**	25	+7	+7
Int	20	+5	+5	**Wis**	17	+3	+10	**Cha**	22	+6	+6

Skills Deception +13, Perception +17, Persuasion +13, Stealth +8
Immunities Poison; Poisoned
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 27
Languages Common, Draconic
CR 22 (XP 41,000, or 50,000 in lair; PB +7)

Traits

Amphibious. The dragon can breathe air and water.

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Mind Spike* (level 5 version).

Rend. *Melee Attack Roll:* +15, reach 15 ft. *Hit:* 17 (2d8 + 8) Slashing damage plus 10 (3d6) Poison damage.

Poison Breath (Recharge 5–6). *Constitution Saving Throw:* DC 22, each creature in a 90-foot Cone. *Failure:* 77 (22d6) Poison damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21):

At Will: *Detect Magic*, *Mind Spike* (level 5 version)
1/Day Each: *Geas*, *Modify Memory*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Mind Invasion. The dragon uses Spellcasting to cast *Mind Spike* (level 5 version).

Noxious Miasma. *Constitution Saving Throw:* DC 21, each creature in a 30-foot-radius Sphere centered on a point the dragon can see within 90 feet. *Failure:* 17 (5d6) Poison damage, and the target takes a –2 penalty to AC until the end of its next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

ALEXANDER OSTROWSKI



An ancient green dragon manipulates the fates of its pawns from deep within its forest lair.



Green Hag

Foul Witch of the Wicked Wild

Habitat: Forest, Hill, Swamp; **Treasure:** Arcana

Green hags work bitter magic to foul all that is beautiful and pure. Whether alone or in covens of other hags, these ancient witches call on eerie forces, spreading corruption and plotting doom for those who earn their ire. Green hags are adept deceivers, and they use illusions to cloak themselves in unassuming forms, hoping to tempt innocents into peril. These hags often spirit their victims back to surreal lairs where they hold captives prisoner or cook them into monstrous meals.

Green hags frequently know strange magic or forgotten secrets, such as the weaknesses of villains, the locations of lost treasures, or the ways to break curses. They might trade such knowledge for rare magic or symbolic treasures. Roll on or choose a result from the Green Hag Bargains table to inspire what a green hag charges for its secrets.

Green Hag Bargains

1d6	A Green Hag Trades Its Knowledge For ...
1	A bargainer's memories of a loved one.
2	The cauldron of a rival hag.
3	A favor to be redeemed when the hag wishes.
4	A flower from a hidden Feywild garden.
5	A gift given freely by a yugoloth.
6	A vial filled with a ruler's tears.

Green Hag

Medium Fey, Neutral Evil

AC 17 **Initiative** +1 (11)
HP 82 (11d8 + 33)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	12	+1	+1	**Con**	16	+3	+3
Int	13	+1	+1	**Wis**	14	+2	+2	**Cha**	14	+2	+2

Skills Arcana +5, Deception +4, Perception +4, Stealth +3
Senses Darkvision 60 ft.; Passive Perception 14
Languages Common, Elvish, Sylvan
CR 3 (XP 700; PB +2)

Traits

Amphibious. The hag can breathe air and water.

Coven Magic. While within 30 feet of at least two hag allies, the hag can cast one of the following spells, requiring no Material components, using the spell's normal casting time, and using Intelligence as the spellcasting ability (spell save DC 11): *Augury*, *Find Familiar*, *Identify*, *Locate Object*, *Scrying*, or *Unseen Servant*. The hag must finish a Long Rest before using this trait to cast that spell again.

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

Actions

Multiattack. The hag makes two Claw attacks.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Slashing damage plus 3 (1d6) Poison damage.

Spellcasting. The hag casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At Will: *Dancing Lights*, *Disguise Self* (24-hour duration), *Invisibility* (self only, and the hag leaves no tracks while Invisible), *Minor Illusion*, *Ray of Sickness* (level 3 version)

HELGE C. BALZER

Grell

Bizarre Hunter That Travels between Worlds

Habitat: Underdark; **Treasure:** None

With barbed tentacles sprouting from their brain-shaped bodies, grells hunt the lightless depths. These silent predators defy gravity, allowing them to strike from unexpected places, and they perceive their surroundings via sound and electrical fields. Their tentacles secrete paralytic venom, which prevents most creatures ambushed by grells from crying out before being dragged into the dark and consumed.

Grells are sapient beings, but their intellects and motivations are alien to most. They typically cooperate with one another only to defeat more powerful prey. Most demonstrate no interest in creating things or in communicating with other creatures, including their own kind.

Many grells pursue methods of traveling between worlds and planes of existence. They sometimes slip onto star-faring vessels or enter portals heedless of their destination. Roll on or choose a result from the Grell Explorations table to inspire why grells seek passage between realms.



Grell

Medium Aberration, Neutral Evil

AC 12 **Initiative** +6 (16)
HP 55 (10d8 + 10)
Speed 10 ft., Fly 30 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	14	+2	+2	**Con**	13	+1	+1
Int	12	+1	+1	**Wis**	11	+0	+0	**Cha**	9	−1	−1

Skills Perception +4, Stealth +6
Immunities Lightning; Blinded, Prone
Senses Blindsight 60 ft.; Passive Perception 14
Languages Deep Speech
CR 3 (XP 700; PB +2)

Traits

Abduct. The grell needn't spend extra movement to move a creature it is grappling.

Actions

Multiattack. The grell makes one Beak attack and one Paralyzing Tentacles attack.

Beak. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 11 (2d8 + 2) Piercing damage.

Paralyzing Tentacles. *Melee Attack Roll:* +4, reach 10 ft. *Hit:* 7 (1d10 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12) from two of ten tentacles. The target is also subjected to the following effect. *Constitution Saving Throw:* DC 11. *Failure:* The target has the Poisoned condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically. While Poisoned, the target has the Paralyzed condition.

Grell Explorations

1d6	Grells Travel Because They Are ...
1	Advanced viruses, each the clone of all other grell. They exist only to feed and spread.
2	The larvae of another creature and require electrically charged environs to reproduce.
3	Seeking to escape some catastrophe or terror lurking in the depths.
4	Supernaturally connected to ravenous alien beings and serve as their feeding appendages.
5	Vestiges of an ancient evil that will return if grells collectively consume enough creatures.
6	Without souls, but convinced they can attain souls by eating certain beings.

For meal, my hunger grinds within my teeth. For might, my hunger clenches in my grip. But for what we're told we mustn't know, my hunger snaps a raptor's beak and makes my mind a muscle that knows only how to chew.

—Evard, Eighth Eye of the Necrophilosopher

DOMENICO CAVA



Gricks

Worms That Hunt the Dark and Decaying

Habitat: Forest, Underdark; **Treasure:** Any

Gricks are wormlike predators that burst from hiding—flailing and snapping—to consume whatever prey passes near. They hide in cavernous crags or amid deadfalls, the scattered bones and possessions of past meals the only evidence of their threat.

Gricks' origins are unclear, but some suggest these creatures arise from natural worms or similar invertebrates mutated by magical phenomena. Many cite the presence of gricks in a region as evidence of portals to other planes of existence, legendary magic items, or powerful supernatural beings.

Grick

Gricks tend to be solitary hunters, but young gricks might lurk near dozens of their brood mates for years before gradually drifting apart.

Grick Ancient

Gricks can live for centuries, with the eldest growing to monstrous sizes. Grick ancients actively hunt more than they wait in ambush, and they have no qualms about devouring smaller gricks.

Grick

Medium Aberration, Unaligned

AC 14 **Initiative** +2 (12)
HP 54 (12d8)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	14	+2	+2	**Con**	11	+0	+0
Int	3	−4	−4	**Wis**	14	+2	+2	**Cha**	5	−3	−3

Skills Stealth +4
Senses Darkvision 60 ft.; Passive Perception 12
Languages None
CR 2 (XP 450; PB +2)

Actions

Multiattack. The grick makes one Beak attack and one Tentacles attack.

Beak. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Piercing damage.

Tentacles. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (1d10 + 2) Slashing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12) from all four tentacles.

Grick Ancient

Large Aberration, Unaligned

AC 18 **Initiative** +3 (13)
HP 135 (18d10 + 36)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	16	+3	+3	**Con**	15	+2	+2
Int	4	−3	−3	**Wis**	14	+2	+2	**Cha**	9	−1	−1

Skills Stealth +6
Senses Darkvision 60 ft.; Passive Perception 12
Languages None
CR 7 (XP 2,900; PB +3)

Actions

Multiattack. The grick makes one Beak attack, one Slam attack, and one Tentacles attack.

Beak. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 22 (4d8 + 4) Piercing damage.

Slam. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition.

Tentacles. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 15 (2d10 + 4) Slashing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14) from all four tentacles.

DOMENICO CAVA



People think we flew high over the city to avoid weather vanes and laundry lines and whatnot. Truth is, if the griffons smelled how much horse meat trotted just below, folks would have worse than joy-flying mages and stirges to worry about.'

—Sildar Hallwinter, retired member of the Waterdeep Griffon Cavalry

Griffon

Large Monstrosity, Unaligned

AC 12 **Initiative** +2 (12)
HP 59 (7d10 + 21)
Speed 30 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	15	+2	+2	**Con**	16	+3	+3
Int	2	−4	−4	**Wis**	13	+1	+1	**Cha**	8	−1	−1

Skills Perception +5
Senses Darkvision 60 ft.; Passive Perception 15
Languages None
CR 2 (XP 450; PB +2)

Actions

Multiattack. The griffon makes two Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 14) from both of the griffon's front claws.

ADAM REX

Griffon

Majestic Hunter of Land and Sky

Habitat: Arctic, Coastal, Grassland, Hill, Mountain;
Treasure: None

Griffons combine the features of raptors and big cats—most commonly eagles and lions—and possess the precision and ferocity of such predators. Rarer breeds of griffons have the features of condors and panthers, while others resemble hawks and tigers. Regardless of their appearances, griffons are often associated with royalty and are widely called the Masters of Animals.

Countless tales surround griffons. Roll on or choose a result from the Griffon Tales table to inspire stories about them.

Griffon Tales

1d6	Legends Claim That Griffons ...
1	Attack anything in the skies near their lairs.
2	Curse their killers. Those who slay a griffon face the enmity of all animals.
3	Lay eggs with remarkable healing properties.
4	Prefer the taste of horses over all other prey.
5	Serve the first creature they see after hatching.
6	Won't attack those with royal blood.



Grimlock

Puppet of the Mind Flayer Menace

Habitat: Underdark; **Treasure:** Any

Grimlocks are victims of biological manipulation by mind flayers. To create grimlocks, illithids capture Humanoids, expose them to strange forms of Underdark radiation, and implant new directives into their brains. The process of creating a grimlock rends the creature's mind such that no semblance of the individual's former personality remains.

Grimlocks have shallow depressions rather than eyes. A sixth sense allows grimlocks to perceive their surroundings. Psychic energies from their transformations linger in grimlocks' bodies, and they channel these eerie forces into their attacks.

Roll on or choose a result from the Grimlock Tasks table to inspire how grimlocks serve illithids.

Grimlock Tasks

1d4	The Grimlock Serves Mind Flayers By ...
1	Carving caves to serve as illithid outposts.
2	Hiding the threat of mind flayers beneath fake, purposefully crude dwellings.
3	Pretending to be helpful and luring travelers into false senses of security.
4	Raiding surface communities and tempting other creatures to pursue it into illithid traps.

> We thought we'd discovered a new people living deeper than we believed possible. The truth was something far worse.
>
> —Aljayera, Underdark seer

Grimlock

Medium Aberration, Neutral Evil

AC 11 **Initiative** +1 (11)
HP 11 (2d8 + 2)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	12	+1	+1	**Con**	12	+1	+1
Int	9	−1	−1	**Wis**	8	−1	−1	**Cha**	6	−2	−2

Skills Athletics +5, Perception +3, Stealth +5
Senses Blindsight 30 ft.; Passive Perception 13
Languages None
CR 1/4 (XP 50; PB +2)

Actions

Bone Cudgel. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage plus 2 (1d4) Psychic damage.

JOHN TEDRICK



Guardian Naga

Large Celestial, Lawful Good

AC 18 **Initiative** +4 (14)
HP 136 (16d10 + 48)
Speed 40 ft., Climb 40 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	18	+4	+8	**Con**	16	+3	+7
Int	16	+3	+7	**Wis**	19	+4	+8	**Cha**	18	+4	+8

Skills Arcana +11, History +11, Religion +11
Immunities Poison; Charmed, Paralyzed, Poisoned, Restrained
Senses Darkvision 60 ft.; Passive Perception 14
Languages Celestial, Common
CR 10 (XP 5,900; PB +4)

Traits

Celestial Restoration. If the naga dies, it returns to life in 1d6 days and regains all its Hit Points unless *Dispel Evil and Good* is cast on its remains.

Actions

Multiattack. The naga makes two Bite attacks. It can replace any attack with a use of Poisonous Spittle.

Bite. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 17 (2d12 + 4) Piercing damage plus 22 (4d10) Poison damage.

Poisonous Spittle. *Constitution Saving Throw:* DC 16, one creature the naga can see within 60 feet. *Failure:* 31 (7d8) Poison damage, and the target has the Blinded condition until the start of the naga's next turn. *Success:* Half damage only.

Spellcasting. The naga casts one of the following spells, requiring no Somatic or Material components and using Wisdom as the spellcasting ability (spell save DC 16):

At Will: *Thaumaturgy*
1/Day Each: *Clairvoyance*, *Cure Wounds* (level 6 version), *Flame Strike* (level 6 version), *Geas*, *True Seeing*

ALEJANDRO PACHECO

Guardian Naga

Enduring Serpentine Lore Keeper

Habitat: Desert, Forest, Planar (Upper Planes);
Treasure: Relics

Guardian nagas are immortal, serpentine scholars that possess perfect memories. They collect the histories and lore of those they live among, guarding cultures' stories and passing them on to new generations with infallible accuracy. Guardian nagas that outlive their host civilizations might linger in whatever ruins remain, preserving the civilizations' stories so their lost people might live on.

Roll on or choose a result from the Guardian Naga Lore table to inspire what a naga knows.

Guardian Naga Lore

1d8	The Guardian Naga Recalls ...
1	The last words of an ancient sage or leader.
2	The location of a hidden city or continent.
3	A magic word, password, or riddle's answer.
4	The names of all who have told it stories.
5	An otherwise forgotten ritual or spell.
6	Recipes using regional ingredients.
7	Stories of forgotten gods and local spirits.
8	The vulnerabilities of a legendary monster.



Guards

Sentries and Watch Members

Habitat: Any; **Treasure:** Armaments, Individual

Guards protect people, places, and things, either for pay or from a sense of duty. They might perform their duties vigilantly or distractedly. Some raise alarms at the first sign of danger and defend their charges with their lives. Others flee outright if their compensation doesn't match the danger they face.

Guard

Guards are perceptive, but most have little martial training. They might be bouncers, lookouts, members of a city watch, or other keen-eyed warriors.

Guard Captain

Guard captains often have ample professional experience. They might be accomplished bodyguards, protectors of magic treasures, veteran watch members, or similar wardens.

> To distinguish between Waterdeep's different groups of guardians, keep this handy mnemonic in mind: the Guard guards the walls while the Watch watches all.
>
> —Volothamp Geddarm, legendary explorer

Guard

Medium or Small Humanoid, Neutral

AC 16 **Initiative** +1 (11)
HP 11 (2d8 + 2)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	12	+1	+1	**Con**	12	+1	+1
Int	10	+0	+0	**Wis**	11	+0	+0	**Cha**	10	+0	+0

Skills Perception +2
Gear Chain Shirt, Shield, Spear
Senses Passive Perception 12
Languages Common
CR 1/8 (XP 25; PB +2)

Actions

Spear. *Melee or Ranged Attack Roll:* +3, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d6 + 1) Piercing damage.

Guard Captain

Medium or Small Humanoid, Neutral

AC 18 **Initiative** +4 (14)
HP 75 (10d8 + 30)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	14	+2	+2	**Con**	16	+3	+3
Int	12	+1	+1	**Wis**	14	+2	+2	**Cha**	13	+1	+1

Skills Athletics +6, Perception +4
Gear Breastplate, Javelins (6), Longsword, Shield
Senses Passive Perception 14
Languages Common
CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The guard makes two attacks, using Javelin or Longsword in any combination.

Javelin. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30/120 ft. *Hit:* 14 (3d6 + 4) Piercing damage.

Longsword. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 15 (2d10 + 4) Slashing damage.

RICCARDO MOSCATELLO



Half-Dragon

Medium Dragon, Neutral

AC 18 **Initiative** +5 (15)
HP 105 (14d8 + 42)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	14	+2	+5	**Con**	16	+3	+3
Int	10	+0	+0	**Wis**	15	+2	+5	**Cha**	14	+2	+2

Skills Athletics +7, Perception +5, Stealth +5
Resistances Damage type chosen for the Draconic Origin trait below
Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 15
Languages Common, Draconic
CR 5 (XP 1,800; PB +3)

Traits

Draconic Origin. The half-dragon is related to a type of dragon associated with one of the following damage types (DM's choice): Acid, Cold, Fire, Lightning, or Poison. This choice affects other aspects of the stat block.

Actions

Multiattack. The half-dragon makes two Claw attacks.

Claw. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 6 (1d4 + 4) Slashing damage plus 7 (2d6) damage of the type chosen for the Draconic Origin trait.

Dragon's Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 14, each creature in a 30-foot Cone. *Failure:* 28 (8d6) damage of the type chosen for the Draconic Origin trait. *Success:* Half damage.

Bonus Actions

Leap. The half-dragon jumps up to 30 feet by spending 10 feet of movement.

MATHIAS KOLLROS

Half-Dragon

Warrior Created by Dragons

Habitat: Any; **Treasure:** Armaments

Born through magical rites involving the essences of dragons, half-dragons serve their creators and their own draconic whims. Most half-dragons are created by chromatic dragons who desire servants with some trace of their own might and grandeur. Half-dragons frequently command other servants of a villainous dragon or act as agents in lands where their draconic master would attract unwanted attention.

Half-dragons share personality traits and agendas with the dragon who spawned them. Those resembling chromatic dragons typically loathe their creator even as they seek the same ends. Half-dragons with the traits of metallic dragons are especially rare, but they might arise through magical accidents, the efforts of reckless magic-users, or the last act of a dying dragon.

> What blessing demands more yet inspires greater works than the blood of Tiamat?
>
> —Wyrmlord Azarr Kul, half-dragon



Harpy

Winged Voice of Doom

Habitat: Coastal, Forest, Hill, Mountain; **Treasure:** Any

Hate-filled creatures, harpies strive to cause pain and bring an end to love and life. These monsters combine humanlike features with the talons and wings of avian scavengers. Their notorious songs compel listeners to follow them, heedless of danger. Creatures captivated by a harpy's song frequently meet their deaths on harpies' vicious claws or amid natural perils.

Harpies dwell in remote, dismal places tainted by tragedy and despair. Some tales claim harpies offended the gods and were transformed as a punishment; harpies might also be the descendants of such cursed souls.

Every harpy sings a distinct song. While some songs are said to be heartbreaking in their beauty, others are wretched squawking and compel only the magically enthralled.

Harpy

Medium Monstrosity, Chaotic Evil

AC 11 **Initiative** +1 (11)
HP 38 (7d8 + 7)
Speed 20 ft., Fly 40 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	12	+1	+1	**Dex**	13	+1	+1	**Con**	12	+1	+1
Int	7	−2	−2	**Wis**	10	+0	+0	**Cha**	13	+1	+1

Senses Passive Perception 10
Languages Common
CR 1 (XP 200; PB +2)

Actions

Claw. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) Slashing damage.

Luring Song. The harpy sings a magical melody, which lasts until the harpy's Concentration ends on it. *Wisdom Saving Throw:* DC 11, each Humanoid and Giant in a 300-foot Emanation originating from the harpy when the song starts. *Failure:* The target has the Charmed condition until the song ends and repeats the save at the end of each of its turns. While Charmed, the target has the Incapacitated condition and ignores the Luring Song of other harpies. If the target is more than 5 feet from the harpy, the target moves on its turn toward the harpy by the most direct route, trying to get within 5 feet of the harpy. It doesn't avoid Opportunity Attacks; however, 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 repeats the save. *Success:* The target is immune to this harpy's Luring Song for 24 hours.

MARK ZUG



Hell Hound

Medium Fiend, Lawful Evil

AC 15 **Initiative** +1 (11)
HP 58 (9d8 + 18)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	12	+1	+1	**Con**	14	+2	+2
Int	6	−2	−2	**Wis**	13	+1	+1	**Cha**	6	−2	−2

Skills Perception +5
Immunities Fire
Senses Darkvision 60 ft.; Passive Perception 15
Languages Understands Infernal but can't speak
CR 3 (XP 700; PB +2)

Traits

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 doesn't have the Incapacitated condition.

Actions

Multiattack. The hound makes two Bite attacks.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage plus 3 (1d6) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 12, each creature in a 15-foot Cone. *Failure:* 17 (5d6) Fire damage. *Success:* Half damage.

KEV WALKER

Hell Hound

Unrelenting Warden of the Lower Planes

Habitat: Mountain, Planar (Lower Planes), Underdark;
Treasure: None

Spawned from the pits of Acheron, Gehenna, and the Nine Hells, hell hounds enforce the merciless order of those realms and the whims of tyrannical masters. On their home planes of existence, these grim canines ensure that souls don't escape their bleak afterlives. On the Material Plane, hell hounds typically serve cruel masters—such as fire giants and cultists—who appreciate their viciousness, obedience, and fiery characteristics. Hell hounds serve other creatures so long as they're given opportunities to hunt and kill, but they're quick to turn on those who treat them as mere animals.

Hell hounds have greater cunning than normal canines. They're skilled trackers and work together well in packs, often employing tricks and ambushes. Hell hounds enjoy hearing prey scream in their scorching jaws and fiery breath. They often go out of their way to draw out the terror of their victims' final moments.



A HELMED HORROR PROVES IMMUNE TO A MAGE'S *LIGHTNING BOLT* SPELL.

HELMED HORROR

Armor with a Warrior's Purpose

Habitat: Any; **Treasure:** Armaments

Helmed horrors are suits of armor animated by magic. Rather than being unreasoning automatons, these armored shells possess the guile of soldiers and resilience against destructive magic. While their name suggests sinister intentions, these creatures serve their creators loyally. Helmed horrors are also sometimes called doom guards or spirit armors. Most show no evidence of a personality, but exceptions exist.

Helmed horrors might perform any number of assignments. Roll on or choose a result from the Helmed Horror Directives table to inspire what tasks helmed horrors perform.

HELMED HORROR DIRECTIVES

1d6	The Helmed Horror Follows Commands To ...
1	Carry its master's palanquin through the air.
2	Defend a remarkable treasure or piece of armor by incorporating the item into its being.
3	Imitate a dead or imprisoned hero by using their armor and weapons.
4	Perform as a laborer or servant.
5	Serve in a legion formed from the armors of a land's ancient defenders.
6	Stand sentry in a gallery of mundane armors.

HELMED HORROR

Medium Construct, Neutral

AC 20 **Initiative** +3 (13)
HP 67 (9d8 + 27)
Speed 30 ft., Fly 30 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	13	+1	+1	**CON**	16	+3	+3
INT	10	+0	+0	**WIS**	10	+0	+0	**CHA**	10	+0	+0

Skills Perception +4
Immunities Necrotic, Poison; Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Stunned
Gear Shield
Senses Blindsight 60 ft.; Passive Perception 14
Languages Understands Common plus one other language but can't speak
CR 4 (XP 1,100; PB +2)

TRAITS

Magic Resistance. The helmed horror has Advantage on saving throws against spells and other magical effects.

Spell Immunity. The helmed horror is immune to three spells chosen by its creator. Typical choices include *Heat Metal*, *Lightning Bolt*, and *Magic Missile*.

ACTIONS

Multiattack. The helmed horror makes two Arcane Sword attacks.

Arcane Sword. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Slashing damage plus 5 (1d10) Force damage.

NIKKI DAWES

Hezrou

Demon of Obscenity and Outrage

Habitat: Planar (Abyss); **Treasure:** Any

Hezrous compose the bulk of many demonic hordes. In croaking, reeking throngs, these ogre-size brutes seek to crush and consume foes. Their oozing hides are manifestations of embodied evils. Every few moments, patches of their slimy skins erupt with grotesque transformations such as rows of mismatched fangs, fungal growths, or half-formed features. These unsettling manifestations emerge, then roil away.

Hezrous serve more powerful demons, such as nalfeshees and mariliths. They take the abuse and intimidation of these deadlier demons and pass it on to droves of weaker dretches and manes. This predictable brutality makes hezrous useful links in the chaotic structure of a demonic horde.



Hezrou

Large Fiend (Demon), Chaotic Evil

AC 18 **Initiative** +6 (16)
HP 157 (15d10 + 75)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+7	**Dex**	17	+3	+3	**Con**	20	+5	+8
Int	5	−3	−3	**Wis**	12	+1	+4	**Cha**	13	+1	+1

Resistances Cold, Fire, Lightning
Immunities Poison; Poisoned
Senses Darkvision 120 ft.; Passive Perception 11
Languages Abyssal; telepathy 120 ft.
CR 8 (XP 3,900; PB +3)

Traits

Demonic Restoration. If the hezrou dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

Magic Resistance. The hezrou has Advantage on saving throws against spells and other magical effects.

Stench. *Constitution Saving Throw:* DC 16, any creature that starts its turn in a 10-foot Emanation originating from the hezrou. *Failure:* The target has the Poisoned condition until the start of its next turn.

Actions

Multiattack. The hezrou makes three Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 6 (1d4 + 4) Slashing damage plus 9 (2d8) Poison damage.

Bonus Actions

Leap. The hezrou jumps up to 30 feet by spending 10 feet of movement.

When on the Material Plane or otherwise left to their own devices, hezrous recklessly indulge in destructive, short-sighted rampages. Only magic and threats from more powerful masters can curb these demons' outrages and compel hezrous to pursue greater plots. Powerful spellcasters often use sinister coercions, spells like *Magic Circle* and *Planar Binding*, or other magic to force hezrous to serve them. Roll on or choose a result from the Demonic Undertakings table to inspire how a magic-user might employ a hezrou or similar demon.

Demonic Undertakings

1d6	The Demon Is Compelled To ...
1	Break open a vault and steal what's within.
2	Defile a place using blasphemous symbols and demonic gore.
3	Fetch or otherwise provide materials for a profane ritual.
4	Guard a site and slay anyone who comes near.
5	Hunt down a foe, destroying everything barring the demon's path.
6	Intimidate someone into following orders.

JUSTIN GERARD



Hill Giant

Giant of Crags and Valleys

Habitat: Hill; **Treasure:** Armaments

Hill giants live among rugged bluffs and highlands. Standing three times the size of most humans, these giants exhibit skin and hair in a range of shades, including hues suggestive of the earth and mosses near their dwellings.

Among hidden valleys, pristine waterfalls, and game-filled slopes, hill giants usually find their needs met by nature's bounty. What the wilderness doesn't provide, hill giants make, crafting clothes, tools, and weapons from rocks, wood, and hides. When they encounter strangers, hill giants might be suspicious and protective of their territories, but some might be convinced to share their bounties with travelers willing to entertain them.

Disaster, invasion, or want might drive hill giants from their homes into other people's lands. Some displaced hill giants might steal what they need or seek revenge for their losses by causing ruin among smaller beings. Others might take up lives of raiding or serve other giants in return for protection.

Hill Giant

Huge Giant, Chaotic Evil

AC 13 **Initiative** +2 (12)
HP 105 (10d12 + 40)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	21	+5	+5	**Dex**	8	−1	−1	**Con**	19	+4	+4
Int	5	−3	−3	**Wis**	9	−1	−1	**Cha**	6	−2	−2

Skills Perception +2
Senses Passive Perception 12
Languages Giant
CR 5 (XP 1,800; PB +3)

Actions

Multiattack. The giant makes two attacks, using Tree Club or Trash Lob in any combination.

Tree Club. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 18 (3d8 + 5) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition.

Trash Lob. *Ranged Attack Roll:* +8, range 60/240 ft. *Hit:* 16 (2d10 + 5) Bludgeoning damage, and the target has the Poisoned condition until the end of its next turn.

JOHAN GRENIER



AXEL DEFOIS

Hippogriff

Large Monstrosity, Unaligned

AC 11 **Initiative** +1 (11)
HP 26 (4d10 + 4)
Speed 40 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	13	+1	+1	**Con**	13	+1	+1
Int	2	−4	−4	**Wis**	12	+1	+1	**Cha**	8	−1	−1

Skills Perception +5
Senses Passive Perception 15
Languages None
CR 1 (XP 200; PB +2)

Traits

Flyby. The hippogriff doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Multiattack. The hippogriff makes two Rend attacks.

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage.

Hippogriff

World-Traveling Hunter and Steed

Habitat: Grassland, Hill, Mountain; **Treasure:** None

Part hunting bird, part horse, hippogriffs are majestic creatures that hunt opportunistically as they migrate, often targeting lone travelers and livestock. Hippogriffs might carry riders with them in their travels in return for food or other aid.

Hippogriff migrations might take months or years, and sages frequently predict their routes. Roll on or choose a result from the Hippogriff Destination table to inspire where a hippogriff might be en route to.

Hippogriff Destination

1d6	The Hippogriff Is Traveling to A ...
1	Lost ruin hidden by clouds or fog.
2	Low-hanging moon, star, or other solar body.
3	Magical garden on a floating island.
4	Mountaintop with a view of a giant geoglyph.
5	Nest full of hippogriff eggs atop a spire.
6	Portal to the Feywild or an Upper Plane.



A HOBGOBLIN WARLORD OVERSEES A HOBGOBLIN CAPTAIN AND HOBGOBLIN WARRIORS MARCHING TO WAR.

Hobgoblins

Conquerers of Every Horizon

Habitat: Desert, Forest, Grassland, Hill, Mountain, Planar (Acheron), Underdark; **Treasure:** Armaments, Individual

Hobgoblins embody the primal urge to grow and spread, expressing such drives by bending the world to their whims. Lone hobgoblins claim woodland territories and plunder the wilds. In groups, they form hierarchical, martial societies bent on conquering lands and stripping them of resources to serve their expansionist zeal.

Hobgoblins often subjugate animals, monsters, and destructive Fey—particularly goblins and bugbears—to serve their plans. Hobgoblins might ally with dragons, warlords, the servants of warlike gods, or other powerful creatures that promise them control of new territories. Should hobgoblins bring an entire land to heel, they seek new conquests, venturing across seas, into the Underdark, or to stars and planes of existence beyond.

Many hobgoblins serve the violent god Maglubiyet, whose hunger for conquest matches their own. Hobgoblin followers of Maglubiyet flourish in the Infinite Battlefield of Acheron, where they endlessly indulge their drive for domination. These war-obsessed hobgoblins employ elaborate tactics and strange weapons, which they sometimes unleash on worlds of the Material Plane.

Hobgoblin Warrior

Medium Fey (Goblinoid), Lawful Evil

AC 18 **Initiative** +3 (13)
HP 11 (2d8 + 2)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	12	+1	+1	**Con**	12	+1	+1
Int	10	+0	+0	**Wis**	10	+0	+0	**Cha**	9	−1	−1

Gear Half Plate Armor, Longbow, Longsword, Shield
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common, Goblin
CR 1/2 (XP 100; PB +2)

Traits

Pack Tactics. The hobgoblin has Advantage on an attack roll against a creature if at least one of the hobgoblin's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Longsword. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 12 (2d10 + 1) Slashing damage.

Longbow. *Ranged Attack Roll:* +3, range 150/600 ft. *Hit:* 5 (1d8 + 1) Piercing damage plus 7 (3d4) Poison damage.

TARAS SUSAK

Hobgoblin Warrior

Hobgoblin warriors might hunt and raid alone or with trained mastiffs, worgs, goblin gangs, or other allies. They employ simple tactics and exploit every advantage their allies provide. They willingly sacrifice companions in their pursuit of victory.

Hobgoblin Captain

Hobgoblin captains are battlefield tacticians. They lead their allies to victory by employing martial skill and rallying others with orders and threats. Hobgoblin captains usually oversee hobgoblin battle groups or gangs of weaker monsters.

Hobgoblin Warlord

Hobgoblin warlords lead armies of hobgoblins and their allies, using their experience and strategic minds to command amid the ebb and flow of battle.

Hobgoblin Warfare

The drive to subjugate and pillage is part of hobgoblins' supernatural nature, though a few might repress their warlike tendencies or turn them to more useful ends. Roll on or choose a result from the Hobgoblin Strategies table to inspire how a hobgoblin carries out its conquest.

Hobgoblin Strategies

1d6	The Hobgoblin Works To ...
1	Build a vessel to carry hobgoblin armies to new conquests.
2	Capture monsters and train them to fight.
3	Collapse a region into the Underdark so riches can be sifted from the ruins.
4	Construct a giant machine to strip resources.
5	Convince devils, dragons, or hobgoblins from Acheron to invade an enemy land.
6	Help shortsighted merchants undermine a government or despoil the environment.

Hobgoblin Captain

Medium Fey (Goblinoid), Lawful Evil

AC 17 **Initiative** +4 (14)
HP 58 (9d8 + 18)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	14	+2	+2	**Con**	14	+2	+2
Int	12	+1	+1	**Wis**	10	+0	+0	**Cha**	13	+1	+1

Gear Greatsword, Half Plate Armor, Longbow
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common, Goblin
CR 3 (XP 700; PB +2)

Traits

Aura of Authority. While in a 10-foot Emanation originating from the hobgoblin, the hobgoblin and its allies have Advantage on attack rolls and saving throws, provided the hobgoblin doesn't have the Incapacitated condition.

Actions

Multiattack. The hobgoblin makes two attacks, using Greatsword or Longbow in any combination.

Greatsword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Slashing damage plus 3 (1d6) Poison damage.

Longbow. *Ranged Attack Roll:* +4, range 150/600 ft. *Hit:* 6 (1d8 + 2) Piercing damage plus 5 (2d4) Poison damage.

Hobgoblin Warlord

Medium Fey (Goblinoid), Lawful Evil

AC 20 **Initiative** +5 (15)
HP 112 (15d8 + 45)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	14	+2	+5	**Con**	16	+3	+3
Int	14	+2	+5	**Wis**	11	+0	+3	**Cha**	15	+2	+5

Gear Javelins (9), Longsword, Plate Armor, Shield
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common, Goblin
CR 6 (XP 2,300; PB +3)

Traits

Aura of Authority. While in a 30-foot Emanation originating from the hobgoblin, the hobgoblin and its allies have Advantage on attack rolls and saving throws, provided the hobgoblin doesn't have the Incapacitated condition.

Actions

Multiattack. The hobgoblin makes three attacks, using Javelin or Longsword in any combination.

Javelin. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30/120 ft. *Hit:* 11 (2d6 + 4) Piercing damage, and the target's Speed decreases by 10 feet until the start of the hobgoblin's next turn.

Longsword. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 12 (2d8 + 3) Slashing damage.

Reactions

Parry. *Trigger:* The hobgoblin is hit by a melee attack roll while holding a weapon: *Response:* The hobgoblin adds 3 to its AC against that attack, possibly causing it to miss.



Homunculi are as varied as the magic-users who create them.

Homunculus

Winged Servant Given Magical Life

Habitat: Any; **Treasure:** None

A mage can create a cat-sized, obedient assistant called a homunculus through a ritual that uses the mage's blood. Each homunculus shares a telepathic bond with the mage who created it and loyally serves its creator. A homunculus is reduced to inert material if its creator dies.

A homunculus's appearance reflects its creator's tastes. Roll on or choose a result from the Homunculus Features table to inspire a homunculus's form.

Homunculus Features

1d8	The Homunculus Has Features That Are ...
1	Bat-like with tattered wings.
2	Made of soft metal and delicate gears.
3	Marked with its creator's symbol.
4	Similar to those of a winged humanoid.
5	Sprouting flowers and leaves.
6	Suggestive of its creator's appearance.
7	Underdeveloped and fleshy with beady eyes.
8	Woven and patchwork, like a well-loved toy.

Homunculus

Tiny Construct, Neutral

AC 13 **Initiative** +2 (12)
HP 4 (1d4 + 2)
Speed 20 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	4	−3	−3	**Dex**	15	+2	+2	**Con**	14	+2	+2
Int	10	+0	+0	**Wis**	10	+0	+2	**Cha**	7	−2	+0

Immunities Poison; Charmed, Poisoned
Senses Darkvision 60 ft.; Passive Perception 10
Languages Understands Common plus one other language but can't speak
CR 0 (XP 10; PB +2)

Traits

Telepathic Bond. While the homunculus is on the same plane of existence as its master, the two of them can communicate telepathically with each other.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage, and the target is subjected to the following effect. *Constitution Saving Throw:* DC 12. *Failure:* The target has the Poisoned condition until the end of the homunculus's next turn. *Failure by 5 or More:* The target has the Poisoned condition for 1 minute. While Poisoned, the target has the Unconscious condition, which ends early if the target takes any damage.

TARAS SUSAK



Hook Horror

Echo-Stalking Underdark Hunter

Habitat: Underdark; **Treasure:** None

Hook horrors are beaked predators whose forelimbs end in massive, hooklike claws. They flourish in the cavernous mazes of the Underdark, with its miles-deep trenches and stalactite forests suspended over empty darkness, where they barrel through caves and swing across cavern ceilings.

Hook horrors feed opportunistically on plants, fungi, and any creatures that come close enough to hook. To perceive their surroundings, hook horrors echolocate via a range of noises, from banging on rocks and their own bodies to vocalizations that sound like strange squawks, screams, or clicks. Only hook horrors know the meaning of these noises, but many people who explore the Underdark or live near deep-reaching caves have sought the sources of such sounds only to fall victim to hungry hook horrors.

RICHARD LUONG

Hook Horror

Large Monstrosity, Neutral

AC 15 **Initiative** +0 (10)
HP 75 (10d10 + 20)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	10	+0	+0	**Con**	15	+2	+4
Int	6	−2	−2	**Wis**	12	+1	+1	**Cha**	7	−2	−2

Skills Perception +5
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 15
Languages Hook Horror
CR 3 (XP 700; PB +2)

Actions

Multiattack. The hook horror makes two Hook attacks.

Hook. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 11 (2d6 + 4) Piercing damage. If the target is a Large or smaller creature, the hook horror moves the target 5 feet straight toward or away from itself.



Horned Devil

Devil of Hatred and Subjugation

Habitat: Planar (Nine Hells); **Treasure:** Relics

Horned devils, also known as cornugons or malebranche, are infernal warriors that exact the will of diabolical generals and lead other devils in battle. Their bodies and weapons are forged in the Nine Hells, and they torment their foes with diabolical flames and pernicious wounds.

Horned Devil

Large Fiend (Devil), Lawful Evil

AC 18 **Initiative** +7 (17)
HP 199 (19d10 + 95)
Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	22	+6	+10	**Dex**	17	+3	+7	**Con**	21	+5	+5
Int	12	+1	+1	**Wis**	16	+3	+7	**Cha**	18	+4	+8

Resistances Cold
Immunities Fire, Poison; Poisoned
Senses Darkvision 150 ft. (unimpeded by magical Darkness); Passive Perception 13
Languages Infernal; telepathy 120 ft.
CR 11 (XP 7,200; PB +4)

Traits

Diabolical Restoration. If the devil dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Magic Resistance. The devil has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes three attacks, using Searing Fork or Hurl Flame in any combination. It can replace one attack with a use of Infernal Tail.

Searing Fork. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 15 (2d8 + 6) Piercing damage plus 9 (2d8) Fire damage.

Hurl Flame. *Ranged Attack Roll:* +8, range 150 ft. *Hit:* 26 (5d8 + 4) Fire damage. If the target is a flammable object that isn't being worn or carried, it starts burning.

Infernal Tail. *Dexterity Saving Throw:* DC 17, one creature the devil can see within 10 feet. *Failure:* 10 (1d8 + 6) Necrotic damage, and the target receives an infernal wound if it doesn't have one. While wounded, the target loses 10 (3d6) Hit Points at the start of each of its turns. The wound closes after 1 minute, after a spell restores Hit Points to the target, or after the target or a creature within 5 feet of it takes an action to stanch the wound, doing so by succeeding on a DC 17 Wisdom (Medicine) check.

YONGJAE CHOI



Hydra

Huge Monstrosity, Unaligned

AC 15 **Initiative** +4 (14)
HP 184 (16d12 + 80)
Speed 40 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+5	**Dex**	12	+1	+1	**Con**	20	+5	+5
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	7	−2	−2

Skills Perception +6
Immunities Blinded, Charmed, Deafened, Frightened, Stunned, Unconscious
Senses Darkvision 60 ft.; Passive Perception 16
Languages None
CR 8 (XP 3,900; PB +3)

Traits

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. Whenever the hydra takes 25 damage or more on a single turn, one of its heads dies. The hydra dies if all its heads are dead. At the end of each of its turns when it has at least one living head, the hydra 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 20 Hit Points when it grows new heads.

Reactive Heads. For each head the hydra has beyond one, it gets an extra Reaction that can be used only for Opportunity Attacks.

Actions

Multiattack. The hydra makes as many Bite attacks as it has heads.

Bite. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 10 (1d10 + 5) Piercing damage.

JOHN TEDRICK

Hydra

Multiheaded Serpent of Legend

Habitat: Coastal, Swamp; **Treasure:** Any

Hydras are storied hero slayers with vicious, serpentine heads and infamous regenerative powers. Endlessly hungry, they devour any creatures they catch. Hydras that deplete an area of prey often go into a lengthy torpor until new prey arrives.

Most hydras have five heads, but some mature or battle-tested hydras have more. Such elder hydras might become local legends, known for their battles with heroes or for the riches lost in their domains.

While many hydras claim their own territories, wicked deities might use them to guard treasures or magical sites. Roll on or choose a result from the Hydra Lairs table to inspire why a hydra lurks where it does.

Hydra Lairs

1d4	The Hydra Lurks Where It Does To ...
1	Ensure none claim the weapon of a fallen hero.
2	Defend the home of a wise but sinister oracle.
3	Guard a magical herb that blooms once a year.
4	Protect a font of poison that pollutes a river.

Ice Devil

Devil of Antipathy and Intellectual Arrogance

Habitat: Planar (Nine Hells); **Treasure:** Arcana

Heartless strategists of the Nine Hells, ice devils—also known as gelugons—forsake emotion to indulge in their own malicious interpretations of logic. For them, the multiverse is a puzzle that must be solved to benefit them, their masters, and the Nine Hells.

Ice devils act maliciously, disguising their whims as reason and strategy. In the service of evil masters, these insectile devils patiently plot the movements of infernal armies and scheme ways to fulfill wicked goals. They might also serve as guardians, owing to their martial prowess and ability to reshape battlefields with walls of ice.

When indulging their own schemes, ice devils tempt mortals to forsake empathy and social connections to embrace selfish, destructive visions of intellectualism. After isolating victims, these devils drain them of their secrets or send them forth to spread fractious dogmas cloaked as reason.

Ice devils usually lurk in frozen realms, particularly the frigid layer of Cania in the Nine Hells.

> Part of the charm of ice devils is that they always think they're smarter than you. Mmm—there are few pleasures sweeter than proving a devil wrong.
>
> —Tasha



Ice Devil

Large Fiend (Devil), Lawful Evil

AC 18 **Initiative** +7 (17)
HP 228 (24d10 + 96)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	21	+5	+5	**Dex**	14	+2	+7	**Con**	18	+4	+9
Int	18	+4	+4	**Wis**	15	+2	+7	**Cha**	18	+4	+9

Skills Insight +7, Perception +7, Persuasion +9
Immunities Cold, Fire, Poison; Poisoned
Senses Blindsight 60 ft. (unimpeded by magical Darkness), Darkvision 120 ft.; Passive Perception 17
Languages Infernal; telepathy 120 ft.
CR 14 (XP 11,500; PB +5)

Traits

Diabolical Restoration. If the devil dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Magic Resistance. The devil has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes three Ice Spear attacks. It can replace one attack with a Tail attack.

Ice Spear. *Melee or Ranged Attack Roll:* +10, reach 5 ft. or range 30/120 ft. *Hit:* 14 (2d8 + 5) Piercing damage plus 10 (3d6) Cold damage. Until the end of its next turn, the target can't take a Bonus Action or Reaction, its Speed decreases by 10 feet, and it can move or take one action on its turn, not both. *Hit or Miss:* The spear magically returns to the devil's hand immediately after a ranged attack.

Tail. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 15 (3d6 + 5) Bludgeoning damage plus 18 (4d8) Cold damage.

Ice Wall (Recharge 6). The devil casts *Wall of Ice* (level 8 version), requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 17).

NILS HAMM



Imp

Tiny Fiend (Devil), Lawful Evil

AC 13 **Initiative** +3 (13)
HP 21 (6d4 + 6)
Speed 20 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	−2	−2	**Dex**	17	+3	+3	**Con**	13	+1	+1
Int	11	+0	+0	**Wis**	12	+1	+1	**Cha**	14	+2	+2

Skills Deception +4, Insight +3, Stealth +5
Resistances Cold
Immunities Fire, Poison; Poisoned
Senses Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 11
Languages Common, Infernal
CR 1 (XP 200; PB +2)

Traits

Magic Resistance. The imp has Advantage on saving throws against spells and other magical effects.

Actions

Sting. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage plus 7 (2d6) Poison damage.

Invisibility. The imp casts *Invisibility* on itself, requiring no spell components and using Charisma as the spellcasting ability.

Shape-Shift. The imp shape-shifts to resemble a rat (Speed 20 ft.), a raven (20 ft., Fly 60 ft.), or a spider (20 ft., Climb 20 ft.), or it returns to its true form. Its game statistics are the same in each form, except for its Speed. Any equipment it is wearing or carrying isn't transformed.

PATRIK HELL

Imp

Devil of Pettiness and Suspicion

Habitat: Any; **Treasure:** None

Known for their cowardice and toadying, imps serve devils and wicked magic-users. Their abilities to shape-shift and pass unseen make them skillful spies and adept at fleeing danger. Imps sent to surveil other creatures relate what they discover to their masters, but they frequently omit important details or cast events in the worst possible light to mislead their masters into following the imps' devilish council.

Imps without masters delight in manipulating other creatures and inflating their own egos. They might take over bands of weaker monsters, or they might pose as helpful spirits and trick influential individuals into pursuing nefarious ends.

> I CAN TELL YOU WHAT I KNOW, BUT WOULDN'T YOU RATHER I TELL YOU WHAT'LL LET YOU DO WHAT YOU KNOW YOU'RE GOING TO DO ANYWAY?
>
> —SKEEVER, IMP SERVANT OF FIRAN ZAL'HONAN



Incubus

Life-Leeching Dream Stalker

Habitat: Planar (Lower Planes), Urban; **Treasure:** Any

Incubi exploit the vulnerability of mortal dreams. Slipping into the homes of sleepers, incubi feed off dreams and replace them with terrifying nightmares. Incubi visit victims nightly until their prey expires. The incubi then hunt for new victims, preferring the loved ones of past targets.

Incubi can transform into succubi and vice versa, taking the forms they need to manipulate foes in dreams or in the flesh.

Those visited by an incubus have recurring nightmares. Roll on or choose a result from the Incubus Nightmares table to inspire these night terrors.

Incubus Nightmares

1d8	The Incubus's Victim Has Dreams Of ...
1	An angry family member or authority figure.
2	Being chased through the wilderness.
3	Being devoured by animals or monsters.
4	Falling, drowning, or suffocating.
5	A ruinous public embarrassment.
6	A shadowy intruder or monstrous silhouette.
7	A traumatic past event.
8	A visitor with an eerie or enigmatic message.

Incubus

Medium Fiend, Neutral Evil

AC 15 **Initiative** +3 (13)
HP 66 (12d8 + 12)
Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	8	–1	–1	**Dex**	17	+3	+3	**Con**	13	+1	+1
Int	15	+2	+2	**Wis**	12	+1	+1	**Cha**	20	+5	+5

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7
Resistances Cold, Fire, Poison, Psychic
Senses Darkvision 60 ft.; Passive Perception 15
Languages Abyssal, Common, Infernal; telepathy 60 ft.
CR 4 (XP 1,100; PB +2)

Traits

Succubus Form. When the incubus finishes a Long Rest, it can shape-shift into a **Succubus**, using that stat block instead of this one. Any equipment it is wearing or carrying isn't transformed.

Actions

Multiattack. The incubus makes two Restless Touch attacks.

Restless Touch. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 15 (3d6 + 5) Psychic damage, and the target is cursed for 24 hours or until the incubus dies. Until the curse ends, the target gains no benefit from finishing Short Rests.

Spellcasting. The incubus casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Disguise Self*, *Etherealness*
1/Day Each: *Dream*, *Hypnotic Pattern*

Bonus Actions

Nightmare (Recharge 6). *Wisdom Saving Throw:* DC 15, one creature the incubus can see within 60 feet. *Failure:* If the target has 20 Hit Points or fewer, it has the Unconscious condition for 1 hour, until it takes damage, or until a creature within 5 feet of it takes an action to wake it. Otherwise, the target takes 18 (4d8) Psychic damage.

JODIE MUIR

Intellect Devourer

Brain-Eating Body Thief

Habitat: Underdark; **Treasure:** None

Intellect devourers serve their mind flayer creators by consuming other creatures' brains and pupetizing the mindless bodies. These quadrupedal brains seek to ambush sapient beings, then drain their thoughts until they're mindless. Then, if their victims are Humanoids, they enter the creatures' skulls. With access to the victims' knowledge and control of their bodies, intellect devourers use their perfect disguises to pass as the people they've replaced and further mind flayer plots.

> I know Durgan, and that wasn't Durgan. It was like something was wearing Durgan ... like some sort of suit ... a Durgan suit.
>
> —Johana Grethe,
> *Account of the Stormport Shock*



Intellect Devourer

Tiny Aberration, Lawful Evil

AC 12 **Initiative** +2 (12)
HP 28 (8d4 + 8)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	−2	−2	**Dex**	14	+2	+2	**Con**	13	+1	+1
Int	14	+2	+2	**Wis**	11	+0	+0	**Cha**	10	+0	+0

Skills Perception +2, Stealth +4
Resistances Psychic
Senses Blindsight 60 ft.; Passive Perception 12
Languages Understands Deep Speech but can't speak; telepathy 60 ft.
CR 2 (XP 450; PB +2)

Traits

Detect Intelligence. The intellect devourer magically senses the location of any creature within 300 feet of itself that has an Intelligence score of 3 or higher, regardless of interposing barriers.

Actions

Multiattack. The intellect devourer makes one Claw attack and uses Devour Intellect.

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Slashing damage.

Devour Intellect. *Intelligence Saving Throw:* DC 12, one creature the intellect devourer can see within 5 feet. *Failure:* 11 (2d10) Psychic damage, and the target has the Stunned condition until the end of the intellect devourer's next turn.

Steal Body. *Intelligence Saving Throw:* DC 12, one Small or Medium creature within 5 feet that has the Incapacitated condition, is a Humanoid or Beast, and has 10 Hit Points or fewer. *Failure:* The intellect devourer possesses the target, consumes its brain, and teleports inside its skull. While there, the intellect devourer has Total Cover against attacks and other effects originating outside its host. The intellect devourer retains its Intelligence, Wisdom, and Charisma scores; its understanding of Deep Speech; its telepathy; and its Detect Intelligence trait. It otherwise adopts the target's game statistics. It knows everything the target knew, including spells and languages.

If the host body dies, the intellect devourer must leave it. The intellect devourer is also forced out if the target regains its devoured brain by means of a *Wish* spell. By spending 5 feet of its movement, the intellect devourer can voluntarily leave the body, teleporting to the nearest unoccupied space within 5 feet of it. The body then dies unless its brain is restored before the end of the intellect devourer's next turn.

MARK ZUG



Invisible Stalker

Unseen Magical Assassin

Habitat: Urban; **Treasure:** None

Magic and malice give form to invisible stalkers, bodiless spirits of the air. These elusive beings pass unseen with nothing more than a stirring of air. They control powerful winds capable of moving objects and battering foes. Magic-users conjure these creatures to serve as killers and thieves. Invisible stalkers relentlessly pursue their quarry, and they rarely leave evidence of their crimes.

In rare cases, an invisible stalker lingers in the world without a spellcaster controlling it. Roll on or choose a result from the Uncontrolled Invisible Stalkers table to inspire why one of these monsters lurks in an area without a direct command.

Uncontrolled Invisible Stalkers

1d6	The Invisible Stalker Is ...
1	The breath of an infamous god or monster.
2	A guardian of a hidden portal or magical site.
3	The lingering violent thoughts of someone killed in a great battle.
4	A manifestation of uncontrolled magic.
5	A servant of an evil elemental ruler such as Yan-C-Bin (the Elemental Prince of Evil Air).
6	Unable to complete its duty and tries to create circumstances allowing it to fulfill its task.

> As detectives, we seek truth by eliminating the impossible, ever mindful that the impossible might also be seeking to eliminate us.
>
> —*The Casebook of Alanik Ray*

Invisible Stalker

Large Elemental, Neutral

AC 14 **Initiative** +7 (22)
HP 97 (13d10 + 26)
Speed 50 ft., Fly 50 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	19	+4	+4	**Con**	14	+2	+2
Int	10	+0	+0	**Wis**	15	+2	+2	**Cha**	11	+0	+0

Skills Perception +8, Stealth +10
Resistances Bludgeoning, Piercing, Slashing
Immunities Poison; Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 60 ft.; Passive Perception 18
Languages Common, Primordial (Auran)
CR 6 (XP 2,300; PB +3)

Traits

Air Form. The stalker can enter an enemy's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

Invisibility. The stalker has the Invisible condition.

Actions

Multiattack. The stalker makes three Wind Swipe attacks. It can replace one attack with a use of Vortex.

Wind Swipe. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Force damage.

Vortex. *Constitution Saving Throw:* DC 14, one Large or smaller creature in the stalker's space. *Failure:* 7 (1d8 + 3) Thunder damage, and the target has the Grappled condition (escape DC 13). Until the grapple ends, the target can't cast spells with a Verbal component and takes 7 (2d6) Thunder damage at the start of each of the stalker's turns.

KENT DAVIS

Iron Golem

Guardian of That Which Must Endure

Habitat: Any; **Treasure:** Any

Their magical cores protected by mighty armor, iron golems defend important sites and objects. These golems are forged in bipedal forms, the details of which are decided by their creators. Many resemble armored guardians or legendary heroes. Iron golems confront their foes with a combination of overwhelming physical force and eruptions from their magical core. These magical blasts take the form of fiery bolts and poisonous emissions.

Iron golems preserve and protect their charges for generations. Roll on or choose a result from the Iron Golem Orders table to inspire what commands an iron golem follows.

Iron Golem Orders

1d4	The Iron Golem Follows Orders To ...
1	Block a door that has never been opened, moving only when a prophecy is fulfilled.
2	Exhale poison gas whenever it can, pausing only when someone speaks a passphrase.
3	Pose as a statue until a community's hour of greatest need.
4	Stand atop the resting place of a powerful magic item.



Iron Golem

Large Construct, Unaligned

AC 20 **Initiative** +9 (19)
HP 252 (24d10 + 120)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	24	+7	+7	**Dex**	9	−1	−1	**Con**	20	+5	+5
Int	3	−4	−4	**Wis**	11	+0	+0	**Cha**	1	−5	−5

Immunities Fire, Poison, Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 120 ft.; Passive Perception 10
Languages Understands Common plus two other languages but can't speak
CR 16 (XP 15,000; PB +5)

Traits

Fire Absorption. Whenever the golem is subjected to Fire damage, it regains a number of Hit Points equal to the Fire damage dealt.

Immutable Form. The golem can't shape-shift.

Magic Resistance. The golem has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The golem makes two attacks, using Bladed Arm or Fiery Bolt in any combination.

Bladed Arm. *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 20 (3d8 + 7) Slashing damage plus 10 (3d6) Fire damage.

Fiery Bolt. *Ranged Attack Roll:* +10, range 120 ft. *Hit:* 36 (8d8) Fire damage.

Poison Breath (Recharge 6). *Constitution Saving Throw:* DC 18, each creature in a 60-foot Cone. *Failure:* 55 (10d10) Poison damage. *Success:* Half damage.

ARASH RADKIA



Jackalwere

Shape-Shifting Trickster of the Wilds

Habitat: Desert, Grassland; **Treasure:** Implements

Indistinguishable from jackals in their natural form, jackalweres shape-shift to deceive others. These shape-shifters can take three forms: a jackal, a human, or a monstrous hybrid of the two. Jackalweres are easily mistaken for werewolves, but jackalweres aren't supernaturally afflicted—their jackal forms are their natural state. Jackalweres also possess magical gazes capable of putting foes to sleep, allowing jackalweres to play their tricks unimpeded or get the upper hand over threats.

Jackalweres dwell in inhospitable wildernesses and pride themselves on their cleverness. They take offense at those who travel through their lands without leaving a gift of treasure or fresh game. Roll on or choose a result from the Jackalwere Tricks table to inspire how a jackalwere repays such slights.

Jackalwere Tricks

1d4	The Jackalwere Tricks Travelers By ...
1	Guiding them into wildernesses, then abandoning them.
2	Mapping a shortcut through a monster's lair.
3	Putting them to sleep, then stealing mounts or supplies.
4	Sharing the location of hidden treasure, which turns out to be sunlight on sand or water.

Jackalwere

Small Fiend, Chaotic Evil

AC 12 **Initiative** +2 (12)
HP 18 (4d6 + 4)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	15	+2	+2	**Con**	12	+1	+1
Int	13	+1	+1	**Wis**	11	+0	+0	**Cha**	10	+0	+0

Skills Deception +4, Perception +4, Stealth +4
Senses Darkvision 90 ft.; Passive Perception 14
Languages Common
CR 1/2 (XP 100; PB +2)

Traits

Pack Tactics. The jackalwere has Advantage on an attack roll against a creature if at least one of the jackalwere's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Multiattack. The jackalwere makes two Rend or Slam attacks.

Rend (Jackal or Hybrid Form Only). *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Slam (Human or Hybrid Form Only). *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

Sleep Gaze (Recharge 5–6). *Wisdom Saving Throw:* DC 10, one creature the jackalwere can see within 30 feet (Constructs and Undead succeed automatically). *Failure:* The target has the Unconscious condition for 10 minutes or until it takes damage or a creature within 5 feet of it takes an action to wake it. *Success:* The target is immune to this jackalwere's Sleep Gaze for 24 hours.

Bonus Actions

Shape-Shift. The jackalwere shape-shifts into a Medium human or a Medium jackal-humanoid hybrid, or it returns to its true form (that of a Small jackal). Other than its size, its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

IISE GORT

Kenku

Flightless, Noise-Mimicking Avian

Habitat: Forest, Planar (Shadowfell), Urban;
Treasure: Implements, Individual

Kenku are birdlike folk who once soared the skies and sang enchanted songs, but a curse stole their wings and transformed their voices. Now kenku slip through the shadows of cities and the Shadowfell, trying to recover what they've lost. To some, this means seeking an end to their curse; others search for magic or contraptions to enable them to fly and sing again.

The curse affecting kenku allows them to vocally communicate only by mimicking sounds they've heard. Kenku can supernaturally re-create vast varieties of noises, from crying babies to running water and short phrases in others' voices. Cunning kenku use their mimicry to deceive foes, lure creatures into ambushes, and signal to allies.

Kenku

Medium Monstrosity, Neutral

AC 13 **Initiative** +3 (13)
HP 13 (3d8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	16	+3	+3	**Con**	10	+0	+0
Int	11	+0	+0	**Wis**	10	+0	+0	**Cha**	10	+0	+0

Skills Deception +4, Perception +2, Stealth +5
Senses Darkvision 60 ft.; Passive Perception 12
Languages Common, Primordial (Auran)
CR 1/4 (XP 50; PB +2)

Traits

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

Actions

Shadow Blade. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 60 ft. *Hit:* 6 (1d6 + 3) Necrotic damage. *Hit or Miss:* The blade magically returns to the kenku's hand immediately after a ranged attack.

Bonus Actions

Eldritch Lantern (Recharge 4–6). The kenku casts *Faerie Fire*, using Intelligence as the spellcasting ability (spell save DC 10).



AARON MILLER



Knights

Battle Masters and Heroic Wanderers

Habitat: Any; **Treasure:** Armaments, Individual

Knights are skilled warriors trained for war and tested in battle. Many serve the rulers of a realm, a religion, or an order devoted to a cause.

Knight

Knights frequently lead troops in combat or work in units that dominate the battlefield. They're often attended by squires, who might be less skilled soldiers or commoners.

Questing Knight

Questing knights travel in pursuit of a cause, such as slaying a villain, defeating a monster, recovering an Artifact, or restoring their lost honor.

Knight

Medium or Small Humanoid, Neutral

AC 18 **Initiative** +0 (10)
HP 52 (8d8 + 16)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	11	+0	+0	**Con**	14	+2	+4
Int	11	+0	+0	**Wis**	11	+0	+2	**Cha**	15	+2	+2

Immunities Frightened
Gear Greatsword, Heavy Crossbow, Plate Armor
Senses Passive Perception 10
Languages Common plus one other language
CR 3 (XP 700; PB +2)

Actions

Multiattack. The knight makes two attacks, using Greatsword or Heavy Crossbow in any combination.

Greatsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage plus 4 (1d8) Radiant damage.

Heavy Crossbow. *Ranged Attack Roll:* +2, range 100/400 ft. *Hit:* 11 (2d10) Piercing damage plus 4 (1d8) Radiant damage.

Reactions

Parry. *Trigger:* The knight is hit by a melee attack roll while holding a weapon. *Response:* The knight adds 2 to its AC against that attack, possibly causing it to miss.

Questing Knight

Medium or Small Humanoid, Neutral

AC 18 **Initiative** +7 (17)
HP 202 (27d8 + 81)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+9	**Dex**	16	+3	+3	**Con**	16	+3	+7
Int	11	+0	+0	**Wis**	12	+1	+5	**Cha**	18	+4	+8

Skills Athletics +9, Perception +5, Persuasion +8
Immunities Charmed, Frightened
Gear Greatsword, Longbow, Plate Armor
Senses Passive Perception 15
Languages Common plus one other language
CR 12 (XP 8,400; PB +4)

Traits

Aura of Bravery. Creatures of the knight's choice in a 30-foot Emanation originating from it have Immunity to the Charmed and Frightened conditions while there.

Actions

Multiattack. The knight makes three attacks, using Greatsword or Longbow in any combination.

Greatsword. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 12 (2d6 + 5) Slashing damage plus 22 (5d8) Radiant damage.

Longbow. *Ranged Attack Roll:* +7, range 150/600 ft. *Hit:* 12 (2d8 + 3) Piercing damage plus 22 (5d8) Radiant damage.

Spellcasting. The knight casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 16):

1/Day Each: *Daylight, Dispel Evil and Good, Greater Restoration, Phantom Steed*

BRIAN VALENZUELA

Kobolds

Tricksters and Servants to Chromatic Dragons

Habitat: Arctic, Coastal, Desert, Forest, Hill, Mountain, Swamp, Underdark, Urban; **Treasure:** Armaments

Cowardly cousins to chromatic dragons, kobolds serve draconic overlords as warriors and servants. These scrappy menaces mimic the behaviors of their dragon masters. Though their small stature and recklessness make kobolds poor imitators of dragons, what they lack in ferocity they make up for in zeal and ingenuity. They are especially adept at creating traps and setting ambushes.

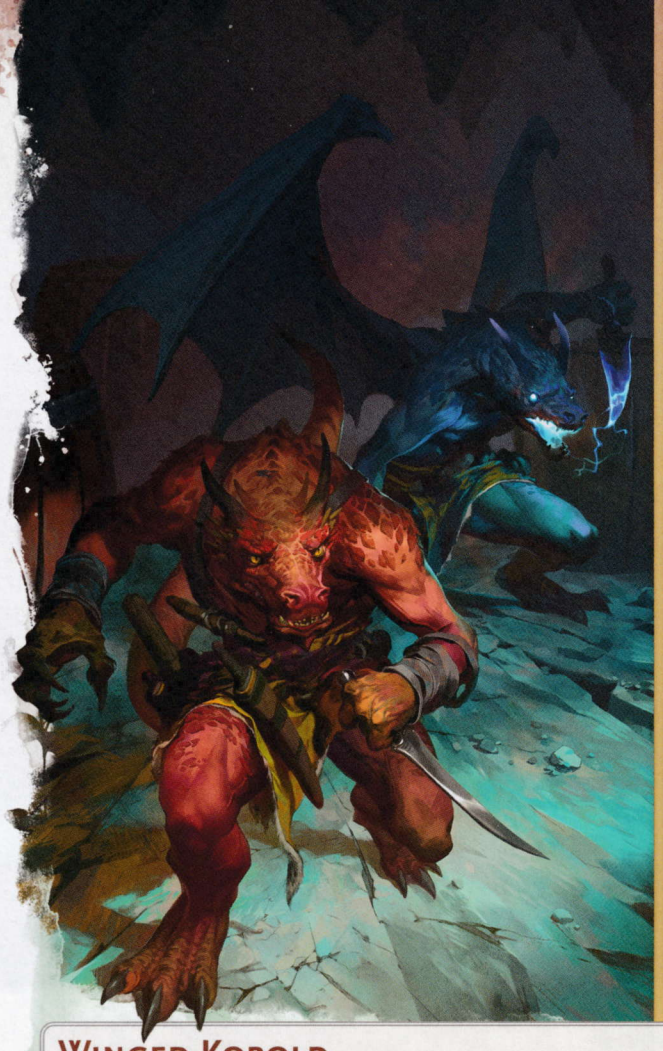
Kobolds' scales resemble those of chromatic dragons that live near their warrens. Rarely, kobolds possess features evocative of metallic dragons or other dragon-like creatures.

Kobold Warrior

Kobold warriors use hit-and-run tactics to raid their enemies and defend their homes. To avoid danger, they frequently employ haphazard traps.

Winged Kobold

Some kobolds are born with wings. Called urds by others of their kind, these kobolds are thought to be blessed by a dragon or Tiamat, the Dragon Queen. Despite their favored status, winged kobolds are as cowardly as their brethren and use their flight mostly to keep out of reach of their foes.



VIKTOR TITOV

Kobold Warrior

Small Dragon, Neutral

AC 14 **Initiative** +2 (12)
HP 7 (3d6 – 3)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	7	–2	–2	**Dex**	15	+2	+2	**Con**	9	–1	–1
Int	8	–1	–1	**Wis**	7	–2	–2	**Cha**	8	–1	–1

Gear Daggers (3)
Senses Darkvision 60 ft.; Passive Perception 8
Languages Common, Draconic
CR 1/8 (XP 25; PB +2)

Traits

Pack Tactics. The kobold has Advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Sunlight Sensitivity. While in sunlight, the kobold has Disadvantage on ability checks and attack rolls.

Actions

Dagger. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Winged Kobold

Small Dragon, Neutral

AC 15 **Initiative** +3 (13)
HP 10 (4d6 – 4)
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	7	–2	–2	**Dex**	16	+3	+3	**Con**	9	–1	–1
Int	8	–1	–1	**Wis**	7	–2	–2	**Cha**	8	–1	–1

Senses Darkvision 60 ft.; Passive Perception 8
Languages Common, Draconic
CR 1/4 (XP 50; PB +2)

Traits

Pack Tactics. The kobold has Advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Sunlight Sensitivity. While in sunlight, the kobold has Disadvantage on ability checks and attack rolls.

Actions

Dragon-Tooth Blade. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Chromatic Spittle. *Ranged Attack Roll:* +5, range 30 ft. *Hit:* 6 (1d6 + 3) damage of a type chosen by the kobold: Acid, Cold, Fire, Lightning, or Poison.



Kraken

Leviathan of Legend

Habitat: Underwater; **Treasure:** Any

Ancient weapons of the gods, krakens slumber in the deepest oceanic abysses, awaiting their time to rise and dominate the world. These massive, many-tentacled horrors combine overwhelming physical might with formidable cunning. Their powerful limbs shatter ships and topple spires, and they use their control over storms to rain down lightning on their foes.

Krakens usually have little interest in mortal affairs. These terrors were created by the gods to wage war in ages long forgotten. Since that era, most krakens have vanished beneath the waves to slumber until the gods call on them again. Some krakens serve divine masters still, protecting deep sea treasures or entire oceans. Others have forsaken their divine creators and pursue their own agendas, manipulating forces beneath the sea and beyond.

Krakens rarely appear on the surface, but when they do, they herald times of change and doom. When roused to action, these titans directly attack coastal cities or whole armadas. Kraken onslaughts persist until their wrath is sated, their divine patrons are appeased, or their egos are placated by valuable offerings. Roll on or choose a result from the Kraken Attacks table to inspire what ruin a kraken might unleash.

Kraken Attacks

1d8	The Enraged Kraken ...
1	Abducts the vessel of a leader or another important community member.
2	Attacks a community from below using flooded ruins, hidden aquifers, or sewers.
3	Breaks a lighthouse or seaside tower, carrying it and the occupants to a secret island.
4	Calls down lightning on any ship that enters its aquatic territory.
5	Carries ships to an inescapable sargassum.
6	Dams a river or cuts off a city's sea access.
7	Devours all sea life near a fishing community, threatening it with ruin.
8	Masterminds an invasion from the sea by merfolk, sahuagin, or storm giants.

RICHARD LUONG

Kraken Lairs

Kraken lairs tend to be sunken temples, eldritch ritual sites, or primeval places of divine power. They might lie deep beneath bodies of fresh or salt water, and they often connect to labyrinths of flooded subterranean tunnels or networks of magical portals.

The region containing a kraken's lair is twisted by its presence, creating the following effects:

Ocean Tyrant. The kraken exerts its dominance over animals in its domain. All Beasts within 1 mile of the lair have the Charmed condition while in that area.

Sea and Storms. While in its lair, the kraken can cast *Control Weather*, requiring no spell components and using Intelligence as the spellcasting ability.

If the kraken dies or moves its lair elsewhere, these effects end immediately.

> A kraken dreams of casting its tentacles into the heavens and strangling that which birthed it, and when its dream exceeds its reach, it settles for the occasional passing ship.
>
> —Malfeore Serrang, *Night of the Kraken Cult*

Kraken

Gargantuan Monstrosity (Titan), Chaotic Evil

AC 18 **Initiative** +14 (24)
HP 481 (26d20 + 208)
Speed 30 ft., Swim 120 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	30	+10	+17	**Dex**	11	+0	+7	**Con**	26	+8	+15
Int	22	+6	+6	**Wis**	18	+4	+11	**Cha**	20	+5	+5

Skills History +13, Perception +11
Immunities Cold, Lightning; Frightened, Grappled, Paralyzed, Restrained
Senses Truesight 120 ft.; Passive Perception 21
Languages Understands Abyssal, Celestial, Infernal, and Primordial but can't speak; telepathy 120 ft.
CR 23 (XP 50,000, or 62,000 in lair; PB +7)

Traits

Amphibious. The kraken can breathe air and water.

Legendary Resistance (4/Day, or 5/Day in Lair). If the kraken fails a saving throw, it can choose to succeed instead.

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

Actions

Multiattack. The kraken makes two Tentacle attacks and uses Fling, Lightning Strike, or Swallow.

Tentacle. *Melee Attack Roll:* +17, reach 30 ft. *Hit:* 24 (4d6 + 10) Bludgeoning damage. The target has the Grappled condition (escape DC 20) from one of ten tentacles, and it has the Restrained condition until the grapple ends.

Fling. The kraken throws a Large creature Grappled by it to a space it can see within 60 feet of itself that isn't in the air. *Dexterity Saving Throw:* DC 25, the creature thrown and each creature in the destination space. *Failure:* 18 (4d8) Bludgeoning damage, and the target has the Prone condition. *Success:* Half damage only.

Lightning Strike. *Dexterity Saving Throw:* DC 23, one creature the kraken can see within 120 feet. *Failure:* 33 (6d10) Lightning damage. *Success:* Half damage.

Swallow. *Dexterity Saving Throw:* DC 25, one creature Grappled by the kraken (it can have up to four creatures swallowed at a time). *Failure:* 23 (3d8 + 10) Piercing damage. If the target is Large or smaller, it is swallowed and no longer Grappled. A swallowed creature has the Restrained condition, has Total Cover against attacks and other effects outside the kraken, and takes 24 (7d6) Acid damage at the start of each of its turns.

If the kraken takes 50 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 10 feet of the kraken with the Prone condition. If the kraken dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse using 15 feet of movement, exiting Prone.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the kraken can expend a use to take one of the following actions. The kraken regains all expended uses at the start of each of its turns.

Storm Bolt. The kraken uses Lightning Strike.

Toxic Ink. *Constitution Saving Throw:* DC 23, each creature in a 15-foot Emanation originating from the kraken while it is underwater. *Failure:* The target has the Blinded and Poisoned conditions until the end of the kraken's next turn. The kraken then moves up to its Speed. *Failure or Success:* The kraken can't take this action again until the start of its next turn.



An adventurer stumbles on a kuo-toa archpriest and servants of its strange gods.

Kuo-toa

Fishlike Fanatics of the Deep

Habitat: Coastal, Underdark; **Treasure:** Relics

Kuo-toa have slimy, humanoid bodies and the heads of goggle-eyed deep-sea fish. They claim they once dominated whole worlds, their empires spanning land and sea under the blessings of piscine gods. The kuo-toa can't say what disaster brought their glorious civilization to an end, but elves, humans, mind flayers, and the kuo-toan gods bear the brunt of their blame. From the lands and seas of the surface, the kuo-toa retreated into cavernous trenches and Underdark seas. In these hidden realms, kuo-toa brood over all they've lost and forgotten, nursing plots to avenge themselves for slights that might never have occurred.

Kuo-toa hate the civilizations of the surface and the Underdark, believing themselves to be victims of age-old slights and ongoing conspiracies. Kuo-toa undertake contrived plots to propel themselves to dominance, often kidnapping people to learn their secrets or making dubious sacrifices to bizarre gods. To facilitate such plots, kuo-toa try to capture creatures alive using nets or strange weapons. Drow, dwarves, and gnomes dwelling in the Underdark, as well as surface communities near submerged subterranean passages, are frequent targets for kuo-toa raids and other plots.

Kuo-toa frequently serve depraved masterminds such as aboleths and krakens. Such kuo-toa believe these powerful creatures are avatars of kuo-toan deities or gods in their own right. Kuo-toa might temporarily ally with other evil creatures, but these alliances shift as kuo-toa leaders interpret omens from their unpredictable deities.

Kuo-toa

Kuo-toa loot ruins and raid communities near their dwellings in the Underdark. Their shields are coated in sticky slime, which they use to disarm their foes, and they employ slimy nets to entrap victims. They usually strive to take their enemies alive and drag captives to their hidden lairs.

Most kuo-toa follow the orders of their more powerful leaders out of a combination of faith and fear. In rare cases, a kuo-toa might abandon its community to live as a hermit or wanderer. Such kuo-toa might know much about the Underdark, but they live in fear of the strange gods they forsook.

ERIC BELISLE

When the Corpse Moon rises and the Chum-Tide washes in, up rise the Gogglers from their pits beneath the waves. Burbling and noisome they come, fishing night's shores as we do dawn's waves.

—Tak Merakin,
harbor master of the Styes

Kuo-toa

Medium Aberration, Neutral Evil

AC 13 **Initiative** +0 (10)
HP 18 (4d8)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	10	+0	+0	**Con**	11	+0	+0
Int	11	+0	+0	**Wis**	10	+0	+0	**Cha**	8	−1	−1

Skills Perception +4
Gear Spear
Senses Darkvision 120 ft., Truesight 30 ft.; Passive Perception 14
Languages Undercommon
CR 1/4 (XP 50; PB +2)

Traits

Amphibious. The kuo-toa can breathe air and water.

Sunlight Sensitivity. While in sunlight, the kuo-toa has Disadvantage on ability checks and attack rolls.

Actions

Spear. *Melee or Ranged Attack Roll:* +3, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d8 + 1) Piercing damage.

Sticky Net (1/Day). *Dexterity Saving Throw:* DC 10, one Large or smaller creature the kuo-toa can see within 15 feet. *Failure:* The target has the Restrained condition until the net is destroyed (AC 10; HP 5; Immunity to Bludgeoning, Poison, and Psychic damage). A creature can take an action to make a DC 10 Strength (Athletics) check to free itself or another creature in a net within 5 feet, destroying the net on a success.

Reactions

Sticky Shield. *Trigger:* A creature misses the kuo-toa with a melee attack roll using a weapon. *Response—Strength Saving Throw:* DC 11, the triggering creature. *Failure:* The attack's weapon sticks to the kuo-toa's shield. If the target doesn't let go of the weapon, the target has the Grappled condition while the weapon is stuck (escape DC 11). While stuck, the weapon can't be used. The target can take an action to make a DC 11 Strength (Athletics) check, freeing the weapon on a success.


Kuo-toa

Kuo-toa Whip

The servants of kuo-toa archpriests, kuo-toa whips—so named for their role in enforcing order among other kuo-toa—lead war bands in carrying out the commands of their superiors. In return for their zeal, these kuo-toa are granted minor magical abilities and pincerlike weapons for subduing foes. In battle, whips drive on other kuo-toa with threats of violence and burbling chants.

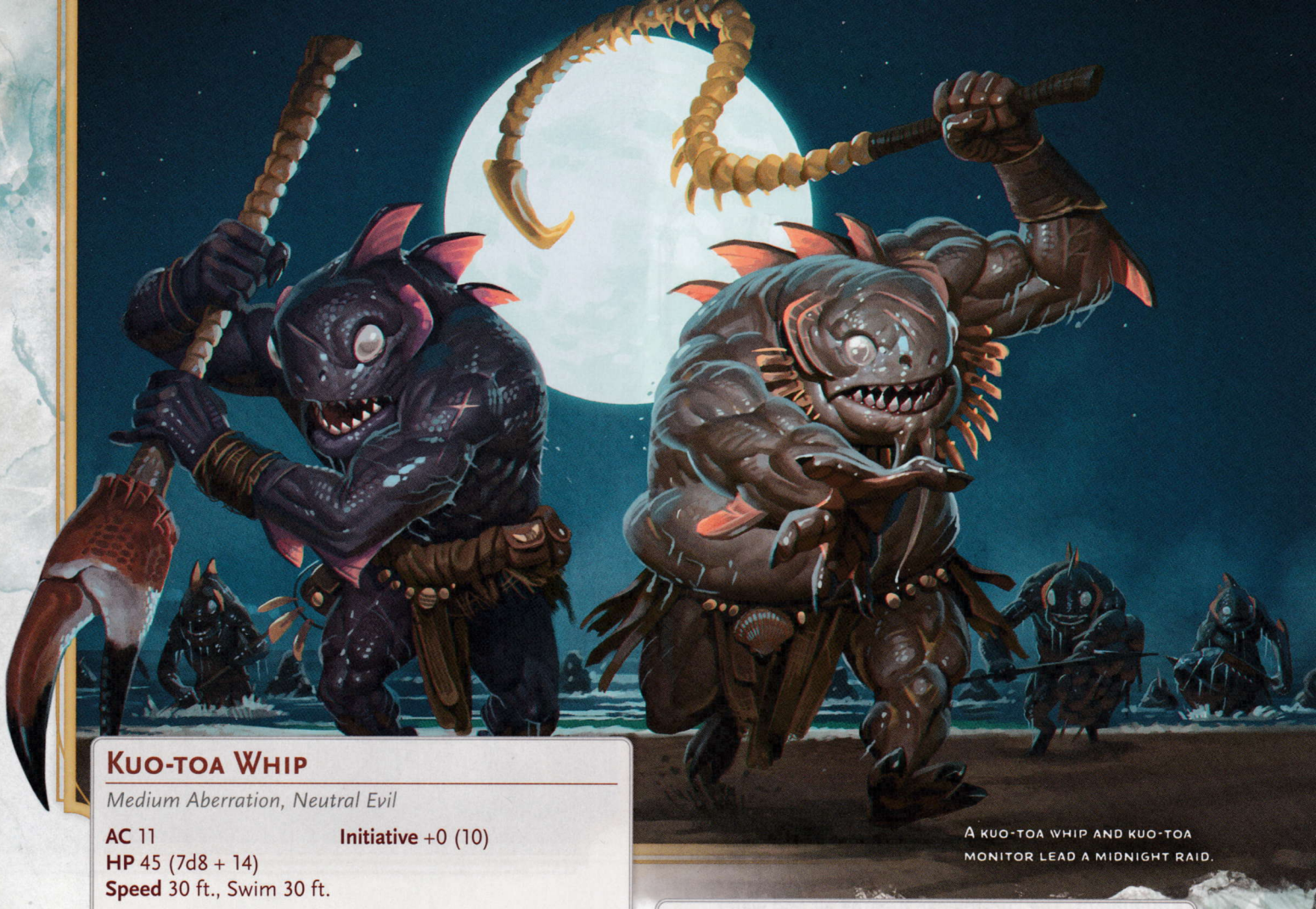
Kuo-toa Monitor

Kuo-toa monitors control the day-to-day life of weaker kuo-toa, directing their work and worship. They also train beasts or monsters in the kuo-toa's service—such as chuuls or giant crabs—and command them in battle. Archpriests bless monitors with the power to control their underlings and to subdue foes with electricity channeled through their bizarre whips.

Kuo-toa Archpriest

Kuo-toa archpriests lead kuo-toa communities by interpreting omens and messages from their strange gods. They wear grotesque ceremonial regalia honoring their deities. Archpriests channel their faith into spells to support their followers.

ERIC BELISLE



A KUO-TOA WHIP AND KUO-TOA MONITOR LEAD A MIDNIGHT RAID.

Kuo-toa Whip

Medium Aberration, Neutral Evil

AC 11 **Initiative** +0 (10)
HP 45 (7d8 + 14)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	10	+0	+0	**Con**	14	+2	+2
Int	12	+1	+1	**Wis**	14	+2	+2	**Cha**	11	+0	+0

Skills Perception +6, Religion +3
Senses Darkvision 120 ft., Truesight 30 ft.; Passive Perception 16
Languages Undercommon
CR 1 (XP 200; PB +2)

Traits

Amphibious. The kuo-toa can breathe air and water.

Sunlight Sensitivity. While in sunlight, the kuo-toa has Disadvantage on ability checks and attack rolls.

Actions

Pincer Staff. *Melee Attack Roll:* +4, reach 10 ft. *Hit:* 9 (2d6 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12). Until the grapple ends, the kuo-toa can't make Pincer Staff attacks.

Conjure Slimy Glob. *Ranged Attack Roll:* +4, range 60 ft. *Hit:* 9 (3d4 + 2) Acid damage.

Bonus Actions

Shield of Faith (2/Day). The kuo-toa casts *Shield of Faith*, using Wisdom as the spellcasting ability.

Kuo-toa Monitor

Medium Aberration, Neutral Evil

AC 13 **Initiative** +0 (10)
HP 65 (10d8 + 20)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	10	+0	+0	**Con**	14	+2	+2
Int	12	+1	+1	**Wis**	14	+2	+2	**Cha**	11	+0	+0

Skills Perception +6, Religion +3
Senses Darkvision 120 ft., Truesight 30 ft.; Passive Perception 16
Languages Undercommon
CR 3 (XP 700; PB +2)

Traits

Amphibious. The kuo-toa can breathe air and water.

Sunlight Sensitivity. While in sunlight, the kuo-toa has Disadvantage on ability checks and attack rolls.

Actions

Multiattack. The kuo-toa makes two Bone Whip attacks.

Bone Whip. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 6 (1d6 + 3) Slashing damage plus 7 (2d6) Lightning damage, and the target can't make Opportunity Attacks until the start of the kuo-toa's next turn.

ERIC BELISLE

Kuo-toa Deities

Kuo-toa ever seek to placate their inscrutable deities. However, few kuo-toa can agree on the identities of their gods, and little consistency exists between kuo-toa communities. Only Blibdoolpoolp the Sea Mother, a figure with a human body but the head and claws of a crayfish, sees broad worship.

Lacking information about what their other gods look like, kuo-toa priests invent new forms for them, creating divine idols with whatever objects are at hand. But whether these kuo-toa priests draw power from belief or delusion, aberrant talent, or a stranger supernatural source, some power answers their petitions. Roll twice on or choose results from the Kuo-toa Deity Features table to inspire how kuo-toa represent a deity.

Kuo-toa Archpriest

Medium Aberration, Neutral Evil

AC 13 **Initiative** +2 (12)
HP 105 (14d8 + 42)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	14	+2	+2	**Con**	16	+3	+3
Int	13	+1	+1	**Wis**	16	+3	+3	**Cha**	14	+2	+2

Skills Perception +9, Religion +4
Senses Darkvision 120 ft., Truesight 30 ft.; Passive Perception 19
Languages Undercommon
CR 6 (XP 2,300; PB +3)

Traits

Amphibious. The kuo-toa can breathe air and water.

Sunlight Sensitivity. While in sunlight, the kuo-toa has Disadvantage on ability checks and attack rolls.

Actions

Multiattack. The kuo-toa makes three Strange Scepter attacks.

Strange Scepter. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 120 ft. *Hit:* 20 (5d6 + 3) Lightning damage.

Spellcasting. The kuo-toa casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 14):

At Will: *Detect Magic*, *Thaumaturgy*
1/Day Each: *Destructive Wave*, *Divination*, *Hold Monster* (level 6 version), *Scrying*, *Tongues*

Bonus Actions

Shield of Faith (2/Day). The kuo-toa casts *Shield of Faith*, using the same spellcasting ability as Spellcasting.

Kuo-toa Deity Features

1d10	The Deity's Head Is Like A ...	1d10	The Deity's Body Is Like A ...
1	Barnacle	1	Hermit crab
2	Crab claw	2	Jellyfish
3	Hagfish	3	Kuo-toa
4	Moray eel	4	Mantis shrimp
5	Sea anemone	5	Merfolk
6	Shark	6	Plesiosaurus
7	Sunfish	7	Sea cucumber
8	Tentacle	8	Ship's figurehead
9	Treasure chest	9	Squid
10	Viperfish	10	Whale

Kuo-toa Sanctuaries

Kuo-toa typically organize their communities around sites they believe to be important to their deities. These might be structures or series of caverns, and most feature both air-filled and submerged chambers. Important places within these sites suggest the rituals of kuo-toa faiths, the demands of kuo-toa deities, or the whims of omen-seeking archpriests. As with kuo-toa deities, the features of these locations vary between communities. Roll on or choose a result from the Kuo-toa Ritual Sites table to inspire features and suggest adventures within a kuo-toa community.

Kuo-toa Ritual Sites

1d8	The Kuo-toa Community Features ...
1	An arena scattered with weapons made from crustacean shells.
2	A gallery of hibernating chuuls.
3	A garden of mussels and tide pool creatures that whisper secrets.
4	A hidden shrine with a patchwork depiction of a new kuo-toa deity.
5	The lavish chamber of an animal or monster said to be prophetic, lucky, or literate.
6	A pool filled with jellyfish, eels, or fish roe that glow in organized patterns.
7	A punishment chamber exposed to the light of the surface.
8	A towering statue of a kuo-toa deity.

> They came here from somewhere else and brought with them all the rank and dank of the sunless sea. No one knows what they want, and seems to me, neither do they.
>
> —Trosli Garnetgetter, gnome explorer



Lamia

Accursed Bargainer and Ruin Raider

Habitat: Desert; **Treasure:** Arcana

Legends say the first lamia was an ambitious ruler who made a sinister bargain with the demon lord Graz'zt for everlasting majesty. As a consequence, the ruler was transformed into a lamia, a monster with the body of a lion and an accursed touch.

Lamias either are descendants of that first lamia or have made similar deals. They often dwell near ruins, seeking mysterious magic they can use to gain riches and influence. Lamias use magical illusions and enchantments to trick others into serving them. They sometimes work with bandits to abduct travelers, releasing captives only if they accept a dangerous bargain. Roll on or choose a result from the Lamia Pacts table to inspire a lamia's desires.

Lamia Pacts

1d6	The Lamia Compels the Bargainer To ...
1	Bring it a possession from a ruler or noble.
2	Create a map of a dungeon or ruin.
3	Escort it through a nearby community's gate.
4	Place a strange idol in a specific site or home.
5	Remove a magic item's curse, then return it.
6	Slay a monster and retrieve a specific organ.

Lamia

Large Fiend, Chaotic Evil

AC 13 **Initiative** +1 (11)
HP 97 (13d10 + 26)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	13	+1	+1	**Con**	15	+2	+2
Int	14	+2	+2	**Wis**	15	+2	+2	**Cha**	16	+3	+3

Skills Deception +7, Insight +4, Stealth +5
Senses Darkvision 60 ft.; Passive Perception 12
Languages Abyssal, Common
CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The lamia makes two Claw attacks. It can replace one attack with a use of Corrupting Touch.

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage plus 7 (2d6) Psychic damage.

Corrupting Touch. *Wisdom Saving Throw:* DC 13, one creature the lamia can see within 5 feet. *Failure:* 13 (3d8) Psychic damage, and the target is cursed for 1 hour. Until the curse ends, the target has the Charmed and Poisoned conditions.

Spellcasting. The lamia casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 13):

At Will: *Disguise Self* (can appear as a Large or Medium biped), *Minor Illusion*
1/Day Each: *Geas*, *Major Image*, *Scrying*

Bonus Actions

Leap. The lamia jumps up to 30 feet by spending 10 feet of movement.

VIKO MENEZES



Larvae

Fitting Fates for Depraved Souls

Habitat: Planar (Lower Planes); **Treasure:** None

Souls condemned to the Lower Planes often become larvae—repulsive, maggot-like creatures with twisted features evocative of those they possessed in life. These pathetic creatures are nearly helpless and struggle to escape the attention of the more powerful inhabitants of the Lower Planes. Many Fiends view larvae as delicacies to be consumed, while evil magic-users find larvae useful for depraved rituals. Night hags frequently collect and herd larvae, trading them to nefarious parties across the multiverse.

Larvae that survive on the Lower Planes long enough can eventually transform into other sorts of lesser Fiends.

Larva

Larvae have disjointed, painful memories of their past lives. Most desperately avoid other creatures.

Larva

Medium Fiend, Neutral Evil

AC 9 **Initiative** −1 (9)
HP 9 (2d8)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	9	−1	−1	**Dex**	9	−1	−1	**Con**	10	+0	+0
Int	6	−2	−2	**Wis**	10	+0	+0	**Cha**	2	−4	−4

Senses Darkvision 60 ft.; Passive Perception 10
Languages Understands Common plus one other language but can't speak
CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +1, reach 5 ft. *Hit:* 1 (1d4 − 1) Necrotic damage.

Swarm of Larvae

Lone larvae pose little threat, but in large numbers, larvae can overwhelm vulnerable creatures. Out of desperation, larvae band together in grotesque swarms, their squirming stampedes heralded by a din of wordless whimpers and stomach-turning worm sounds.

Swarm of Larvae

Large Swarm of Medium Fiends, Neutral Evil

AC 13 **Initiative** +0 (10)
HP 22 (3d10 + 6)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	11	+0	+0	**Con**	14	+2	+2
Int	6	−2	−2	**Wis**	12	+1	+1	**Cha**	2	−4	−4

Resistances Bludgeoning, Piercing, Slashing
Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Darkvision 60 ft.; Passive Perception 11
Languages Understands all but can't speak
CR 1 (XP 200; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through an opening large enough for a Medium creature. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Bites. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Necrotic damage, or 7 (2d4 + 2) Necrotic damage if the swarm is Bloodied.

HELGE C. BALZER



Lemures

Devils of Agony and Despair

Habitat: Planar (Nine Hells); **Treasure:** None

The least of all devils, lemures arise from wicked souls, their mortal memories scoured away. Only vague limbs and anguished features jut from these slurries of infernal proto-matter.

Lemure

Lemures torment weaker creatures, but in the Nine Hells, few such beings exist. To avoid greater suffering, they obey the orders of more powerful devils.

Swarm of Lemures

When devils drive hosts of lemures into close proximity or when lemures compress into a single mass, a swarm forms and adopts a unified mind.

Lemure

Medium Fiend (Devil), Lawful Evil

AC 9 **Initiative** –3 (7)
HP 9 (2d8)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	5	–3	–3	**Con**	11	+0	+0
Int	1	–5	–5	**Wis**	11	+0	+0	**Cha**	3	–4	–4

Resistances Cold
Immunities Fire, Poison; Charmed, Frightened, Poisoned
Senses Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 10
Languages Understands Infernal but can't speak
CR 0 (XP 10; PB +2)

Traits

Hellish Restoration. If the lemure dies in the Nine Hells, it revives with all its Hit Points in 1d10 days unless it is killed by a creature under the effects of a *Bless* spell or its remains are sprinkled with Holy Water.

Actions

Vile Slime. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Poison damage.

Swarm of Lemures

Large Swarm of Medium Fiends (Devil), Lawful Evil

AC 12 **Initiative** –2 (8)
HP 45 (6d10 + 12)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	8	–2	–2	**Con**	14	+2	+2
Int	1	–5	–5	**Wis**	12	+1	+1	**Cha**	3	–4	–4

Resistances Bludgeoning, Cold, Piercing, Slashing
Immunities Fire, Poison; Charmed, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned
Senses Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 11
Languages Understands Infernal but can't speak
CR 3 (XP 700; PB +2)

Traits

Hellish Restoration. If the swarm dies in the Nine Hells, it revives with all its Hit Points in 1d10 days unless it is killed by a creature under the effects of a *Bless* spell or its remains are sprinkled with Holy Water.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through an opening large enough for a Small creature. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Multiattack. The swarm makes two Vile Slime attacks.

Vile Slime. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 11 (2d8 + 2) Poison damage, or 9 (2d6 + 2) Poison damage if the swarm is Bloodied.

JOHN TEDRICK



An ancient lich and her ghast gravecaller attendants warp reality with forbidden magic.

Lich

Deathless Master of Magic

Habitat: Any; **Treasure:** Arcana

Some nefarious magic-users carry out forbidden necromantic rituals that sever their souls from their bodies to turn themselves into liches, masters of magic and undeath. With their souls preserved in hidden relics, liches puppet their own corpses as they pursue ambitions free from mortal bonds.

Liches possess exceptional cunning and magical prowess, and they use their unnatural immortality to pursue arcane secrets few could grasp in a single life. Uncanny agendas lead them to plumb the secrets of life, the multiverse, godhood, and less fathomable topics. Careless of mortal lives or desires, liches go to any lengths to achieve their goals.

A lich's age and origin influences its form. Older liches appear as little more than brittle skeletons clad in the rotten finery of forgotten empires, while younger liches more closely resemble living creatures and are clad in contemporary garb. Many cloak themselves in illusions of their idealized mortal forms.

Although liches don't fear death, they're not free from the ravages of time. Over ages, some liches lose their connection to time and the physical world, degenerating into demiliches.

Lich Spirit Jars

The process of becoming a lich is involved, dangerous, and unique to each would-be lich. If the rite succeeds, the lich's soul is bound to a spirit jar, a specially prepared magical repository. This relic anchors the lich's spirit to the world and preserves it should the lich's body be destroyed. A lich can be slain only if its spirit jar is ruined. As such, a lich goes to great lengths to hide and protect its spirit jar.

Spirit jars are typically small, well-made objects that were meaningful to a lich in life. Roll on or choose a result from the Lich Spirit Jar table to inspire where a lich hides its soul.

Lich Spirit Jars

1d8	The Lich's Spirit Jar Is ...
1	A bottle or puzzle box inscribed with sigils.
2	A contract folded into a paper figure.
3	The first magic item the lich created.
4	A hollow figurine of a deity or monster.
5	An hourglass with its sands floating in stasis.
6	A locket or signet ring with a noble crest.
7	A rune-etched egg.
8	The skull of the lich's mentor.

VIKO MENEZES

Lich Lairs

Liches create secluded libraries of magical lore and arcane laboratories hidden within extraplanar bastions, fortresses with cursed reputations, or other such deadly sanctuaries.

The region containing a lich's lair is warped by its presence, creating the following effects:

All-Seeing. While in its lair, the lich can cast *Clairvoyance*, requiring no spell components and using the same spellcasting ability as its Spellcasting action.

Inevitable Siphon. Whenever a Humanoid dies within 1 mile of the lair, its soul is immediately consumed by the lich. A Humanoid whose soul is consumed in this way can be brought back to life only by a *True Resurrection* or *Wish* spell.

If the lich is destroyed or moves its lair elsewhere, these effects end immediately. These effects resume if the lich gains a new body (see its Undead Restoration trait).

> Ambition can become an addiction of the mind and spirit. It builds beyond a driving flame into an insidious inferno that burns a mage hollow until only the desire for more magical power remains.
>
> —Rudolph van Richten, *Van Richten's Guide to Liches*

Lich

Medium Undead (Wizard), Neutral Evil

AC 20 **Initiative** +17 (27)
HP 315 (42d8 + 126)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	16	+3	+10	**Con**	16	+3	+10
Int	21	+5	+12	**Wis**	14	+2	+9	**Cha**	16	+3	+3

Skills Arcana +19, History +12, Insight +9, Perception +9
Resistances Cold, Lightning
Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Gear Component Pouch
Senses Truesight 120 ft.; Passive Perception 19
Languages All
CR 21 (XP 33,000, or 41,000 in lair; PB +7)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the lich fails a saving throw, it can choose to succeed instead.

Spirit Jar. If destroyed, the lich reforms in 1d10 days if it has a spirit jar, reviving with all its Hit Points. The new body appears in an unoccupied space within the lich's lair.

Actions

Multiattack. The lich makes three attacks, using Eldritch Burst or Paralyzing Touch in any combination.

Eldritch Burst. *Melee or Ranged Attack Roll:* +12, reach 5 ft. or range 120 ft. *Hit:* 31 (4d12 + 5) Force damage.

Paralyzing Touch. *Melee Attack Roll:* +12, reach 5 ft. *Hit:* 15 (3d6 + 5) Cold damage, and the target has the Paralyzed condition until the start of the lich's next turn.

Spellcasting. The lich casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 20):

At Will: *Detect Magic, Detect Thoughts, Dispel Magic, Fireball* (level 5 version), *Invisibility, Lightning Bolt* (level 5 version), *Mage Hand, Prestidigitation*
2/Day Each: *Animate Dead, Dimension Door, Plane Shift*
1/Day Each: *Chain Lightning, Finger of Death, Power Word Kill, Scrying*

Reactions

Protective Magic. The lich casts *Counterspell* or *Shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the lich can expend a use to take one of the following actions. The lich regains all expended uses at the start of each of its turns.

Deathly Teleport. The lich teleports up to 60 feet to an unoccupied space it can see, and each creature within 10 feet of the space it left takes 11 (2d10) Necrotic damage.

Disrupt Life. *Constitution Saving Throw:* DC 20, each creature that isn't an Undead in a 20-foot Emanation originating from the lich. *Failure:* 31 (9d6) Necrotic damage. *Success:* Half damage. *Failure or Success:* The lich can't take this action again until the start of its next turn.

Frightening Gaze. The lich casts *Fear*, using the same spellcasting ability as Spellcasting. The lich can't take this action again until the start of its next turn.

Lizardfolk

Reptilian Defenders of the Land

Habitat: Forest, Swamp; **Treasure:** Individual

Lizardfolk dwell in wildernesses suffused with primal magic. While many lizardfolk are Humanoids with varied skills, some forge powerful bonds with the Elemental Plane of Earth, granting them magical connections to the cycle of growth and rebirth.

Lizardfolk Geomancer

Lizardfolk geomancers draw magic from the natural world, using it to protect their people and territories.

Lizardfolk Sovereign

Lizardfolk sovereigns undergo magical rites that imbue them with fantastic strength and magic from the Elemental Plane of Earth. In some, though, it also unlocks a primal viciousness.



Lizardfolk Geomancer

Medium Elemental, Neutral

AC 13 **Initiative** +0 (10)
HP 33 (6d8 + 6)
Speed 30 ft., Burrow 20 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	10	+0	+0	**Con**	13	+1	+1
Int	10	+0	+0	**Wis**	15	+2	+2	**Cha**	8	−1	−1

Skills Nature +2, Perception +4, Stealth +4
Senses Passive Perception 14
Languages Draconic, Primordial (Terran)
CR 2 (XP 450; PB +2)

Actions

Multiattack. The lizardfolk makes two Earth Burst attacks.

Earth Burst. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 60 ft. *Hit:* 9 (2d6 + 2) Bludgeoning damage.

Hail of Stone (Recharge 5–6). *Constitution Saving Throw:* DC 12, each creature in a 20-foot-radius, 40-foot-high Cylinder centered on a point the lizardfolk can see within 60 feet. *Failure:* 15 (6d4) Bludgeoning damage, and the target has the Prone condition. *Success:* Half damage only.

Spellcasting. The lizardfolk casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 12):

At Will: *Elementalism*
1/Day Each: *Meld into Stone, Speak with Plants, Spike Growth*

Lizardfolk Sovereign

Medium Elemental, Neutral

AC 15 **Initiative** +1 (11)
HP 78 (12d8 + 24)
Speed 30 ft., Burrow 20 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	12	+1	+1	**Con**	15	+2	+4
Int	11	+0	+0	**Wis**	11	+0	+2	**Cha**	15	+2	+2

Skills Perception +4, Stealth +5
Immunities Frightened
Senses Darkvision 60 ft.; Passive Perception 14
Languages Draconic, Primordial (Terran)
CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The lizardfolk makes one Bite attack and one Earthen Maul attack.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Piercing damage. If the target is a creature that isn't a Construct or an Undead, the lizardfolk gains Temporary Hit Points equal to the damage dealt.

Earthen Maul. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Prone condition.

Bonus Actions

Charge. The lizardfolk moves up to its Speed or Swim Speed straight toward an enemy it can see.

ZUZANNA WUZYK



Mages

Magical Scholars and Spellcasters

Habitat: Any; **Treasure:** Arcana, Individual

Mages are magical wonder-workers, ranging from spellcasting overlords to reclusive witches. They study mystical secrets and possess insight into monsters, legends, omens, and other lore. Mages often gather allies or hire assistants to aid them in their research or to attain magical might.

Roll on or choose a result from the Mage Roles table to inspire different sorts of mages.

Mage Roles

1d10	The Mage Is ...
1	An astronomer who draws magic from stars.
2	An author who writes about the occult.
3	A magical engineer who creates wonders.
4	An oracle who interprets omens.
5	A prodigy with a remarkable magical heritage.
6	A psion whose powers manifest as spells.
7	A scholar investigating ancient lore.
8	A soothsayer who advises rulers.
9	A war mage who aids soldiers in battle.
10	A witch who shares secret wisdom.

Mage Apprentice

Mage apprentices are spellcasters of humble skill. Some are students of accomplished mages, while others have innate powers.

Mage Apprentice

Medium or Small Humanoid (Wizard), Neutral

AC 15 **Initiative** +2 (12)
HP 49 (9d8 + 9)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	8	−1	−1	**Dex**	14	+2	+2	**Con**	12	+1	+1
Int	16	+3	+5	**Wis**	13	+1	+3	**Cha**	10	+0	+0

Skills Arcana +5, Perception +3
Gear Component Pouch
Senses Passive Perception 13
Languages Common plus one other language
CR 2 (XP 450; PB +2)

Actions

Arcane Burst. *Melee or Ranged Attack:* +5, reach 5 ft. or range 120 ft. *Hit:* 14 (2d10 + 3) Force damage.

Spellcasting. The mage casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At Will: *Mage Hand*, *Prestidigitation*
1/Day Each: *Disguise Self*, *Ice Knife*, *Mage Armor* (included in AC), *Thunderwave*

VIKO MENEZES

Mage

Mages are accomplished spellcasters whose lives have been shaped by magic. They can use their powers to defend or dominate other creatures, or they could focus on magical research and unlocking mystical secrets.

Archmage

Archmages have mastered incredible magical power. While some use their magic to protect the world, others become tyrants or pursue forbidden secrets. Many archmages retain magical servants and collect magic items and occult lore.

Mage

Medium or Small Humanoid (Wizard), Neutral

AC 15 **Initiative** +2 (12)
HP 81 (18d8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	9	−1	−1	**Dex**	14	+2	+2	**Con**	11	+0	+0
Int	17	+3	+6	**Wis**	12	+1	+4	**Cha**	11	+0	+0

Skills Arcana +6, History +6, Perception +4
Gear Wand
Senses Passive Perception 14
Languages Common plus three other languages
CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The mage makes three Arcane Burst attacks.

Arcane Burst. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 120 ft. *Hit:* 16 (3d8 + 3) Force damage.

Spellcasting. The mage casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14):

At Will: *Detect Magic*, *Light*, *Mage Armor* (included in AC), *Mage Hand*, *Prestidigitation*
2/Day Each: *Fireball* (level 4 version), *Invisibility*
1/Day Each: *Cone of Cold*, *Fly*

Bonus Actions

Misty Step (3/Day). The mage casts *Misty Step*, using the same spellcasting ability as Spellcasting.

Reactions

Protective Magic (3/Day). The mage casts *Counterspell* or *Shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.

> Have you gazed on the Runes of Chaos, held the Death Moon Orb in your trembling hands, entered the Devouring Portal and walked the Paths of the Doomed, or sat at the left hand of Szass Tam during the Ritual of Twin Burnings? No? Then speak not to me of wizards. Speak not to me of Thay.
>
> —Nathor, Thayan refugee

Archmage

Medium or Small Humanoid (Wizard), Neutral

AC 17 **Initiative** +7 (17)
HP 170 (31d8 + 31)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	14	+2	+2	**Con**	12	+1	+1
Int	20	+5	+9	**Wis**	15	+2	+6	**Cha**	16	+3	+3

Skills Arcana +13, History +9, Perception +6
Immunities Psychic; Charmed (with *Mind Blank*)
Gear Wand
Senses Passive Perception 16
Languages Common plus five other languages
CR 12 (XP 8,000; PB +4)

Traits

Magic Resistance. The archmage has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The archmage makes four Arcane Burst attacks.

Arcane Burst. *Melee or Ranged Attack Roll:* +9, reach 5 ft. or range 150 ft. *Hit:* 27 (4d10 + 5) Force damage.

Spellcasting. The archmage casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 17):

At Will: *Detect Magic*, *Detect Thoughts*, *Disguise Self*, *Invisibility*, *Light*, *Mage Armor* (included in AC), *Mage Hand*, *Prestidigitation*
2/Day Each: *Fly*, *Lightning Bolt* (level 7 version)
1/Day Each: *Cone of Cold* (level 9 version), *Mind Blank* (cast before combat), *Scrying*, *Teleport*

Bonus Actions

Misty Step (3/Day). The mage casts *Misty Step*, using the same spellcasting ability as Spellcasting.

Reactions

Protective Magic (3/Day). The archmage casts *Counterspell* or *Shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting.



Magmin

Reckless Elemental Arsonist

Habitat: Planar (Elemental Plane of Fire);
Treasure: None

Magmins divide all things into two categories: things that are on fire and things that should be on fire. With bodies of flame and magmatic rock, these halfling-size creatures delight in setting fires. They do so not out of malice but out of enthusiasm for primal fire. They don't consider that objects have value beyond kindling or that creatures can be harmed by flames. If such concepts are explained to them, they find the ideas difficult to grasp and don't remember them for long. Rather, they relish every opportunity to set flammable things alight, delighting in igniting paper, wooden structures, and explosives. Magmins are dangerous even in death, since they explode when they're destroyed, their flames igniting combustible materials nearby.

Magmins might be conjured by magic-users to harry foes or might escape the Elemental Plane of Fire through portals or rifts that lead to other realms. They're attracted to places of intense heat, such as volcanoes and rivers of magma. If they can't find such favored conditions, magmins eagerly burn structures or start wildfires to entertain themselves.

Magmin

Small Elemental, Chaotic Neutral

AC 14 **Initiative** +2 (12)
HP 13 (3d6 + 3)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	7	−2	−2	**Dex**	15	+2	+2	**Con**	12	+1	+1
Int	8	−1	−1	**Wis**	11	+0	+0	**Cha**	10	+0	+0

Immunities Fire
Senses Darkvision 60 ft.; Passive Perception 10
Languages Primordial (Ignan)
CR 1/2 (XP 100; PB +2)

Traits

Death Burst. The magmin explodes when it dies. *Dexterity Saving Throw:* DC 11, each creature in a 10-foot Emanation originating from the magmin. *Failure:* 7 (2d6) Fire damage. *Success:* Half damage.

Actions

Touch. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Fire damage. If the target is a creature or a flammable object that isn't being worn or carried, it starts burning.

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.

HINCHEL OR



Manes

Demons of Panic and Frenzy

Habitat: Planar (Abyss); **Treasure:** None

The lowest form of demons, manes appear when truly loathsome souls are condemned to the Abyss. These misshapen demons have distorted features and bodies that crawl with Abyssal parasites. Overwhelmed by demonic urges and constant terror, manes know only shock and frenzied outbursts.

Manes

Manes lash out at creatures that appear weaker than themselves—or that react to them with fear—and strive to avoid more powerful demons. When manes escape from the Abyss, they go on reckless rampages and inflict as much harm as possible.

Manes Vaporspawn

Vaporspawn arise from evil souls shattered by unspeakable torments or the depredations of more powerful demons. These distorted manes undergo endless, painful contortions, and they share their torment with whatever creatures they encounter.

TARAS SUSAK

Manes

Small Fiend (Demon), Chaotic Evil

AC 9 **Initiative** −1 (9)
HP 9 (2d6 + 2)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	9	−1	−1	**Con**	13	+1	+1
Int	3	−4	−4	**Wis**	8	−1	−1	**Cha**	4	−3	−3

Resistances Cold, Fire, Lightning
Immunities Poison; Charmed, Frightened, Poisoned
Senses Darkvision 60 ft.; Passive Perception 9
Languages Understands Abyssal but can't speak
CR 1/8 (XP 25; PB +2)

Actions

Claw. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 5 (2d4) Slashing damage.

Manes Vaporspawn

Medium Fiend (Demon), Chaotic Evil

AC 13 **Initiative** +1 (11)
HP 19 (3d8 + 6)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	12	+1	+1	**Con**	15	+2	+2
Int	5	−3	−3	**Wis**	8	−1	−1	**Cha**	3	−4	−4

Resistances Cold, Fire, Lightning
Immunities Poison; Charmed, Exhaustion, Frightened, Grappled, Poisoned, Restrained
Senses Darkvision 60 ft.; Passive Perception 9
Languages Understands Abyssal but can't speak
CR 1 (XP 200; PB +2)

Traits

Contortionist. The manes can move through a space as narrow as 1 inch without expending extra movement to do so.

Sickening Vapors. *Constitution Saving Throw:* DC 12, each creature in a 5-foot Emanation originating from the manes at the end of the manes's turn. *Failure:* The target has the Incapacitated condition until the end of its next turn. *Success:* The target is immune to this manes's Sickening Vapors for 24 hours.

Actions

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage plus 5 (2d4) Necrotic damage.

Bonus Actions

Shadow Stealth. While in Dim Light or Darkness, the manes takes the Hide action.



Manticore

Winged, Leonine People-Eater

Habitat: Arctic, Coastal, Grassland, Hill, Mountain;
Treasure: Any

With lionlike claws, leathery wings, and broad jaws filled with rows of sharp teeth, manticores ambush travelers from above and devour them. Manticores crave the taste of humans, but lacking their favored prey, they eagerly consume other peoples and livestock.

Manticores have tails bristling with detachable spikes. These monsters launch their tail spikes at their prey, skewering those on the ground or knocking flying creatures from the air.

Despite their ravenous tendencies, manticores enjoy speaking with those they're about to devour. Sometimes they make agreements with their prey. Roll on or choose a result from the Manticore Negotiations table to inspire what a manticore might offer in exchange for a more tempting meal.

Manticore

Large Monstrosity, Lawful Evil

AC 14 **Initiative** +3 (13)
HP 68 (8d10 + 24)
Speed 30 ft., Fly 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	16	+3	+3	**Con**	17	+3	+3
Int	7	–2	–2	**Wis**	12	+1	+1	**Cha**	8	–1	–1

Senses Darkvision 60 ft.; Passive Perception 11
Languages Common
CR 3 (XP 700; PB +2)

Actions

Multiattack. The manticore makes three attacks, using Rend or Tail Spike in any combination.

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage.

Tail Spike. *Ranged Attack Roll:* +5, range 100/200 ft. *Hit:* 7 (1d8 + 3) Piercing damage.

Manticore Negotiations

1d8	The Manticore Agrees To ...
1	Attack a particular foe.
2	Create a distraction.
3	Give up a captive or corpse.
4	Let a group navigate its territory unharmed.
5	Let someone pretend to slay it in battle.
6	Scare or threaten someone.
7	Serve a creature as a steed until the sun sets.
8	Try to locate something from its vantage point in the sky.

DOMENICO CAVA



Marid

Genie of the Water

Habitat: Coastal, Planar (Elemental Plane of Water), Underwater; **Treasure:** Relics

Marids surge with the power of the seas, using it to manipulate the waves or create water. These genies typically dwell in or near bodies of water. While gentle marids make homes amid springs, oases, and serene pools, tempestuous marids inhabit sea stacks, whirlpools, and treacherous coasts. Marids vary in appearance, their bodies reflecting the colors of the waves while distinctive fins and scales accent their features. Marids lend their powers and knowledge of the seas to those who defend the marids' watery realms or who offer them pleasing gifts. Marids appreciate rare aquatic treasures, such as colorful pearls, shell instruments, or delicacies from distant seas.

Marids hail from the Elemental Plane of Water, where they live in wondrous homes drifting amid the endless ocean. Among these is the Citadel of Ten Thousand Pearls—a coral sphere studded with dozens of domed theaters and libraries—and the air-filled, cosmopolitan City of Glass.

Marid

Large Elemental (Genie), Chaotic Neutral

AC 17 **Initiative** +5 (15)
HP 229 (17d10 + 136)
Speed 30 ft., Fly 60 ft., Swim 90 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	22	+6	+6	**Dex**	12	+1	+5	**Con**	26	+8	+8
Int	18	+4	+4	**Wis**	17	+3	+3	**Cha**	18	+4	+8

Resistances Acid, Cold, Lightning
Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 13
Languages Primordial (Aquan)
CR 11 (XP 7,200; PB +4)

Traits

Amphibious. The marid can breathe air and water.

Elemental Restoration. If the marid dies outside the Elemental Plane of Water, its body dissolves into brine, and it gains a new body in 1d4 days, reviving with all its Hit Points somewhere on the Plane of Water.

Wishes. The marid has a 30 percent chance of knowing the *Wish* spell. If the marid knows it, the marid can cast it only on behalf of a non-genie creature who communicates a wish in a way the marid can understand. If the marid casts the spell for the creature, the marid suffers none of the spell's stress. Once the marid has cast it three times, the marid can't do so again for 365 days.

Actions

Multiattack. The marid makes three Aquatic Lash attacks.

Aquatic Lash. *Melee Attack Roll:* +10, reach 15 ft. *Hit:* 15 (2d8 + 6) Slashing damage plus 9 (2d8) Cold damage.

Water Jet. *Dexterity Saving Throw:* DC 18, each creature in a 60-foot-long, 10-foot-wide Line. *Failure:* 31 (9d6) Cold damage. If the target is a Huge or smaller creature, it is pushed up to 20 feet straight away from the marid and has the Prone condition. *Success:* Half damage only.

Spellcasting. The marid casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 16):

At Will: *Create or Destroy Water, Detect Evil and Good, Detect Magic, Purify Food and Drink*
1/Day Each: *Control Water, Gaseous Form, Invisibility, Plane Shift, Tongues*

Bonus Actions

Misty Veil (Recharge 5–6). The marid casts *Fog Cloud*, using the same spellcasting ability as Spellcasting.

MICHAEL BROUSSARD



Marilith

Demon of Cruelty and Viciousness

Habitat: Planar (Abyss); **Treasure:** Armaments

Mariliths are six-armed, serpentlike demons that wield lethal, Abyss-forged blades. With these cursed weapons and experience from countless battles, they lead other demons to slaughter virtuous souls. They often command droves of weaker demons.

Marilith

Large Fiend (Demon), Chaotic Evil

AC 16 **Initiative** +10 (20)
HP 220 (21d10 + 105)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+9	**Dex**	20	+5	+5	**Con**	20	+5	+10
Int	18	+4	+4	**Wis**	16	+3	+8	**Cha**	20	+5	+10

Skills Perception +8
Resistances Cold, Fire, Lightning
Immunities Poison; Poisoned
Senses Truesight 120 ft.; Passive Perception 18
Languages Abyssal; telepathy 120 ft.
CR 16 (XP 15,000; PB +5)

Traits

Demonic Restoration. If the marilith dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

Magic Resistance. The marilith has Advantage on saving throws against spells and other magical effects.

Reactive. The marilith can take one Reaction on every turn of combat.

Actions

Multiattack. The marilith makes six Pact Blade attacks and uses Constrict.

Pact Blade. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 10 (1d10 + 5) Slashing damage plus 7 (2d6) Necrotic damage.

Constrict. *Strength Saving Throw:* DC 17, one Medium or smaller creature the marilith can see within 5 feet. *Failure:* 15 (2d10 + 4) Bludgeoning damage. The target has the Grappled condition (escape DC 14), and it has the Restrained condition until the grapple ends.

Bonus Actions

Teleport (Recharge 5–6). The marilith teleports up to 120 feet to an unoccupied space it can see.

Reactions

Parry. *Trigger:* The marilith is hit by a melee attack roll while holding a weapon. *Response:* The marilith adds 5 to its AC against that attack, possibly causing it to miss.

JUSTIN GERARD

Medusa

Snake-Haired Recluse with a Petrifying Gaze

Habitat: Desert; **Treasure:** Any

With their hair of living snakes and their infamous petrifying gazes, medusas are hubristic creatures that inhabit sites of fallen glory. They often dwell beyond the fringes of civilization or travel in disguise, leaving trails of petrified victims. Some medusas dominate groups of monsters or criminals, controlling them with threats of petrified doom, while others recruit servants that are immune to being petrified, such as gargoyles and gorgons.

Medusas are born or created through preternatural circumstances. Roll on or choose a result from the Medusa Fates table to inspire what led to a medusa's creation.

Medusa

Medium Monstrosity, Lawful Evil

AC 15 **Initiative** +6 (16)
HP 127 (17d8 + 51)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	17	+3	+3	**Con**	16	+3	+3
Int	12	+1	+1	**Wis**	13	+1	+4	**Cha**	15	+2	+2

Skills Deception +5, Perception +4, Stealth +6
Senses Darkvision 150 ft.; Passive Perception 14
Languages Common plus one other language
CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The medusa makes two Claw attacks and one Snake Hair attack, or it makes three Poison Ray attacks.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage.

Snake Hair. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 14 (4d6) Poison damage.

Poison Ray. *Ranged Attack Roll:* +5, range 150 ft. *Hit:* 11 (2d8 + 2) Poison damage.

Bonus Actions

Petrifying Gaze (Recharge 5–6). *Constitution Saving Throw:* DC 13, each creature in a 30-foot Cone. If the medusa sees its reflection in the Cone, the medusa must make this save. *First Failure:* The target has the Restrained condition and repeats the save at the end of its next turn if it is still Restrained, ending the effect on itself on a success. *Second Failure:* The target has the Petrified condition instead of the Restrained condition.



Medusa Fates

1d6	The Medusa Was ...
1	Born a medusa and lives unaware of whatever curse or circumstances afflicted its ancestor.
2	Created by a god and tasked with guarding a treasure or secret.
3	A cultist who made a fiendish bargain and enjoyed rewards that have since faded.
4	An explorer transformed and compelled to defend a cursed ruin.
5	A vain noble whose magical attempt to gain eternal beauty backfired.
6	The victim of a bite from a magical serpent or reptilian god in disguise.

AARON J. RILEY

Mephits

Malicious Elemental Hooligans

Habitat: Planar (Elemental Planes); **Treasure:** None

Mephits are mean-spirited tricksters that dwell on the Elemental Planes. The six most prominent types of mephits resemble halfling-size gargoyles with wings, exaggerated features, and bodies composed of two elements. Most live self-interested existences, indulging their warped senses of humor or overblown egos on their home planes of existence. Some serve as messengers or spies for genies or magic-users.

Mephits resent leaving the elemental extremes where they make their homes. If loosed on the Material Plane or other realms, they lash out with nasty pranks or by tormenting weaker creatures. When destroyed, mephits explode in a burst of elemental magic.

Dust Mephit

Small Elemental, Neutral Evil

AC 12 **Initiative** +2 (12)
HP 17 (5d6)
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	5	−3	−3	**Dex**	14	+2	+2	**Con**	10	+0	+0
Int	9	−1	−1	**Wis**	11	+0	+0	**Cha**	10	+0	+0

Skills Perception +2, Stealth +4
Vulnerabilities Fire
Immunities Poison; Exhaustion, Poisoned
Senses Darkvision 60 ft.; Passive Perception 12
Languages Primordial (Auran, Terran)
CR 1/2 (XP 100; PB +2)

Traits

Death Burst. The mephit explodes when it dies. *Dexterity Saving Throw:* DC 10, each creature in a 5-foot Emanation originating from the mephit. *Failure:* 5 (2d4) Bludgeoning damage. *Success:* Half damage.

Actions

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Slashing damage.

Blinding Breath (Recharge 6). *Dexterity Saving Throw:* DC 10, each creature in a 15-foot Cone. *Failure:* The target has the Blinded condition until the end of the mephit's next turn.

Sleep (1/Day). The mephit casts the *Sleep* spell, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 10).

Dust Mephit

Dust mephits are composed of air and fine earth. They are drawn to forsaken places, and they think everything associated with death is hilarious.

Ice Mephit

Ice mephits have bodies made of frigid air and frozen water. They delight in freezing things and dropping ice into peoples' clothes.

Magma Mephit

These mephits embody the merging of earth and fire as glowing magma. They love melting things, but they loathe magmins and attack them on sight.

Mud Mephit

A combination of earth and water, mud mephits are crude, disgusting creatures. They take every opportunity to ruin objects and pollute food with muck.

Ice Mephit

Small Elemental, Neutral Evil

AC 11 **Initiative** +1 (11)
HP 21 (6d6)
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	7	−2	−2	**Dex**	13	+1	+1	**Con**	10	+0	+0
Int	9	−1	−1	**Wis**	11	+0	+0	**Cha**	12	+1	+1

Skills Perception +2, Stealth +3
Vulnerabilities Fire
Immunities Cold, Poison; Exhaustion, Poisoned
Senses Darkvision 60 ft.; Passive Perception 12
Languages Primordial (Aquan, Auran)
CR 1/2 (XP 100; PB +2)

Traits

Death Burst. The mephit explodes when it dies. *Constitution Saving Throw:* DC 10, each creature in a 5-foot Emanation originating from the mephit. *Failure:* 5 (2d4) Cold damage. *Success:* Half damage.

Actions

Claw. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Slashing damage plus 2 (1d4) Cold damage.

Fog Cloud (1/Day). The mephit casts *Fog Cloud*, requiring no spell components and using Charisma as the spellcasting ability.

Frost Breath (Recharge 6). *Constitution Saving Throw:* DC 10, each creature in a 15-foot Cone. *Failure:* 7 (3d4) Cold damage. *Success:* Half damage.



ANDREW MAR

Magma Mephit

Small Elemental, Neutral Evil

AC 11 **Initiative** +1 (11)
HP 18 (4d6 + 4)
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	8	−1	−1	**Dex**	12	+1	+1	**Con**	12	+1	+1
Int	7	−2	−2	**Wis**	10	+0	+0	**Cha**	10	+0	+0

Skills Stealth +3
Vulnerabilities Cold
Immunities Fire, Poison; Exhaustion, Poisoned
Senses Darkvision 60 ft.; Passive Perception 10
Languages Primordial (Ignan, Terran)
CR 1/2 (XP 100; PB +2)

Traits

Death Burst. The mephit explodes when it dies. *Dexterity Saving Throw:* DC 11, each creature in a 5-foot Emanation originating from the mephit. *Failure:* 7 (2d6) Fire damage. *Success:* Half damage.

Actions

Claw. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) Slashing damage plus 3 (1d6) Fire damage.

Fire Breath (Recharge 6). *Dexterity Saving Throw:* DC 11, each creature in a 15-foot Cone. *Failure:* 7 (2d6) Fire damage. *Success:* Half damage.

Mud Mephit

Small Elemental, Neutral Evil

AC 11 **Initiative** +1 (11)
HP 13 (3d6 + 3)
Speed 20 ft., Fly 20 ft., Swim 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	8	−1	−1	**Dex**	12	+1	+1	**Con**	12	+1	+1
Int	9	−1	−1	**Wis**	11	+0	+0	**Cha**	7	−2	−2

Skills Stealth +3
Immunities Poison; Exhaustion, Poisoned
Senses Darkvision 60 ft.; Passive Perception 10
Languages Primordial (Aquan, Terran)
CR 1/4 (XP 50; PB +2)

Traits

Death Burst. The mephit explodes when it dies. *Dexterity Saving Throw:* DC 11, each creature in a 5-foot Emanation originating from the mephit. *Failure:* The target has the Restrained condition until the end of its next turn.

Actions

Slam. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Bludgeoning damage.

Mud Breath (Recharge 6). *Dexterity Saving Throw:* DC 11, one creature the mephit can see within 15 feet. *Failure:* The target has the Restrained condition until the end of the mephit's next turn.



Smoke Mephit

Small Elemental, Neutral Evil

AC 12 **Initiative** +2 (12)
HP 13 (3d6 + 3)
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	−2	−2	**Dex**	14	+2	+2	**Con**	12	+1	+1
Int	10	+0	+0	**Wis**	10	+0	+0	**Cha**	11	+0	+0

Skills Perception +2, Stealth +4
Immunities Fire, Poison; Exhaustion, Poisoned
Senses Darkvision 60 ft.; Passive Perception 12
Languages Primordial (Auran, Ignan)
CR 1/4 (XP 50; PB +2)

Traits

Death Burst. The mephit explodes when it dies. *Constitution Saving Throw:* DC 11, each creature in a 5-foot Emanation originating from the mephit. *Failure:* The target has the Poisoned condition until the end of its next turn.

Actions

Claw. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Slashing damage.

Cinder Breath (Recharge 6). *Dexterity Saving Throw:* DC 11, one creature the mephit can see within 15 feet. *Failure:* The target has the Blinded condition until the end of the mephit's next turn.

Smoke Mephit

Smoke mephits are elusive beings formed of fiery cinders and hot air. They love misleading creatures and then mocking them for their gullibility.

Steam Mephit

These arrogant mephits are made of heat and vaporous water. They often trick creatures into doing them favors, then renege on promised rewards.

> I am Seamusxanthuszenus, Slayer of Fiends, Merchant Most Excellent, Purveyor of Death!
>
> —Seamusxanthuszenus, smoke mephit with a typically inflated impression of itself

Steam Mephit

Small Elemental, Neutral Evil

AC 10 **Initiative** +0 (10)
HP 17 (5d6)
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	5	−3	−3	**Dex**	11	+0	+0	**Con**	10	+0	+0
Int	11	+0	+0	**Wis**	10	+0	+0	**Cha**	12	+1	+1

Skills Stealth +2
Immunities Fire, Poison; Exhaustion, Poisoned
Senses Darkvision 60 ft.; Passive Perception 10
Languages Primordial (Aquan, Ignan)
CR 1/4 (XP 50; PB +2)

Traits

Blurred Form. Attack rolls against the mephit are made with Disadvantage unless the mephit has the Incapacitated condition.

Death Burst. The mephit explodes when it dies. *Dexterity Saving Throw:* DC 10, each creature in a 5-foot Emanation originating from the mephit. *Failure:* 5 (2d4) Fire damage. *Success:* Half damage.

Actions

Claw. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Slashing damage plus 2 (1d4) Fire damage.

Steam Breath (Recharge 6). *Constitution Saving Throw:* DC 10, each creature in a 15-foot Cone. *Failure:* 5 (2d4) Fire damage, and the target's Speed decreases by 10 feet until the end of the mephit's next turn. *Success:* Half damage only. *Failure or Success:* Being underwater doesn't grant Resistance to this Fire damage.

ANDREW MAR



ANDREA PIPARO

Merfolk

Protectors and Explorers of the Seas

Habitat: Coastal, Underwater; **Treasure:** Individual

Beneath the waves dwell merfolk, mysterious creatures that merge the features of humans and sea creatures. Some are curious about land dwellers, while others view them with suspicion.

Merfolk Skirmisher

Merfolk skirmishers defend their homes from aquatic monsters and invaders from the surface.

Merfolk Wavebender

These merfolk mages use magic to manipulate water, storms, and sea creatures to aid them.

Merfolk Skirmisher

Medium Elemental, Neutral

AC 11 **Initiative** +1 (11)
HP 11 (2d8 + 2)
Speed 10 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	13	+1	+1	**Con**	12	+1	+1
Int	11	+0	+0	**Wis**	14	+2	+2	**Cha**	12	+1	+1

Senses Passive Perception 12
Languages Common, Primordial (Aquan)
CR 1/8 (XP 25; PB +2)

Traits

Amphibious. The merfolk can breathe air and water.

Actions

Ocean Spear. *Melee or Ranged Attack Roll:* +2, reach 5 ft. or range 20/60 ft. *Hit:* 3 (1d6) Piercing damage plus 2 (1d4) Cold damage. If the target is a creature, its Speed decreases by 10 feet until the end of its next turn. *Hit or Miss:* The spear magically returns to the merfolk's hand immediately after a ranged attack.

Merfolk Wavebender

Medium Elemental, Neutral

AC 14 **Initiative** +4 (14)
HP 97 (15d8 + 30)
Speed 10 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	18	+4	+7	**Con**	14	+2	+5
Int	13	+1	+1	**Wis**	19	+4	+7	**Cha**	15	+2	+5

Skills Perception +7
Resistances Cold
Senses Passive Perception 17
Languages Common, Primordial (Aquan)
CR 6 (XP 2,300; PB +3)

Traits

Amphibious. The merfolk can breathe air and water.

Actions

Multiattack. The merfolk makes two Aquatic Burst attacks.

Aquatic Burst. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 60 ft. *Hit:* 20 (3d10 + 4) Cold damage. If the target is a Large or smaller creature, it has the Prone condition.

Spellcasting. The merfolk casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 15):

At Will: *Elementalism*, *Light*
1/Day Each: *Control Water*, *Create or Destroy Water*

Reactions

Watery Rebuke. *Trigger:* An enemy the merfolk can see enters a space within 5 feet of the merfolk. *Response—Strength Saving Throw:* DC 15, the triggering enemy. *Failure:* 14 (4d6) Cold damage. If the target is Large or smaller, it is pushed up to 30 feet straight away from the merfolk by conjured water.



Merrow

Ogreish Undersea Abductor

Habitat: Coastal, Underwater; **Treasure:** Any

Vicious aquatic hunters, merrow combine the features of ogres with those of primeval, predatory fish. They lurk in coastal waters, hoping to snare unsuspecting prey by bursting from the water and grabbing their quarry or by skewering victims with deadly harpoons. These hunters then drag land dwellers back to dismal undersea lairs. Merrow often keep prisoners in their larders as future meals.

Merrow raid coastal settlements and merfolk communities to steal weapons and treasure. This leads to conflicts between merfolk and merrow, but it also provokes misunderstandings with surface dwellers who blame merfolk for merrow attacks.

> Sages trace merrows' origins to aquatic ogres, depraved merfolk, and worse. Such broad theories reveal little about these monsters but overmuch of the dread lurking beyond our certain shores.
>
> —Leomund

Merrow

Large Monstrosity, Chaotic Evil

AC 13 **Initiative** +2 (12)
HP 45 (6d10 + 12)
Speed 10 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	15	+2	+2	**Con**	15	+2	+2
Int	8	−1	−1	**Wis**	10	+0	+0	**Cha**	9	−1	−1

Senses Darkvision 60 ft.; Passive Perception 10
Languages Abyssal, Primordial (Aquan)
CR 2 (XP 450; PB +2)

Traits

Amphibious. The merrow can breathe air and water.

Actions

Multiattack. The merrow makes two attacks, using Bite, Claw, or Harpoon in any combination.

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d4 + 4) Piercing damage, and the target has the Poisoned condition until the end of the merrow's next turn.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (2d4 + 4) Slashing damage.

Harpoon. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 20/60 ft. *Hit:* 11 (2d6 + 4) Piercing damage. If the target is a Large or smaller creature, the merrow pulls the target up to 15 feet straight toward itself.

DAVID AUDEN NASH



Mezzoloth

Yugoloth of Tenacity and Want

Habitat: Planar (Gehenna); **Treasure:** Armaments

Mezzoloths are insectile yugoloths that seek power and souls in the service of fiendish lords. These greedy, violent yugoloths are more direct than most of their scheming brethren, but what they lack in guile they make up for in persistence and numbers.

Mezzoloths typically form mercenary bands with others of their kind. These forces serve more powerful yugoloths, other fiends, sinister mages, or anyone who provides them with tempting rewards. Mezzoloths obediently adhere to the bargains they strike, potentially serving their patrons for centuries, but once those terms expire, yesterday's client could become today's target. Roll on or choose a result from the Mezzoloth Payments table to inspire a mezzoloth's price for its services.

Mezzoloth Payments

1d6	The Mezzoloth Agrees to Serve For ...
1	Access to a planar portal.
2	Information valued by its true master.
3	A lair where it can bring others of its kind.
4	Magic weapons or armor.
5	The right to loot holy sites in places it conquers.
6	Souls, whether as larvae or captured spirits.

LARS GRANT-WEST

> If a mezzoloth's after ya, just pay it off with whatever's in your pack. While it's rooting around looking for a good deal, you hightail it, Chief!
>
> —Morte

Mezzoloth

Medium Fiend (Yugoloth), Neutral Evil

AC 18 **Initiative** +3 (13)
HP 75 (10d8 + 30)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	11	+0	+0	**Con**	16	+3	+3
Int	7	−2	−2	**Wis**	14	+2	+2	**Cha**	10	+0	+0

Skills Perception +5
Resistances Cold, Fire, Lightning
Immunities Acid, Poison; Poisoned
Senses Blindsight 60 ft., Darkvision 60 ft.; Passive Perception 15
Languages Abyssal, Infernal; telepathy 60 ft.
CR 5 (XP 1,800; PB +3)

Traits

Fiendish Restoration. If the mezzoloth dies outside Gehenna, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in Gehenna.

Magic Resistance. The mezzoloth has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The mezzoloth makes two attacks, using Claws or Mercurial Trident in any combination.

Claws. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 9 (2d4 + 4) Slashing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14) from two of four claws, and it has the Restrained condition until the grapple ends.

Mercurial Trident. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 20/60 ft. *Hit:* 8 (1d8 + 4) Piercing damage plus 10 (3d6) Force damage. *Hit or Miss:* The trident magically returns to the mezzoloth's claw immediately after a ranged attack.

Spellcasting. The mezzoloth casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 13):

1/Day Each: *Cloudkill*, *Darkness*, *Dispel Magic*

Bonus Actions

Teleport (Recharge 5–6). The mezzoloth teleports up to 60 feet to an unoccupied space it can see. It can teleport one creature it is grappling to an unoccupied space within 5 feet of its destination space.



Mimic

Shape-Shifter Disguised as an Unassuming Object

Habitat: Underdark, Urban; **Treasure:** Any

In their natural forms, mimics are little more than roaming stomachs, their blobby bodies covered with alien eyes and teeth. They can alter their color, texture, and dimensions to duplicate inanimate objects of their approximate size. Mimics use their disguises as both camouflage and bait. Once victims draw close, mimics strike, lashing out with their sticky pseudopods and toothy mouths. After consuming victims, mimics usually relocate, change form, and await their next meal.

Use the following list to inspire mimics' shapes:

Altar	Heap of leaves	Sarcophagus
Bell	Keg	Sculpture
Boulder	Ladder	Ship's wheel
Cauldron	Lectern	Sign
Chair	Mannequin	Stalagmite
Chandelier	Mirror	Stump
Chest	Obelisk	Table
Cot	Oversize cake	Tapestry
Door	Panel of levers	Taxidermy
Floor mat	Pile of bones	Throne
Giant gemstone	Potted plant	Topiary
Gravestone	Row of books	Weapon rack

Mimic

Medium Monstrosity, Neutral

AC 12 **Initiative** +3 (13)
HP 58 (9d8 + 18)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	12	+1	+1	**Con**	15	+2	+2
Int	5	−3	−3	**Wis**	13	+1	+1	**Cha**	8	−1	−1

Skills Stealth +5
Immunities Acid; Prone
Senses Darkvision 60 ft.; Passive Perception 11
Languages None
CR 2 (XP 450; PB +2)

Traits

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic has the Grappled condition (escape DC 13). Ability checks made to escape this grapple have Disadvantage.

Actions

Bite. *Melee Attack Roll:* +5 (with Advantage if the target is Grappled by the mimic), reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage—or 12 (2d8 + 3) Piercing damage if the target is Grappled by the mimic—plus 4 (1d8) Acid damage.

Pseudopod. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage plus 4 (1d8) Acid damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 13). Ability checks made to escape this grapple have Disadvantage.

Bonus Actions

Shape-Shift. The mimic shape-shifts to resemble a Medium or Small object while retaining its game statistics, or it returns to its true blob form. Any equipment it is wearing or carrying isn't transformed.

MARK ZUG

Mind Flayers

Brain-Eating Underdark Tyrants

Habitat: Underdark; **Treasure:** Arcana

Scattered survivors of a world-ruining, multiversal empire, mind flayers lurk in secret conclaves hidden deep within Material Plane worlds. Within their alien sanctuaries, these wicked masterminds—also known as illithids—reshape the Underdark and its inhabitants to serve their unfathomable whims. Mind flayers are feared for their psionic powers, which allow them to stun and control other creatures, and for their horrific method of feeding: using their four slimy tentacles to extract the brains of their victims.

Mind flayers are infamous plotters and manipulators, concocting plans that reach beyond their subterranean realms. Aside from using their psionic powers to control others, mind flayers often experiment with their own bizarre life cycles, implanting other creatures with illithid young to create unnatural servants. Creatures such as grimlocks and intellect devourers result from mind flayers' biological tampering, while other Underdark-dwelling monsters—including kuo-toa, quaggoths, and troglodytes—often serve illithid masters. Githyanki and githzerai have a long adversarial history with mind flayers and bear the scars of illithid manipulation.

Mind Flayer Colonies

Mind flayers work as lone schemers, in mysterious cabals, or as part of worlds-spanning illithid conspiracies. In groups, mind flayers work toward bizarre agendas organized by an elder brain—a massive, brain-like being with incredible psionic powers. Without such a leader, groups of mind flayers fall to self-destructive squabbling. Roll on or choose a result from the Mind Flayer Machinations table to inspire an illithid conclave's plots.

Mind Flayer Machinations

1d6	The Mind Flayer Colony Seeks To ...
1	Blot out the sun so their Underdark-dwelling servants can invade the surface.
2	Create a new monstrous fusion between mind flayers and a legendary monster.
3	Forge a psionic network uniting illithid colonies.
4	Replace world leaders with intellect devourers.
5	Restore a vessel to travel through Wildspace.
6	Sacrifice the mental energy of a planet's populace to take control of a githyanki bastion.



MICHAEL BROUSSARD

Mind Flayer

A mind flayer's hunger for brains is outmeasured only by its thirst for dominance, and it embraces any plot that allows it to indulge both.

Mind Flayer Arcanist

Mind flayer arcanists enhance their psionic abilities with magic. Other mind flayers view those that undertake such experiments with disgust and fear.

Mind Flayer

Medium Aberration, Lawful Evil

AC 15 **Initiative** +4 (14)
HP 99 (18d8 + 18)
Speed 30 ft., Fly 15 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	12	+1	+4	**Con**	12	+1	+1
Int	19	+4	+7	**Wis**	17	+3	+6	**Cha**	17	+3	+6

Skills Arcana +7, Insight +6, Perception +6, Stealth +4
Resistances Psychic
Gear Breastplate
Senses Darkvision 120 ft.; Passive Perception 16
Languages Deep Speech, Undercommon; telepathy 120 ft.
CR 7 (XP 2,900; PB +3)

Traits

Magic Resistance. The mind flayer has Advantage on saving throws against spells and other magical effects.

Actions

Tentacles. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 22 (4d8 + 4) Psychic damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 14) from all the mind flayer's tentacles, and the target has the Stunned condition until the grapple ends.

Extract Brain. *Constitution Saving Throw:* DC 15, one creature that is Grappled by the mind flayer's Tentacles. *Failure:* 55 (10d10) Piercing damage. *Success:* Half damage. *Failure or Success:* If this damage reduces the target to 0 Hit Points, the mind flayer kills it and devours its brain.

Mind Blast (Recharge 5–6). *Intelligence Saving Throw:* DC 15, each creature in a 60-foot Cone. *Failure:* 31 (6d8 + 4) Psychic damage, and the target has the Stunned condition until the end of the mind flayer's next turn. *Success:* Half damage only.

Spellcasting. The mind flayer casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 15):

At Will: *Detect Thoughts*
1/Day Each: *Dominate Monster, Plane Shift* (self only)

Mind Flayer Arcanist

Medium Aberration, Lawful Evil

AC 16 **Initiative** +6 (16)
HP 143 (26d8 + 26)
Speed 30 ft., Fly 30 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	14	+2	+6	**Con**	13	+1	+1
Int	20	+5	+9	**Wis**	17	+3	+7	**Cha**	17	+3	+7

Skills Arcana +13, Insight +7, Perception +7, Stealth +6
Immunities Psychic; Charmed, Frightened
Gear Breastplate
Senses Darkvision 120 ft.; Passive Perception 17
Languages Deep Speech, Undercommon; telepathy 120 ft.
CR 11 (XP 7,200; PB +4)

Traits

Magic Resistance. The mind flayer has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The mind flayer makes three Arcane Tentacles attacks.

Arcane Tentacles. *Melee or Ranged Attack Roll:* +9, reach 5 ft. or range 120 ft. *Hit:* 27 (4d10 + 5) Psychic damage, and the mind flayer can teleport the target up to 30 feet to an unoccupied space the mind flayer can see on a surface or liquid large enough to support the target. If this damage reduces the target to 0 Hit Points, the mind flayer kills it and magically devours its brain.

Mind Burst (Recharge 5–6). *Intelligence Saving Throw:* DC 17, each creature in a 40-foot Emanation originating from the mind flayer. *Failure:* 41 (8d8 + 5) Psychic damage, and the target has the Stunned condition until the end of the mind flayer's next turn. *Success:* Half damage only.

Spellcasting. The mind flayer casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 17):

At Will: *Detect Magic, Detect Thoughts, Disguise Self, Mage Hand* (the hand is Invisible)
1/Day Each: *Clairvoyance, Dimension Door, Fireball* (level 5 version), *Lightning Bolt* (level 5 version), *Plane Shift* (self only), *Sending*

Reactions

Shield (2/Day). The mind flayer casts *Shield* in response to that spell's trigger, using the same spellcasting ability as Spellcasting.



BRIAN VALENZUELA

Minotaur of Baphomet

Berserker of the Demon Lord of Beasts

Habitat: Underdark; **Treasure:** Armaments

Baphomet, Demon Lord of Beasts, claims to have created minotaurs and demands their worship. While most minotaurs live free of the demon lord's bonds, those that serve him become minotaurs of Baphomet. These brutes resemble the hulking, horned demon lord more than others of their kind, and they wreak havoc in that foul immortal's name. Rarely, non-minotaurs cursed by magic-users or spiteful deities might transform into these monsters.

Minotaurs of Baphomet often dwell in mazes, leading their allies to hidden destinations and stalking trespassers. Roll on or choose a result from the Minotaur Mazes table to inspire the shape of a minotaur's dwelling.

Minotaur Mazes

1d4	The Minotaur of Baphomet Lurks In ...
1	A multilevel mine or sewer.
2	Multiple mazes connected by magic portals.
3	A poisonous swamp with labyrinthine paths.
4	The ruins of a buried palace or temple.

Minotaur of Baphomet

Large Monstrosity, Chaotic Evil

AC 14 **Initiative** +0 (10)
HP 85 (10d10 + 30)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	11	+0	+0	**Con**	16	+3	+3
Int	6	–2	–2	**Wis**	16	+3	+3	**Cha**	9	–1	–1

Skills Perception +7, Survival +7
Senses Darkvision 60 ft.; Passive Perception 17
Languages Abyssal
CR 3 (XP 700; PB +2)

Actions

Abyssal Glaive. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 10 (1d12 + 4) Slashing damage plus 10 (3d6) Necrotic damage.

Gore (Recharge 5–6). *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 18 (4d6 + 4) Piercing damage. If the target is a Large or smaller creature and the minotaur moved 10+ feet straight toward it immediately before the hit, the target takes an extra 10 (3d6) Piercing damage and has the Prone condition.

Modrons

Mechanized Caretakers of Multiversal Law

Habitat: Planar (Mechanus); **Treasure:** None

Beings of magic and machinery, modrons embody absolute law. These inhabitants of the clockwork plane of Mechanus tend to the incredible mechanisms of their orderly home and oppose chaotic forces across the multiverse.

Modrons are parts of a vast hierarchy, spanning from quirky monodrones to the leader of their kind, the godlike Primus. Every modron carries out tasks assigned to it by higher-ranking modrons, doing so without question. Generally, modrons communicate only with other modrons of their own rank or the ranks immediately above and below them. Those more than one rank away tend to be either too advanced or too simple for them to understand.

Modrons excel at tasks that require patience and precision, but they have little understanding of nonliteral concepts such as art or humor. They have no egos; they have only their work and the certainty that multiversal law depends on their efficacy.

In rare cases, a modron goes rogue and develops its own will. In these cases, other modrons are sent to recover or destroy their malfunctioning kin.

Modron Marches

Whether in service to lawful deities or as part of the Great Modron March, modrons travel from Mechanus to spread their vision of law to other planes of existence. Roll on or choose a result from the Modron Operations table to inspire what effort leads a group of modrons to other realms.

Modron Operations

1d8	The Modrons Work To ...
1	Create a clockwork outpost to monitor the balance of obscure planar forces.
2	Ensure neither side gains the upper hand in a conflict between good and evil.
3	Excavate a portal to another plane.
4	Find a lost contingent of modrons.
5	Reactivate a titanic but lost modron device.
6	Remove a forest, mountain, or city before the arrival of a modron procession.
7	Seal off a planar rift or wild magic zone.
8	Wage war with demons, slaadi, or chaotic Fey.

> The guide swore "beep boop" meant "hello, friend." I don't know why they're after us!
>
> —A planar explorer learning modrons have no sense of humor



Modron Monodrone

The most numerous modrons, monodrones can perform one simple task at a time. They believe anything they're told that isn't logically or mathematically false. When faced with unexpected situations, they're quick to seek duodrones for help.

Modron Monodrone

Medium Construct, Lawful Neutral

AC 15 **Initiative** +2 (12)
HP 5 (1d8 + 1)
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	14	+2	+2	**Con**	12	+1	+1
Int	4	−3	−3	**Wis**	10	+0	+0	**Cha**	5	−3	−3

Immunities Charmed
Senses Truesight 120 ft.; Passive Perception 10
Languages Modron
CR 1/8 (XP 25; PB +2)

Traits

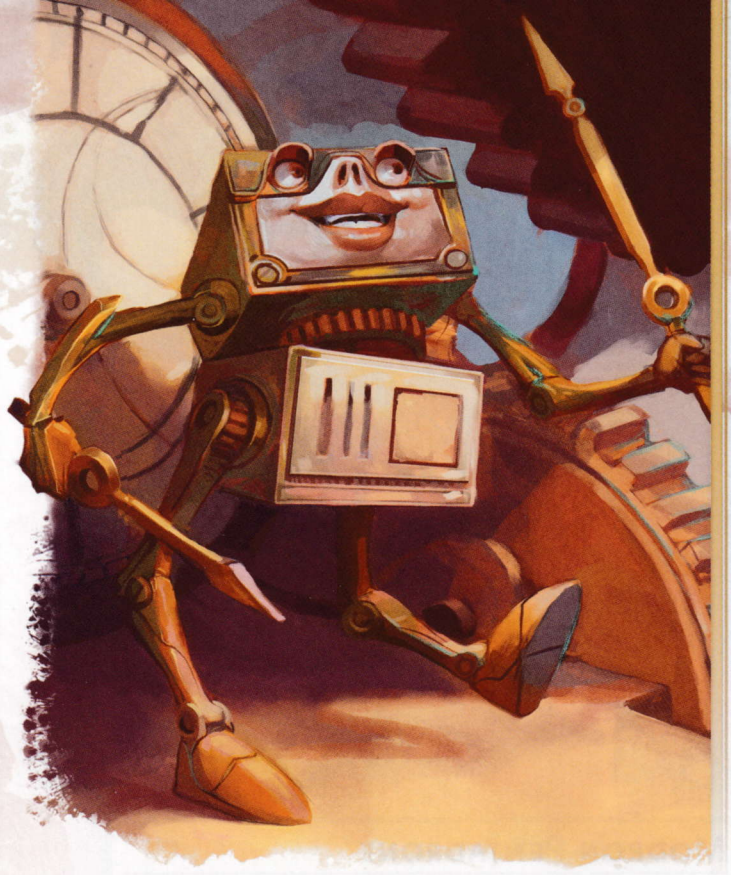
Disintegration. If the modron dies, it disintegrates into dust, leaving behind anything it was wearing or carrying.

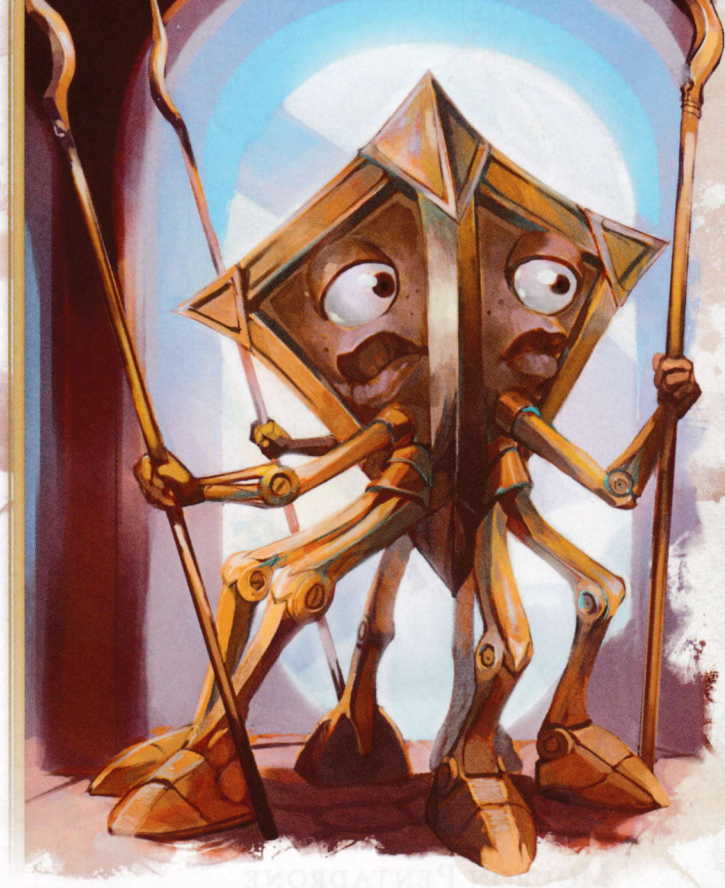
Actions

Gear. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Force damage.

Gear Flinger. *Ranged Attack Roll:* +4, range 120 ft. *Hit:* 6 (1d8 + 2) Force damage.

JULIE DILLON





Modron Duodrone

Duodrones can perform two tasks at once and often oversee monodrone work groups. They are slightly more skeptical of strangers than monodrones are.

Modron Duodrone

Medium Construct, Lawful Neutral

AC 15 **Initiative** +1 (11)
HP 11 (2d8 + 2)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	13	+1	+1	**Con**	12	+1	+1
Int	6	−2	−2	**Wis**	10	+0	+0	**Cha**	7	−2	−2

Immunities Charmed
Senses Truesight 120 ft.; Passive Perception 10
Languages Modron
CR 1/4 (XP 50; PB +2)

Traits

Disintegration. If the modron dies, it disintegrates into dust, leaving behind anything it was wearing or carrying.

Actions

Multiattack. The modron makes two Clockwork Blade attacks.

Clockwork Blade. *Melee or Ranged Attack Roll:* +3, reach 5 ft. or range 30 ft. *Hit:* 4 (1d6 + 1) Force damage. *Hit or Miss:* The blade magically returns to the modron's hand immediately after a ranged attack.

Modron Tridrone

Tridrones oversee lesser modrons and lead them in battle. They're suspicious of any data provided by non-modrons.

Modron Tridrone

Medium Construct, Lawful Neutral

AC 15 **Initiative** +1 (11)
HP 16 (3d8 + 3)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	13	+1	+1	**Con**	12	+1	+1
Int	9	−1	−1	**Wis**	10	+0	+0	**Cha**	9	−1	−1

Immunities Charmed
Senses Truesight 120 ft.; Passive Perception 10
Languages Modron
CR 1/2 (XP 100; PB +2)

Traits

Disintegration. If the modron dies, it disintegrates into dust, leaving behind anything it was wearing or carrying.

Actions

Multiattack. The modron makes three Clockwork Spear attacks.

Clockwork Spear. *Melee or Ranged Attack Roll:* +3, reach 5 ft. or range 120 ft. *Hit:* 4 (1d6 + 1) Force damage. *Hit or Miss:* The spear magically returns to the modron's hand immediately after a ranged attack.

JULIE DILLON



Modron Quadrone

Quadrones are among the most relatable modrons—and those most likely to go rogue.

Modron Pentadrone

Pentadrones oversee and protect contingents of lesser modrons. They're quick to call lengthy meetings with other modrons when making decisions.

Modron Quadrone

Medium Construct, Lawful Neutral

AC 16 **Initiative** +2 (12)
HP 22 (4d8 + 4)
Speed 30 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	14	+2	+2	**Con**	12	+1	+1
Int	10	+0	+0	**Wis**	10	+0	+0	**Cha**	11	+0	+0

Skills Perception +2
Immunities Charmed
Senses Truesight 120 ft.; Passive Perception 12
Languages Modron
CR 1 (XP 200; PB +2)

Traits

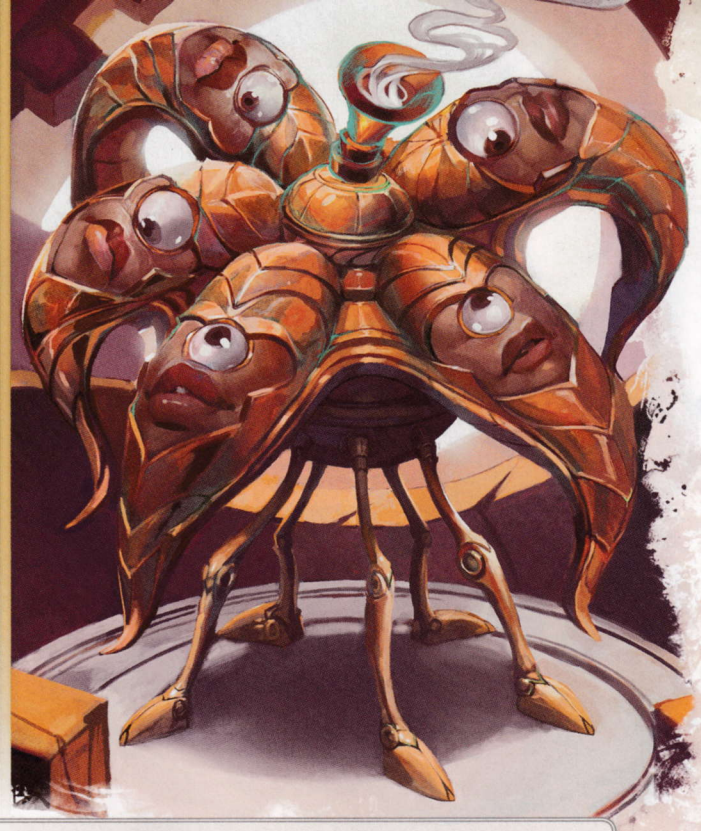
Disintegration. If the modron dies, it disintegrates into dust, leaving behind anything it was wearing or carrying.

Actions

Multiattack. The modron makes four Slam attacks or four Gears Launcher attacks.

Slam. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Force damage.

Gears Launcher. *Ranged Attack Roll:* +4, range 320 ft. *Hit:* 4 (1d4 + 2) Force damage.



Modron Pentadrone

Large Construct, Lawful Neutral

AC 16 **Initiative** +2 (12)
HP 32 (5d10 + 5)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	14	+2	+2	**Con**	12	+1	+1
Int	10	+0	+0	**Wis**	10	+0	+0	**Cha**	13	+1	+1

Skills Perception +4
Immunities Charmed
Senses Truesight 120 ft.; Passive Perception 14
Languages Modron
CR 2 (XP 450; PB +2)

Traits

Disintegration. If the modron dies, it disintegrates into dust, leaving behind anything it was wearing or carrying.

Actions

Multiattack. The modron makes five Slam attacks or five Electrical Discharge attacks.

Slam. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Force damage.

Electrical Discharge. *Ranged Attack Roll:* +4, range 120 ft. *Hit:* 5 (1d6 + 2) Lightning damage.

Paralysis Gas (Recharge 5–6). *Constitution Saving Throws:* DC 11, each creature in a 30-foot Cone. *Failure:* The target has the Paralyzed condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

JULIE DILLON

Mummies

Deathless Ancients with Ageless Ambitions

Habitat: Desert, Swamp; **Treasure:** Relics

Mysterious rites and mighty faith can tie spirits to their corpses, binding them to their remains for all time. Should their resting places be violated, these beings, known as mummies, reanimate their deteriorating bodies to restore the sanctity of their tombs and punish those who disturbed their rest.

Mummies pursue those who offend them, typically mortals who desecrate their resting places, steal their burial treasures, or defile sites tied to their faith. With undying rage, these ancient corpses go to extreme lengths to avenge themselves and restore what they need to find peace.

A mummy might look frail, but its body possesses supernatural strength, and its gaze can strike fear in the bravest hearts. Those who escape a mummy's grasp might find themselves subject to a terrible curse. Victims of a mummy's curse gradually wither, their bodies rotting away until they're reduced to dust. This curse can be healed only by the *Remove Curse* spell or similar magic.

Mummy

Common mummies are the remains of priests, nobles, or champions of faith that underwent magical burial rites. Some are preserved through processes using linen wrappings or clay, but others are preserved by peat bogs, ice, magic, or other means.

Roll on or choose a result from the Mummy Resurrections table to determine why a mummy has returned from the dead.

Mummy Resurrections

1d8	The Mummy Reanimates To ...
1	Defend a holy site it was created to protect.
2	Obey the summons of a mummy lord.
3	Oppose an enemy who has returned to life.
4	Protect its descendants from an ancient threat.
5	Punish the progeny of those who cursed it.
6	Reclaim treasures robbed from its crypt.
7	Serve whoever speaks the prayer on its tomb.
8	Slay anyone who sets eyes on it.

Rule 7: Before opening a sarcophagus, light a torch.

—X the Mystic's *Rules of Dungeon Survival*

BRIAN VALEZA



Mummy

Medium or Small Undead, Lawful Evil

AC 11 **Initiative** –1 (9)
HP 58 (9d8 + 18)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	8	–1	–1	**Con**	15	+2	+2
Int	6	–2	–2	**Wis**	12	+1	+3	**Cha**	12	+1	+1

Vulnerabilities Fire
Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 60 ft.; Passive Perception 11
Languages Common plus two other languages
CR 3 (XP 700; PB +2)

Actions

Multiattack. The mummy makes two Rotting Fist attacks and uses Dreadful Glare.

Rotting Fist. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Bludgeoning damage plus 10 (3d6) Necrotic damage. If the target is a creature, it is cursed. While cursed, the target can't regain Hit Points, its Hit Point maximum doesn't return to normal when finishing a Long Rest, and its Hit Point maximum decreases by 10 (3d6) every 24 hours that elapse. A creature dies and turns to dust if reduced to 0 Hit Points by this attack.

Dreadful Glare. *Wisdom Saving Throw:* DC 11, one creature the mummy can see within 60 feet. *Failure:* The target has the Frightened condition until the end of the mummy's next turn. *Success:* The target is immune to this mummy's Dreadful Glare for 24 hours.



Mummy Lord

Those desperate to escape death sometimes make terrible bargains with wicked deities. Devoting their hearts to evil forces, these villains gain power over death and a cursed immortality that binds their minds and spirits within a desiccated corpse. Freed from mortal concerns, these mummy lords pursue their obsessions across ages.

Most mummy lords linger amid the ruins of ancient palaces or temples where they once held sway. Their age-old faith and ties to deathly forces grant them fearful magic, which they use to sow ruin and animate undead servants.

A mummy lord's heart embodies the pact that grants it immortality. Rather than bearing its heart within its corpse, a mummy lord removes and hides this accursed organ. As long as its heart isn't destroyed by fire, a mummy lord can return to unlife no matter what doom it meets.

Mummy lords are usually consumed by ageless plots. Roll on or choose a result from the Mummy Lord Plots table to determine a mummy lord's ancient agenda.

Mummy Lord Plots

1d8	The Mummy Lord Seeks To ...
1	Open a portal to the past, when its power was at its height.
2	Perform a ritual that can be attempted only once every eight hundred years.
3	Reclaim and resurrect a loved one's corpse.
4	Reconquer the lands that once composed its empire.
5	Recover the pieces of its lost heart.
6	Replace its descendant as the ruler of a realm.
7	Sacrifice a thousand souls to its god in return for true life.
8	Transform the people of an entire nation into Undead servants.

> The scroll contained a foul ritual to raise one of the children of Anhktepot. I tried to burn it, but the flames refused to touch the parchment. Forgive me, but I cannot destroy it ... and I cannot help myself.
>
> —Isu, High Priest of Muhar

HELGE C. BALZER

Mummy Lord Lairs

Mummy lords typically lurk in the ruins of places they dwelled in life. Such sites have forbidding reputations, or they might be lost and forgotten.

The region containing a mummy lord's lair is warped by its presence, creating the following effects:

Cursed Fate. Whenever a creature other than the mummy or one of its allies casts a Divination spell while within 1 mile of the lair, the creature makes a DC 15 Constitution saving throw. On a failed save, the spell dissipates with no effect, and the action, Bonus Action, or Reaction used to cast the spell is wasted, but any resources used to cast it aren't expended.

Soul Drain. Creatures within 1 mile of the lair have Disadvantage on Death Saving Throws.

If the mummy lord is destroyed or moves its lair elsewhere, these effects end immediately. The effects resume if the mummy lord gains a new body (see its Undead Restoration trait).

Mummy Lord

Medium or Small Undead (Cleric), Lawful Evil

AC 17 **Initiative** +10 (20)
HP 187 (25d8 + 75)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	10	+0	+0	**Con**	17	+3	+3
Int	11	+0	+5	**Wis**	19	+4	+9	**Cha**	16	+3	+3

Skills History +5, Perception +9, Religion +5
Vulnerabilities Fire
Immunities Necrotic, Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Truesight 60 ft.; Passive Perception 19
Languages Common plus three other languages
CR 15 (XP 13,000, or 15,000 in lair; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the mummy fails a saving throw, it can choose to succeed instead.

Magic Resistance. The mummy has Advantage on saving throws against spells and other magical effects.

Undead Restoration. If destroyed, the mummy gains a new body in 24 hours if its heart is intact, reviving with all its Hit Points. The new body appears in an unoccupied space within the mummy's lair. The heart is a Tiny object that has AC 17, HP 10, and Immunity to all damage except Fire.

Actions

Multiattack. The mummy makes one Rotting Fist or Channel Negative Energy attack, and it uses Dreadful Glare.

Rotting Fist. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 15 (2d10 + 4) Bludgeoning damage plus 10 (3d6) Necrotic damage. If the target is a creature, it is cursed. While cursed, the target can't regain Hit Points, it gains no benefit from finishing a Long Rest, and its Hit Point maximum decreases by 10 (3d6) every 24 hours that elapse. A creature dies and turns to dust if reduced to 0 Hit Points by this attack.

Channel Negative Energy. *Ranged Attack Roll:* +9, range 60 ft. *Hit:* 25 (6d6 + 4) Necrotic damage.

Dreadful Glare. *Wisdom Saving Throw:* DC 17, one creature the mummy can see within 60 feet. *Failure:* 25 (6d6 + 4) Psychic damage, and the target has the Paralyzed condition until the end of the mummy's next turn.

Spellcasting. The mummy casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At Will: *Dispel Magic*, *Thaumaturgy*
1/Day Each: *Animate Dead*, *Harm*, *Insect Plague* (level 7 version)

Reactions

Whirlwind of Sand. *Trigger:* The mummy is hit by an attack roll. *Response:* The mummy adds 2 to its AC against the attack, possibly causing the attack to miss, and the mummy teleports up to 60 feet to an unoccupied space it can see. Each creature of its choice that it can see within 5 feet of its destination space has the Blinded condition until the end of the mummy's next turn.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the mummy can expend a use to take one of the following actions. The mummy regains all expended uses at the start of each of its turns.

Dread Command. The mummy casts *Command* (level 2 version), using the same spellcasting ability as Spellcasting. The mummy can't take this action again until the start of its next turn.

Glare. The mummy uses Dreadful Glare. The mummy can't take this action again until the start of its next turn.

Necrotic Strike. The mummy makes one Rotting Fist or Channel Negative Energy attack.



Myconids tend to the fungi in their hidden gardens, whether mysterious mushrooms or their own community members.

Myconids

Keepers of the Spore

Habitat: Underdark; **Treasure:** Any

Myconids dwell in remote Underdark reaches overgrown with molds and mushrooms. These ambulatory fungal creatures tend to their sanctuaries and avoid becoming embroiled in the conflicts of other creatures. They use specialized spores to communicate, to alert one another to danger, and to defend themselves. When myconids encounter others beings, they use mind-linking spores to allow nearby creatures to telepathically share thoughts. Nevertheless, myconids' goals remain mysterious to most non-fungal creatures.

Myconid Sprout

Myconid sprouts tend to their fungal homes and watch for trespassers.

Myconid Adult

Myconid adults defend their territories and other myconids from invaders.

Myconid Sprout

Small Plant, Lawful Neutral

AC 10 **Initiative** +0 (10)
HP 3 (1d6)
Speed 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	8	−1	−1	**Dex**	10	+0	+0	**Con**	10	+0	+0
Int	8	−1	−1	**Wis**	11	+0	+0	**Cha**	5	−3	−3

Senses Darkvision 120 ft.; Passive Perception 10
Languages Telepathy 240 ft.
CR 0 (XP 10; PB +2)

Traits

Sun Sickness. While in sunlight, the myconid has Disadvantage on D20 Tests. The myconid dies if it spends more than 1 hour in sunlight.

Actions

Slam. *Melee Attack Roll:* +1, reach 5 ft. *Hit:* 1 (1d4 − 1) Bludgeoning damage plus 2 (1d4) Poison damage.

Rapport Spores. The myconid expels spores in a 30-foot Emanation originating from itself. Creatures in that area with an Intelligence score of 2 or higher that aren't Constructs, Elementals, or Undead gain telepathy with a range of 30 feet for 1 hour.

CAROLINE GARIBA

Myconid Adult

Medium Plant, Lawful Neutral

AC 12 **Initiative** +0 (10)
HP 16 (3d8 + 3)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	10	+0	+0	**Con**	12	+1	+1
Int	10	+0	+0	**Wis**	13	+1	+1	**Cha**	7	−2	−2

Senses Darkvision 120 ft.; Passive Perception 11
Languages Telepathy 240 ft.
CR 1/2 (XP 100; PB +2)

Traits

Sun Sickness. While in sunlight, the myconid has Disadvantage on D20 Tests. The myconid dies if it spends more than 1 hour in sunlight.

Actions

Slam. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 4 (1d8) Bludgeoning damage plus 3 (1d6) Poison damage.

Pacifying Spores (1/Day). *Constitution Saving Throw:* DC 11, one creature the myconid can see within 10 feet. *Failure:* The target has the Stunned condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Rapport Spores. The myconid expels spores in a 30-foot Emanation originating from itself. Creatures in that area with an Intelligence score of 2 or higher that aren't Constructs, Elementals, or Undead gain telepathy with a range of 30 feet for 1 hour.

Myconid Spore Servant

Medium or Small Plant, Unaligned

AC 13 **Initiative** +1 (11)
HP 37 (5d8 + 15)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	12	+1	+1	**Con**	16	+3	+3
Int	2	−4	−4	**Wis**	6	−2	−2	**Cha**	1	−5	−5

Immunities Poisoned; Blinded, Charmed, Frightened, Paralyzed, Poisoned
Senses Blindsight 30 ft.; Passive Perception 8
Languages Telepathy 30 ft.
CR 1 (XP 200; PB +2)

Actions

Slam. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage plus 2 (1d4) Poison damage.

Myconid Spore Servant

Spore servants are corpses that have been overgrown and reanimated by a myconid sovereign's spores. These fungus-infested bodies are extensions of a myconid sovereign and obey its will.

Myconid Sovereign

Myconid sovereigns resemble towering myconid adults with elaborate fungal growths. They direct their lesser kin and see to the health and growth of vast fungal blooms.

Myconid Sovereign

Large Plant, Lawful Neutral

AC 13 **Initiative** +0 (10)
HP 45 (6d10 + 12)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	10	+0	+0	**Con**	14	+2	+2
Int	13	+1	+1	**Wis**	15	+2	+2	**Cha**	10	+0	+0

Senses Darkvision 120 ft.; Passive Perception 12
Languages Telepathy 240 ft.
CR 2 (XP 450; PB +2)

Traits

Sun Sickness. While in sunlight, the myconid has Disadvantage on D20 Tests. The myconid dies if it spends more than 1 hour in sunlight.

Actions

Multiattack. The myconid makes one Slam attack and uses Pacifying Spores.

Slam. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) Bludgeoning damage plus 5 (2d4) Poison damage.

Animating Spores (3/Day). The myconid releases spores at a Medium or Small corpse within 5 feet of it that wasn't a Construct or an Undead. In 24 hours, the corpse rises as a **Myconid Spore Servant**. The corpse stays animate for 1d4 + 1 weeks or until destroyed, and it can't be animated again in this way.

Pacifying Spores. *Constitution Saving Throw:* DC 12, one creature the myconid can see within 10 feet. *Failure:* The target has the Stunned condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Rapport Spores. The myconid expels spores in a 30-foot Emanation originating from itself. Creatures in that area with an Intelligence score of 2 or higher that aren't Constructs, Elementals, or Undead gain telepathy with a range of 30 feet for 1 hour.



> The Blood War—that ageless clash between devils and demons—helps ensure the balance of the multiverse. At times it makes unlikely allies, but never delude yourself into believing there's a lesser of two evil. I won't be thanking a demon for every day I'm spared a devil's lash.
>
> —Mordenkainen

Nalfeshnee

Demon of Intimidation and Hopelessness

Habitat: Planar (Abyss); **Treasure:** Relics

Nalfeshnees seek to dominate all they encounter. Hulking and grotesque, these demons combine misshapen, bestial features with ogre-like frames. Through both brute force and cunning, nalfeshnees compel cultists and weaker demons to serve them in the endless conflicts of the Abyss or in plots on the Material Plane.

Many nalfeshnees view themselves as prospective demon lords and seek to conquer realms of their own. They often use promises of fiendish magic or Abyssal alliances to tempt ambitious mortals into ruinous pacts. Should they run out of patience, nalfeshnees conjure visions of the Abyss and other nightmares to terrorize others into obeying.

Nalfeshnee

Large Fiend (Demon), Chaotic Evil

AC 18 **Initiative** +5 (15)
HP 184 (16d10 + 96)
Speed 20 ft., Fly 30 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	21	+5	+5	**Dex** 10	+0	+0	**Con** 22	+6	+11
Int	19	+4	+9	**Wis** 12	+1	+6	**Cha** 15	+2	+7

Resistances Cold, Fire, Lightning
Immunities Poison; Frightened, Poisoned
Senses Truesight 120 ft.; Passive Perception 11
Languages Abyssal; telepathy 120 ft.
CR 13 (XP 10,000; PB +5)

Traits

Demonic Restoration. If the nalfeshnee dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

Magic Resistance. The nalfeshnee has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The nalfeshnee makes three Rend attacks.

Rend. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 16 (2d10 + 5) Slashing damage plus 11 (2d10) Force damage.

Teleport. The nalfeshnee teleports up to 120 feet to an unoccupied space it can see.

Bonus Actions

Horror Nimbus (Recharge 5–6). *Wisdom Saving Throw:* DC 15, each creature in a 15-foot Emanation originating from the nalfeshnee. *Failure:* 28 (8d6) Psychic damage, and the target has the Frightened condition for 1 minute, until it takes damage, or until it ends its turn with the nalfeshnee out of line of sight. *Success:* The target is immune to this nalfeshnee's Horror Nimbus for 24 hours.

Reactions

Pursuit. *Trigger:* Another creature the nalfeshnee can see ends its move within 120 feet of the nalfeshnee. *Response:* The nalfeshnee uses Teleport, but its destination space must be within 10 feet of the triggering creature.

JUSTIN GERARD

Night Hag

Hag of Nightmare and Corruption

Habitat: Planar (Lower Planes); **Treasure:** Arcana

Night hags seek mortals to torment and turn to evil. By day, night hags use supernatural deceptions to plague their victims, shape-shifting to pose as other creatures and make their targets believe the world has turned against them. By night, these hags reinforce their tortures with terrifying dreams. Once they force their targets to desperate limits, night hags claim their victims' tormented spirits, capturing them in sinister traps called soul bags. The hags then slip between planes of existence to barter stolen souls to vile magic-users and fiendish entities.

Night hags maintain networks of nefarious customers and collect rumors from across the Lower Planes. These hags might part with their secrets in exchange for magic items and other wicked prices.



Night Hag

Medium Fiend, Neutral Evil

AC 17 **Initiative** +5 (15)
HP 112 (15d8 + 45)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	15	+2	+2	**Con**	16	+3	+3
Int	16	+3	+3	**Wis**	14	+2	+2	**Cha**	16	+3	+3

Skills Deception +6, Insight +5, Perception +5, Stealth +5
Resistances Cold, Fire
Immunities Charmed
Senses Darkvision 120 ft.; Passive Perception 15
Languages Abyssal, Common, Infernal, Primordial
CR 5 (XP 1,800; PB +3)

Traits

Coven Magic. While within 30 feet of at least two hag allies, the hag can cast one of the following spells, requiring no Material components, using the spell's normal casting time, and using Intelligence as the spellcasting ability (spell save DC 14): *Augury*, *Find Familiar*, *Identify*, *Locate Object*, *Scrying*, or *Unseen Servant*. The hag must finish a Long Rest before using this trait to cast that spell again.

Magic Resistance. The hag has Advantage on saving throws against spells and other magical effects.

Soul Bag. The hag has a soul bag. While holding or carrying the bag, the hag can use its Nightmare Haunting action.

The bag has AC 15, HP 20, and Resistance to all damage. The bag turns to dust if reduced to 0 Hit Points. If the bag is destroyed, any souls the bag is holding are released. The hag can create a new bag after 7 days.

Actions

Multiattack. The hag makes two Claw attacks.

Claw. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage.

Nightmare Haunting (1/Day; Requires Soul Bag). While on the Ethereal Plane, the hag casts *Dream*, using the same spellcasting ability as Spellcasting. Only the hag can serve as the spell's messenger, and the target must be a creature the hag can see on the Material Plane. The spell fails and is wasted if the target is under the effect of the *Protection from Evil and Good* spell or within a *Magic Circle* spell.

If the target takes damage from the *Dream* spell, the target's Hit Point maximum decreases by an amount equal to that damage. If the spell kills the target, its soul is trapped in the hag's soul bag, and the target can't be raised from the dead until its soul is released.

Spellcasting. The hag casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 14):

At Will: *Detect Magic*, *Etherealness*, *Magic Missile* (level 4 version)
2/Day Each: *Phantasmal Killer*, *Plane Shift* (self only)

Bonus Actions

Shape-Shift. The hag shape-shifts into a Small or Medium Humanoid, or it returns to its true form. Other than its size, its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

CYNTHIA SHEPPARD



Nightmare

Dread Steed of the Lower Planes

Habitat: Planar (Lower Planes); **Treasure:** None

Nightmares resemble horses with flaming manes, burning hooves, and smoldering eyes. They terrorize weaker creatures and often ally with denizens of the Lower Planes in committing evil acts. These supernatural horses can innately travel between the Ethereal Plane and the Material Plane, and many know the locations of portals to the Lower Planes, the Shadowfell, and other sinister realms.

Nightmares' speed, resilience, and ability to gallop between planes of existence make them steeds coveted by evildoers. Roll on or choose a result from the Nightmare Riders table to inspire what might employ a nightmare steed.

Nightmare Riders

1d6	The Nightmare Carries ...
1	The champion or messenger of an evil deity.
2	A group of joyriding imps or quasits.
3	An innocent soul trapped on the wild Fiend.
4	A lore-hunting mage, cultist, or lich.
5	A night hag herding larvae between planes.
6	A wicked cavalier, such as a death knight, an erinyes, an incubus, or a vampire.

Nightmare

Large Fiend, Neutral Evil

AC 13 **Initiative** +2 (12)
HP 68 (8d10 + 24)
Speed 60 ft., Fly 90 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	15	+2	+2	**Con**	16	+3	+3
Int	10	+0	+0	**Wis**	13	+1	+1	**Cha**	15	+2	+2

Immunities Fire
Senses Passive Perception 11
Languages Understands Abyssal, Common, and Infernal but can't speak
CR 3 (XP 700; PB +2)

Traits

Confer Fire Resistance. The nightmare can grant Resistance to Fire damage to a rider while it is on the nightmare.

Illumination. The nightmare sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage plus 10 (3d6) Fire damage.

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

ALEJANDRO PACHECO



RICCARDO MOSCATELLO

Noble

Medium or Small Humanoid, Neutral

AC 15 **Initiative** +1 (11)
HP 9 (2d8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	12	+1	+1	**Con**	11	+0	+0
Int	12	+1	+1	**Wis**	14	+2	+2	**Cha**	16	+3	+3

Skills Deception +5, Insight +4, Persuasion +5
Gear Breastplate, Rapier
Senses Passive Perception 12
Languages Common plus two other languages
CR 1/8 (XP 25; PB +2)

Actions

Rapier. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) Piercing damage.

Reactions

Parry. *Trigger:* The noble is hit by a melee attack roll while holding a weapon. *Response:* The noble adds 2 to its AC against that attack, possibly causing it to miss.

Nobles

Royals and Rich Folk

Habitat: Any; **Treasure:** Individual

Nobles encompass a variety of people with social influence. They might be rulers, wealthy merchants, callous bureaucrats, or the idle elite.

Noble

A noble's social advantages typically grant the noble access to greater education and training than most common folk, while nobles' experience with business or politics makes many adept negotiators.

Noble Prodigy

Noble prodigies trace their lineage to a legendary hero, a demigod, a dragon, or some other ancestor that grants them magical prowess. Among some nobles, the source of a prodigy's magic might be a family secret.

Noble Prodigy

Medium or Small Humanoid, Neutral

AC 16 **Initiative** +7 (17)
HP 148 (27d8 + 27)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	8	−1	−1	**Dex**	16	+3	+7	**Con**	12	+1	+5
Int	15	+2	+2	**Wis**	14	+2	+6	**Cha**	19	+4	+8

Skills Perception +6, Persuasion +8
Senses Passive Perception 16
Languages Common plus two other languages
CR 10 (XP 5,900; PB +4)

Actions

Multiattack. The noble makes three Beguiling Strike attacks.

Beguiling Strike. *Melee or Ranged Attack Roll:* +8, reach 5 ft. or range 60 ft. *Hit:* 18 (4d6 + 4) Psychic damage, and the target has the Charmed condition until the start of the noble's next turn.

Spellcasting. The noble casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 16):

At Will: *Mage Armor* (included in AC), *Mage Hand*, *Minor Illusion*
1/Day Each: *Befuddlement*, *Detect Thoughts*, *Fly*, *Scrying*, *Shatter* (level 7 version)

Reactions

Shield (2/Day). The noble casts *Shield* in response to that spell's trigger, using the same spellcasting ability as Spellcasting.



Nothic

Witness to the Weird

Habitat: Underdark; **Treasure:** Arcana

Consumed by their thirst for forbidden knowledge, nothics are cursed lore seekers transformed by secrets never meant to be known. The bodies of these former scholars are warped into otherworldly shapes, each with a head dominated by a gigantic, unblinking eye. Nothics remember nothing of their past lives and care only for their endless pursuit of hidden mysteries and uncanny truths. They seek revelations amid the rubble of forgotten ruins, and they use their supernatural sight to pierce magical deceptions, rot the flesh of enemies, and steal the secrets of those who interrupt their investigations.

Some nothics seek to end the curse that warped them into their bizarre forms, but many are unaware of—or uninterested in—their transformation.

> Deeper. Deeper and deeper. Deeper and creeper. Creeping they come. Up from the place that isn't a place. They come to feed. Feed on what I know. So I hide. I hide away. Away in the secret dark. Secret and dark, like all that I know I shouldn't know.'
>
> —Scratches in Shadowdusk Hold

Nothic

Medium Aberration, Neutral Evil

AC 15 **Initiative** +3 (13)
HP 45 (6d8 + 18)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	16	+3	+3	**Con**	16	+3	+3
Int	13	+1	+1	**Wis**	10	+0	+0	**Cha**	8	−1	−1

Skills Arcana +3, Insight +4, Perception +4, Stealth +5
Senses Truesight 120 ft.; Passive Perception 14
Languages Undercommon
CR 2 (XP 450; PB +2)

Actions

Multiattack. The nothic makes two Claw attacks.

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Slashing damage.

Rotting Gaze. *Constitution Saving Throw:* DC 13, one creature the nothic can see within 120 feet. *Failure:* 17 (5d6) Necrotic damage. *Success:* Half damage.

Bonus Actions

Weird Insight (Recharge 6). *Wisdom Saving Throw:* DC 14, one creature the nothic can see within 120 feet. *Failure:* The nothic magically learns one fact or secret about the target.

BRIAN VALENZUELA

Nycaloth

Yugoloth of Strategy and Strife

Habitat: Planar (Gehenna); **Treasure:** Armaments

Fiendish warmongers, nycaloths relish combat and conquest. These tremendous winged yugoloths teleport around battlefields and into the air to bewilder their foes and attack with constantly shifting, Gehenna-forged axes—mercurial weapons similar to those favored by many yugoloths.

Nycaloths might command groups of mezzoloths and make pacts to serve arcanaloths, ultroloths, fiendish warlords, or wicked mortals. So long as they can indulge their bloodlust, most nycaloths are willing to obey more powerful or cunning creatures. Some even serve competent leaders past the terms of their agreements to achieve long-pursued victories. But masters that lead nycaloths to defeat should fear these proud yugoloths' retribution.

Nycaloths and other yugoloths frequently serve as mercenary forces in extraplanar conflicts that spill onto the Material Plane. Roll on or choose a result from the Yugoloth Incursions table to inspire the plans of a yugoloth war band.

Yugoloth Incursions

1d4	Yugoloth Mercenaries Seek To ...
1	Claim a portal with strategic importance.
2	Enlist monsters as allies or beasts of war.
3	Destroy a city harboring enemy cultists.
4	Liberate an imprisoned fiendish ally.



Nycaloth

Large Fiend (Yugoloth), Neutral Evil

AC 18 **Initiative** +4 (14)
HP 152 (16d10 + 64)
Speed 40 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+5	**Dex**	11	+0	+0	**Con**	19	+4	+4
Int	12	+1	+1	**Wis**	10	+0	+0	**Cha**	15	+2	+2

Skills Perception +4, Stealth +4
Resistances Cold, Fire, Lightning
Immunities Acid, Poison; Poisoned
Senses Blindsight 60 ft.; Passive Perception 14
Languages Abyssal, Infernal; telepathy 60 ft.
CR 9 (XP 5,000; PB +4)

Traits

Fiendish Restoration. If the nycaloth dies outside Gehenna, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in Gehenna.

Magic Resistance. The nycaloth has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The nycaloth makes two Mercurial Axe attacks.

Mercurial Axe. *Melee or Ranged Attack Roll:* +9, reach 10 ft. or range 30/90 ft. *Hit:* 18 (2d12 + 5) Slashing damage plus 10 (3d6) Force damage. *Hit or Miss:* The axe magically returns to the nycaloth's hand immediately after a ranged attack.

Bonus Actions

Shadowy Teleport. The nycaloth has the Invisible condition for 1 minute, and it teleports up to 30 feet to an unoccupied space it can see. The condition ends early immediately after it deals damage.

LARS GRANT-WEST



Ochre Jelly

Multiplying Amoeboid Hunter

Habitat: Underdark; **Treasure:** None

Ochre jellies are giant, yellow-brown amoebas that digest organic creatures. They tirelessly hunt any prey smaller than themselves, oozing over, under, and around obstacles in their path. Once they overwhelm their quarry, these acidic slimes dissolve the flesh, hair, and scales of their prey, leaving behind clothing, equipment, treated leather, and bone.

If damaged by lightning or a slashing weapon, an ochre jelly splits in two. These smaller jellies work together to consume foes, but afterward they move on to hunt independently. Both eventually grow into full-size jellies.

What ochre jellies can't dissolve they leave behind. Roll on or choose a result from the Ochre Jelly Leftovers table to inspire such remains.

Ochre Jelly Leftovers

1d6	After a Meal, the Ochre Jelly Leaves Behind ...
1	A bone etched with a word or an eerie symbol.
2	Broken dragonborn or tiefling horns.
3	An ornate prosthetic limb.
4	The skeleton of an explorer's pet (perhaps a small dog, monkey, or parrot).
5	A skull with gold teeth worth 1d4 GP.
6	A spotless suit of metal armor.

Ochre Jelly

Large Ooze, Unaligned

AC 8 **Initiative** −2 (8)
HP 52 (7d10 + 14)
Speed 20 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	6	−2	−2	**Con**	14	+2	+2
Int	2	−4	−4	**Wis**	6	−2	−2	**Cha**	1	−5	−5

Resistances Acid
Immunities Lightning, Slashing; Charmed, Deafened, Exhaustion, Frightened, Grappled, Prone, Restrained
Senses Blindsight 60 ft.; Passive Perception 8
Languages None
CR 2 (XP 450; PB +2)

Traits

Amorphous. The jelly can move through a space as narrow as 1 inch without expending extra movement to do so.

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

Actions

Pseudopod. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 12 (3d6 + 2) Acid damage.

Reactions

Split. *Trigger:* While the jelly is Large or Medium and has 10+ Hit Points, it becomes Bloodied or is subjected to Lightning or Slashing damage. *Response:* The jelly splits into two new **Ochre Jellies**. Each new jelly is one size smaller than the original jelly and acts on its Initiative. The original jelly's Hit Points are divided evenly between the new jellies (round down).

MARK BEHM

Ogres

Raging Hulks and Hoarders

Habitat: Arctic, Desert, Forest, Grassland, Hill, Mountain, Swamp, Underdark; **Treasure:** Armaments

Ogres are selfish raiders and hulking gluttons spawned of hateful supernatural forces. From dismal ruins and bleak hinterlands, they raid vulnerable communities and ambush travelers. Ogres covet food and treasure, and they spitefully destroy art, books, clockwork devices, and other delicate or lovingly made things. Occasionally they kidnap victims to eat later or, more rarely, performers who catch their interest.

Ogres trace their origins to wrathful deities such as Erythnul, Takhisis, and Vaprak. They magically emerge from the earth of lands corrupted by evil gods, sinister magic, or ancient curses. Some bear evidence of the places that spawned them, sporting rocky calluses, mossy growths, or frozen scars.

Ogre

Ogres are 10-foot-tall brutes that overwhelm their foes and take what spoils they please. Ogre raiders ally with other evil forces in return for food, riches, and promises of battle.

Ogrillon Ogre

Ogrillons arise from Humanoids cursed by foul magic or the will of wrathful deities. They appear similar to whoever they once were, but they grow to over 8 feet tall and gain ogre-like features. Ogrillons constantly seethe with supernatural anger, which they might struggle to control or purposefully vent on other creatures.



Ogre

Large Giant, Chaotic Evil

AC 11 **Initiative** −1 (9)
HP 68 (8d10 + 24)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	8	−1	−1	**Con**	16	+3	+3
Int	5	−3	−3	**Wis**	7	−2	−2	**Cha**	7	−2	−2

Gear Greatclub, Javelins (3)
Senses Darkvision 60 ft.; Passive Perception 8
Languages Common, Giant
CR 2 (XP 450; PB +2)

Actions

Greatclub. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage.

Javelin. *Melee or Ranged Attack Roll:* +6, reach 5 ft. or range 30/120 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

Ogrillon Ogre

Large Giant, Chaotic Evil

AC 12 **Initiative** +0 (10)
HP 52 (7d10 + 14)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	10	+0	+0	**Con**	14	+2	+2
Int	7	−2	−2	**Wis**	9	−1	−1	**Cha**	10	+0	+0

Gear Battleaxe, Javelins (3)
Senses Darkvision 60 ft.; Passive Perception 9
Languages Common, Giant
CR 1 (XP 200; PB +2)

Actions

Battleaxe. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage.

Javelin. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 30/120 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

HINCHEL OR

Oni

Wickedness Drawn to the Wicked

Habitat: Forest, Urban; **Treasure:** Armaments

Oni are elusive entities that inhabit dark forests and other wildernesses. By shape-shifting into the form of an innocent or moving invisibly, oni encroach on communities and lonely roads. They frequently harass people of faith, testing the limits of their piousness, or torment selfish people, punishing them for their wickedness. Wise communities often have guardian statues, annual rituals, or local superstitions meant to keep oni at bay. In rare cases, an oni might gradually befriend such communities and protect them from other threats for generations.

Oni torment villages that don't pay them or other supernatural forces respect. Roll on or choose a result from the Oni Troubles table to inspire how an oni menaces such communities.

Oni Troubles

1d4	The Oni Torments People By ...
1	Charming people to perform nasty tricks.
2	Claiming a bridge, gate, shrine, or trail and trying to eat anyone who comes near.
3	Luring other monsters to the settlement.
4	Playing drums that keep everyone awake.



Oni

Large Fiend, Lawful Evil

AC 17 **Initiative** +0 (10)
HP 119 (14d10 + 42)
Speed 30 ft., Fly 30 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	11	+0	+3	**Con**	16	+3	+6
Int	14	+2	+2	**Wis**	12	+1	+4	**Cha**	15	+2	+5

Skills Arcana +5, Deception +8, Perception +4
Resistances Cold
Senses Darkvision 60 ft.; Passive Perception 14
Languages Common, Giant
CR 7 (XP 2,900; PB +3)

Traits

Regeneration. The oni regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

Actions

Multiattack. The oni makes two Claw or Nightmare Ray attacks. It can replace one attack with a use of Spellcasting.

Claw. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 10 (1d12 + 4) Slashing damage plus 9 (2d8) Necrotic damage.

Nightmare Ray. *Ranged Attack Roll:* +5, range 60 ft. *Hit:* 9 (2d6 + 2) Psychic damage, and the target has the Frightened condition until the start of the oni's next turn.

Shape-Shift. The oni shape-shifts into a Small or Medium Humanoid or a Large Giant, or it returns to its true form. Other than its size, its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Spellcasting. The oni casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 13):

1/Day Each: *Charm Person* (level 2 version), *Darkness*, *Gaseous Form*, *Sleep*

Bonus Actions

Invisibility. The oni casts *Invisibility* on itself, requiring no spell components and using the same spellcasting ability as Spellcasting.

JOHN GRELLO



Otyugh

Large Aberration, Neutral

AC 14 **Initiative** +0 (10)
HP 104 (11d10 + 44)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	11	+0	+0	**Con**	19	+4	+7
Int	6	−2	−2	**Wis**	13	+1	+1	**Cha**	6	−2	−2

Senses Darkvision 120 ft.; Passive Perception 11
Languages Otyugh; telepathy 120 ft. (doesn't allow the receiving creature to respond telepathically)
CR 5 (XP 1,800; PB +3)

Actions

Multiattack. The otyugh makes one Bite attack and two Tentacle attacks.

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 12 (2d8 + 3) Piercing damage, and the target has the Poisoned condition. Whenever the Poisoned target finishes a Long Rest, it is subjected to the following effect. *Constitution Saving Throw:* DC 15. *Failure:* The target's Hit Point maximum decreases by 5 (1d10) and doesn't return to normal until the Poisoned condition ends on the target. *Success:* The Poisoned condition ends.

Tentacle. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 12 (2d8 + 3) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 13) from one of two tentacles.

Tentacle Slam. *Constitution Saving Throw:* DC 14, each creature Grappled by the otyugh. *Failure:* 16 (3d8 + 3) Bludgeoning damage, and the target has the Stunned condition until the start of the otyugh's next turn. *Success:* Half damage only.

NÉSTOR OSSANDÓN LEAL

Otyugh

Garbage-Heap Gourmand

Habitat: Underdark; **Treasure:** Any

Otyughs live to eat—the more disgusting the meal, the better. They consider all non-otyughs that come within reach dishes in life's endless buffet. In dumps, sewers, polluted ruins, and similar murky depths, otyughs devour garbage, carcasses, and anything else their tentacles can cram in their expansive maws. Some creatures ply otyughs with trash to recruit them as watchful—if disgusting—guardians.

Otyughs often bury themselves amid trash heaps and observe their surroundings with their eye-studded stalk. They use glittery trash and telepathic urgings to coax creatures close, then burst from hiding, attacking with their spiny tentacles and filthy maws. Roll on or choose a result from the Otyugh Lures table to inspire how an otyugh tempts prey close.

Otyugh Lures

1d4	To Attract Potential Meals, the Otyugh ...
1	Disguises its tentacles with garbage puppets.
2	Sings an enticing song in Otyugh.
3	Telepathically transmits a message like "Happy good stuff here!" or "Help now! I'm too delicious?"
4	Telepathically transmits an image of a large gemstone, crooked weapon, or soggy pastry.



Owlbears

Magically Perfected Predators

Habitat: Forest; **Treasure:** None

Created long ago by misguided mages, owlbears combine keen avian eyes, thick feathers, and a tearing beak with a mighty bearlike frame. Despite their magical origins, owlbears have propagated and spread to wildernesses across the multiverse.

Owlbear

Large Monstrosity, Unaligned

AC 13 **Initiative** +1 (11)
HP 59 (7d10 + 21)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+5	**Dex**	12	+1	+1	**Con**	17	+3	+3
Int	3	−4	−4	**Wis**	12	+1	+1	**Cha**	7	−2	−2

Skills Perception +5
Senses Darkvision 60 ft.; Passive Perception 15
Languages None
CR 3 (XP 700; PB +2)

Actions

Multiattack. The owlbear makes two Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (2d8 + 5) Slashing damage.

Owlbears dwell in distinctive dens. Roll on or choose a result from the Owlbear Den Features table to inspire an owlbear den's noteworthy traits.

Owlbear Den Features

1d4	An Owlbear Den Contains ...
1	Evidence of previous occupants, like bandits, wolves, or dragons.
2	Heaps of regurgitated pellets studded with coins or other treasure.
3	A nest with 1d6 owlbear eggs.
4	Passages through the earth or hollow trees.

Owlbear

Owlbears are tenacious hunters that might track prey over miles and rarely give up their hunts.

Primeval Owlbear

Ancient forests and Feywild demesnes steeped in magic can give rise to particularly large and vicious owlbears. These primeval specimens can fly—albeit poorly—and emit thunderous screeches that can rattle foes and even tear them asunder.

Primeval Owlbear

Huge Monstrosity, Unaligned

AC 16 **Initiative** +5 (15)
HP 126 (12d12 + 48)
Speed 40 ft., Climb 40 ft., Fly 5 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	22	+6	+6	**Dex**	14	+2	+2	**Con**	19	+4	+7
Int	8	−1	−1	**Wis**	15	+2	+5	**Cha**	7	−2	−2

Skills Perception +8
Senses Darkvision 120 ft.; Passive Perception 18
Languages None
CR 7 (XP 2,900; PB +3)

Traits

Magic Resistance. The owlbear has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The owlbear makes two Ravage attacks.

Ravage. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 15 (2d8 + 6) Slashing damage. If the target is a Huge or smaller creature and the owlbear moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) Slashing damage and has the Prone condition.

Screech (Recharge 5–6). *Constitution Saving Throw:* DC 15, each creature in a 30-foot Emanation originating from the owlbear. *Failure:* 27 (6d8) Thunder damage, and the target has the Incapacitated condition until the end of its next turn. *Success:* Half damage only.

ZUZANNA WUZYK



Pegasus

Elusive Winged Steed

Habitat: Forest, Grassland, Hill, Planar (Upper Planes);
Treasure: None

Winged, sapient horses of noble bearing, pegasi are as majestic as they are elusive. Most avoid the affairs of other creatures, preferring to dwell amid idyllic pastures or floating islands, or on other planes of existence. Others serve deities of the Fey-wild and Upper Planes, aiding heroes in need. In rare cases, pegasi might befriend virtuous people and serve as their companions and steeds.

Pegasi are hunted by servants of evil, leading many of these winged steeds to flee strangers on sight. Roll on or choose a result from the Pegasus Offerings table to inspire how one might show their good intentions to a wary pegasus.

Pegasus Offerings

1d4	A Pegasus Won't Flee Someone ...
1	Bearing the gear of a hero the pegasus aided.
2	Offering magical fruit or holy spring water.
3	Singing a song in Celestial, Druidic, or Sylvan.
4	Wearing the garb of an ancient heroic order.

ALEJANDRO PACHECO

> Pegasi are the cherished steeds of our creator, Corellon. To see one is a blessing, but to ride one proves nothing less than the love of the gods.
>
> —Yolande, Queen of Celene

Pegasus

Large Celestial, Chaotic Good

AC 12 **Initiative** +2 (12)
HP 59 (7d10 + 21)
Speed 60 ft., Fly 90 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	15	+2	+4	**Con**	16	+3	+5
Int	10	+0	+0	**Wis**	15	+2	+4	**Cha**	13	+1	+3

Skills Perception +6
Senses Passive Perception 16
Languages Understands Celestial, Common, Elvish, and Sylvan but can't speak
CR 2 (XP 450; PB +2)

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage plus 5 (2d4) Radiant damage.



Performers

Artists and Entertainers

Habitat: Any; **Treasure:** Implements, Individual

From royal courts to village squares, skilled entertainers hone their talents and delight audiences. Some travel far, sharing tales and demonstrating mysterious arts. Others serve in the courts and theaters of great nations, cultivating celebrity and navigating the whims of patrons. Many hone professional secrets and magical flourishes, striving to make their performances truly unforgettable.

Use the following list of entertainers and roles to inspire the performers in your adventures:

Acrobat	Dancer	Poet
Actor	Daredevil	Puppeteer
Aerialist	Jester	Ritualist
Animal trainer	Juggler	Stage fighter
Athlete	Magician	Storyteller
Burlesque artist	Mentalist	Throat singer
Busker	Mime	Town crier
Circus performer	Minstrel	Trick rider
Comedian	Mourner	Vocalist
Contortionist	Oral historian	Wrestler

Performer

Medium or Small Humanoid, Neutral

AC 13 **Initiative** +3 (13)
HP 27 (5d8 + 5)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	16	+3	+5	**Con**	12	+1	+1
Int	13	+1	+1	**Wis**	14	+2	+2	**Cha**	16	+3	+5

Skills Acrobatics +5, Athletics +3, Performance +7
Gear Shortsword
Senses Passive Perception 12
Languages Common plus one other language
CR 1/2 (XP 100; PB +2)

Actions

Shortsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Reactions

Uncanny Dodge. *Trigger:* The performer is hit by an attack roll. *Response:* The performer halves the damage (round down) it takes from that attack.

KATERINA LADON

Performer

Common performers include traveling storytellers, tavern musicians, local entertainers, and chorus members performing with veteran artists. These performers might be self-taught or in the early years of formal training. Most have a modest level of celebrity and two or three instruments or talents at which they excel.

Performer Maestro

Maestros are headlining performers who enjoy considerable renown. They might be theaters' marquee actors, astonishing daredevils, or jesters experienced at entertaining fickle royals. Some share their techniques with apprentices, while others jealously guard their secrets.

> Welcome, one! Welcome, all! Welcome to the short, and welcome to the tall! Welcome angels, welcome fiends, welcome to all from walks between! Welcome to the Carnival!
>
> —Tindal, carnival barker

Performer Maestro

Medium or Small Humanoid, Neutral

AC 18 **Initiative** +8 (18)
HP 110 (17d8 + 34)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	18	+4	+7	**Con**	14	+2	+2
Int	13	+1	+1	**Wis**	14	+2	+2	**Cha**	19	+4	+7

Skills Acrobatics +10, Athletics +4, Perception +5, Performance +10, Stealth +7
Gear Rapier
Senses Passive Perception 15
Languages Common plus one other language
CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The performer makes three Rapier attacks.

Rapier. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 8 (1d8 + 4) Piercing damage plus 7 (2d6) Psychic damage.

Beguiling Song. *Wisdom Saving Throw:* DC 15, each creature in a 20-foot-radius Sphere centered on a point within 120 feet. *Failure:* 20 (3d10 + 4) Psychic damage, and the target has the Charmed condition until the end of the performer's next turn. *Success:* Half damage only.

Spellcasting. The performer casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Minor Illusion, Prestidigitation*
1/Day: *Tasha's Hideous Laughter* (level 3 version)

Performer Legend

Performer legends are celebrities known across nations, continents, or worlds. Their prestige might grant them access to the heights of society, or they might use their performances to manipulate audiences. Performer legends usually have signature traits or talents that set them apart from other entertainers, such as a distinct voice, incredible athleticism, or a unique manner of dress. They often travel with a retinue of other performers, guards, or noble patrons.

Performer Legend

Medium or Small Humanoid, Neutral

AC 20 **Initiative** +10 (20)
HP 162 (25d8 + 50)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	20	+5	+9	**Con**	14	+2	+2
Int	15	+2	+6	**Wis**	16	+3	+7	**Cha**	20	+5	+9

Skills Acrobatics +13, Athletics +5, Perception +7, Performance +13, Stealth +9
Senses Passive Perception 17
Languages Common plus two other languages
CR 10 (XP 5,900; PB +4)

Actions

Multiattack. The performer makes three Bejeweled Baton attacks.

Bejeweled Baton. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 10 (2d4 + 5) Bludgeoning damage plus 10 (3d6) Psychic damage.

Majestic Song. *Wisdom Saving Throw:* DC 17, each creature in a 20-foot-radius Sphere centered on a point within 120 feet. *Failure:* 22 (4d8 + 4) Psychic damage, and the target has the Charmed or Frightened condition (performer's choice) until the end of the performer's next turn. *Success:* Half damage only.

Spellcasting. The performer casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 17):

At Will: *Mage Hand, Minor Illusion, Prestidigitation*
1/Day Each: *Major Image, Project Image*

Reactions

Warding Charm. *Trigger:* A creature hits the performer with an attack roll. *Response—Wisdom Saving Throw:* DC 17, the triggering creature. *Failure:* The attack roll misses the performer, and the target has the Charmed condition until the end of the performer's next turn.



A PERYTON'S HUMANOID-SHAPED SHADOW SUGGESTS THE MONSTER'S SUPERNATURAL ORIGIN.

PERYTON

Winged Heart Hunter

Habitat: Hill, Mountain; **Treasure:** Armaments

Perytons are monstrous predators that hunt people—particularly humans and elves—in favor of all other prey. With the bodies of mighty avian scavengers and fanged, stag-like heads, perytons use ambush tactics to dive-bomb travelers. Strangely, the shadows they cast resemble humanoid silhouettes. This supernatural oddity lends credence to stories that perytons are cursed humans or elves, or that they arise from carrion birds that feed on the corpses of villains.

Perytons tear out the hearts of those they slay, carrying the organs back to grisly lairs. This gives rise to numerous superstitions surrounding perytons. Roll on or choose a result from the Peryton Superstitions table to inspire why a peryton steals hearts.

PERYTON SUPERSTITIONS

1d4	If a Peryton Collects Enough Hearts ...
1	The hearts grant an evil wish.
2	It reverts to its original form.
3	A new peryton hatches from each heart.
4	A portal opens to the Lower Planes.

PERYTON

Medium Monstrosity, Chaotic Evil

AC 13 **Initiative** +3 (13)
HP 33 (6d8 + 6)
Speed 20 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	**DEX**	12	+1	+1	**CON**	13	+1	+1
INT	9	−1	−1	**WIS**	12	+1	+1	**CHA**	10	+0	+0

Skills Perception +5, Stealth +3
Senses Passive Perception 15
Languages Understands Common and Elvish but can't speak
CR 2 (XP 450; PB +2)

TRAITS

Flyby. The peryton doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

ACTIONS

Multiattack. The peryton makes one Gore attack and one Talons attack.

Gore. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage. If the peryton moved 30+ feet straight toward the target immediately before the hit, the target takes an extra 9 (2d8) Piercing damage.

Talons. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (2d4 + 3) Piercing damage. If the attack reduces a Humanoid target to 0 Hit Points, the peryton kills the target by removing its heart.

ALEJANDRO PACHECO



> Some sages say you unknowingly occupy the same ethereally coterminous point as a phase spider an average of four times each year.
>
> —Marcus Wands, doubtful authority

Phase Spider

Large Monstrosity, Unaligned

AC 14 **Initiative** +3 (13)
HP 45 (7d10 + 7)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	16	+3	+3	**Con**	12	+1	+1
Int	6	−2	−2	**Wis**	10	+0	+0	**Cha**	6	−2	−2

Skills Stealth +7
Senses Darkvision 60 ft.; Passive Perception 10
Languages None
CR 3 (XP 700; PB +2)

Traits

Ethereal Sight. The spider can see 60 feet into the Ethereal Plane while on the Material Plane and vice versa.

Spider Climb. The spider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webs, and the spider knows the location of any other creature in contact with the same web.

Actions

Multiattack. The spider makes two Bite attacks.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Piercing damage plus 9 (2d8) Poison damage. If this damage reduces the target to 0 Hit Points, the target becomes Stable, and it has the Poisoned condition for 1 hour. While Poisoned, the target also has the Paralyzed condition.

Bonus Actions

Ethereal Jaunt. The spider teleports from the Material Plane to the Ethereal Plane or vice versa.

SEAN MURRAY

Phase Spider

Plane-Shifting Arachnid Ambusher

Habitat: Desert, Forest, Grassland, Hill, Planar (Ethereal Plane), Underdark, Urban; **Treasure:** Any

Phase spiders appear out of nowhere to attack, then vanish just as swiftly. These horse-size, magical arachnids are endemic to the Ethereal Plane. From vaporous lairs, they peer through the Border Ethereal into the Material Plane. When they detect prey, phase spiders draw close and then shift or "phase" to the Material Plane to attack. They shift between planes of existence and attack from unexpected directions until they overcome their prey or are forced to retreat.

Phase spiders are more intelligent than mundane spiders, but most are cowards. They usually flee if they're outnumbered by creatures capable of seeing them on the Ethereal Plane or pursuing them there. They make exceptions for ghosts and similar spirits, which phase spiders gain sustenance from and pursue as favored prey.



Piercer

Aberrant Counterfeit Stalactite

Habitat: Underdark; **Treasure:** Individual

Piercers resemble stalactites, but each has a toothy maw and a single eye. They hang from cavern ceilings along routes frequented by denizens of the Underdark. Piercers might lurk for months at a time, waiting for any creature of their approximate size to pass underneath. When potential meals move below, piercers release their grip and plummet, intent on impaling prey in a single strike. If they're successful, piercers consume their meals and then slowly climb to a new ambush position. If they miss or fail to slay their targets, piercers attempt to squirm away, but they're easily dispatched by creatures aware of their presence.

Piercers are the larval form of ropers. Young piercers seek to move as far from ropers as they can to avoid ropers' undiscerning hunger. Many piercers migrate vast distances through the Underdark, often to caverns or buried ruins near the surface.

> Rule 8: Never trust a stalactite.
>
> —X the Mystic's *Rules of Dungeon Survival*

Piercer

Medium Aberration, Unaligned

AC 15 **Initiative** +3 (13)
HP 22 (3d8 + 9)
Speed 5 ft., Climb 15 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	13	+1	+1	**Con**	16	+3	+3
Int	1	−5	−5	**Wis**	7	−2	−2	**Cha**	3	−4	−4

Skills Stealth +5
Senses Blindsight 30 ft., Darkvision 60 ft.; Passive Perception 8
Languages None
CR 1/2 (XP 100; PB +2)

Traits

Spider Climb. The piercer can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) Piercing damage.

Drop. The piercer falls. *Dexterity Saving Throw:* DC 11, one creature directly underneath the piercer. *Failure:* 10 (3d6) Piercing damage. *Failure or Success:* The piercer reduces any damage it takes from the fall by 20.

OLIVIER BERNARD



ALEXANDRE HONORÉ

Pirates

Freebooters and Fortune Hunters

Habitat: Any; **Treasure:** Individual, Implements

The term "pirate" encompasses a broad range of seafarers, including vicious sea rovers, dogged privateers, cursed treasure hunters, and others who seek riches and fame on the seas.

Pirates might be allies, foes, wild cards, or some combination thereof. While they are the bane of merchants and coastal communities, they know secrets of the sea and how to avoid aquatic threats. More unusual pirates set their sights beyond the waves, using airships, spelljamming vessels, plane-shifting craft, or stranger vehicles to explore and raid incredible realms.

Pirate

Along with being competent warriors, pirates are accomplished seafarers who know how to sail and maintain a ship. While some loyally follow their captains' orders, others place greed, superstition, or self-preservation over duty.

Pirate Captain

Pirate captains command crews of pirates, dictating their destinations and targets. Captains cultivate fearsome and theatrical reputations, painting themselves as larger-than-life characters to terrorize their foes, ensure the obedience of their crews, and attract followers to their banner. Many have colorful nicknames inspired by signature traits and deeds.

Pirate

Medium or Small Humanoid, Neutral

AC 14 **Initiative** +5 (15)
HP 33 (6d8 + 6)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	16	+3	+5	**Con**	12	+1	+1
Int	8	−1	−1	**Wis**	12	+1	+1	**Cha**	14	+2	+4

Gear Daggers (6), Leather Armor
Senses Passive Perception 11
Languages Common plus one other language
CR 1 (XP 200; PB +2)

Actions

Multiattack. The pirate makes two Dagger attacks. It can replace one attack with a use of Enthralling Panache.

Dagger. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d4 + 3) Piercing damage.

Enthralling Panache. *Wisdom Saving Throw:* DC 12, one creature the pirate can see within 30 feet. *Failure:* The target has the Charmed condition until the start of the pirate's next turn.

Pirate Admiral

Pirate admirals command whole pirate fleets. They undertake audacious ventures, such as challenging the navies of coastal nations, hunting legendary sea creatures, or carving out their own pirate kingdoms. Pirate admirals might launch their fleets from hidden fortresses where they hoard their treasure—or keep maps to where they've hidden their riches. Some pirate admirals ally with the followers of oceanic deities, underwater dwellers, and sea monsters, as well as their fellow scalawags.

Pirate Flags

To terrify opponents and spread their reputations, pirate crews fly distinctive flags. Roll twice on or choose results from the Pirate Flags table to inspire what flag a pirate crew sails under.

Pirate Captain

Medium or Small Humanoid, Neutral

AC 17 **Initiative** +7 (17)
HP 84 (13d8 + 26)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+3	**Dex**	18	+4	+7	**Con**	14	+2	+2
Int	10	+0	+0	**Wis**	14	+2	+5	**Cha**	17	+3	+6

Skills Acrobatics +7, Perception +5
Gear Pistol, Rapier
Senses Passive Perception 15
Languages Common plus one other language
CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The pirate makes three attacks, using Rapier or Pistol in any combination.

Rapier. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Piercing damage, and the pirate has Advantage on the next attack roll it makes before the end of this turn.

Pistol. *Ranged Attack Roll:* +7, range 30/90 ft. *Hit:* 15 (2d10 + 4) Piercing damage.

Bonus Actions

Captain's Charm. *Wisdom Saving Throw:* DC 14, one creature the pirate can see within 30 feet. *Failure:* The target has the Charmed condition until the start of the pirate's next turn.

Reactions

Riposte. *Trigger:* The pirate is hit by a melee attack roll while holding a weapon. *Response:* The pirate adds 3 to its AC against that attack, possibly causing it to miss. On a miss, the pirate makes one Rapier attack against the triggering creature if within range.

Pirate Flags

1d8	The Flag Shows A ...	1d8	With ...
1	Buccaneer	1	A captain's hat
2	Dragon	2	Crossbones
3	Fiend	3	Crossed blades
4	Goat	4	An eye patch
5	Kraken	5	Lightning bolts
6	Merfolk	6	A mug of ale
7	Skull	7	A tattoo
8	Whale	8	A treasure chest

Pirate Admiral

Medium or Small Humanoid, Neutral

AC 20 **Initiative** +10 (20)
HP 182 (28d8 + 56)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+6	**Dex**	22	+6	+10	**Con**	14	+2	+2
Int	12	+1	+1	**Wis**	14	+2	+6	**Cha**	19	+4	+8

Skills Acrobatics +10, Athletics +6, Perception +6
Gear Pistol, Scimitar
Senses Passive Perception 16
Languages Common plus one other language
CR 12 (XP 8,400; PB +4)

Actions

Multiattack. The pirate makes three attacks, using Scimitar or Pistol in any combination.

Scimitar. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 16 (3d6 + 6) Slashing damage plus 7 (2d6) Poison damage, and the target suffers one of the following effects of the pirate's choice:

Awestruck. The target has the Charmed condition until the start of the pirate's next turn.

Poison. The target has the Poisoned condition until the start of the pirate's next turn.

Pistol. *Ranged Attack Roll:* +10, range 30/90 ft. *Hit:* 28 (4d10 + 6) Piercing damage.

Bonus Actions

Rally (1/Day). The pirate chooses up to three other creatures it can see within 30 feet. Until the start of the pirate's next turn, the targets have Advantage on attack rolls and saving throws.

Reactions

Defensive Stance. *Trigger:* The pirate is hit by a melee attack roll while holding a weapon. *Response:* The pirate adds 4 to its AC against melee attack rolls (including the triggering attack) until the start of its next turn, possibly causing the attacks to miss.

Pit Fiend

Devil of Domination

Habitat: Planar (Nine Hells); **Treasure:** Relics

Masterminds of the Nine Hells and generals of infernal legions, pit fiends seek conquests across the planes of existence. More than warmongers, these diabolical tyrants concoct intricate plots that play out among fiendish battlefields, infernal politics, and mortal conspiracies.

Pit fiends are the nobility of the Nine Hells, and many rule Lower Planar fiefdoms, doomed mortal worlds, and other infernal redoubts. Most serve archdevils of the Nine Hells as they pursue their own ambitions. Ranks of lesser devils obey pit fiends, but these cunning tyrants remain on guard against betrayal from their servants.

Smoldering with the evil of the Nine Hells, pit fiends strike fear in creatures with their mere presence. Despite their size and incredible physical and magical might, pit fiends are as likely to try to corrupt foes as they are to destroy them outright. Pit fiends' arrogance can lead them to underestimate mortal foes—a failing that can lead to their downfall.



ERIC BELISLE

Pit Fiend

Large Fiend (Devil), Lawful Evil

AC 21 **Initiative** +14 (24)
HP 337 (27d10 + 189)
Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	26	+8	+8	**Dex**	14	+2	+8	**Con**	24	+7	+7
Int	22	+6	+6	**Wis**	18	+4	+10	**Cha**	24	+7	+7

Skills Perception +10, Persuasion +19
Resistances Cold
Immunities Fire, Poison; Poisoned
Senses Truesight 120 ft.; Passive Perception 20
Languages Infernal; telepathy 120 ft.
CR 20 (XP 25,000; PB +6)

Traits

Diabolical Restoration. If the pit fiend dies outside the Nine Hells, its body disappears in sulfurous smoke, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Fear Aura. The pit fiend emanates an aura in a 20-foot Emanation while it doesn't have the Incapacitated condition. *Wisdom Saving Throw:* DC 21, any enemy that starts its turn in the aura. *Failure:* The target has the Frightened condition until the start of its next turn. *Success:* The target is immune to this pit fiend's aura for 24 hours.

Legendary Resistance (4/Day). If the pit fiend fails a saving throw, it can choose to succeed instead.

Magic Resistance. The pit fiend has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The pit fiend makes one Bite attack, two Devilish Claw attacks, and one Fiery Mace attack.

Bite. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 18 (3d6 + 8) Piercing damage. If the target is a creature, it must make the following saving throw. *Constitution Saving Throw:* DC 21. *Failure:* The target has the Poisoned condition. While Poisoned, the target can't regain Hit Points and takes 21 (6d6) Poison damage at the start of each of its turns, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Devilish Claw. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 26 (4d8 + 8) Necrotic damage.

Fiery Mace. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 22 (4d6 + 8) Force damage plus 21 (6d6) Fire damage.

Hellfire Spellcasting (Recharge 4–6). The pit fiend casts *Fireball* (level 5 version) twice, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 21). It can replace one *Fireball* with *Hold Monster* (level 7 version) or *Wall of Fire*.



Pixies

Friends of the Forest

Habitat: Forest, Planar (Feywild); **Treasure:** Arcana

Barely a foot tall, pixies resemble diminutive elves with gossamer wings. They invisibly observe those who enter their wooded homes, revealing themselves to those with friendly intentions. Those who are unfriendly become the targets of pixies' pranks.

Pixie

Pixies spend their days frolicking and exploring and avoid direct conflict when they can.

Pixie Wonderbringer

Energetic entertainers, wonderbringers use their magic in defense of the wilderness when they must.

Pixie

Tiny Fey, Neutral Good

AC 15 **Initiative** +5 (15)
HP 9 (6d4 – 6)
Speed 10 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	2	–4	–4	**Dex**	20	+5	+5	**Con**	8	–1	–1
Int	10	+0	+0	**Wis**	14	+2	+2	**Cha**	15	+2	+2

Skills Perception +4, Stealth +7
Senses Passive Perception 14
Languages Sylvan
CR 1/4 (XP 50; PB +2)

Traits

Magic Resistance. The pixie has Advantage on saving throws against spells and other magical effects.

Actions

Faerie Dust. *Melee or Ranged Attack:* +4, reach 5 ft. or range 60 ft. *Hit:* 1 Radiant damage, and the target has the Charmed or Poisoned condition (pixie's choice) until the start of the pixie's next turn.

Spellcasting. The pixie casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 12):

At Will: *Dancing Lights*, *Druidcraft*, *Invisibility* (self only)
1/Day Each: *Detect Thoughts*, *Fly*, *Sleep*

Pixie Wonderbringer

Tiny Fey, Neutral Good

AC 15 **Initiative** +5 (15)
Hit Points 60 (24d4)
Speed 10 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	2	–4	–4	**Dex**	20	+5	+5	**Con**	10	+0	+0
Int	11	+0	+0	**Wis**	14	+2	+2	**Cha**	18	+4	+4

Skills Arcana +3, Perception +5, Stealth +8
Senses Passive Perception 15
Languages Common, Elvish, Sylvan
CR 5 (XP 1,800; PB +3)

Traits

Magic Resistance. The pixie has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The pixie makes two Faerie Dust attacks.

Faerie Dust. *Melee or Ranged Attack:* +7, reach 5 ft. or range 60 ft. *Hit:* 15 (2d10 + 4) Radiant damage, and the target has the Charmed or Poisoned condition (pixie's choice) until the start of the pixie's next turn.

Spellcasting. The pixie casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Dancing Lights*, *Druidcraft*, *Invisibility* (self only)
1/Day Each: *Detect Thoughts*, *Fly*, *Major Image*

Bonus Actions

Burst of Wonder (Recharge 5–6). The pixie casts *Entangle*, *Polymorph*, or *Tasha's Hideous Laughter*, requiring no Material components and using the same spellcasting ability as Spellcasting.

ANNIE STEGG

Planetar

Righteously Wrathful Angelic Warrior

Habitat: Planar (Upper Planes); **Treasure:** Relics

Planetars deliver the punishment of righteous gods. These angels innately know truth from lies, and they use magic and blessed weapons to protect the just and root out wickedness across the Multiverse.

These angels act where they can against overwhelming evil, but to avoid the attention of the Lower Planes, they prefer to let mortals attend to affairs on the Material Plane. Planetars often choose mortal champions to oppose threats they're loath to face directly, involving themselves only if necessary. Roll on or choose a result from the Planetar Quests table to inspire what evil a planetar might recruit heroes to thwart.

Planetar Quests

1d6	The Planetar Entreats a Mortal Hero To ...
1	Convince a villain to meet with the angel.
2	Find a loved one a villain believes is dead.
3	Heal the loved one of an evil ruler.
4	Inspire the defenders of a besieged holy site.
5	Recover and destroy an evil Artifact.
6	Reveal the true name of a devil to banish it.



Planetar

Large Celestial (Angel), Lawful Good

AC 19 **Initiative** +10 (20)
HP 262 (21d10 + 147)
Speed 40 ft., Fly 120 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	24	+7	+12	**Dex**	20	+5	+5	**Con**	24	+7	+12
Int	19	+4	+4	**Wis**	22	+6	+11	**Cha**	25	+7	+12

Skills Perception +11
Resistances Radiant
Immunities Charmed, Exhaustion, Frightened
Senses Truesight 120 ft.; Passive Perception 21
Languages All; telepathy 120 ft.
CR 16 (XP 15,000; PB +5)

Traits

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

Exalted Restoration. If the planetar dies outside Mount Celestia, its body disappears, and it gains a new body instantly, reviving with all its Hit Points somewhere in Mount Celestia.

Magic Resistance. The planetar has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The planetar makes three Radiant Sword attacks or uses Holy Burst twice.

Radiant Sword. *Melee Attack Roll:* +12, reach 10 ft. *Hit:* 14 (2d6 + 7) Slashing damage plus 18 (4d8) Radiant damage.

Holy Burst. *Dexterity Saving Throw:* DC 20, each enemy in a 20-foot-radius Sphere centered on a point the planetar can see within 120 feet. *Failure:* 24 (7d6) Radiant damage. *Success:* Half damage.

Spellcasting. The planetar casts one of the following spells, requiring no Material components and using Charisma as spellcasting ability (spell save DC 20):

At Will: *Detect Evil and Good*
1/Day Each: *Commune, Control Weather, Dispel Evil and Good, Raise Dead*

Bonus Actions

Divine Aid (2/Day). The planetar casts *Cure Wounds, Invisibility, Lesser Restoration,* or *Remove Curse,* using the same spellcasting ability as Spellcasting.

CARLO ARELLANO



Poltergeist

Malevolent or Mischievous Spirit

Habitat: Underdark, Urban; **Treasure:** Any

Poltergeists are spirits that confuse and torment the living. While typically not visible, they sometimes appear as faded images of whoever they were in life. Some poltergeists don't realize they're dead and go through the motions of their past lives. Others are malicious beings or embodiments of fractured psyches that sow discord where they haunt.

Poltergeists telekinetically move objects in the places they lurk. Roll on or choose a result from the Poltergeist Activities table to inspire how a poltergeist menaces the living.

Poltergeist Activities

1d8	To Torment the Living, the Poltergeist ...
1	Keeps returning a discarded item.
2	Leaves footprints on vertical surfaces.
3	Makes noises like someone trapped in a wall.
4	Organizes a pack's contents across the floor.
5	Playfully puppets a corpse or doll.
6	Removes bedding while someone sleeps.
7	Sticks knives or weapons in the ceiling.
8	Uncannily stacks books, furniture, or utensils.

Poltergeist

Medium or Small Undead, Chaotic Neutral

AC 12 **Initiative** +2 (12)
HP 22 (5d8)
Speed 5 ft., Fly 50 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	1	−5	−5	**Dex**	14	+2	+2	**Con**	11	+0	+0
Int	10	+0	+0	**Wis**	10	+0	+0	**Cha**	14	+2	+2

Resistances Acid, Bludgeoning, Cold, Fire, Lightning, Piercing, Slashing, Thunder
Immunities Necrotic, Poison; Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common plus one other language
CR 2 (XP 450; PB +2)

Traits

Incorporeal Movement. The poltergeist can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Actions

Multiattack. The poltergeist makes one Object Slam attack and uses Telekinetic Thrust.

Object Slam. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 30 ft. *Hit:* 7 (2d4 + 2) Bludgeoning damage.

Telekinetic Thrust. *Strength Saving Throw:* DC 12, one creature the poltergeist can see within 30 feet. *Failure:* 9 (2d6 + 2) Force damage, and the target is pushed up to 30 feet straight away from the poltergeist.

Bonus Actions

Vanish. The poltergeist gives itself the Invisible condition or ends that condition on itself.

ANNA PAVLEEVA



Priests

Arbiters of the Mortal and the Divine

Habitat: Any; **Treasure:** Individual, Relics

Priests harness the power of faith to work miracles. These religious adherents are as diverse as the faiths they follow. Some obey gods and their servants, while others live by age-old creeds. Belief guides priests' actions and their magic, which they use to shape the world in line with their ideologies.

Roll on or choose a result from the Priest Roles table to inspire different sorts of priests.

Priest Roles

1d10	The Priest Is ...
1	An ascetic who keeps wicked spirits at bay.
2	An elder who speaks for the dead.
3	An exorcist who hunts wicked spirits.
4	A follower of a god no one has heard of.
5	A mediator and teacher of traditional ways.
6	A philosopher devoted to a concept, multiversal view, or plane of existence.
7	The reincarnation of an ancient faith leader.
8	A ritualist who uses tinctures and performances to access the divine.
9	A shaman whose medicines ease many ills.
10	A zealot who wages war for a divine cause.

Priest Acolyte

Medium or Small Humanoid (Cleric), Neutral

AC 13 **Initiative** +0 (10)
HP 11 (2d8 + 2)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	10	+0	+0	**Con**	12	+1	+1
Int	10	+0	+0	**Wis**	14	+2	+2	**Cha**	11	+0	+0

Skills Medicine +4, Religion +2
Gear Chain Shirt, Holy Symbol, Mace
Senses Passive Perception 12
Languages Common
CR 1/4 (XP 50; PB +2)

Actions

Mace. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Bludgeoning damage plus 2 (1d4) Radiant damage.

Radiant Flame. *Ranged Attack Roll:* +4, range 60 ft. *Hit:* 7 (2d6) Radiant damage.

Spellcasting. The priest casts one of the following spells, using Wisdom as the spellcasting ability:

At Will: *Light*, *Thaumaturgy*

Bonus Actions

Divine Aid (1/Day). The priest casts *Bless*, *Healing Word*, or *Sanctuary*, using the same spellcasting ability as Spellcasting.

KATERINA LADON

Priest Acolyte

Priest acolytes have great faith but modest magical skill. Some might be trainees in religious organizations or soldiers in zealous armies, while others are faith leaders in small communities or wanderers on pilgrimages.

Priest

Priests draw on their beliefs to heal the needful and smite their foes. They can channel their faith as spells and empower their weapons with divine might.

> Shining One, light my hours. Enkindle my soul, and inspire my deeds. Chase the shadows from my path, and let me walk in your brilliance.
>
> —Morning prayer to Pelor

Priest

Medium or Small Humanoid (Cleric), Neutral

AC 13 **Initiative** +0 (10)
HP 38 (7d8 + 7)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	10	+0	+0	**Con**	12	+1	+1
Int	13	+1	+1	**Wis**	16	+3	+3	**Cha**	13	+1	+1

Skills Medicine +7, Perception +5, Religion +5
Gear Chain Shirt, Holy Symbol, Mace
Senses Passive Perception 15
Languages Common plus one other language
CR 2 (XP 450; PB +2)

Actions

Multiattack. The priest makes two attacks, using Mace or Radiant Flame in any combination.

Mace. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage plus 5 (2d4) Radiant damage.

Radiant Flame. *Ranged Attack Roll:* +4, range 60 ft. *Hit:* 11 (2d10) Radiant damage.

Spellcasting. The priest casts one of the following spells, using Wisdom as the spellcasting ability:

At Will: *Light*, *Thaumaturgy*
1/Day: *Spirit Guardians*

Bonus Actions

Divine Aid (3/Day). The priest casts *Bless*, *Dispel Magic*, *Healing Word*, or *Lesser Restoration*, using the same spellcasting ability as Spellcasting.

Archpriest

By forging connections with divine beings and mastering mystical truths, archpriests become conduits for godly intentions and other supernatural forces. Their magic allows them to work wonders, whether to share the benevolence of their faiths or to vent divine wrath. Some archpriests attract vast followings as they claim to speak for divine forces, while others undertake personal spiritual journeys and seek to transcend mortal concerns.

Archpriest

Medium or Small Humanoid (Cleric), Neutral

AC 16 **Initiative** +5 (15)
HP 240 (32d8 + 96)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+7	**Dex**	12	+1	+1	**Con**	17	+3	+7
Int	14	+2	+6	**Wis**	21	+5	+9	**Cha**	14	+2	+2

Skills Insight +9, Medicine +9, Perception +9, Religion +10
Gear Chain Mail, Holy Symbol
Senses Passive Perception 19
Languages Common plus two other languages
CR 12 (XP 8,400; PB +4)

Actions

Multiattack. The archpriest makes three Radiant Burst attacks.

Radiant Burst. *Melee or Ranged Attack Roll:* +9, reach 5 ft. or range 60 ft. *Hit:* 27 (4d10 + 5) Radiant damage.

Holy Word (Recharge 4–6). *Wisdom Saving Throw:* DC 17, each enemy in a 20-foot Emanation originating from the archpriest. *Failure:* 21 (6d6) Radiant damage, and the target has the Stunned condition until the end of the archpriest's next turn. *Success:* Half damage only.

Spellcasting. The archpriest casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 17):

At Will: *Light*, *Thaumaturgy*
1/Day Each: *Flame Strike* (level 6 version), *Greater Restoration*, *Raise Dead*, *Zone of Truth*

Bonus Actions

Divine Aid (3/Day). The priest casts *Bless*, *Dispel Magic*, *Healing Word*, or *Lesser Restoration*, using the same spellcasting ability as Spellcasting.



CRYSTAL SULLY

Pseudodragon

Tiny Dragon, Neutral Good

AC 14 **Initiative** +2 (12)
HP 10 (3d4 + 3)
Speed 15 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	−2	−2	**Dex**	15	+2	+2	**Con**	13	+1	+1
Int	10	+0	+0	**Wis**	12	+1	+1	**Cha**	10	+0	+0

Skills Perception +5, Stealth +4
Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 15
Languages Understands Common and Draconic but can't speak
CR 1/4 (XP 50; PB +2)

Traits

Magic Resistance. The pseudodragon has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The pseudodragon makes two Bite attacks.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Sting. *Constitution Saving Throw:* DC 12, one creature the pseudodragon can see within 5 feet. *Failure:* 5 (2d4) Poison damage, and the target has the Poisoned condition for 1 hour. *Failure by 5 or More:* The Poisoned target also has the Unconscious condition until it takes damage or a creature within 5 feet of it takes an action to shake it awake.

Pseudodragon

Fickle, Pint-Sized Dragon

Habitat: Coastal, Desert, Forest, Hill, Mountain, Urban;
Treasure: Arcana

Pseudodragons dwell in scenic wildernesses, preferably where life is easy and prey is small and slow. There they behave like contented wyrms, creating tiny lairs amid ancient trees and rugged cliffs. They fill these lairs with shiny rocks, colorful shells, and unattended treasures that catch their attention, and they guard these hoards fiercely.

Pseudodragons grow to the size of large house cats, and most have red-brown scales. Some have scales with other hues or patterns—markings distinct from those of their larger draconic cousins.

Many magic-users attempt to befriend pseudodragons, hoping to enlist them as familiars. The creatures' intellect and resistance to magic make them excellent companions, and they're considered status symbols in some spellcasting circles.

Many pseudodragons prefer the finer things in life. These diminutive dragons might be inclined to aid those who ply them with treats. Contrariwise, mages who don't properly pamper their pseudodragon familiars might be abandoned without warning. Roll on or choose an option from the Pseudodragon Treats table to inspire a pseudodragon's taste in gifts.

Pseudodragon Treats

1d10	The Pseudodragon Wants ...
1	Flamboyant accessories it can wear.
2	Mementos from a lost friend or master.
3	Outlandish delicacies—like axe beak-egg omelets or mammoth-milk cheese.
4	The possessions of a sibling, rival, or master.
5	Shiny gifts, from gems to abalone shells.
6	Soft bedding and stuffed toys.
7	A specific cook's signature dessert.
8	Time-consuming beauty treatments.
9	To hear a bedtime story or favorite song.
10	Trophies and important-sounding titles.

If you want to keep a pseudodragon happy, get used to thinking of yourself as its familiar.

—Jallarzi, pseudodragon's companion



Purple Worm

What Gnaws the Roots of the World

Habitat: Desert, Underdark; **Treasure:** None

Titanic purple worms burrow through the earth and sand. Ever ravenous, they devour smaller creatures and ravage entire communities in their aimless burrowing.

> Purple worms alone are bad enough, but the blasted monsters have a knack for unearthing things that are even worse.'
>
> —Morrikan d'Kundarak

Purple Worm

Gargantuan Monstrosity, Unaligned

AC 18 **Initiative** +3 (13)
HP 247 (15d20 + 90)
Speed 50 ft., Burrow 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	28	+9	+9	**Dex**	7	−2	−2	**Con**	22	+6	+11
Int	1	−5	−5	**Wis**	8	−1	+4	**Cha**	4	−3	−3

Senses Blindsight 30 ft., Tremorsense 60 ft.; Passive Perception 9
Languages None
CR 15 (XP 13,000; PB +5)

Traits

Tunneler. The worm can burrow through solid rock at half its Burrow Speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The worm makes one Bite attack and one Tail Stinger attack.

Bite. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 22 (3d8 + 9) Piercing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 19), and it has the Restrained condition until the grapple ends.

Tail Stinger. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 16 (2d6 + 9) Piercing damage plus 35 (10d6) Poison damage.

Bonus Actions

Swallow. *Strength Saving Throw:* DC 19, one Large or smaller creature Grappled by the worm (it can have up to three creatures swallowed at a time). *Failure:* The target is swallowed by the worm, and the Grappled condition ends. A swallowed creature has the Blinded and Restrained conditions, has Total Cover against attacks and other effects outside the worm, and takes 17 (5d6) Acid damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the worm and has the Prone condition. If the worm dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse using 20 feet of movement, exiting Prone.

DAVID AUDEN NASH

Quaggoths

Unpredictable Subterranean Stalkers

Habitat: Underdark; **Treasure:** None

Beastly hunters endemic to subterranean depths, quaggoths scrape harsh existences from the Underdark. While they can survive on bitter lichens and toxic fungi, they viciously attack anything they can make a meal of, from giant spiders to explorers. Quaggoths sometimes serve as muscle for Underdark-dwelling villains.

Quaggoths frequently collect in small bands led by the most fearsome group member. These bands are proud and quick to hold grudges. Anyone who harms a quaggoth—or who is suspected of doing so—earns the enmity of that quaggoth's band regardless of reason or fault. These grudges sometimes extend to whole communities rather than individuals. Generations of quaggoths might seek revenge against a settlement's inhabitants for decades-old slights. Only the leader of a quaggoth band can demand that a grudge ends.

Quaggoth

For quaggoths, every fight means life or death. They battle with wild fury and do anything to survive.

Quaggoth Thonot

Quaggoth thonots possess psionic abilities, which they use to give themselves an edge in combat and to coerce the service of other quaggoths.

Quaggoth

Medium Monstrosity, Chaotic Neutral

AC 13 **Initiative** +1 (11)
HP 45 (6d8 + 18)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	12	+1	+1	**Con**	16	+3	+3
Int	6	−2	−2	**Wis**	12	+1	+1	**Cha**	7	−2	−2

Skills Athletics +5
Immunities Poison; Poisoned
Senses Darkvision 120 ft.; Passive Perception 11
Languages Undercommon
CR 2 (XP 450; PB +2)

Traits

Bloodied Fury. While Bloodied, the quaggoth has Advantage on attack rolls.

Actions

Multiattack. The quaggoth makes two Claw attacks.

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage, or 13 (3d6 + 3) Slashing damage if the quaggoth is Bloodied.

Quaggoth Thonot

Medium Monstrosity, Chaotic Neutral

AC 15 **Initiative** +1 (11)
HP 67 (9d8 + 27)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	12	+1	+1	**Con**	16	+3	+3
Int	6	−2	−2	**Wis**	14	+2	+2	**Cha**	7	−2	−2

Skills Athletics +5
Immunities Poison; Poisoned
Senses Darkvision 120 ft.; Passive Perception 12
Languages Undercommon
CR 3 (XP 700; PB +2)

Traits

Bloodied Fury. While Bloodied, the quaggoth has Advantage on attack rolls.

Actions

Multiattack. The quaggoth makes two Claw attacks.

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage plus 5 (2d4) Psychic damage.

Spellcasting. The quaggoth casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 12):

At Will: *Mage Hand* (the hand is Invisible), *Minor Illusion*
2/Day: *Mind Spike*

Reactions

Psionic Defense (3/Day). The quaggoth casts *Feather Fall* or *Shield* in response to the spell's trigger, requiring no spell components and using the same spellcasting ability as Spellcasting.

DAARKEN



Quasit

Demon of Discord and Disorder

Habitat: Planar (Abyss); **Treasure:** None

Tirelessly destructive, quasits sow discord through nasty pranks, sabotage, and ambushes. These tiny demons use chaos and violence to terrorize others. By shape-shifting into harmless but ill-omened creatures or by turning invisible, quasits sneak into places where they spy for villainous masters or set vicious traps. Quasits delight in hiding in dark places and—when least expected—bursting forth to slash foes with their poisoned claws.

Quasits are usually overlooked and underestimated by other demons. This drives them to prove themselves through cruel acts or by seeking paths to the Material Plane. Among mortals, quasits sow senseless chaos, and they might find kindred evil spirits among violent cultists and magic-users.

> A thing doesn't need to be big to be gut-flippingly dreadful. Just think of all the folks who're squeamish around spiders. Now imagine a spider as big as a cat and that wants to steal your tongue.
>
> —Otto the Bard

Quasit

Tiny Fiend (Demon), Chaotic Evil

AC 13 **Initiative** +3 (13)
HP 25 (10d4)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	5	−3	−3	**Dex**	17	+3	+3	**Con**	10	+0	+0
Int	7	−2	−2	**Wis**	10	+0	+0	**Cha**	10	+0	+0

Skills Stealth +5
Resistances Cold, Fire, Lightning
Immunities Poison; Poisoned
Senses Darkvision 120 ft.; Passive Perception 10
Languages Abyssal, Common
CR 1 (XP 200; PB +2)

Traits

Magic Resistance. The quasit has Advantage on saving throws against spells and other magical effects.

Actions

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage, and the target has the Poisoned condition until the start of the quasit's next turn.

Invisibility. The quasit casts *Invisibility* on itself, requiring no spell components and using Charisma as the spellcasting ability.

Scare (1/Day). *Wisdom Saving Throw:* DC 10, one creature within 20 feet. *Failure:* The target has the Frightened condition. At the end of each of its turns, the target repeats the save, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Shape-Shift. The quasit shape-shifts to resemble a bat (Speed 10 ft., Fly 40 ft.), a centipede (40 ft., Climb 40 ft.), or a toad (40 ft., Swim 40 ft.), or it returns to its true form. Its game statistics are the same in each form, except for its Speed. Any equipment it is wearing or carrying isn't transformed.

ERIC BELISLE



Rakshasa conspirators plot their next atrocity.

ANDREA PIPARO

Rakshasa

Medium Fiend, Lawful Evil

AC 17 **Initiative** +8 (18)
HP 221 (26d8 + 104)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	17	+3	+3	**Con**	18	+4	+4
Int	13	+1	+1	**Wis**	16	+3	+3	**Cha**	20	+5	+5

Skills Deception +10, Insight +8, Perception +8
Vulnerabilities Piercing damage from weapons wielded by creatures under the effect of a *Bless* spell
Immunities Charmed, Frightened
Senses Truesight 60 ft.; Passive Perception 18
Languages Common, Infernal
CR 13 (XP 10,000; PB +5)

Traits

Greater Magic Resistance. The rakshasa automatically succeeds on saving throws against spells and other magical effects, and the attack rolls of spells automatically miss it. Without the rakshasa's permission, no spell can observe the rakshasa remotely or detect its thoughts, creature type, or alignment.

Fiendish Restoration. If the rakshasa dies outside the Nine Hells, its body turns to ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Nine Hells.

Actions

Multiattack. The rakshasa makes three Cursed Touch attacks.

Cursed Touch. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 12 (2d6 + 5) Slashing damage plus 19 (3d12) Necrotic damage. If the target is a creature, it is cursed. While cursed, the target gains no benefit from finishing a Short or Long Rest.

Baleful Command (Recharge 5–6). *Wisdom Saving Throw:* DC 18, each enemy in a 30-foot Emanation originating from the rakshasa. *Failure:* 28 (8d6) Psychic damage, and the target has the Frightened and Incapacitated conditions until the start of the rakshasa's next turn.

Spellcasting. The rakshasa casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 18):

At Will: *Detect Magic*, *Detect Thoughts*, *Disguise Self*, *Mage Hand*, *Minor Illusion*
1/Day Each: *Fly*, *Invisibility*, *Major Image*, *Plane Shift*

Rakshasa

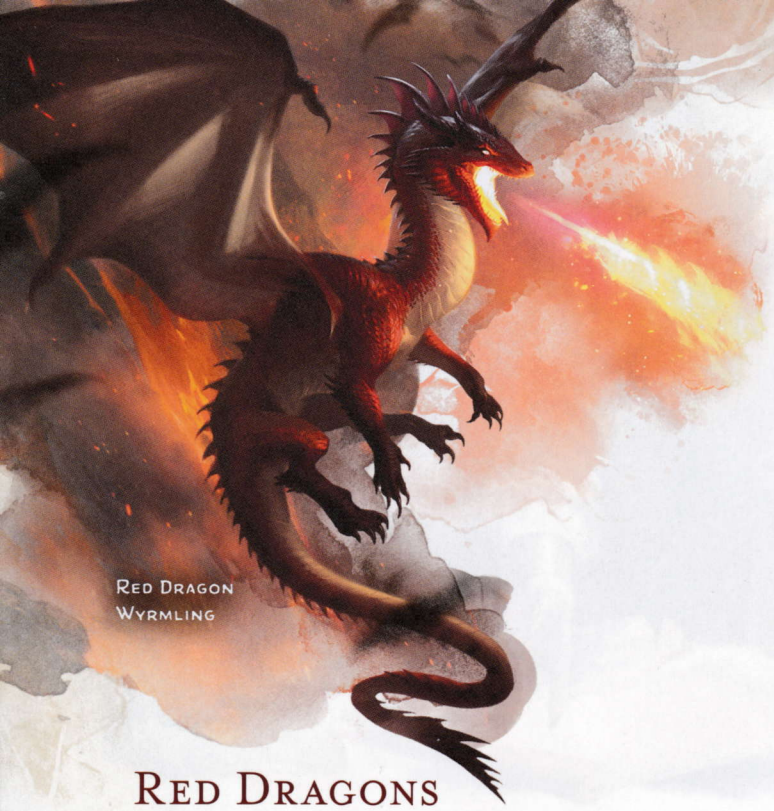
Deceiver Hungry for Power and Flesh

Habitat: Planar (Nine Hells), Urban; **Treasure:** Relics

Masters of manipulation, rakshasas infiltrate communities to claim positions of power. While disguising their true natures, they kidnap victims and indulge their insatiable hunger for flesh.

Rakshasas can withstand some degree of magic, but legends tell of blessed warriors felling them with crossbow bolts, arrows, or similar weapons.

Rakshasas' appearances combine humanlike bodies with the features of animals and monsters. All rakshasas have a physical oddity that remains when they adopt magical disguises, such as palms where the backs of the hands would be on humans.



Red Dragons

Dragons of Greed and Devastation

Habitat: Hill, Mountain; **Treasure:** Any

Red dragons take whatever they desire and burn to ash anything that stands in their way. These chromatic dragons endlessly desire more—more magic, territory, treasure, or whatever else inflames their cruel ambitions.

Red dragons make their lairs amid perilous cliffs and volcanoes. Within, they amass and fiercely protect hoards of treasure, and many have perfect recall of the hoards' contents and the locations of all they've collected. Should anything go missing, red dragons fly into rages. They don't rest until their treasures are returned and the thieves have burned.

Red dragons believe themselves to be the greatest of all dragons and, by extension, the greatest of all creatures. To them, pillaging and conquering are their right—treasures can find no more honored place than in their hoards, and other creatures are privileged to serve them.

Red Dragon Wyrmling

Red dragon wyrmlings are born destroyers. From a young age, they delight in igniting objects and creatures alike. They sometimes restrain themselves from scorching creatures to instead bully others into following their orders and bringing them gifts.

Young Red Dragon

Young red dragons number among the most unpredictable of their kind. They seek territories rich with treasures and potential followers, raiding, burning, and slaughtering to enforce their will. Unless these dragons meet significant resistance, they cement their power and begin reigns of terror that can last for centuries.

Red Dragon Wyrmling

Medium Dragon (Chromatic), Chaotic Evil

AC 17 **Initiative** +2 (12)
HP 75 (10d8 + 30)
Speed 30 ft., Climb 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	10	+0	+2	**Con**	17	+3	+3
Int	12	+1	+1	**Wis**	11	+0	+2	**Cha**	15	+2	+2

Skills Perception +4, Stealth +2
Immunities Fire
Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14
Languages Draconic
CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (1d10 + 4) Slashing damage plus 3 (1d6) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 24 (7d6) Fire damage. *Success:* Half damage.

Young Red Dragon

Large Dragon (Chromatic), Chaotic Evil

AC 18 **Initiative** +4 (14)
HP 178 (17d10 + 85)
Speed 40 ft., Climb 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	10	+0	+4	**Con**	21	+5	+5
Int	14	+2	+2	**Wis**	11	+0	+4	**Cha**	19	+4	+4

Skills Perception +8, Stealth +4
Immunities Fire
Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 18
Languages Common, Draconic
CR 10 (XP 5,900; PB +4)

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 13 (2d6 + 6) Slashing damage plus 3 (1d6) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 17, each creature in a 30-foot Cone. *Failure:* 56 (16d6) Fire damage. *Success:* Half damage.

JOSHUA RAPHAEL



AN ADULT RED DRAGON UNLEASHES ITS FURY, REDUCING A CITY TO RUIN.

Adult Red Dragon

Huge Dragon (Chromatic), Chaotic Evil

AC 19 **Initiative** +12 (22)
HP 256 (19d12 + 133)
Speed 40 ft., Climb 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	27	+8	+8	**Dex**	10	+0	+6	**Con**	25	+7	+7
Int	16	+3	+3	**Wis**	13	+1	+7	**Cha**	23	+6	+6

Skills Perception +13, Stealth +6
Immunities Fire
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 23
Languages Common, Draconic
CR 17 (XP 18,000, or 20,000 in lair; PB +6)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Scorching Ray*.

Rend. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 13 (1d10 + 8) Slashing damage plus 5 (2d4) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 21, each creature in a 60-foot Cone. *Failure:* 59 (17d6) Fire damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 20, +12 to hit with spell attacks):

At Will: *Command* (level 2 version), *Detect Magic*, *Scorching Ray*
1/Day: *Fireball*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Commanding Presence. The dragon uses Spellcasting to cast *Command* (level 2 version). The dragon can't take this action again until the start of its next turn.

Fiery Rays. The dragon uses Spellcasting to cast *Scorching Ray*. The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

JOSHUA RAPHAEL

Adult Red Dragon

Adult red dragons are tyrants that claim vast domains and might command armies of followers or significant magical resources. Red dragons rarely pay attention to the nations and claims of smaller creatures, and they might consider entire cities part of their realm. Most red dragons are inattentive rulers, though, spending decades focused on their own comforts, hoards, or magical concerns within their lairs. But when their attention returns to their territories, if they find matters not to their liking, whole lands might burn.

Ancient Red Dragon

Ancient red dragons number among the most feared and destructive beings in the multiverse. Few can withstand the wrath of an ancient red dragon that turns its mind toward devastation. These dragons' greed matches their ruinous potential, and they collect vast hoards studded with storied treasures and magic items. Their lairs frequently tap into volcanic depths and might pierce other planes of existence, bringing servants from the Elemental Plane of Fire or the Lower Planes into their service.

Red Dragon Lairs

Red dragons make their lairs in smoldering, unapproachable places such as volcanic mountains, burning wastelands, and ruins they've stolen from other creatures.

The region containing an adult or ancient red dragon's lair is warped by its presence, creating the following effects:

Burning Heat. The area within 1 mile of the lair is an area of extreme heat. A burning creature or object takes an additional 1d4 Fire damage at the start of each of its turns.

Smoldering Haze. The area within 1 mile of the lair is Lightly Obscured with clouds of ash. Whenever a creature other than the dragon or one of its allies finishes a Long Rest in that area, that creature must succeed on a DC 15 Constitution saving throw or have the Poisoned condition for 1 hour.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

Ancient Red Dragon

Gargantuan Dragon (Chromatic), Chaotic Evil

AC 22 **Initiative** +14 (24)
HP 507 (26d20 + 234)
Speed 40 ft., Climb 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	30	+10	+10	**Dex**	10	+0	+7	**Con**	29	+9	+9
Int	18	+4	+4	**Wis**	15	+2	+9	**Cha**	27	+8	+8

Skills Perception +16, Stealth +7
Immunities Fire
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 26
Languages Common, Draconic
CR 24 (XP 62,000, or 75,000 in lair; PB +7)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *Scorching Ray* (level 3 version).

Rend. *Melee Attack Roll:* +17, reach 15 ft. *Hit:* 19 (2d8 + 10) Slashing damage plus 10 (3d6) Fire damage.

Fire Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 24, each creature in a 90-foot Cone. *Failure:* 91 (26d6) Fire damage. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 23, +15 to hit with spell attacks):

At Will: *Command* (level 2 version), *Detect Magic*, *Scorching Ray* (level 3 version)
1/Day: *Fireball* (level 6 version), *Scrying*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Commanding Presence. The dragon uses Spellcasting to cast *Command* (level 2 version). The dragon can't take this action again until the start of its next turn.

Fiery Rays. The dragon uses Spellcasting to cast *Scorching Ray* (level 3 version). The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

JOSHUA RAPHAEL



Even the bravest souls flee the onslaught of an ancient red dragon.



Remorhazes

Super-Heated Arctic Arthropods

Habitat: Arctic; **Treasure:** None

Remorhazes are centipede-like terrors that burrow through snow and ice to ambush smaller creatures that trespass in their frozen territories.

Young Remorhaz

Large Monstrosity, Unaligned

AC 14 **Initiative** +1 (11)
HP 93 (11d10 + 33)
Speed 30 ft., Burrow 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	13	+1	+1	**Con**	17	+3	+3
Int	3	−4	−4	**Wis**	10	+0	+0	**Cha**	4	−3	−3

Immunities Cold, Fire
Senses Darkvision 60 ft., Tremorsense 60 ft.; Passive Perception 10
Languages None
CR 5 (XP 1,800; PB +3)

Traits

Heat Aura. At the end of each of the remorhaz's turns, each creature in a 5-foot Emanation originating from the remorhaz takes 11 (2d10) Fire damage.

Actions

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 15 (2d10 + 4) Piercing damage plus 13 (3d8) Fire damage.

Young Remorhaz

Young remorhazes scorch and consume any creatures they can chase down and overwhelm.

Remorhaz

Full-grown remorhazes are single-minded ambush predators. They attempt to bite prey and trap it against their searing bodies, then swallow their meal whole. Remorhazes eat as much as they can, since they might go months without feeding.

Remorhaz

Huge Monstrosity, Unaligned

AC 17 **Initiative** +5 (15)
HP 195 (17d12 + 85)
Speed 40 ft., Burrow 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	24	+7	+7	**Dex**	13	+1	+1	**Con**	21	+5	+5
Int	4	−3	−3	**Wis**	10	+0	+0	**Cha**	5	−3	−3

Immunities Cold, Fire
Senses Darkvision 60 ft., Tremorsense 60 ft.; Passive Perception 10
Languages None
CR 11 (XP 7,200; PB +4)

Traits

Heat Aura. At the end of each of the remorhaz's turns, each creature in a 5-foot Emanation originating from the remorhaz takes 16 (3d10) Fire damage.

Actions

Bite. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 18 (2d10 + 7) Piercing damage plus 14 (4d6) Fire damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 17), and it has the Restrained condition until the grapple ends.

Bonus Actions

Swallow. *Strength Saving Throw:* DC 19, one Large or smaller creature Grappled by the remorhaz (it can have up to two creatures swallowed at a time). *Failure:* The target is swallowed by the remorhaz, and the Grappled condition ends. A swallowed creature has the Blinded and Restrained conditions, it has Total Cover against attacks and other effects outside the remorhaz, and it takes 10 (3d6) Acid damage plus 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 creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 5 feet of the remorhaz and has the Prone condition. If the remorhaz dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse by using 15 feet of movement, exiting Prone.

CARLO ARELLANO



Revenant Followed by a Graveyard Revenant

Revenants

Vengeance from beyond the Grave

Habitat: Forest, Swamp, Urban; **Treasure:** Any

Wrathful spirits bent on revenge, revenants possess corpses and other materials, using them to seek justice or vent their rage on those who wronged them. Revenants refuse to rest until those they seek to punish are no more. If their bodies are destroyed, revenants claim new forms and continue their ruthless quests.

Revenant

Revenants possess the bodies they had in life, using them to hunt down their killers. If their bodies are destroyed, they take control of new bodies that gradually change to resemble the revenants' original forms.

Graveyard Revenant

Graveyard revenants possess dozens of bodies that combine to form grotesque masses. They take revenge on those responsible for mass deaths or institutions that callously ruin lives.

Revenant

Medium Undead, Neutral

AC 13 **Initiative** +2 (12)
HP 127 (15d8 + 60)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+7	**Dex**	14	+2	+2	**Con**	18	+4	+7
Int	13	+1	+1	**Wis**	16	+3	+6	**Cha**	18	+4	+7

Resistances Necrotic, Psychic
Immunities Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Stunned
Senses Darkvision 60 ft.; Passive Perception 13
Languages Common plus one other language
CR 5 (XP 1,800; PB +3)

Traits

Regeneration. The revenant regains 10 Hit Points at the start of each of its turns. If the revenant takes Fire or Radiant damage, this trait doesn't function at the start of its next turn. Its body is destroyed only if it starts its turn with 0 Hit Points and doesn't regenerate.

Undead Restoration. If the revenant dies, it revives 24 hours later in a different body unless *Dispel Evil or Good* is cast on its corpse. If it revives, it animates a Humanoid corpse elsewhere on the same plane of existence; it now looks different but uses the same stat block and returns with all its Hit Points.

Actions

Multiattack. The revenant uses Vengeful Glare and makes two Slam attacks.

Slam. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Necrotic damage.

Vengeful Glare. *Wisdom Saving Throw:* DC 15, one creature the revenant can see within 30 feet. *Failure:* The target has the Frightened condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically. If the Frightened target is cursed by the revenant (see Vow of Revenge), the target also has the Paralyzed condition for the duration.

Bonus Actions

Vow of Revenge (1/Day). The revenant curses one creature it can see within 30 feet of itself. The revenant knows the distance to and direction of the cursed target, even if it is on a different plane of existence. The curse ends on the target if the revenant uses this Bonus Action on a different creature.

CRISTI BALANESCU



Graveyard Revenant

Huge Undead, Neutral

AC 14 **Initiative** +2 (12)
HP 161 (14d12 + 70)
Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
Str 20	+5	+8	**Dex** 14	+2	+2	**Con** 20	+5	+8
Int 13	+1	+1	**Wis** 16	+3	+6	**Cha** 18	+4	+7

Resistances Necrotic, Psychic
Immunities Poison; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Stunned, Unconscious
Senses Darkvision 120 ft.; Passive Perception 13
Languages Common plus two other languages
CR 7 (XP 2,900; PB +3)

Traits

Undead Restoration. If the revenant dies, it revives 24 hours later unless *Dispel Evil or Good* is cast on its remains. If it revives, it animates another group of corpses elsewhere on the same plane of existence; it now looks different but uses the same stat block and returns with all its Hit Points.

Actions

Multiattack. The revenant makes two Suffocate attacks.

Suffocate. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 10 (1d10 + 5) Bludgeoning damage plus 10 (3d6) Necrotic damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 15). Until the grapple ends, the target is suffocating. The revenant can have up to two targets Grappled in this way at a time.

Haunting Glare (Recharge 5–6). *Wisdom Saving Throw:* DC 15, each creature in a 30-foot Emanation originating from the revenant. *Failure:* The target has the Paralyzed condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Haunting Revenant

Haunting revenants possess ruins and forsaken places connected with their deaths—such as abandoned buildings, wrecked ships, or junk heaps. These revenants lurk in plain sight, waiting for their foes to near, then trap their victims within their massive bodies. Those inside a revenant might be battered by animate furnishings or more unsettling manifestations of the revenant's hatred.

The places haunting revenants lurk swiftly gain infamous reputations.

Haunting Revenant

Gargantuan Undead, Neutral

AC 20 **Initiative** +5 (15)
HP 203 (14d20 + 56)
Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
Str 20	+5	+5	**Dex** 12	+1	+1	**Con** 18	+4	+8
Int 16	+3	+3	**Wis** 18	+4	+8	**Cha** 20	+5	+5

Resistances Necrotic, Psychic
Immunities Poison; Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Truesight 60 ft.; Passive Perception 14
Languages Common plus two other languages
CR 10 (XP 5,900; PB +4)

Traits

Haunted Zone. *Constitution Saving Throw:* DC 17, any creature that casts a spell while inside the revenant's space. *Failure:* The spell fails and is wasted.

Undead Restoration. If the revenant dies, it revives 24 hours later unless *Dispel Evil or Good* is cast on its remains. If it revives, it animates another Gargantuan object or structure elsewhere on the same plane of existence; it now looks different but uses the same stat block and returns with all its Hit Points.

Actions

Multiattack. The revenant makes two Object Slam attacks and uses Invitation.

Object Slam. *Melee or Ranged Attack Roll:* +9 (with Advantage if the target is inside the revenant's space), reach 10 ft. or range 30/90 ft. *Hit:* 27 (5d8 + 5) Bludgeoning damage.

Invitation. *Charisma Saving Throw:* DC 17, each creature in a 60-foot Cone. *Failure:* The target is teleported inside the revenant's space and swallowed. A swallowed creature has Total Cover against attacks and other effects outside the revenant.

While the revenant has Hit Points, a swallowed creature can leave the revenant's space only by using magic that enables planar travel, such as the *Plane Shift* spell.

CRISTI BALANESCU



ALEJANDRO PACHECO

Roc

Avian of Unbelievable Size

Habitat: Arctic, Coastal, Desert, Hill, Mountain;
Treasure: Any

Birds of prey of fantastic scale, rocs hunt over vast territories and can snatch whole elephants, whales, or wagons in their talons. They then carry their prey back to their remote nests, journeys that can take days and cover hundreds of miles.

Rocs nest amid remote heights. Their nests are typically littered with treasure and uneaten prey. Roll on or choose an option from the Roc Nest Remnants table to inspire what's in a roc's nest.

Roc Nest Remnants

1d6	The Roc's Nest Holds ...
1	The burial litter of a lost hero.
2	A caravan wagon full of trade goods.
3	A live elephant.
4	1d4 eggs larger than adult humans.
5	Someone marooned in the nest.
6	A statue of a knight riding a rearing steed.

Roc

Gargantuan Monstrosity, Unaligned

AC 15 **Initiative** +8 (18)
HP 248 (16d20 + 80)
Speed 20 ft., Fly 120 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	28	+9	+9	**Dex**	10	+0	+4	**Con**	20	+5	+5
Int	3	−4	−4	**Wis**	10	+0	+4	**Cha**	9	−1	−1

Skills Perception +8
Senses Passive Perception 18
Languages None
CR 11 (XP 7,200; PB +4)

Actions

Multiattack. The roc makes two Beak attacks. It can replace one attack with a Talons attack.

Beak. *Melee Attack Roll:* +13, reach 10 ft. *Hit:* 28 (3d12 + 9) Piercing damage.

Talons. *Melee Attack Roll:* +13, reach 5 ft. Hit: 23 (4d6 + 9) Slashing damage. If the target is a Huge or smaller creature, it has the Grappled condition (escape DC 19) from both talons, and it has the Restrained condition until the grapple ends.

Bonus Actions

Swoop (Recharge 5–6). If the roc has a creature Grappled, the roc flies up to half its Fly Speed without provoking Opportunity Attacks and drops that creature.



Roper

Tentacled Subterranean Trapper

Habitat: Underdark; **Treasure:** Any

Camouflaged as rock formations, ropers are aberrant ambushers that lurk in wait for smaller creatures. These bizarre subterranean hunters extend their rubbery tentacles to explore and prod their surroundings, often reaching beyond their fields of vision. Should they encounter prey, these limbs ensnare victims and drag them close to ropers' toothy maws. If these tentacles are severed, ropers rapidly grow replacements.

Ropers can move, albeit slowly. Crawling on the sticky cilia that cover their undersides, ropers can climb walls and suspend themselves from ceilings. These hunters often position themselves in unexpected or treacherous locations, using their surroundings to weaken their prey. Roll on or choose a result from the Roper Hazards table to inspire what dangers ropers employ when ambushing prey.

Roper Hazards

1d8	The Roper Drags Prey Through ...
1	Areas that trigger traps.
2	Caverns filled with smoke or gas.
3	Dead magic* or wild magic* zones.
4	The lair of a creature it is trying to bait out.
5	A nest of rats, insects, or other vermin.
6	Patches of brown mold* or green slime*.
7	Pools of magma or boiling water.
8	Razorvine* or similar dangerous plants.

*See the *Dungeon Master's Guide*.

> Rule 9: Never trust a stalagmite.
>
> —X the Mystic's *Rules of Dungeon Survival*

Roper

Large Aberration, Neutral Evil

AC 20 **Initiative** +5 (15)
HP 93 (11d10 + 33)
Speed 10 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	8	−1	−1	**Con**	17	+3	+3
Int	7	−2	−2	**Wis**	16	+3	+3	**Cha**	6	−2	−2

Skills Perception +6, Stealth +5
Senses Darkvision 60 ft.; Passive Perception 16
Languages None
CR 5 (XP 1,800; PB +3)

Traits

Spider Climb. The roper can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Multiattack. The roper makes two Tentacle attacks, uses Reel, and makes two Bite attacks.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 17 (3d8 + 4) Piercing damage.

Tentacle. *Melee Attack Roll:* +7, reach 60 ft. *Hit:* The target has the Grappled condition (escape DC 14) from one of six tentacles, and the target has the Poisoned condition until the grapple ends.

The tentacle can be damaged, freeing a creature it has Grappled when destroyed (AC 20, HP 10, Immunity to Poison and Psychic damage). Damaging the tentacle deals no damage to the roper, and a destroyed tentacle regrows at the start of the roper's next turn.

Reel. The roper pulls each creature Grappled by it up to 30 feet straight toward it.

BRIAN VALEZA



Rust Monster

Corrosive, Equipment-Eating Scavenger

Habitat: Underdark; **Treasure:** None

Rust monsters roam the Underdark searching for ferrous metal. When they find this material—whether natural veins, subterranean structures, or creatures' equipment—these beetle-like scavengers rush to feed. Using their feathery antennae, rust monsters dissolve metals such as iron and steel into rusted scrap. They easily gnaw through this corroded metal using their mandibles. Rust monsters usually ignore creatures without metal equipment, but they defend themselves if attacked.

Rust Monster

Medium Monstrosity, Unaligned

AC 14 **Initiative** +1 (11)
HP 33 (6d8 + 6)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	12	+1	+1	**Con**	13	+1	+1
Int	2	−4	−4	**Wis**	13	+1	+1	**Cha**	6	−2	−2

Senses Darkvision 60 ft.; Passive Perception 11
Languages None
CR 1/2 (XP 100; PB +2)

Traits

Iron Scent. The rust monster can pinpoint the location of ferrous metal within 30 feet of itself.

Actions

Multiattack. The rust monster makes one Bite attack and uses Antennae twice.

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) Piercing damage.

Antennae. The rust monster targets one nonmagical metal object—armor or a weapon—worn or carried by a creature within 5 feet of itself. *Dexterity Saving Throw:* DC 11, the creature with the object. *Failure:* The object takes a −1 penalty to the AC it offers (armor) or to its attack rolls (weapon). Armor is destroyed if the penalty reduces its AC to 10, and a weapon is destroyed if its penalty reaches −5. The penalty can be removed by casting the *Mending* spell on the armor or weapon.

Destroy Metal. The rust monster touches a nonmagical metal object within 5 feet of itself that isn't being worn or carried. The touch destroys a 1-foot Cube of the object.

Reactions

Reflexive Antennae. *Trigger:* An attack roll hits the rust monster. *Response:* The rust monster uses Antennae.

BRIAN VALEZA



A SAHUAGIN BARON AND SAHUAGIN PRIEST LEAD SAHUAGIN WARRIORS ON AN AQUATIC RAID.

SAHUAGIN

Ravagers from Beneath the Waves

Habitat: Coastal, Underwater; **Treasure:** Any

Sahuagin are fiendish terrors that prey on creatures above and below the water. Called "sea devils" by residents of coastal communities, sahuagin are ruthless raiders. They ransack ships, fishing villages, and undersea communities to slake their bloodthirst, claim treasure, and make sacrifices to their vicious deity—the sharklike god Sekolah.

Sahuagin constantly war on any peoples living near their territory. Merfolk and other aquatic folk bear the brunt of these attacks, but sahuagin also hunt air-breathers who sail over or swim through the waters the sea devils claim. Sahuagin often attack alongside sharks, which they can telepathically command.

SAHUAGIN WARRIOR

Sahuagin warriors are vicious combatants that savage their foes with webbed claws. Once sahuagin draw blood, they usually attack until either they or their foe is slain.

SAHUAGIN WARRIOR

Medium Fiend, Lawful Evil

AC 12 **Initiative** +0 (10)
HP 22 (4d8 + 4)
Speed 30 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	**DEX**	11	+0	+0	**CON**	12	+1	+1
INT	12	+1	+1	**WIS**	13	+1	+1	**CHA**	9	−1	−1

Skills Perception +5
Resistances Acid, Cold
Senses Darkvision 120 ft.; Passive Perception 15
Languages Sahuagin
CR 1/2 (XP 100; PB +2)

TRAITS

Blood Frenzy. The sahuagin has Advantage on attack rolls against any creature that doesn't have all its Hit Points.

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

Shark Telepathy. The sahuagin can magically control sharks within 120 feet of itself, using a special telepathy.

ACTIONS

Multiattack. The sahuagin makes two Claw attacks.

Claw. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Slashing damage.

BONUS ACTIONS

Aquatic Charge. The sahuagin swims up to its Swim Speed straight toward an enemy it can see.

DAVID AUDEN NASH

Sahuagin Priest

Sahuagin priests serve the will of Sekolah or other fiendish masters. They direct and support other sahuagin, and they consider every combatant that falls in battle—whether enemy or ally—a sacrifice to their fierce deities.

> When a sahuagin comes at you, it doesn't seem to be living until it bites you. Then the thing's black eyes turn red as hellfire and the waves foam crimson. Then comes the screaming.
>
> —Tiguran Maremrynd, *A Survivor's Memoir*

Sahuagin Priest

Medium Fiend, Lawful Evil

AC 12 **Initiative** +0 (10)
HP 38 (7d8 + 7)
Speed 30 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	11	+0	+0	**Con**	12	+1	+1
Int	12	+1	+1	**Wis**	14	+2	+2	**Cha**	13	+1	+1

Skills Perception +6, Religion +3
Resistances Acid, Cold
Senses Darkvision 120 ft.; Passive Perception 16
Languages Sahuagin
CR 2 (XP 450; PB +2)

Traits

Blood Frenzy. The sahuagin has Advantage on attack rolls against any creature that doesn't have all its Hit Points.

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

Shark Telepathy. The sahuagin can magically control sharks within 120 feet of itself, using a special telepathy.

Actions

Multiattack. The sahuagin makes two Spectral Jaws attacks.

Spectral Jaws. *Melee or Ranged Attack Roll:* +4, reach 5 ft. or range 120 ft. *Hit:* 11 (2d8 + 2) Force damage.

Spellcasting. The sahuagin casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 12):

At Will: *Thaumaturgy*
2/Day Each: *Hold Person*, *Tongues*

Bonus Actions

Fiendish Aid (2/Day). The sahuagin casts *Bless* or *Healing Word*, using the same spellcasting ability as Spellcasting.

Sahuagin Baron

During times of great conflict, Sekolah blesses particularly ruthless sahuagin warriors with increased size and an additional pair of arms, transforming them into sahuagin barons. These boons elevate the recipients' status among their kind, and they become champions or leaders. Sahuagin barons' blood is infused with profane magic capable of searing their enemies and making these foes irresistible targets for other Fiends.

Sahuagin Baron

Large Fiend, Lawful Evil

AC 16 **Initiative** +5 (15)
HP 76 (9d10 + 27)
Speed 30 ft., Swim 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	15	+2	+5	**Con**	16	+3	+6
Int	14	+2	+2	**Wis**	13	+1	+4	**Cha**	17	+3	+3

Skills Perception +7
Resistances Acid, Cold
Gear Breastplate, Trident
Senses Darkvision 120 ft.; Passive Perception 17
Languages Sahuagin
CR 5 (XP 1,800; PB +3)

Traits

Blood Frenzy. The sahuagin has Advantage on attack rolls against any creature that doesn't have all its Hit Points.

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

Shark Telepathy. The sahuagin can magically control sharks within 120 feet of itself, using a special telepathy.

Actions

Multiattack. The sahuagin makes three Trident attacks.

Trident. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 20/60 ft. *Hit:* 13 (2d8 + 4) Piercing damage.

Reactions

Fiendish Blood. *Trigger:* The sahuagin takes Piercing or Slashing damage. *Response—Constitution Saving Throw:* DC 14, each creature of the sahuagin's choice in a 5-foot Emanation originating from the sahuagin. *Failure:* 10 (3d6) Acid damage, and the target is cursed until it finishes a Short or Long Rest. While cursed, the target can't benefit from the Invisible condition, its Speed decreases by 10 feet, and all Fiends within 120 feet of the target can sense its location regardless of interposing obstacles.



A SALAMANDER INFERNO MASTER DRIVES ITS SALAMANDER AND FIRE SNAKE MINIONS TO BURN ALL THEY ENCOUNTER.

Salamanders

Serpentine Artists of the Inferno

Habitat: Planar (Elemental Plane of Fire), Underdark;
Treasure: Armaments

Salamanders are serpentine denizens of the Elemental Plane of Fire. They believe that flames expose the purest forms of all things and delight in burning and melting things, seeing fleeting beauty and striking nuances in blazes consuming different fuels—ancient forests, artistic masterpieces, or living creatures. To salamanders, those that can't endure their flames are nothing but ashes in disguise. They harbor malice toward few creatures, but they consider creating remarkable flames more important than the pain and loss their fires cause.

Salamanders are typically content to dwell on the Elemental Plane of Fire, creating strange, temporary art amid the flames. Some travel to other planes of existence and worlds to experience the flames of other realms or create conflagrations of unprecedented scale.

Salamander Fire Snake

Juvenile salamanders emerge from burning hot, two-foot-diameter eggs. Called fire snakes, these serpentlike creatures slither through the Plane of Fire and other intensely hot places. After consuming the proper fuels and exposing themselves to fiery extremes, fire snakes grow into salamanders.

> The salamanders of the Elemental Plane of Fire delight in meeting visitors from other realms. For them, every stranger is a potential addition to their fiery artistry. Don't fall for their flattery, no matter how beautifully they say you'll burn.
>
> —Filiag Highthumbs, *Planes and Travel*

Salamander Fire Snake

Medium Elemental, Neutral Evil

AC 14 **Initiative** +2 (12)
HP 27 (6d8)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	14	+2	+2	**Con**	11	+0	+0
Int	7	−2	−2	**Wis**	10	+0	+0	**Cha**	8	−1	−1

Vulnerabilities Cold
Immunities Fire
Senses Darkvision 60 ft.; Passive Perception 10
Languages Understands Primordial but can't speak
CR 1 (XP 200; PB +2)

Traits

Fire Aura. At the end of each of the salamander's turns, each creature of the salamander's choice in a 5-foot Emanation originating from the salamander takes 3 (1d6) Fire damage.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage plus 3 (1d6) Fire damage.

BRIAN VALENZUELA

Salamander

Most salamanders are arrogant yet curious, seeking to create artful blazes or burn that which has never been burned. They eagerly explain their work to strangers before trying to determine how the strangers burn. Salamanders radiate intense heat, which is conducted by their blazing weapons.

Salamander Inferno Master

Salamander inferno masters are ancient connoisseurs of flames and often inhabit places with unique scorching properties. They gather communes of apprentices who learn fiery techniques while helping their mentors accomplish great works. Inferno masters have ambitious goals, such as causing massive volcanic eruptions, opening portals to burning planes, destroying Artifacts, or burning all instances of something from the multiverse.

Salamander

Large Elemental, Neutral Evil

AC 15 **Initiative** +2 (12)
HP 90 (12d10 + 24)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	14	+2	+2	**Con**	15	+2	+2
Int	11	+0	+0	**Wis**	10	+0	+0	**Cha**	12	+1	+1

Vulnerabilities Cold
Immunities Fire
Senses Darkvision 60 ft.; Passive Perception 10
Languages Primordial (Ignan)
CR 5 (XP 1,800; PB +3)

Traits

Fire Aura. At the end of each of the salamander's turns, each creature of the salamander's choice in a 5-foot Emanation originating from the salamander takes 7 (2d6) Fire damage.

Actions

Multiattack. The salamander makes two Flame Spear attacks. It can replace one attack with a use of Constrict.

Flame Spear. *Melee or Ranged Attack Roll:* +7, reach 5 ft. or range 20/60 ft. *Hit:* 13 (2d8 + 4) Piercing damage plus 7 (2d6) Fire damage. *Hit or Miss:* The spear magically returns to the salamander's hand immediately after a ranged attack.

Constrict. *Strength Saving Throw:* DC 15, one Large or smaller creature the salamander can see within 10 feet. *Failure:* 11 (2d6 + 4) Bludgeoning damage plus 7 (2d6) Fire damage. The target has the Grappled condition (escape DC 14), and it has the Restrained condition until the grapple ends.

Salamander Inferno Master

Large Elemental, Neutral Evil

AC 18 **Initiative** +8 (18)
HP 256 (27d10 + 108)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	24	+7	+7	**Dex**	16	+3	+8	**Con**	18	+4	+4
Int	14	+2	+2	**Wis**	10	+0	+5	**Cha**	20	+5	+5

Vulnerabilities Cold
Immunities Fire
Senses Darkvision 120 ft.; Passive Perception 10
Languages Primordial (Ignan)
CR 15 (XP 13,000; PB +5)

Traits

Fire Aura. At the end of each of the salamander's turns, each creature of the salamander's choice in a 10-foot Emanation originating from the salamander takes 10 (3d6) Fire damage.

Magic Resistance. The salamander has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The salamander makes two Flame Trident attacks.

Flame Trident. *Melee or Ranged Attack Roll:* +12, reach 5 ft. or range 30/90 ft. *Hit:* 16 (2d8 + 7) Piercing damage plus 14 (4d6) Fire damage. *Hit or Miss:* The trident magically returns to the salamander's hand immediately after a ranged attack.

Inferno Blast (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 30-foot-radius Sphere centered on a point the salamander can see within 120 feet. *Failure:* 35 (10d6) Fire damage, and the target starts burning, taking 5 (1d10) Fire damage at the start of each of its turns instead of the normal burning damage. The target gains 1 Exhaustion level whenever it takes this burning damage. *Success:* Half damage only.

Bonus Actions

Blazing Movement. The salamander moves up to its Speed without provoking Opportunity Attacks. During this movement, fire fills a 5-foot Emanation originating from the salamander. When the Emanation enters a creature's space, that creature takes 7 (2d6) Fire damage. A creature can take this damage only once per turn.



Satyrs

Horned and Hoofed Revelers

Habitat: Forest, Planar (Feywild); **Treasure:** Implements

Satyrs embody the untamed joys of the wilderness. They indulge in sprees of merrymaking—eating, drinking, performing, fighting, and frolicking.

Satyr

Satyrs enjoy demonstrating their physicality through contests, evicting party poopers, and defending Fey realms.

Satyr Revelmaster

Satyr revelmasters use magical music to change the moods of other creatures. They do so to keep their celebrations exciting and to ward off foes.

Satyr

Medium Fey, Chaotic Neutral

AC 13 **Initiative** +3 (13)
HP 31 (7d8)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	16	+3	+3	**Con**	11	+0	+0
Int	12	+1	+1	**Wis**	10	+0	+0	**Cha**	14	+2	+2

Skills Perception +2, Performance +6, Stealth +5
Senses Passive Perception 12
Languages Common, Elvish, Sylvan
CR 1/2 (XP 100; PB +2)

Traits

Magic Resistance. The satyr has Advantage on saving throws against spells and other magical effects.

Actions

Hooves. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Bludgeoning damage. If the target is a Medium or smaller creature, the satyr pushes the target up to 10 feet straight away from itself.

Mockery. *Wisdom Saving Throw:* DC 12, one creature the satyr can see within 90 feet. *Failure:* 5 (1d6 + 2) Psychic damage.

Satyr Revelmaster

Medium Fey, Chaotic Neutral

AC 17 **Initiative** +7 (17)
HP 82 (15d8 + 15)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	18	+4	+7	**Con**	12	+1	+1
Int	12	+1	+1	**Wis**	14	+2	+5	**Cha**	17	+3	+3

Skills Acrobatics +7, Perception +5, Performance +9
Senses Passive Perception 15
Languages Common, Elvish, Sylvan
CR 6 (XP 2,300; PB +3)

Traits

Magic Resistance. The satyr has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The satyr makes three Prance attacks.

Prance. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage, and the target has the Charmed condition until the start of the satyr's next turn.

Fey Melody (Recharge 4–6). The satyr conjures a charming or frightening song. *Wisdom Saving Throw:* DC 14, each enemy in a 60-foot Emanation originating from the satyr. *Failure:* The target is subjected to the song's effect:

Charming. The target has the Charmed condition for 1 minute. While Charmed, the target has the Incapacitated condition and uses all its movement to dance in place. The effect ends on the target if it takes any damage.

Frightening. 10 (2d6 + 3) Psychic damage, and the target has the Frightened condition for 1 minute. If the target ends its turn out of line of sight from the satyr, the condition ends on it.

LORENZO MASTROIANNI

Scarecrow

Servant of Superstition

Habitat: Grassland; **Treasure:** None

Spirits of vengeance bound to crude frames, scarecrows arise from folk magic, the prayers of desperate commoners, or possession by spirits that died with violent work left undone. Scarecrows might serve those who created them or might defend a place, family, or community from threats—whether physical or to their way of life.

Although scarecrows take their name from rural effigies, they might take varied patchwork forms. Roll on or choose a result from the Scarecrow Frames table to inspire a scarecrow's appearance.

Scarecrow Frames

1d8	The Scarecrow Is Made From ...
1	Animal furs, bones, horns, and claws.
2	Beehives or wasp nests over a wicker frame.
3	A carved pumpkin atop a body of thick vines.
4	Nets, flotsam, grapnels, and fishing tackle.
5	Oversize stuffed animal or mannequin parts.
6	Rusty armor and torture devices.
7	A sackcloth head atop straw-stuffed clothes.
8	Wedding clothes that were never worn.

Scarecrow

Medium Construct, Chaotic Evil

AC 11 **Initiative** +3 (13)
HP 27 (6d8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	13	+1	+1	**Con**	11	+0	+0
Int	10	+0	+0	**Wis**	10	+0	+0	**Cha**	13	+1	+1

Vulnerabilities Fire
Immunities Poison; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Unconscious
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common plus one other language
CR 1 (XP 200; PB +2)

Actions

Fearsome Claw. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) Slashing damage, and the target has the Frightened condition until the end of the scarecrow's next turn.

Terrifying Glare. *Wisdom Saving Throw:* DC 11, one creature the scarecrow can see within 30 feet. *Failure:* The target has the Frightened condition until the end of the scarecrow's next turn. While Frightened, the target has the Paralyzed condition.



DAARKEN



Scouts

Watchers and Wanderers

Habitat: Any; **Treasure:** Implements, Individual

Scouts are warriors of the wilderness, trained in hunting and tracking. They might be explorers or trappers, or they could perform more martial roles as archers, bounty hunters, or outriders.

Scout

Scouts are keen archers and acutely aware of their surroundings. They often know several regions particularly well and are familiar with local creatures, landmarks, and perils.

Scout Captain

Scout captains are experienced explorers and sharpshooters. They might lead bands of other scouts or disappear into the wilds alone for months at a time.

Scout

Medium or Small Humanoid, Neutral

AC 13 **Initiative** +2 (12)
HP 16 (3d8 + 3)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	14	+2	+2	**Con**	12	+1	+1
Int	11	+0	+0	**Wis**	13	+1	+1	**Cha**	11	+0	+0

Skills Nature +4, Perception +5, Stealth +6, Survival +5
Gear Leather Armor, Longbow, Shortsword
Senses Passive Perception 15
Languages Common plus one other language
CR 1/2 (XP 100; PB +2)

Actions

Multiattack. The scout makes two attacks, using Shortsword and Longbow in any combination.

Shortsword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Longbow. *Ranged Attack Roll:* +4, range 150/600 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

Scout Captain

Medium or Small Humanoid, Neutral

AC 15 **Initiative** +5 (15)
HP 66 (12d8 + 12)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	16	+3	+5	**Con**	12	+1	+1
Int	14	+2	+4	**Wis**	15	+2	+2	**Cha**	11	+0	+0

Skills Perception +6, Stealth +7, Survival +6
Gear Longbow, Shortsword, Studded Leather Armor
Senses Passive Perception 16
Languages Common plus one other language
CR 3 (XP 700; PB +2)

Actions

Multiattack. The scout makes two attacks, using Shortsword or Longbow in any combination.

Shortsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage, plus 10 (3d6) Piercing damage if the attack was made with Advantage.

Longbow. *Ranged Attack Roll:* +5, range 150/600 ft. *Hit:* 7 (1d8 + 3) Piercing damage, plus 10 (3d6) Piercing damage if the attack was made with Advantage.

Bonus Actions

Aim. The scout has Advantage on the next attack roll it makes during the current turn.

Reactions

Uncanny Dodge. *Trigger:* The scout is hit by an attack roll. *Response:* The scout halves the damage (round down) it takes from that attack.

RICCARDO MOSCATELLO

Sea Hag

Hag of Despair and the Dismal Deep

Habitat: Coastal, Underwater; **Treasure:** Arcana

Sea hags loathe peace and beauty. Bitter, jealous creatures, they spread chaos and undermine joy however they can, undertaking elaborate deceptions to sow discord for its own sake. The hags' true forms are supernaturally vile, and their baleful gazes can strike down creatures frightened by their appearance.

Sea hags cloak themselves in illusions to work their schemes. Roll on or choose a result from the Sea Hag Disguises table to inspire a sea hag's illusion and how they might use it to wreak chaos and destruction.

Sea Hag Disguises

1d6	The Sea Hag Takes the Form of A ...
1	Captive and claims nearby villagers bound them and left them to drown.
2	Castaway and shares a cursed item's location with would-be rescuers.
3	Healer and passes off poisons as medicine.
4	Panic-spreading prophesier of doom.
5	Ship captain and delivers passengers to the hag's pet sea monster.
6	Wounded sailor and claims their ship was destroyed by merfolk or other peaceful people.



Sea Hag

Medium Fey, Chaotic Evil

AC 14 **Initiative** +1 (11)
HP 52 (7d8 + 21)
Speed 30 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	13	+1	+1	**Con**	16	+3	+3
Int	12	+1	+1	**Wis**	12	+1	+1	**Cha**	13	+1	+1

Senses Darkvision 60 ft.; Passive Perception 11
Languages Common, Giant, Primordial (Aquan)
CR 2 (XP 450; PB +2)

Traits

Amphibious. The hag can breathe air and water.

Coven Magic. While within 30 feet of at least two hag allies, the hag can cast one of the following spells, requiring no Material components, using the spell's normal casting time, and using Intelligence as the spellcasting ability (spell save DC 11): *Augury*, *Find Familiar*, *Identify*, *Locate Object*, *Scrying*, or *Unseen Servant*. The hag must finish a Long Rest before using this trait to cast that spell again.

Vile Appearance. *Wisdom Saving Throw:* DC 11, any Beast or Humanoid that starts its turn within 30 feet of the hag and can see the hag's true form. *Failure:* The target has the Frightened condition until the start of its next turn. *Success:* The target is immune to this hag's Horrific Appearance for 24 hours.

Actions

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage.

Death Glare (Recharge 5–6). *Wisdom Saving Throw:* DC 11, one Frightened creature the hag can see within 30 feet. *Failure:* If the target has 20 Hit Points or fewer, it drops to 0 Hit Points. Otherwise, the target takes 13 (3d8) Psychic damage.

Illusory Appearance. The hag casts *Disguise Self*, using Constitution as the spellcasting ability (spell save DC 13). The spell's duration is 24 hours.

LORENZO MASTROIANNI



Shadow

Disembodied, Life-Drinking Shade

Habitat: Planar (Shadowfell), Underdark, Urban;
Treasure: None

Shadows are incorporeal Undead that feed on life. They resent the living for possessing the potential and vitality lost to them.

Shadows lurk in dark, lonely places, typically sites that were meaningful to them in life or cursed places with ties to death, sinister magic, or the Shadowfell. Their victims rise as new shadows and prey on the living.

Shadows might resemble the silhouettes of who they were in life or take on more menacing forms. Roll on or choose a result from the Shadow Shapes table to inspire a shadow's form and haunting.

Shadow Shapes

1d6	The Shadow Appears As ...
1	A distorted stalker that lurks in the woods.
2	A fiend that dwells near a wicked ritual site.
3	Grasping hands that haunt a miser's home.
4	A grim storybook character that follows those who speak its name.
5	Its target, acting in eerie pantomime.
6	An ominous priest that haunts a defiled site.

Shadow

Medium Undead, Chaotic Evil

AC 12 **Initiative** +2 (12)
HP 27 (5d8 + 5)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	−2	−2	**Dex**	14	+2	+2	**Con**	13	+1	+1
Int	6	−2	−2	**Wis**	10	+0	+0	**Cha**	8	−1	−1

Skills Stealth +6
Vulnerabilities Radiant
Resistances Acid, Cold, Fire, Lightning, Thunder
Immunities Necrotic, Poison; Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 60 ft.; Passive Perception 10
Languages None
CR 1/2 (XP 100; PB +2)

Traits

Amorphous. The shadow can move through a space as narrow as 1 inch without expending extra movement to do so.

Sunlight Weakness. While in sunlight, the shadow has Disadvantage on D20 Tests.

Actions

Draining Swipe. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Necrotic damage, and the target's Strength score decreases by 1d4. The target dies if this reduces that score to 0. If a Humanoid is slain by this attack, a **Shadow** rises from the corpse 1d4 hours later.

Bonus Actions

Shadow Stealth. While in Dim Light or Darkness, the shadow takes the Hide action.

MICHAEL BROUSSARD

Shadow Demon

Vestige of Evil

Habitat: Planar (Abyss); **Treasure:** None

Shadow demons form when exceptionally wicked demons are destroyed and prevented from reconstituting their physical forms in the Abyss. This might occur due to divine intervention, when a demon is destroyed in the Abyss, or under more unusual circumstances. Shadow demons are the incorporeal remnants of these destroyed demons' evil. They usually vaguely resemble their former shapes, but some take purposefully deceptive shapes. Many lurk in dark places or venture out only at night to hide their true forms from those they manipulate.

Shadow Demon

Medium Fiend (Demon), Chaotic Evil

AC 14 **Initiative** +3 (13)
HP 66 (12d8 + 12)
Speed 30 ft., Fly 30 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	1	−5	−5	**Dex**	17	+3	+5	**Con**	12	+1	+1
Int	14	+2	+2	**Wis**	13	+1	+1	**Cha**	14	+2	+4

Skills Stealth +7
Vulnerabilities Radiant
Resistances Acid, Bludgeoning, Cold, Fire, Lightning, Piercing, Slashing, Thunder
Immunities Necrotic, Poison; Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses Darkvision 120 ft.; Passive Perception 11
Languages Abyssal; telepathy 120 ft.
CR 4 (XP 1,100; PB +2)

Traits

Demonic Restoration. If the demon dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

Incorporeal Movement. The demon can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Light Sensitivity. While in Bright Light, the demon has Disadvantage on ability checks and attack rolls.

Actions

Umbral Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 16 (3d8 + 3) Psychic damage.

Bonus Actions

Shadow Stealth. While in Dim Light or Darkness, the demon takes the Hide action.



Shadow demons seek ways to regain their former might and take revenge on those who destroyed them. They often ingratiate themselves with more powerful demons or mortal spellcasters, bargaining with and coercing others into restoring them to power. Many try to claim or corrupt souls to restore their fiendish forms, while some shadow demons seek wicked relics or nexuses of profane magic. It typically takes shadow demons centuries to recover their demonic power, if they ever do.

Particularly powerful demons might return as multiple shadow demons after being defeated. These fiendish entities each think they're the true manifestation of their past self and hunt one another to recover their power.

In rare cases, Fiends other than demons might adopt forms similar to shadow demons.

> There are three rules to endings. First, good always wins. Second, evil always returns. Third, the first rule isn't always true.
>
> —Tarsheva Longreach, planar traveler

LARS GRANT-WEST



A SHADOW DRAGON LURKS AMONG HAUNTED RUINS, ATTENDED BY SHADOWS RAISED BY ITS LIFE-DRAINING BREATH.

JUSTIN GERARD

Shadow Dragons

Dragon Corrupted by Darkness

Habitat: Planar (Shadowfell), Underdark; **Treasure:** Any

Shadow dragons haunt forgotten, lightless places. While they might have once been other types of dragons, the influence of planar forces, negative energy, or sinister magic has stripped them of their former color or luster. In place of any former breath weapon, shadow dragons exhale caliginous gouts that saps life from everything it touches. Those slain by a shadow dragon's breath rise as shades obedient to the shadow dragon's will.

Shadow dragons typically dwell in the Underdark, particularly in areas with connections to the Shadowfell or other tenebrous realms. In some cases, they might lurk in dark, corrupted reaches of the regions they preferred before transforming into shadow dragons. Overgrown swamps, sepulchral desert ruins, and ash-choked volcanoes make natural lairs for shadow dragons.

Like many other dragons, shadow dragons collect hoards. Their tastes tend to be morbid—collecting coins from ruined empires and their victims' skulls.

Shadow Dragon Lairs

Shadow dragons lair in places of darkness and despair, such as accursed ruins, the depths of the Underdark, or the Shadowfell.

The region around a shadow dragon's lair is twisted by its presence, creating the following effects:

Negative Energy Suffusion. Whenever a creature within 1 mile of the lair regains Hit Points from a spell, it subtracts 1d10 from the number of Hit Points regained.

Stifling Shadows. Within 1 mile of the lair, effects that normally create Bright Light instead create Dim Light, and creatures there have Advantage on Dexterity (Stealth) checks.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

If ye truly be adventurers of lore, seek the great shadowy wyrm who lairs beneath the Peaks of Thunder and return in triumph bearing aloft her fabled Eye of Shadow.

—Challenge tempting victims to the lair of the shadow dragon Aurgloroasa

Juvenile Shadow Dragon

Medium Dragon, Chaotic Evil

AC 15 **Initiative** +4 (14)
HP 45 (6d8 + 18)
Speed 30 ft., Climb 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	14	+2	+4	**Con**	17	+3	+3
Int	12	+1	+1	**Wis**	11	+0	+0	**Cha**	15	+2	+2

Skills Perception +4, Stealth +6
Resistances See Living Shadow
Immunities Necrotic
Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14
Languages Common, Draconic
CR 4 (XP 1,100; PB +2)

Traits

Living Shadow. While in Dim Light or Darkness, the dragon has Resistance to damage that isn't Force, Psychic, or Radiant.

Sunlight Sensitivity. While in sunlight, the dragon has Disadvantage on ability checks and attack rolls.

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 7 (1d8 + 3) Slashing damage plus 3 (1d6) Necrotic damage.

Shadow Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 13, each creature in a 30-foot Cone. *Failure:* 17 (5d6) Necrotic damage. *Success:* Half damage. *Failure or Success:* A Humanoid reduced to 0 Hit Points by this damage dies, and a **Shadow** rises from its corpse. The shadow is under the dragon's control and shares the dragon's Initiative count but acts immediately after the dragon.

Bonus Actions

Shadow Stealth. While in Dim Light or Darkness, the dragon takes the Hide action.

Shadow Dragon

Huge or Large Dragon, Chaotic Evil

AC 16 **Initiative** +14 (24)
HP 189 (18d12 + 72)
Speed 40 ft., Climb 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	21	+5	+5	**Dex**	19	+4	+9	**Con**	18	+4	+4
Int	14	+2	+2	**Wis**	12	+1	+6	**Cha**	18	+4	+4

Skills Perception +11, Stealth +14
Resistances See Living Shadow
Immunities Necrotic
Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 21
Languages Common, Draconic
CR 13 (XP 10,000, or 11,500 in lair; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Living Shadow. While in Dim Light or Darkness, the dragon has Resistance to damage that isn't Force, Psychic, or Radiant.

Sunlight Sensitivity. While in sunlight, the dragon has Disadvantage on ability checks and attack rolls.

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 12 (2d6 + 5) Slashing damage plus 3 (1d6) Necrotic damage.

Shadow Breath (Recharge 5–6). *Dexterity Saving Throw:* DC 17, each creature in a 60-foot Cone. *Failure:* 35 (10d6) Necrotic damage. *Success:* Half damage. *Failure or Success:* A Humanoid reduced to 0 Hit Points by this damage dies, and a **Shadow** rises from the corpse. The shadow is under the dragon's control and shares the dragon's Initiative count but acts immediately after the dragon.

Bonus Actions

Shadow Stealth. While in Dim Light or Darkness, the dragon takes the Hide action.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Veil of Shadow. The dragon uses Shadow Stealth, and one creature of its choice that it can see within 10 feet of it takes 10 (3d6) Necrotic damage. The dragon can't take this action again until the start of its next turn.



Shambling Mound

Manifestation of Primeval Power

Habitat: Forest, Swamp; **Treasure:** None

Shambling mounds—also known as "shamblers"—embody the tenacity of the wilderness, seeking only to consume and grow. These masses of vegetation rise up to half again as tall as a human and possess thick limbs and a vague head. As they move through bogs and undergrowth, they ensnare creatures that come within reach. Shambling mounds bury those they catch within their own forms as compost.

Strange circumstances might give rise to shambling mounds, transforming vegetation into hulks with rudimentary cunning. Such conditions include strikes from magical lightning, nature defending itself, or druidic curses. Roll on or choose a result from the Shambling Mound Cultivation table to inspire a shambling mound's origins and features.

Shambling Mound Cultivation

1d6	The Shambling Mound Is ...
1	Covered in vibrant alien or Feywild blooms.
2	Hauling a rune-etched menhir in its torso.
3	Infested with vermin or fungi.
4	Made up of knotty vines entangling skeletons.
5	Mutated and leaking glowing pollution.
6	The remains of an ancient tree or a treant.

Shambling Mound

Large Plant, Unaligned

AC 15 **Initiative** –1 (9)
HP 110 (13d10 + 39)
Speed 30 ft., Swim 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	8	–1	–1	**Con**	16	+3	+3
Int	5	–3	–3	**Wis**	10	+0	+0	**Cha**	5	–3	–3

Skills Stealth +3
Resistances Cold, Fire
Immunities Lightning; Deafened, Exhaustion
Senses Blindsight 60 ft.; Passive Perception 10
Languages None
CR 5 (XP 1,800; PB +3)

Traits

Lightning Absorption. Whenever the shambling mound is subjected to Lightning damage, it regains a number of Hit Points equal to the Lightning damage dealt.

Actions

Multiattack. The shambling mound makes three Charged Tendril attacks. It can replace one attack with a use of Engulf.

Charged Tendril. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage plus 5 (2d4) Lightning damage. If the target is a Medium or smaller creature, the shambling mound pulls the target 5 feet straight toward itself.

Engulf. *Strength Saving Throw:* DC 15, one Medium or smaller creature within 5 feet. *Failure:* The target is pulled into the shambling mound's space and has the Grappled condition (escape DC 14). Until the grapple ends, the target has the Blinded and Restrained conditions, and it takes 10 (3d6) Lightning damage at the start of each of its turns. When the shambling mound moves, the Grappled target moves with it, costing it no extra movement. The shambling mound can have only one creature Grappled by this action at a time.

ROBSON MICHEL

Shield Guardian

Device-Controlled Magical Bodyguard

Habitat: Urban; **Treasure:** None

An intimidating magical automaton, a shield guardian obeys its master's commands and protects its master from danger. When such a guardian is created, the magic that animates it is intertwined with a bonded command amulet. Any creature that has a shield guardian's command amulet can control that Construct and, in the case of magic-users, imbue it with a spell to unleash under predetermined circumstances. Yet a shield guardian's primary goal is to protect its master. It escorts whoever bears its command amulet and intercedes between the bearer and any threat. Although it isn't mindless, a shield guardian has no sense of self preservation and will sacrifice itself to protect its master.

Shield guardians are typically constructed of steel, stone, and wood in the shape of watchful soldiers. More fanciful designs exist, reflecting the tastes of their creators. Given their resilience, it's common for shield guardians to eventually serve creatures other than their creators. A shield guardian's command amulet might be passed down through a magic-using society or family for generations.



KAI CARPENTER

Shield Guardian

Large Construct, Unaligned

AC 17 **Initiative** –1 (9)
HP 142 (15d10 + 60)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	8	–1	–1	**Con**	18	+4	+4
Int	7	–2	–2	**Wis**	10	+0	+0	**Cha**	3	–4	–4

Immunities Poison; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 10
Languages Understands commands given in any language but can't speak
CR 7 (XP 2,900; PB +3)

Traits

Bound. The guardian is magically bound to an amulet. While the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (round up) is transferred to the guardian.

Regeneration. The guardian regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

Spell Storing. A spellcaster who wears the guardian's amulet can cause the guardian to store one spell of level 4 or lower. To do so, the wearer must cast the spell on the guardian while within 5 feet of it. The spell has no effect but is stored within the guardian. Any previously stored spell is lost when a new spell is stored. The guardian can cast the spell stored with any parameters set by the original caster, requiring no spell components and using the caster's spellcasting ability. The stored spell is then lost.

Actions

Multiattack. The guardian makes two Fist attacks.

Fist. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage plus 7 (2d6) Force damage.

Reactions

Protection. *Trigger:* An attack roll hits the wearer of the guardian's amulet while the wearer is within 5 feet of the guardian. *Response:* The wearer gains a +5 bonus to AC, including against the triggering attack and possibly causing it to miss, until the start of the guardian's next turn.



Silver Dragons

Dragons of Courage and Fairness

Habitat: Mountain, Urban; **Treasure:** Arcana

Silver dragons work to preserve peace and encourage greatness. They try to live as examples of decency while remaining watchful against evil.

Silver dragons typically dwell amid snow-capped mountains, though aspirations and congeniality drive some to instead live among cosmopolitan societies. Disguised as humanoids, they ally with artists, historians, knights, and humble leaders who learn from the past to create better futures.

Silver dragons take inspiration from legendary heroes and have grand ambitions. Many collect treasures that reflect these interests, such as histories, ancient art, and the gear of famous champions.

Silver Dragon Wyrmling

Silver dragon wyrmlings typically live with one or more parents or mentors, learning much about the world and its past before living on their own.

Young Silver Dragon

Young silver dragons usually have close ties with elder metallic dragons or heroic role models, helping those with great goals achieve their ambitions. They might serve as messengers for or representatives of such do-gooders.

Silver Dragon Wyrmling

Medium Dragon (Metallic), Lawful Good

AC 17 **Initiative** +2 (12)
HP 45 (6d8 + 18)
Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	10	+0	+2	**Con**	17	+3	+3
Int	12	+1	+1	**Wis**	11	+0	+2	**Cha**	15	+2	+2

Skills Perception +4, Stealth +2
Immunities Cold
Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14
Languages Draconic
CR 2 (450 XP; PB +2)

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (1d10 + 4) Piercing damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 13, each creature in a 15-foot Cone. *Failure:* 18 (4d8) Cold damage. *Success:* Half damage.

Paralyzing Breath. *Constitution Saving Throw:* DC 13, each creature in a 15-foot Cone. *First Failure:* The target has the Incapacitated condition until the end of its next turn, when it repeats the save. *Second Failure:* The target has the Paralyzed condition, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Young Silver Dragon

Large Dragon (Metallic), Lawful Good

AC 18 **Initiative** +4 (14)
HP 168 (16d10 + 80)
Speed 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	10	+0	+4	**Con**	21	+5	+5
Int	14	+2	+2	**Wis**	11	+0	+4	**Cha**	19	+4	+4

Skills History +6, Perception +8, Stealth +4
Immunities Cold
Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 18
Languages Common, Draconic
CR 9 (XP 5,000; PB +4)

Actions

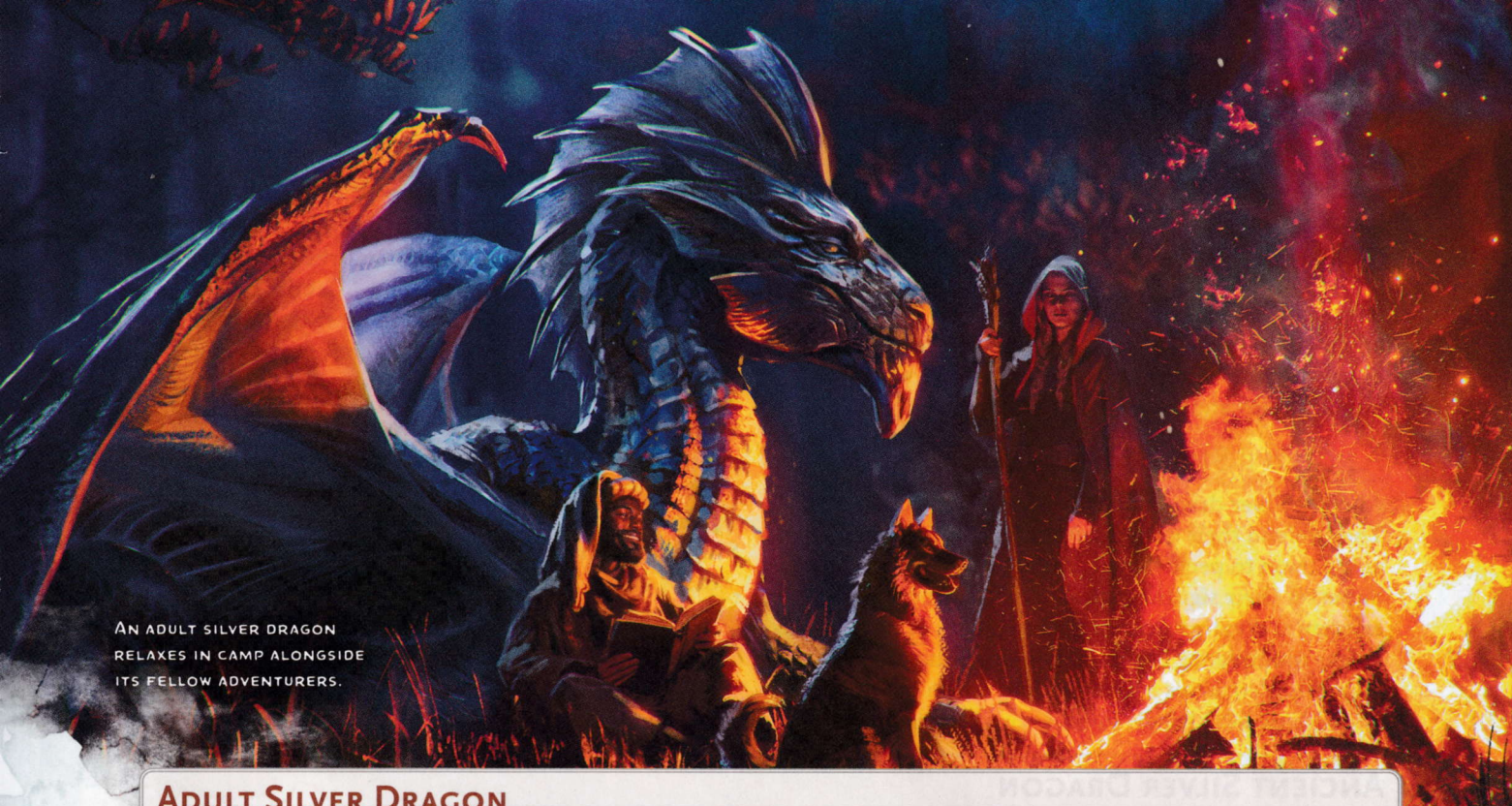
Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Paralyzing Breath.

Rend. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 15 (2d8 + 6) Slashing damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 17, each creature in a 30-foot Cone. *Failure:* 49 (11d8) Cold damage. *Success:* Half damage.

Paralyzing Breath. *Constitution Saving Throw:* DC 17, each creature in a 30-foot Cone. *First Failure:* The target has the Incapacitated condition until the end of its next turn, when it repeats the save. *Second Failure:* The target has the Paralyzed condition, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

ANNA PODEDWORNA



An adult silver dragon relaxes in camp alongside its fellow adventurers.

ANNA PODEDWORNA

Adult Silver Dragon

Huge Dragon (Metallic), Lawful Good

AC 19 **Initiative** +10 (20)
HP 216 (16d12 + 112)
Speed 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	27	+8	+8	**Dex**	10	+0	+5	**Con**	25	+7	+7
Int	16	+3	+3	**Wis**	13	+1	+6	**Cha**	22	+6	+6

Skills History +8, Perception +11, Stealth +5
Immunities Cold
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 21
Languages Common, Draconic
CR 16 (XP 15,000, or 18,000 in lair; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Paralyzing Breath or (B) Spellcasting to cast *Ice Knife*.

Rend. *Melee Attack Roll:* +13, reach 10 ft. *Hit:* 17 (2d8 + 8) Slashing damage plus 4 (1d8) Cold damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 20, each creature in a 60-foot Cone. *Failure:* 54 (12d8) Cold damage. *Success:* Half damage.

Paralyzing Breath. *Constitution Saving Throw:* DC 20, each creature in a 60-foot Cone. *First Failure:* The target has the Incapacitated condition until the end of its next turn, when it repeats the save. *Second Failure:* The target has the Paralyzed condition, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

At Will: *Detect Magic*, *Hold Monster*, *Ice Knife*, *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)
1/Day Each: *Ice Storm* (level 5 version), *Zone of Truth*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Chill. The dragon uses Spellcasting to cast *Hold Monster*. The dragon can't take this action again until the start of its next turn.

Cold Gale. *Dexterity Saving Throw:* DC 19, each creature in a 60-foot-long, 10-foot-wide Line. *Failure:* 14 (4d6) Cold damage, and the target is pushed up to 30 feet straight away from the dragon. *Success:* Half damage only. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

Adult Silver Dragon

Adult silver dragons love to spend time among various peoples. Rather than manipulating politics directly, they support individuals who have ambitious goals or who popularize the return of great universities, inspiring athletics events or festivals, and other salutary civic institutions of the past. Silver dragons often surround themselves with like-minded allies and are watchful for hidden threats.

Ancient Silver Dragon

Ancient silver dragons pursue world-wide change. They defend their communities and allies, encouraging them to perform deeds worthy of legend. Some set their sights on other worlds and planes of existence, creating extraplanar alliances or combating multiplanar threats. They might have guises in multiple societies and forge generation-spanning friendships with heroic families or valorous groups.

Silver Dragon Lairs

Silver dragons typically lair in picturesque mountain retreats or on sculpted cloud "islands."

The region containing an adult or ancient silver dragon's lair is changed by its magic, creating the following effects:

Gentle Gusts. Winds buoy creatures that fall within 1 mile of the lair. Such creatures descend at a rate of 60 feet per round and take no damage from falling.

Sun and Storms. While in its lair, the dragon can cast *Control Weather*, requiring no Material components and using the same spellcasting ability as its Spellcasting action.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

Ancient Silver Dragon

Gargantuan Dragon (Metallic), Lawful Good

AC 22 **Initiative** +14 (24)
HP 468 (24d20 + 216)
Speed 40 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	30	+10	+10	**Dex**	10	+0	+7	**Con**	29	+9	+9
Int	18	+4	+4	**Wis**	15	+2	+9	**Cha**	26	+8	+8

Skills History +11, Perception +16, Stealth +7
Immunities Cold
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 26
Languages Common, Draconic
CR 23 (XP 50,000, or 62,000 in lair; PB +7)

Traits

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of (A) Paralyzing Breath or (B) Spellcasting to cast *Ice Knife* (level 2 version).

Rend. *Melee Attack Roll:* +17, reach 15 ft. *Hit:* 19 (2d8 + 10) Slashing damage plus 9 (2d8) Cold damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 24, each creature in a 90-foot Cone. *Failure:* 67 (15d8) Cold damage. *Success:* Half damage.

Paralyzing Breath. *Constitution Saving Throw:* DC 24, each creature in a 90-foot Cone. *First Failure:* The target has the Incapacitated condition until the end of its next turn, when it repeats the save. *Second Failure:* The target has the Paralyzed condition, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Spellcasting. The dragon casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 23, +15 to hit with spell attacks):

At Will: *Detect Magic*, *Hold Monster*, *Ice Knife* (level 2 version), *Shapechange* (Beast or Humanoid form only, no Temporary Hit Points gained from the spell, and no Concentration or Temporary Hit Points required to maintain the spell)

1/Day Each: *Control Weather*, *Ice Storm* (level 7 version), *Teleport*, *Zone of Truth*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Chill. The dragon uses Spellcasting to cast *Hold Monster*. The dragon can't take this action again until the start of its next turn.

Cold Gale. *Dexterity Saving Throw:* DC 23, each creature in a 60-foot-long, 10-foot-wide Line. *Failure:* 14 (4d6) Cold damage, and the target is pushed up to 30 feet straight away from the dragon. *Success:* Half damage only. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

ANNA PODEDWORNA



The sight of an ancient silver dragon can panic despicable evil-doers.

Skeletons

Ossified Evil

Habitat: Planar (Shadowfell), Underdark, Urban;
Treasure: None

Skeletons rise at the summons of necromancers and foul spirits. Whether they're the remains of the ancient dead or fresh bones bound to morbid ambitions, they commit deathless work for whatever forces reanimated them, often serving as guardians, soldiers, or laborers. In rare cases, skeletons are reanimated but given no particular direction. Roll on or choose a result from the Skeleton Pantomimes table to inspire how undirected skeletons behave.

Skeleton Pantomimes

1d6	Left to Its Own Devices, the Skeleton ...
1	Delivers meal salvers or ages-old correspondence to the crypt of its dead master.
2	Endlessly trains in battle with other skeletons, despite being hacked to animate splinters.
3	Mimics ways it entertained itself in life, such as acting, dancing, or reading.
4	Performs a familiar task, such as cleaning, cooking, mining, or praying.
5	Repeats its final moments of life.
6	Stands guard at the post it protected in life.

Skeleton

Medium Undead, Lawful Evil

AC 14 **Initiative** +3 (13)
HP 13 (2d8 + 4)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	16	+3	+3	**Con**	15	+2	+2
Int	6	−2	−2	**Wis**	8	−1	−1	**Cha**	5	−3	−3

Vulnerabilities Bludgeoning
Immunities Poison; Exhaustion, Poisoned
Gear Shortbow, Shortsword
Senses Darkvision 60 ft.; Passive Perception 9
Languages Understands Common plus one other language but can't speak
CR 1/4 (XP 50; PB +2)

Actions

Shortsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Shortbow. *Ranged Attack Roll:* +5, range 80/320 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Skeleton

Skeletons are reanimated Humanoid bones bearing the equipment they had in life. They have rudimentary faculties and greater agility than zombies and similar shambling corpses. While they aren't capable of creating plans of their own, they avoid obvious barriers and self-destructive situations.

Warhorse Skeleton

Warhorse skeletons are obedient, supernatural steeds bearing the rotted remains of the barding they wore in life. They're often ridden by the corpses of their former riders.

Minotaur Skeleton

Minotaur skeletons are the reanimated remains of minotaurs or the skeletons of multiple creatures merged into a minotaur-like shape. These hulking skeletons have greater speed and might than smaller skeletons. They menace the living with their horns and mighty greataxes.

Flaming Skeleton

Flaming skeletons burn with unbridled necromantic energy. This magic grants them blazing attacks and greater awareness, which they use to command lesser Undead.

Warhorse Skeleton

Large Undead, Lawful Evil

AC 13 **Initiative** +1 (11)
HP 22 (3d10 + 6)
Speed 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	12	+1	+1	**Con**	15	+2	+2
Int	2	−4	−4	**Wis**	8	−1	−1	**Cha**	5	−3	−3

Vulnerabilities Bludgeoning
Immunities Poison; Exhaustion, Poisoned
Senses Darkvision 60 ft.; Passive Perception 9
Languages None
CR 1/2 (XP 100; PB +2)

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage. If the target is a Large or smaller creature and the skeleton moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.



Adventurers face an onslaught from all manner of skeletons.

Minotaur Skeleton

Large Undead, Lawful Evil

AC 12 **Initiative** +0 (10)
HP 45 (6d10 + 12)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	11	+0	+0	**Con**	15	+2	+2
Int	6	−2	−2	**Wis**	8	−1	−1	**Cha**	5	−3	−3

Vulnerabilities Bludgeoning
Immunities Poison; Exhaustion, Poisoned
Senses Darkvision 60 ft.; Passive Perception 9
Languages Understands Abyssal but can't speak
CR 2 (XP 450; PB +2)

Actions

Gore. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage. If the target is a Large or smaller creature and the skeleton moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) Piercing damage and has the Prone condition.

Slam. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 15 (2d10 + 4) Bludgeoning damage.

Flaming Skeleton

Medium Undead, Lawful Evil

AC 15 **Initiative** +2 (12)
HP 65 (10d8 + 20)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	14	+2	+2	**Con**	15	+2	+2
Int	10	+0	+0	**Wis**	15	+2	+2	**Cha**	8	−1	−1

Vulnerabilities Bludgeoning
Immunities Fire, Poison; Exhaustion, Poisoned
Senses Darkvision 60 ft.; Passive Perception 12
Languages Understands Common plus one other language but can't speak
CR 3 (XP 700; PB +2)

Traits

Death Burst. The skeleton explodes when it dies. *Dexterity Saving Throw:* DC 12, each creature in a 10-foot Emanation originating from the skeleton. *Failure:* 14 (4d6) Fire damage. *Success:* Half damage.

Illumination. The skeleton sheds Bright Light in a 15-foot radius and Dim Light for an additional 15 feet.

Actions

Multiattack. The skeleton makes two attacks, using Flame Scepter or Hurl Flame in any combination.

Flame Scepter. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Bludgeoning damage plus 3 (1d6) Fire damage.

Hurl Flame. *Ranged Attack Roll:* +4, range 60 ft. *Hit:* 7 (1d10 + 2) Fire damage.

ANDREY KUZINSKIY



A RED SLAAD AND BLUE SLAAD, ALONG WITH SEVERAL SLAAD TADPOLES, BURST FROM A PORTAL ON THE PLANE OF LIMBO.

Slaadi

Chaos-Spawned Hordes of Limbo

Habitat: Planar (Limbo); **Treasure:** Any

Unpredictable slaadi devour and multiply across the Ever-Changing Chaos of Limbo. These toad-like, extraplanar beings embody the endless potentiality of their home plane of existence. While slaadi aren't inherently evil, their impulses are wild and often destructive. Many are driven to propagate through supernatural processes. Unfortunately, these processes typically are fatal for other creatures.

Slaadi have no formal society. Rather, strong slaadi dominate weaker ones. Blue and red slaadi rampage across Limbo and spill into other worlds at the direction of green slaadi. More powerful slaadi have connections to the Spawning Stone, a source of chaotic magic from which the first slaadi originated. The Spawning Stone is hidden deep within Limbo, and legends tie its origins to the modron overlord Primus or the ruinous slaad lords, such as Ssendam, the golden amoeboid terror, and Ygorl, the winged skeleton. These slaad lords and others plot to spread slaadi across the multiverse.

Slaad Tadpole

Slaad tadpoles are ravenous, newborn slaadi. They hatch from eggs implanted into living hosts by red slaadi, but they also appear in great numbers in Limbo and other chaotic realms. Under most conditions, a slaad tadpole transforms into a blue slaad—or a green slaad if its host was able to cast spells of level 3 or higher—within 2d12 hours of hatching.

Slaad Tadpole

Tiny Aberration, Chaotic Neutral

AC 12 **Initiative** +2 (12)
HP 7 (3d4)
Speed 30 ft., Burrow 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	7	−2	−2	**Dex**	15	+2	+2	**Con**	10	+0	+0
Int	3	−4	−4	**Wis**	5	−3	−3	**Cha**	3	−4	−4

Skills Stealth +4
Resistances Acid, Cold, Fire, Lightning, Thunder
Senses Darkvision 60 ft.; Passive Perception 7
Languages Understands Slaad but can't speak
CR 1/8 (XP 25; PB +2)

Traits

Magic Resistance. The slaad has Advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

NESTOR OSSANDON LEAL

Red Slaad

Red slaadi amass in vast throngs in Limbo. There they wrestle and croak-sing as they endlessly dismantle and rebuild islands of drifting planar matter. When they encounter non-slaadi, red slaadi seek to play with, telepathically converse with, or devour the other creatures. These whims change from moment to moment. Red slaadi instinctively avoid harming those bearing slaadi eggs, which red slaadi implant using their claws, or other slaad curses.

Blue Slaad

Almost as numerous as red slaadi, blue slaadi are muscular brutes with vicious blades extending from the backs of their claws. These claws carry a magical curse called chaos phage, which can transform victims into red or green slaadi. Blue slaadi accompany red slaadi and behave similarly. They innately know the signs of chaos phage and avoid slaying creatures that carry it or other slaad curses.

Red Slaad

Large Aberration, Chaotic Neutral

AC 14 **Initiative** +1 (11)
HP 93 (11d10 + 33)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	12	+1	+1	**Con**	16	+3	+3
Int	6	−2	−2	**Wis**	6	−2	−2	**Cha**	7	−2	−2

Skills Perception +1
Resistances Acid, Cold, Fire, Lightning, Thunder
Senses Darkvision 60 ft.; Passive Perception 11
Languages Slaad; telepathy 60 ft.
CR 5 (XP 1,800; PB +3)

Traits

Magic Resistance. The slaad has Advantage on saving throws against spells and other magical effects.

Regeneration. The slaad regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

Actions

Multiattack. The slaad makes three Injecting Claw attacks.

Injecting Claw. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 10 (2d6 + 3) Piercing damage. If the target is a Humanoid not cursed by a slaad, it is subjected to the following effect. *Constitution Saving Throw:* DC 14. *Failure:* The target is cursed unawares, and a minuscule slaad egg is implanted in it. Removing the curse destroys the egg.

Over 2d4 × 10 days, the egg gestates. In the final 24 hours, the cursed target feels unwell; its Speed is halved, and it has Disadvantage on D20 Tests. At the end of this time, the egg turns into a **Slaad Tadpole**, which chews out of the host and kills it.

Slaad Control Gems

A slaad born from the Spawning Stone has a magical control gem embedded in its head. If a creature claims the gem, the slaad has the Charmed condition and obeys the gem's bearer. The slaad ceases to be Charmed if it is harmed by the gem's bearer or the bearer's allies or if the gem is returned to the slaad. A *Greater Restoration* spell cast on a slaad destroys the gem, and the slaad ceases to be Charmed.

One can obtain a slaad's control gem using a *Wish* or *Imprisonment* spell. If the slaad fails its saving throw against *Imprisonment*, the caster gains the gem, and the slaad isn't imprisoned. An Incapacitated slaad's control gem can be removed by spending 1 minute and succeeding on a DC 20 Wisdom (Medicine) check. Failing this check deals 22 (4d10) Piercing damage to the slaad.

Blue Slaad

Large Aberration, Chaotic Neutral

AC 15 **Initiative** +2 (12)
HP 133 (14d10 + 56)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+5	**Dex**	15	+2	+2	**Con**	18	+4	+4
Int	7	−2	−2	**Wis**	7	−2	−2	**Cha**	9	−1	−1

Skills Perception +1
Resistances Acid, Cold, Fire, Lightning, Thunder
Senses Darkvision 60 ft.; Passive Perception 11
Languages Slaad; telepathy 60 ft.
CR 7 (XP 2,900; PB +3)

Traits

Magic Resistance. The slaad has Advantage on saving throws against spells and other magical effects.

Regeneration. The slaad regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

Actions

Multiattack. The slaad makes three Mutating Claw attacks.

Mutating Claw. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 12 (2d6 + 5) Slashing damage plus 3 (1d6) Poison damage. If the target is a Humanoid not cursed by a slaad, it is subjected to the following effect. *Constitution Saving Throw:* DC 15. *Failure:* The target is cursed. The cursed target can't regain Hit Points, and its Hit Point maximum decreases by 10 (3d6) after every 24 hours and doesn't return to normal after finishing a Long Rest. If the curse reduces the target's Hit Point maximum to 0, the curse ends, and instead of dying, the target instantly transforms into a **Red Slaad** or, if it can cast spells of level 3 or higher, a **Green Slaad**. Only a *Wish* spell can reverse this transformation.

Green Slaad

Green slaadi come into being when the propagation methods of red or blue slaadi affect certain creatures capable of casting spells of level 3 or higher. Green slaadi are more intelligent than their blue and red brethren and often direct their kin to portals where gray slaadi have identified Humanoid communities ripe for invasion.

Green Slaad

Large Aberration, Chaotic Neutral

AC 16 **Initiative** +5 (15)
HP 144 (17d10 + 51)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	15	+2	+2	**Con**	16	+3	+3
Int	11	+0	+0	**Wis**	8	−1	−1	**Cha**	18	+4	+4

Skills Arcana +3, Perception +2
Resistances Acid, Cold, Fire, Lightning, Thunder
Senses Blindsight 30 ft., Darkvision 60 ft.; Passive Perception 12
Languages Common, Slaad; telepathy 60 ft.
CR 8 (XP 3,900; PB +3)

Traits

Magic Resistance. The slaad has Advantage on saving throws against spells and other magical effects.

Regeneration. The slaad regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

Actions

Multiattack. The slaad makes three Chaos Staff attacks.

Chaos Staff. *Melee or Ranged Attack Roll:* +7, reach 10 ft. or range 60 ft. *Hit:* 8 (1d8 + 4) Force damage. Until the start of the slaad's next turn, the target has a condition determined by rolling 1d4: on a **1**, Charmed; on a **2**, Frightened; on a **3**, Poisoned; or on a **4**, Incapacitated.

Spellcasting. The slaad casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At Will: *Detect Magic*, *Detect Thoughts*, *Mage Hand*
1/Day: *Fireball*, *Invisibility* (self only)

Bonus Actions

Shape-Shift. The slaad shape-shifts into a Small or Medium Humanoid, or it returns to its true form. Other than its size, its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Gray Slaad

Gray slaadi arise from green slaadi transformed by the Spawning Stone or slaad lords. They explore the planes, seeking Humanoid communities to invade near planar pathways.

Death Slaad

Slaad lords create death slaadi by infusing gray slaadi with a portion of their chaotic energy. When groups of slaadi act deliberately, death slaadi are often behind their designs.

Gray Slaad

Medium Aberration, Chaotic Neutral

AC 18 **Initiative** +7 (17)
HP 150 (20d8 + 60)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	17	+3	+3	**Con**	16	+3	+3
Int	13	+1	+1	**Wis**	8	−1	−1	**Cha**	18	+4	+4

Skills Arcana +5, Perception +7
Resistances Acid, Cold, Fire, Lightning, Thunder
Senses Blindsight 60 ft., Darkvision 60 ft.; Passive Perception 17
Languages Common, Slaad; telepathy 60 ft.
CR 9 (XP 5,000; PB +4)

Traits

Magic Resistance. The slaad has Advantage on saving throws against spells and other magical effects.

Regeneration. The slaad regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

Actions

Multiattack. The slaad makes two Chaos Claw attacks.

Chaos Claw. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 9 (1d10 + 4) Slashing damage plus 11 (2d10) Necrotic damage. Until the start of the slaad's next turn, the target has a condition determined by rolling 1d4: on a **1**, Charmed; on a **2**, Frightened; on a **3**, Poisoned; or on a **4**, Incapacitated.

Spellcasting. The slaad casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 16):

At Will: *Detect Magic*, *Detect Thoughts*, *Invisibility* (self only), *Mage Hand*, *Major Image*
1/Day Each: *Cloudkill*, *Fly*, *Plane Shift* (self only), *Tongues*

Bonus Actions

Shape-Shift. The slaad shape-shifts into a Small or Medium Humanoid, or it returns to its true form. Other than its size, its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.



A gray slaad, a death slaad, and a green slaad spread chaos in their wake.

Fight a slaad and lose, the story's over. Fight a slaad and win, there's a thousand more standing in line just to prove they're tougher.

—Jebeel Sloom, guide to the Plane of Limbo

Death Slaad

Medium Aberration, Chaotic Evil

AC 18 **Initiative** +10 (20)
HP 178 (21d8 + 84)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+5	**Dex**	15	+2	+2	**Con**	19	+4	+4
Int	15	+2	+2	**Wis**	10	+0	+0	**Cha**	19	+4	+4

Skills Arcana +6, Perception +8
Resistances Acid, Cold, Fire, Lightning, Thunder
Senses Blindsight 60 ft., Darkvision 60 ft.; Passive Perception 18
Languages Common, Slaad; telepathy 60 ft.
CR 10 (XP 5,900; PB +4)

Traits

Magic Resistance. The slaad has Advantage on saving throws against spells and other magical effects.

Regeneration. The slaad regains 10 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

Actions

Multiattack. The slaad makes two Chaos Blade attacks.

Chaos Blade. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 11 (1d12 + 5) Slashing damage plus 10 (3d6) Necrotic damage. Until the start of the slaad's next turn, the target has a condition determined by rolling 1d4: on a **1**, Charmed; on a **2**, Frightened; on a **3**, Poisoned; or on a **4**, Incapacitated.

Spellcasting. The slaad casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 16):

At Will: *Detect Magic*, *Detect Thoughts*, *Invisibility* (self only), *Mage Hand*, *Major Image*
1/Day Each: *Blight* (level 8 version), *Cloudkill* (level 6 version), *Fly*, *Plane Shift*, *Tongues*

Bonus Actions

Shape-Shift. The slaad shape-shifts into a Small or Medium Humanoid, or it returns to its true form. Other than its size, its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

NESTOR OSSANDON LEAL



Solar

Angelic Protector of the Multiverse

Habitat: Planar (Upper Planes); **Treasure:** Any

Solars stand as the final line of defense between unspeakable evils and the order of the multiverse. They are the servants of just deities and ageless forces of good. Their interests span the planes, but they rarely intervene in conflicts on the worlds of the Material Plane. When they act, they lead vast angelic hosts and wield holy weapons capable of laying low the wickedest Fiends.

Solars can resurrect the dead and often use that power to enlist mortal aid. They bestow grand, new purposes on those they return to life. Solars don't enforce these destinies, but they trust in the potential of mortals to achieve great things.

Solar

Large Celestial (Angel), Lawful Good

AC 21 **Initiative** +20 (30)
HP 297 (22d10 + 176)
Speed 50 ft., Fly 150 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	26	+8	+8	**Dex**	22	+6	+6	**Con**	26	+8	+8
Int	25	+7	+7	**Wis**	25	+7	+7	**Cha**	30	+10	+10

Skills Perception +14
Immunities Poison, Radiant; Charmed, Exhaustion, Frightened, Poisoned
Senses Truesight 120 ft.; Passive Perception 24
Languages All; telepathy 120 ft.
CR 21 (XP 33,000; PB +7)

Traits

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

Exalted Restoration. If the solar dies outside Mount Celestia, its body disappears, and it gains a new body instantly, reviving with all its Hit Points somewhere in Mount Celestia.

Legendary Resistance (4/Day). If the solar fails a saving throw, it can choose to succeed instead.

Magic Resistance. The solar has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The solar makes two Flying Sword attacks. It can replace one attack with a use of Slaying Bow.

Flying Sword. *Melee or Ranged Attack Roll:* +15, reach 10 ft. or range 120 ft. *Hit:* 22 (4d6 + 8) Slashing damage plus 36 (8d8) Radiant damage. *Hit or Miss:* The sword magically returns to the solar's hand or hovers within 5 feet of the solar immediately after a ranged attack.

Slaying Bow. *Dexterity Saving Throw:* DC 21, one creature the solar can see within 600 feet. *Failure:* If the creature has 100 Hit Points or fewer, it dies. It otherwise takes 24 (4d8 + 6) Piercing damage plus 36 (8d8) Radiant damage.

Spellcasting. The solar casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 25):

At Will: *Detect Evil and Good*
1/Day Each: *Commune, Control Weather, Dispel Evil and Good, Resurrection*

Bonus Actions

Divine Aid (3/Day). The solar casts *Cure Wounds* (level 2 version), *Lesser Restoration*, or *Remove Curse*, using the same spellcasting ability as Spellcasting.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the solar can expend a use to take one of the following actions. The solar regains all expended uses at the start of each of its turns.

Blinding Gaze. *Constitution Saving Throw:* DC 25, one creature the solar can see within 120 feet. *Failure:* The target has the Blinded condition for 1 minute. *Failure or Success:* The solar can't take this action again until the start of its next turn.

Radiant Teleport. The solar teleports up to 60 feet to an unoccupied space it can see. *Dexterity Saving Throw:* DC 25, each creature in a 10-foot Emanation originating from the solar at its destination space. *Failure:* 11 (2d10) Radiant damage. *Success:* Half damage.

CARLO ARELLANO



Spectator

Medium Aberration (Beholder), Lawful Neutral

AC 14 **Initiative** +2 (12)
HP 45 (7d8 + 14)
Speed 5 ft., Fly 30 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	8	−1	−1	**Dex**	14	+2	+2	**Con**	14	+2	+2
Int	13	+1	+1	**Wis**	14	+2	+2	**Cha**	11	+0	+0

Skills Perception +6
Immunities Exhaustion, Prone
Senses Darkvision 120 ft.; Passive Perception 16
Languages Deep Speech, Undercommon; telepathy 120 ft.
CR 3 (XP 700; PB +2)

Actions

Multiattack. The spectator uses Eye Rays twice.

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Eye Rays. The spectator randomly shoots one of the following magical rays at a target it can see within 90 feet of itself (roll 1d4; reroll if the spectator has already used that ray during this turn):

1: **Confusion Ray.** *Wisdom Saving Throw:* DC 12. *Failure:* 5 (2d4) Psychic damage, and the target can't take Reactions until the end of its next turn. On its next turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on that turn.
2: **Paralyzing Ray.** *Constitution Saving Throw:* DC 12. *Failure:* The target has the Paralyzed condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.
3: **Fear Ray.** *Wisdom Saving Throw:* DC 12. *Failure:* 5 (2d4) Psychic damage, and the target has the Frightened condition until the end of its next turn.
4: **Wounding Ray.** *Constitution Saving Throw:* DC 12. *Failure:* 16 (3d10) Necrotic damage. *Success:* Half damage.

Reactions

Spell Reflection. *Trigger:* The spectator succeeds on a saving throw against a spell, or a spell's attack roll misses it. *Response—Dexterity Saving Throw:* DC 12, one creature the spectator can see within 120 feet. *Failure:* 10 (3d6) Force damage.

JESPER EJSING

Spectator

Magic-Bound Beholder-Kin

Habitat: Underdark; **Treasure:** Any

Invoking mysterious rites involving four beholder eyestalks, a spellcaster can mold aberrant dreams into a beholder-like guardian. Called a spectator, the being summoned by such a ritual resembles a beholder with five magical eyes—a central eye and four on stalks arrayed around the crown of the creature's spherical body.

A spectator serves its conjurer for 101 years by guarding something of the spellcaster's choice—typically a treasure or location. The spectator is a reliable guardian and allows only its summoner access to what it protects. A spectator might converse with other creatures, openly discussing its orders and the magic-user who conjured it, but it has no ambitions of its own and won't abandon its post. Should an intruder ignore its warnings, a spectator attempts to drive away the intruder with its magical eye rays.

At the end of its service, a spectator might discorporate back into nothingness or wander away, seeking to learn more of the multiverse.



Specters are loath to attack a cleric surrounded by divine light.

Specter

Spirit of Wrath and Servant of Death

Habitat: Underdark, Urban; **Treasure:** None

Specters are bodiless, life-devouring spirits drawn to darkness and negative emotions. Having lost all connection to the beings they once were, these hateful spirits drain mortal essence to steal fleeting tastes of life and warmth.

Specters seek creatures and locations that exude evil and feed on the suffering they inspire. Roll on or choose a result from the Specter Haunts table to inspire where a specter lurks.

Specter Haunts

1d8	The Specter Lurks Near ...
1	A community afflicted by curses, grudges, plagues, or tragedies.
2	An evil Artifact or a deadly magical device.
3	The lair of a Fiend or an Undead.
4	The place where a villain died or is buried.
5	A portal to the Lower Planes, Negative Plane, or Shadowfell.
6	The sanctuary of a necromancer or death cult.
7	A secluded monument binding wicked souls.
8	The site of a disaster or mass death.

Specter

Medium Undead, Chaotic Evil

AC 12 **Initiative** +2 (12)
HP 22 (5d8)
Speed 30 ft., Fly 50 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	1	−5	−5	**Dex**	14	+2	+2	**Con**	11	+0	+0
Int	10	+0	+0	**Wis**	10	+0	+0	**Cha**	11	+0	+0

Resistances Acid, Bludgeoning, Cold, Fire, Lightning, Piercing, Slashing, Thunder
Immunities Necrotic, Poison; Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 60 ft.; Passive Perception 10
Languages Understands Common plus one other language but can't speak
CR 1 (XP 200; PB +2)

Traits

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 ability checks and attack rolls.

Actions

Life Drain. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d6) Necrotic damage. If the target is a creature, its Hit Point maximum decreases by an amount equal to the damage taken.

Aaron J. Riley



> Round she is, yet flat as a board
> Altar of the Lupine Lords
> Jewel on black velvet, pearl in the sea
> Unchanged but e'erchanging eternally
>
> —Riddle of White Plume Mountain

Sphinxes

Collectors and Keepers of Secrets

Habitat: Desert, Planar (Upper Planes); **Treasure:** Arcana

Sphinxes protect the secrets of the multiverse. Formed from the spirits of sages and explorers, sphinxes know the power of truth and the importance of preserving it. They share their wisdom only with those who prove themselves wise or overcome tests of worthiness, such as riddles or battles with dangerous beasts. Through their existences, sphinxes might change form as they gain more nuanced understanding of cosmic enigmas.

Sphinx of Wonder

A sphinx of wonder is brightly feathered and the size of a lion cub. One comes into being every time a unique idea is conceived on the Material Plane. Each sphinx of wonder is fascinated by a particular type of story or field of study, and it learns all it can about that topic. It bears a unique sigil on its forehead that suggests the type of knowledge that fascinates it. Sometimes, a sphinx of wonder forms a bond with a mortal scholar and aids them in their research.

Sphinx of Wonder

Tiny Celestial, Lawful Good

AC 13 **Initiative** +3 (13)
HP 24 (7d4 + 7)
Speed 20 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	−2	−2	**Dex**	17	+3	+3	**Con**	13	+1	+1
Int	15	+2	+2	**Wis**	12	+1	+1	**Cha**	11	+0	+0

Skills Arcana +4, Religion +4, Stealth +5
Resistances Necrotic, Psychic, Radiant
Senses Darkvision 60 ft.; Passive Perception 11
Languages Celestial, Common
CR 1 (XP 200; PB +2)

Traits

Magic Resistance. The sphinx has Advantage on saving throws against spells and other magical effects.

Actions

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage plus 7 (2d6) Radiant damage.

Reactions

Burst of Ingenuity (2/Day). *Trigger:* The sphinx or another creature within 30 feet makes an ability check or a saving throw. *Response:* The sphinx adds 2 to the roll.

HAZEM AMEEN | ANSWER TO THE RIDDLE OF WHITE PLUME MOUNTAIN: THE MOON



Sphinx of Secrets

Large Celestial, Lawful Neutral

AC 16 **Initiative** +5 (15)
HP 136 (16d10 + 48)
Speed 40 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	15	+2	+2	**Con**	16	+3	+3
Int	18	+4	+4	**Wis**	18	+4	+4	**Cha**	18	+4	+4

Skills History +7, Perception +7, Religion +7
Resistances Necrotic, Radiant
Immunities Psychic; Charmed, Frightened
Senses Truesight 60 ft.; Passive Perception 17
Languages Celestial, Common
CR 8 (XP 3,900; PB +3)

Traits

Inscrutable. No magic can observe the sphinx remotely or detect its thoughts without its permission. Wisdom (Insight) checks made to ascertain its intentions or sincerity are made with Disadvantage.

Magic Resistance. The sphinx has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The sphinx makes three Claw attacks. It can replace one attack with a use of Curse of the Riddle.

Claw. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage plus 7 (2d6) Radiant damage.

Curse of the Riddle. *Intelligence Saving Throw:* DC 15, one creature the sphinx can see within 60 feet. *Failure:* 21 (6d6) Psychic damage, and the target is cursed with a riddle. The cursed target has Disadvantage on ability checks and attack rolls. In addition, if it takes the Magic action, it must succeed on a DC 15 Intelligence saving throw or that action is wasted. The cursed target can take a Study action to make a DC 15 Intelligence check, solving the riddle and ending the curse on a success. The curse ends early if the sphinx curses another target.

Spellcasting. The sphinx casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 15):

At Will: *Detect Magic, Identify, Prestidigitation*
1/Day Each: *Locate Object, Remove Curse*

HAZEM AMEEN

Sphinx of Secrets

Sphinxes of secrets are commonly associated with a site of great magic or learning. These immortal beings often outlive such locations, though, and might protect a site's ruins as they continue their own studies. Sphinxes of secrets fiercely guard their dwellings and research.

Sphinx of Lore

Sphinxes of lore each know a great secret and protect it all costs. This truth might take the form of an ancient text, a magical puzzle, or a path to another world. These sphinxes might gain reputations as sages or oracles, but they typically dwell far from civilization.

Sphinx of Valor

Sphinxes of valor guard world-changing or dangerous secrets—evidence of weird truths, deadly Artifacts, and things that shouldn't exist. They inhabit hidden, magical sites and hold their duty above mortal life. If threatened, a sphinx of valor defends its charge with its supernaturally empowered roar and fierce strikes.



HAZEM AMEEN

Sphinx of Lore

Large Celestial, Lawful Neutral

AC 17 **Initiative** +10 (20)
HP 170 (20d10 + 60)
Speed 40 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	15	+2	+2	**Con**	16	+3	+3
Int	18	+4	+4	**Wis**	18	+4	+4	**Cha**	18	+4	+4

Skills Arcana +12, History +12, Perception +8, Religion +12
Resistances Necrotic, Radiant
Immunities Psychic; Charmed, Frightened
Senses Truesight 120 ft.; Passive Perception 18
Languages Celestial, Common
CR 11 (XP 7,200, or 8,400 in lair; PB +4)

Traits

Inscrutable. No magic can observe the sphinx remotely or detect its thoughts without its permission. Wisdom (Insight) checks made to ascertain its intentions or sincerity are made with Disadvantage.

Legendary Resistance (3/Day, or 4/Day in Lair). If the sphinx fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The sphinx makes three Claw attacks.

Claw. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 14 (3d6 + 4) Slashing damage.

Mind-Rending Roar (Recharge 5–6). *Wisdom Saving Throw:* DC 16, each enemy in a 300-foot Emanation originating from the sphinx. *Failure:* 35 (10d6) Psychic damage, and the target has the Incapacitated condition until the start of the sphinx's next turn.

Spellcasting. The sphinx casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 16):

At Will: *Detect Magic*, *Identify*, *Mage Hand*, *Minor Illusion*, *Prestidigitation*
1/Day Each: *Dispel Magic*, *Legend Lore*, *Locate Object*, *Plane Shift*, *Remove Curse*, *Tongues*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the sphinx can expend a use to take one of the following actions. The sphinx regains all expended uses at the start of each of its turns.

Arcane Prowl. The sphinx can teleport up to 30 feet to an unoccupied space it can see, and it makes one Claw attack.

Weight of Years. *Constitution Saving Throw:* DC 16, one creature the sphinx can see within 120 feet. *Failure:* The target gains 1 Exhaustion level. While the target has any Exhaustion levels, it appears 3d10 years older. *Failure or Success:* The sphinx can't take this action again until the start of its next turn.



Sphinx Lairs

Sphinxes typically dwell in places that hold great knowledge or prophetic magic.

The region containing a sphinx of lore's or sphinx of valor's lair is altered by its presence, creating the following effects:

Distant Sight. While in its lair, the sphinx can cast *Clairvoyance*, requiring no spell components and using the same spellcasting ability as its Spellcasting action. When cast this way, the spell's range is 1 mile.

Infusion of Knowledge. Whenever the sphinx or one of its allies takes a Study action while within 1 mile of the lair, it adds 1d6 to any ability check it makes for that action.

If the sphinx dies or moves its lair elsewhere, these effects end immediately.

Sphinx of Valor

Large Celestial, Lawful Neutral

AC 17 **Initiative** +12 (22)
HP 199 (19d10 + 95)
Speed 40 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	22	+6	+6	**Dex**	10	+0	+6	**Con**	20	+5	+11
Int	16	+3	+9	**Wis**	23	+6	+12	**Cha**	18	+4	+4

Skills Arcana +9, Perception +12, Religion +15
Resistances Necrotic, Radiant
Immunities Psychic; Charmed, Frightened
Senses Truesight 120 ft.; Passive Perception 22
Languages Celestial, Common
CR 17 (XP 18,000, or 20,000 in lair; PB +6)

Traits

Inscrutable. No magic can observe the sphinx remotely or detect its thoughts without its permission. Wisdom (Insight) checks made to ascertain its intentions or sincerity are made with Disadvantage.

Legendary Resistance (3/Day, or 4/Day in Lair). If the sphinx fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The sphinx makes two Claw attacks and uses Roar.

Claw. *Melee Attack Roll:* +12, reach 5 ft. *Hit:* 20 (4d6 + 6) Slashing damage.

Roar (3/Day). The sphinx emits a magical roar. Whenever it roars, the roar has a different effect, as detailed below (the sequence resets when it takes a Long Rest):

First Roar. *Wisdom Saving Throw:* DC 20, each enemy in a 500-foot Emanation originating from the sphinx. *Failure:* The target has the Frightened condition for 1 minute.

Second Roar. *Wisdom Saving Throw:* DC 20, each enemy in a 500-foot Emanation originating from the sphinx. *Failure:* The target has the Paralyzed condition, and it repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.

Third Roar. *Constitution Saving Throw:* DC 20, each enemy in a 500-foot Emanation originating from the sphinx. *Failure:* 44 (8d10) Thunder damage, and the target has the Prone condition. *Success:* Half damage only.

Spellcasting. The sphinx casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 20):

At Will: *Detect Evil and Good, Thaumaturgy*
1/Day Each: *Detect Magic, Dispel Magic, Greater Restoration, Heroes' Feast, Zone of Truth*

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the sphinx can expend a use to take one of the following actions. The sphinx regains all expended uses at the start of each of its turns.

Arcane Prowl. The sphinx can teleport up to 30 feet to an unoccupied space it can see, and it makes one Claw attack.

Weight of Years. *Constitution Saving Throw:* DC 16, one creature the sphinx can see within 120 feet. *Failure:* The target gains 1 Exhaustion level. While the target has any Exhaustion levels, it appears 3d10 years older. *Failure or Success:* The sphinx can't take this action again until the start of its next turn.

HAZEM AMEEN

Spies

Infiltrators and Informants

Habitat: Any; **Treasure:** Implements, Individual

Spies gather information and disseminate lies, manipulating people to gain the results the spies' patrons desire. They're trained to manipulate, infiltrate, and—when necessary—escape in a hurry. Many adopt disguises, aliases, or code names to maintain anonymity. Roll on or choose a result from the Spy Personas table to inspire a spy's disguise.

Spy Personas

1d4	The Spy Disguises Themself As ...
1	A bard or traveling performer.
2	A captive or servant of a monster or villain.
3	A dignitary or traveler from a distant land.
4	A visitor from a different time or world.

Spy

Spies use charm and deception to veil their true intentions. If forced into combat, they seek to end such conflicts quietly and decisively.

Spy Master

Spy masters have extensive experience in gathering secrets while leaving no evidence of their presence.

Spy

Medium or Small Humanoid, Neutral

AC 12 **Initiative** +4 (14)
HP 27 (6d8)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	15	+2	+2	**Con**	10	+0	+0
Int	12	+1	+1	**Wis**	14	+2	+2	**Cha**	16	+3	+3

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Sleight of Hand +4, Stealth +6
Gear Hand Crossbow, Shortsword, Thieves' Tools
Senses Passive Perception 16
Languages Common plus one other language
CR 1 (XP 200; PB +2)

Actions

Shortsword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 7 (2d6) Poison damage.

Hand Crossbow. *Ranged Attack Roll:* +4, range 30/120 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 7 (2d6) Poison damage.

Bonus Actions

Cunning Action. The spy takes the Dash, Disengage, or Hide action.



CYPRIEN ROUSSON

Spy Master

Medium or Small Humanoid, Neutral

AC 19 **Initiative** +9 (19)
HP 137 (25d8 + 25)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	20	+5	+9	**Con**	12	+1	+5
Int	18	+4	+8	**Wis**	16	+3	+7	**Cha**	16	+3	+3

Skills Deception +7, Insight +7, Investigation +8, Perception +11, Sleight of Hand +9, Stealth +13
Gear Hand Crossbow, Rapier, Thieves' Tools
Senses Passive Perception 21
Languages Common plus two other languages
CR 10 (XP 5,900; PB +4)

Actions

Multiattack. The spy makes three attacks, using Rapier or Hand Crossbow in any combination.

Rapier. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 14 (2d8 + 5) Piercing damage plus 7 (2d6) Poison damage.

Hand Crossbow. *Ranged Attack Roll:* +9, range 30/120 ft. *Hit:* 12 (2d6 + 5) Piercing damage plus 9 (2d8) Poison damage.

Smoke Bomb (1/Day). The spy throws a bomb to a point it can see within 30 feet of itself. *Constitution Saving Throw:* DC 16, each creature in a 20-foot-radius Sphere centered on that point. *Failure:* 28 (8d6) Poison damage, and the target has the Blinded condition until the end of the spy's next turn. *Success:* Half damage only.

Bonus Actions

Cunning Action. The spy takes the Dash, Disengage, or Hide action.



Spined Devil

Devil of Intrusion and Suspicion

Habitat: Planar (Nine Hells); **Treasure:** None

Spined devils, also known as spinagons, lurk in the shadows of the Lower Planes, seeking secrets for their infernal lords. They prefer to attack from the air, flinging wicked barbs while staying out of reach of foes. Spined devils collect information to gain leverage over mortals or to entice powerful devils. Roll on or choose a result from the Spined Devil Intelligence table to inspire what information a spined devil seeks or already possesses.

Spined Devil Intelligence

1d6	The Spined Devil Covets Information About ...
1	Artifacts, their locations, and their owners.
2	Betrayals by infernal allies or other devils.
3	Crimes or deceptions by influential leaders.
4	The identities of incognito individuals.
5	The movements of extraplanar armies.
6	Prophecies or secrets hidden by gods.

Spined Devil

Small Fiend (Devil), Lawful Evil

AC 13 **Initiative** +2 (12)
HP 45 (10d6 + 10)
Speed 20 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	15	+2	+2	**Con**	12	+1	+1
Int	11	+0	+0	**Wis**	14	+2	+2	**Cha**	8	−1	−1

Resistances Cold
Immunities Fire, Poison; Poisoned
Senses Darkvision 120 ft. (unimpeded by magical Darkness); Passive Perception 12
Languages Infernal; telepathy 120 ft.
CR 2 (XP 450; PB +2)

Traits

Flyby. The devil doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Magic Resistance. The devil has Advantage on saving throws against spells and other magical effects.

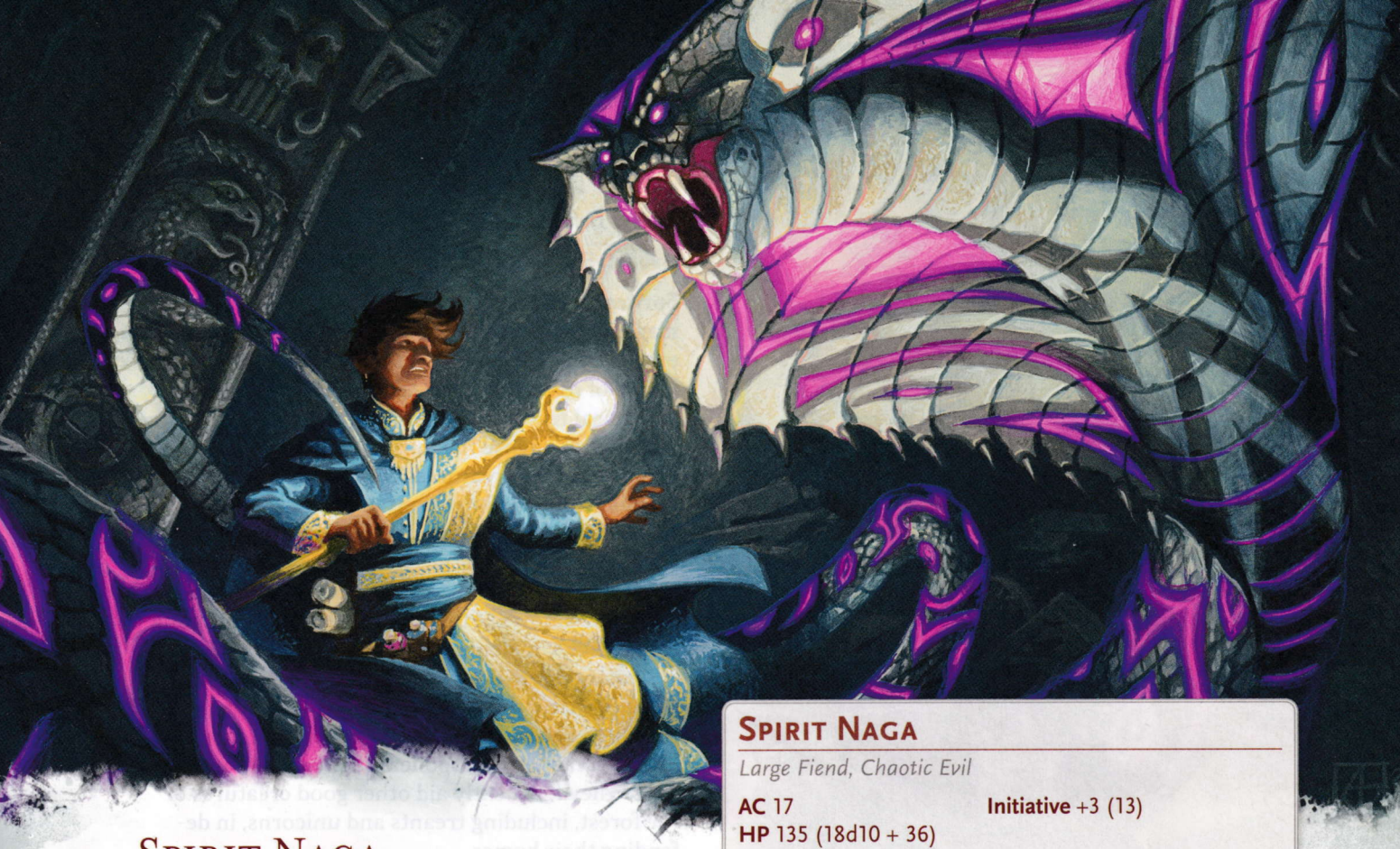
Actions

Multiattack. The devil makes two attacks, using Infernal Fork and Tail Spine in any combination.

Infernal Fork. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 3 (1d6) Fire damage.

Tail Spine. *Ranged Attack Roll:* +4, range 20/80 ft. *Hit:* 4 (1d4 + 2) Piercing damage plus 3 (1d6) Fire damage.

TARAS SUSAK



Spirit Naga

Spiteful Serpentine Grudge Keeper

Habitat: Planar (Lower Planes) Underdark;
Treasure: Arcana

Spirit nagas loathe the world and all creatures. Possessing perfect memories, these venomous, cobra-like creatures recall every slight committed against them during their immortal existences. In their dank, joyless lairs, they create vicious plots to avenge themselves against even petty offenses.

Spirit nagas seek to claim what they believe they deserve. Their schemes often involve poisons, vile spells, cursed objects, or magical compulsions, eventually making them wellsprings of diabolical knowledge and evil inspiration. Other villains often seek out spirit nagas as advisers and allies. Roll on or choose a result from the Spirit Naga Grievances table to inspire what motivates a spirit naga's schemes.

Spirit Naga Grievances

1d6	The Spirit Naga Believes ...
1	A character is to blame for its recent failures.
2	It has been evicted from its rightful home.
3	Locals have reneged on an age-old bargain.
4	Other creatures are mocking it.
5	A rival is spying on it.
6	Someone's treasure rightfully belongs to it.

ALEX STONE

Spirit Naga

Large Fiend, Chaotic Evil

AC 17 **Initiative** +3 (13)
HP 135 (18d10 + 36)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	17	+3	+6	**Con**	14	+2	+5
Int	16	+3	+3	**Wis**	15	+2	+5	**Cha**	16	+3	+6

Immunities Poison; Charmed, Poisoned
Senses Darkvision 60 ft.; Passive Perception 12
Languages Abyssal, Common
CR 8 (XP 3,900; PB +3)

Traits

Fiendish Restoration. If it dies, the naga returns to life in 1d6 days and regains all its Hit Points. Only a *Wish* spell can prevent this trait from functioning.

Actions

Multiattack. The naga makes three attacks, using Bite or Necrotic Ray in any combination.

Bite. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 7 (1d6 + 4) Piercing damage plus 14 (4d6) Poison damage.

Necrotic Ray. *Ranged Attack Roll:* +6, range 60 ft. *Hit:* 21 (6d6) Necrotic damage.

Spellcasting. The naga casts one of the following spells, requiring no Somatic or Material components and using Intelligence as the spellcasting ability (spell save DC 14):

At Will: *Detect Magic*, *Mage Hand*, *Minor Illusion*, *Water Breathing*
2/Day Each: *Detect Thoughts*, *Dimension Door*, *Hold Person* (level 3), *Lightning Bolt* (level 4)



> The tree had a wee village nestled in its boughs, I swear. Next thing I knew, I was lyin' face-down in the dirt. My head was full of stars, an' when I stood up an' looked around, both the tree an' the wee village were gone.
>
> —Tale of Haravak the Ranger

Sprite

Elusive Defender of Fey Realms

Habitat: Forest, Planar (Feywild); **Treasure:** Armaments

Sprites dwell in mystical forests touched by the magic of the Feywild, living peacefully with most other Fey and friends of nature. These foot-tall spirits of nature resemble elves with exaggerated, whimsical features and gossamer wings.

Sprites can sense the innate goodness or wickedness of other creatures. Those that enter their realms with good intentions might be treated to tiny feasts and celebrations. The wicked face nasty tricks and bold ambushes at the hands of invisible sprite defenders. These woodland guardians enchant the arrows of their tiny bows with charming magic that can pierce the heart of the fiercest foe.

Sprites oppose any creatures that seek to harm places of natural magic and beauty. This can put them into conflict with would-be settlers, monsters like ettercaps, and despoilers such as goblinoids and hags. They frequently aid other good creatures of the forest, including treants and unicorns, in defending their homes.

Sprite

Tiny Fey, Neutral Good

AC 15 **Initiative** +4 (14)
HP 10 (4d4)
Speed 10 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	3	−4	−4	**Dex**	18	+4	+4	**Con**	10	+0	+0
Int	14	+2	+2	**Wis**	13	+1	+1	**Cha**	11	+0	+0

Skills Perception +3, Stealth +8
Senses Passive Perception 13
Languages Common, Elvish, Sylvan
CR 1/4 (XP 50; PB +2)

Actions

Needle Sword. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d4 + 4) Piercing damage.

Enchanting Bow. *Ranged Attack Roll:* +6, range 40/160 ft. *Hit:* 1 Piercing damage, and the target has the Charmed condition until the start of the sprite's next turn.

Heart Sight. *Charisma Saving Throw:* DC 10, one creature within 5 feet the sprite can see (Celestials, Fiends, and Undead automatically fail the save). *Failure:* The sprite knows the target's emotions and alignment.

Invisibility. The sprite casts *Invisibility* on itself, requiring no spell components and using Charisma as the spellcasting ability.

ANNIE STEGG

Stirges

Notorious, Clinging Bloodsuckers

Habitat: Desert, Forest, Grassland, Hill, Mountain, Swamp, Underdark, Urban; **Treasure:** None

Stirges are bat-size vermin with dagger-length proboscises that attach to other creatures and drain life from them. Stirges are most active at night and hide in shadowy places during the day. If disturbed, they take flight and defend themselves. Roll on or choose a result from the Stirge Roosts table to inspire where stirges might lurk.

Stirge Roosts

1d4	Between Hunts, the Stirge Lurks In ...
1	The attic or furniture of a ruined building.
2	A cave or narrow crevice.
3	A hollow tree or thicket.
4	The remains of a gigantic, dead creature.

Stirge

A single stirge is usually little more than an annoyance, but several can be deadly if they attach faster than a victim can remove them.

Swarm of Stirges

Swarms of stirges sometimes form in swamps and Underdark caverns, draining livestock and any other creatures that can't escape them.

Stirge

Tiny Monstrosity, Unaligned

AC 13 **Initiative** +3 (13)
HP 5 (2d4)
Speed 10 ft., Fly 40 ft.

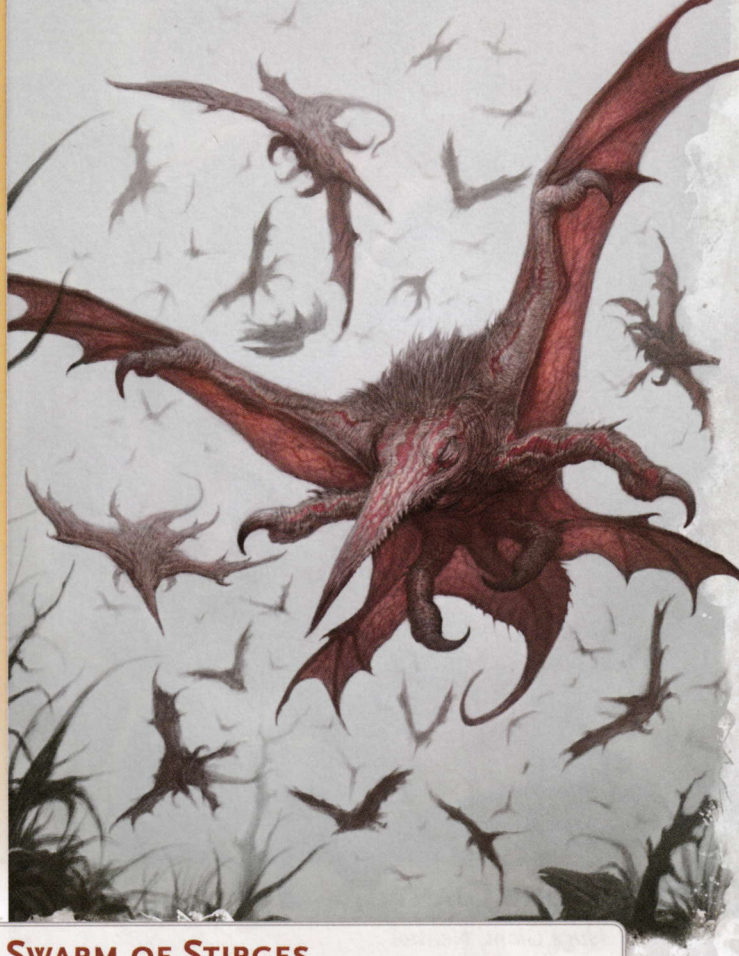
		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	4	−3	−3	**Dex**	16	+3	+3	**Con**	11	+0	+0
Int	2	−4	−4	**Wis**	8	−1	−1	**Cha**	6	−2	−2

Senses Darkvision 60 ft.; Passive Perception 9
Languages None
CR 1/8 (XP 25; PB +2)

Actions

Proboscis. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage, and the stirge attaches to the target. While attached, the stirge can't make Proboscis attacks, and the target takes 5 (2d4) Necrotic damage at the start of each of the stirge's turns.

The stirge can detach itself by spending 5 feet of its movement. The target or a creature within 5 feet of it can detach the stirge as an action.



Swarm of Stirges

Medium Swarm of Tiny Monstrosities, Unaligned

AC 14 **Initiative** +3 (13)
HP 36 (8d8)
Speed 10 ft., Fly 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	4	−3	−3	**Dex**	16	+3	+3	**Con**	11	+0	+0
Int	2	−4	−4	**Wis**	8	−1	−1	**Cha**	6	−2	−2

Resistances Bludgeoning, Piercing, Slashing
Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Darkvision 60 ft.; Passive Perception 9
Languages None
CR 2 (XP 450; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Swarm of Proboscises. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 14 (2d10 + 3) Piercing damage, or 8 (1d10 + 3) Piercing damage if the swarm is Bloodied. If the target is a Medium or smaller creature in the swarm's space, the target has the Grappled condition (escape DC 13). Until the grapple ends, the target takes 7 (2d6) Necrotic damage at the end of each of its turns.

JOHN TEDRICK



Stone Giant

Huge Giant, Neutral

AC 17 **Initiative** +5 (15)
HP 126 (11d12 + 55)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	15	+2	+5	**Con**	20	+5	+8
Int	10	+0	+0	**Wis**	12	+1	+4	**Cha**	9	−1	−1

Skills Athletics +12, Perception +4, Stealth +5
Senses Darkvision 60 ft.; Passive Perception 14
Languages Giant
CR 7 (XP 2,900; PB +3)

Actions

Multiattack. The giant makes two attacks, using Stone Club or Boulder in any combination.

Stone Club. *Melee Attack Roll:* +9, reach 15 ft. *Hit:* 22 (3d10 + 6) Bludgeoning damage.

Boulder. *Ranged Attack Roll:* +9, range 60/240 ft. *Hit:* 15 (2d8 + 6) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition.

Reactions

Deflect Missile (Recharge 5–6). *Trigger:* The giant is hit by a ranged attack roll and takes Bludgeoning, Piercing, or Slashing damage from it. *Response:* The giant reduces the damage it takes from the attack by 11 (1d10 + 6), and if that damage is reduced to 0, the giant can redirect some of the attack's force. *Dexterity Saving Throw:* DC 17, one creature the giant can see within 60 feet. *Failure:* 11 (1d10 + 6) Force damage.

Stone Giant

Giant of the Earth

Habitat: Mountain, Underdark; **Treasure:** Armaments

In cavernous depths and amid mountain canyons, stone giants contemplate the strength and persistence of the earth. Stone giants have rugged features and skin with patterns and hues similar to the rock common near their homes. This makes them adept at blending in with their stony surroundings despite their size.

Stone giants rarely interfere in the affairs of other creatures, whether their smaller neighbors or other Giants. Most are slow to act, preferring to weather hardships or wait out perilous times. When roused to action—particularly when sites of ancient wonder or their homes are threatened—stone giants can unleash the might of mountains and crush foes with the force of an avalanche.

Stone giants often ponder the mysteries of natural wonders, such as mountain spires, crystal formations, or mystical petroglyphs. Some know much about the magic and secret messages hidden within the earth. Those who confine themselves to the Underdark often regard the surface world and its inhabitants as dreams imagined into being by slumbering primordials, strange gods, or other entities.

ROBSON MICHEL

Stone Golem

Guardian of the Storied and Sacred

Habitat: Any; **Treasure:** None

Stone golems take varied forms, such as weathered carvings of ancient deities, lifelike sculptures of heroes, or any other shape their makers imagine. No matter their design or the rock from which they're crafted, these golems are strengthened by the magic that animates them, allowing them to follow their creators' orders for centuries.

Stone golems are typically created to protect places of significance to a group, such as a monument to an important event, a leader's tomb, or a faith's sanctuary. Roll on or choose a result from the Stone Golem Orders table to inspire the commands a stone golem follows.

Stone Golem

Large Construct, Unaligned

AC 18 **Initiative** +3 (13)
HP 220 (21d10 + 105)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	22	+6	+6	**Dex**	9	−1	−1	**Con**	20	+5	+5
Int	3	−4	−4	**Wis**	11	+0	+0	**Cha**	1	−5	−5

Immunities Poison, Psychic; Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 120 ft.; Passive Perception 10
Languages Understands Common plus two other languages but can't speak
CR 10 (XP 5,900; PB +4)

Traits

Immutable Form. The golem can't shape-shift.

Magic Resistance. The golem has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The golem makes two attacks, using Slam or Force Bolt in any combination.

Slam. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 15 (2d8 + 6) Bludgeoning damage plus 9 (2d8) Force damage.

Force Bolt. *Ranged Attack Roll:* +9, range 120 ft. *Hit:* 22 (4d10) Force damage.

Bonus Actions

Slow (Recharge 5–6). The golem casts the *Slow* spell, requiring no spell components and using Constitution as the spellcasting ability (spell save DC 17).



Stone Golem Orders

1d6	The Stone Golem Follows Orders To ...
1	Allow only those wearing ritual garb to pass.
2	Cast *Slow* on and aid in apprehending anyone who touches a city's prized relic.
3	Destroy a dam or bridge at the command of one bearing a ruler's medallion of office.
4	Obey whoever places a missing crest in its chest, then deactivate for a year.
5	Reveal a hidden passage to those who recite a leader's final words.
6	Watch for and do battle with the type of monster that slew the hero it resembles.

Exercise discernment when deciding the golem's appearance, as your creation is likely to long outlive its model.

—*Manual of Stone Golems*

HINCHELOR



Storm Giant

Giant of Seas and Skies

Habitat: Coastal, Underwater; **Treasure:** Armaments

Among the tallest giants, storm giants live amid extreme forces of nature. In palaces at the bottom of the sea and castles floating amid the clouds, they revel in the power of mighty storms. When angered, they can shape the weather and call down devastating lightning. More often, though, these giants watch the rise and fall of nations and interpret supernatural omens, interfering in the world only when they're needed most.

Storm Giant

Huge Giant, Chaotic Good

AC 16 **Initiative** +7 (17)
HP 230 (20d12 + 100)
Speed 50 ft., Fly 25 ft. (hover), Swim 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	29	+9	+14	**Dex**	14	+2	+2	**Con**	20	+5	+10
Int	16	+3	+3	**Wis**	20	+5	+10	**Cha**	18	+4	+9

Skills Arcana +8, Athletics +14, History +8, Perception +10
Resistances Cold
Immunities Lightning, Thunder
Senses Darkvision 120 ft., Truesight 30 ft.; Passive Perception 20
Languages Common, Giant
CR 13 (XP 10,000; PB +5)

Traits

Amphibious. The giant can breathe air and water.

Actions

Multiattack. The giant makes two attacks, using Storm Sword or Thunderbolt in any combination.

Storm Sword. *Melee Attack Roll:* +14, reach 10 ft. *Hit:* 23 (4d6 + 9) Slashing damage plus 13 (3d8) Lightning damage.

Thunderbolt. *Ranged Attack Roll:* +14, range 500 ft. *Hit:* 22 (2d12 + 9) Lightning damage, and the target has the Blinded and Deafened conditions until the start of the giant's next turn.

Lightning Storm (Recharge 5–6). *Dexterity Saving Throw:* DC 18, each creature in a 10-foot-radius, 40-foot-high Cylinder originating from a point the giant can see within 500 feet. *Failure:* 55 (10d10) Lightning damage. *Success:* Half damage.

Spellcasting. The giant casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 18):

At Will: *Detect Magic*, *Light*
1/Day: *Control Weather*

TARAS SUSAK

Succubus

Life-Draining Seducer

Habitat: Planar (Lower Planes), Urban;
Treasure: Implements

Succubi prey on mortals physically and exploit their waking desires. They relish corrupting virtuous souls and the pain an individual's downfall can cause. Once their targets are at their lowest, succubi slay their victims with their essence-draining kiss.

Through fiendish rites, succubi can transform into incubi to manipulate their prey in dreams as well as the waking world. They can also change shape to torment their victims. These tempters can dominate Humanoids, but they usually do so to reinforce their manipulations or defend themselves rather than controlling others outright. Roll on or choose a result from the Succubus Temptations table to inspire how a succubus toys with its victims.

Succubus Temptations

1d6	The Succubus Manipulates Its Target By ...
1	Adopting the form of a lost loved one.
2	Charming someone close to its target.
3	Isolating them from their loved ones.
4	Manipulating events to bring surprise fortune.
5	Posing as a flattering underling.
6	Taking the form of one in need of protection.

Succubus

Medium Fiend, Neutral Evil

AC 15 **Initiative** +3 (13)
HP 71 (13d8 + 13)
Speed 30 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	8	−1	−1	**Dex**	17	+3	+3	**Con**	13	+1	+1
Int	15	+2	+2	**Wis**	12	+1	+1	**Cha**	20	+5	+5

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7
Resistances Cold, Fire, Poison, Psychic
Senses Darkvision 60 ft.; Passive Perception 15
Languages Abyssal, Common, Infernal; telepathy 60 ft.
CR 4 (XP 1,100; PB +2)

Traits

Incubus Form. When the succubus finishes a Long Rest, it can shape-shift into an **Incubus**, using that stat block instead of this one.

Actions

Multiattack. The succubus makes one Fiendish Touch attack and uses Charm or Draining Kiss.

Fiendish Touch. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 16 (2d10 + 5) Psychic damage.

Charm. The succubus casts *Dominate Person* (level 8 version), requiring no spell components and using Charisma as the spellcasting ability (spell save DC 15).

Draining Kiss. *Constitution Saving Throw:* DC 15, one creature Charmed by the succubus within 5 feet. *Failure:* 13 (3d8) Psychic damage. *Success:* Half damage. *Failure or Success:* The target's Hit Point maximum decreases by an amount equal to the damage taken.

Bonus Actions

Shape-Shift. The succubus shape-shifts into a Medium or Small Humanoid, or it returns to its true form. Its game statistics are the same in each form, except its Fly Speed is available only in its true form. Any equipment it is wearing or carrying isn't transformed.

JODIE MUIR



Tarrasque

The Shape of Calamity

Habitat: Urban; **Treasure:** None

Among the most devastating creatures in existence, the tarrasque is an engine of catastrophe and a ruiner of nations. A terror of massive size and overwhelming might, this primeval destroyer survives from the earliest epochs of the Material Plane, when it served as a weapon of immortal forces. Since then, the tarrasque has slumbered in secret, rising every few ages to usher in eras of destruction.

The tarrasque is a bipedal, prehistoric Monstrosity that stands over seventy feet tall. Bristling with horns and spikes, its spiny carapace deflects harm and can reflect magical attacks.

The tarrasque is a creature of tireless rage. It lashes out at any creature that catches its attention, thrashing with claws and its mighty tail while swallowing smaller beings whole. It seems to take instinctual offense at the works of lesser beings, venting its rage at buildings, bridges, ships, and monuments. The larger a structure or foe is, the greater the tarrasque's wrath.

It is a mystery what—if anything—calms the tarrasque, but eventually it returns to its slumber, leaving the world irrevocably changed. While the tarrasque might be halted by incredible opposition, its threat can never be wiped from the multiverse. Whenever the tarrasque is defeated, another tarrasque awakes somewhere else on the Material Plane.

CHRIS RAHN

Few things survive the tarrasque's rampages, and reports of the monster's devastation are often contradictory, incomplete, or beyond belief. In cases where it leaves no survivors, its calamities might initially be blamed on evil dragons or magical disasters, but the tarrasque frequently leaves behind some unmistakable indication of its passage. Roll on or choose a result from the Tarrasque Evidence table to inspire what marks the monster's rampages.

Tarrasque Evidence

1d4	Amid Destruction, the Tarrasque Leaves ...
1	Evidence of a magic spell reflected back on its caster, like *Ice Knife* or *Melf's Acid Arrow*.
2	Massive footprints or claw marks.
3	A russet scale the size of a knight's shield.
4	A shattered mountain or diverted river.

Tarrasque

Gargantuan Monstrosity (Titan), Unaligned

AC 25 **Initiative** +18 (28)
HP 697 (34d20 + 340)
Speed 60 ft., Burrow 40 ft., Climb 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	30	+10	+10	**Dex**	11	+0	+9	**Con**	30	+10	+10
Int	3	−4	+5	**Wis**	11	+0	+9	**Cha**	11	+0	+9

Skills Perception +9
Resistances Bludgeoning, Piercing, Slashing
Immunities Fire, Poison; Charmed, Deafened, Frightened, Paralyzed, Poisoned
Senses Blindsight 120 ft.; Passive Perception 19
Languages None
CR 30 (XP 155,000; PB +9)

Traits

Legendary Resistance (6/Day). If the tarrasque fails a saving throw, it can choose to succeed instead.

Magic Resistance. The tarrasque has Advantage on saving throws against spells and other magical effects.

Reflective Carapace. If the tarrasque is targeted by a *Magic Missile* spell or a spell that requires a ranged attack roll, roll 1d6. On a **1–5**, the tarrasque is unaffected. On a **6**, the tarrasque is unaffected and reflects the spell, turning the caster into the target.

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

Actions

Multiattack. The tarrasque makes one Bite attack and three other attacks, using Claw or Tail in any combination.

Bite. *Melee Attack Roll:* +19, reach 15 ft. *Hit:* 36 (4d12 + 10) Piercing damage, and the target has the Grappled condition (escape DC 20). Until the grapple ends, the target has the Restrained condition and can't teleport.

Claw. *Melee Attack Roll:* +19, reach 15 ft. *Hit:* 28 (4d8 + 10) Slashing damage.

Tail. *Melee Attack Roll:* +19, reach 30 ft. *Hit:* 23 (3d8 + 10) Bludgeoning damage. If the target is a Huge or smaller creature, it has the Prone condition.

Thunderous Bellow (Recharge 5–6). *Constitution Saving Throw:* DC 27, each creature and each object that isn't being worn or carried in a 150-foot Cone. *Failure:* 78 (12d12) Thunder damage, and the target has the Deafened and Frightened conditions until the end of its next turn. *Success:* Half damage only.

Bonus Actions

Swallow. *Strength Saving Throw:* DC 27, one Large or smaller creature Grappled by the tarrasque (it can have up to six creatures swallowed at a time). *Failure:* The target is swallowed, and the Grappled condition ends. A swallowed creature has the Blinded and Restrained conditions and can't teleport, it has Total Cover against attacks and other effects outside the tarrasque, and it takes 56 (16d6) Acid damage at the start of each of the tarrasque's turns.

If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls in a space within 10 feet of the tarrasque and has the Prone condition. If the tarrasque dies, any swallowed creature no longer has the Restrained condition and can escape from the corpse using 20 feet of movement, exiting Prone.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the tarrasque can expend a use to take one of the following actions. The tarrasque regains all expended uses at the start of each of its turns.

Onslaught. The tarrasque moves up to half its Speed, and it makes one Claw or Tail attack.

World-Shaking Movement. The tarrasque moves up to its Speed. At the end of this movement, the tarrasque creates an instantaneous shock wave in a 60-foot Emanation originating from itself. Creatures in that area lose Concentration and, if Medium or smaller, have the Prone condition. The tarrasque can't take this action again until the start of its next turn.

Thri-kreen

Mantid Psychics and Scavengers

Habitat: Desert, Grassland; **Treasure:** Armaments

Thri-kreen are mantis-like wanderers who harness their innate camouflage and psychic abilities to survive. Different groups of thri-kreen have distinct carapaces, from the rocky shades of desert-dwellers to the vibrant hues of those living in verdant lands. While their language has a distinctly insectile quality, thri-kreen often use telepathy to communicate, and groups can rapidly share a wealth of detailed information without making a sound.

Thri-kreen Marauder

Thri-kreen marauders employ weapons made of stone and bone, such as the spear-like gythka and throwing blades called chatkcha.

Thri-kreen Psion

Thri-kreen psions harness their psychic powers to avoid danger and manipulate objects from afar.

> I would tell you now the tale of the first Ka'Cha, the first thri-kreen who knew and taught the truth: that the clutch is all.
>
> —Ka'Cha, thri-kreen knowledge hunter



Thri-kreen Marauder

Medium Monstrosity, Neutral

AC 15 **Initiative** +2 (12)
HP 33 (6d8 + 6)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	15	+2	+2	**Con**	13	+1	+1
Int	8	−1	−1	**Wis**	12	+1	+1	**Cha**	7	−2	−2

Skills Perception +3, Stealth +4, Survival +3
Senses Darkvision 60 ft.; Passive Perception 13
Languages Thri-kreen; telepathy 60 ft.
CR 1 (XP 200; PB +2)

Actions

Multiattack. The thri-kreen makes two attacks, using Gythka or Chatkcha in any combination.

Gythka. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) Slashing damage plus 2 (1d4) Poison damage.

Chatkcha. *Ranged Attack Roll:* +4, range 30/120 ft. *Hit:* 5 (1d6 + 2) Slashing damage.

Bonus Actions

Leap. The thri-kreen jumps up to 15 feet by spending 5 feet of movement.

Thri-kreen Psion

Medium Monstrosity, Neutral

AC 16 **Initiative** +6 (16)
HP 149 (23d8 + 46)
Speed 40 ft., Fly 20 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+7	**Dex**	15	+2	+5	**Con**	14	+2	+5
Int	19	+4	+7	**Wis**	12	+1	+1	**Cha**	11	+0	+0

Skills Perception +4, Stealth +8
Resistances Psychic
Senses Darkvision 60 ft.; Passive Perception 14
Languages Thri-kreen; telepathy 120 ft.
CR 8 (XP 3,900; PB +3)

Actions

Multiattack. The thri-kreen makes three Psionic Lance attacks.

Psionic Lance. *Melee or Ranged Attack Roll:* +7, reach 10 ft. or range 120 ft. *Hit:* 18 (4d6 + 4) Psychic damage.

Spellcasting. The thri-kreen casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 15):

At Will: *Mage Hand* (the hand is Invisible)
1/Day Each: *Detect Thoughts*, *Sending*, *Synaptic Static*

SEAN MURRAY

Toughs

Brawlers and Bullies

Habitat: Any; **Treasure:** Armaments

Bodyguards, belligerents, and laborers, toughs rely on their physical strength to intimidate foes. They might be brawny criminals, rowdy tavern goers, seasoned workers, or anyone who uses their muscle to get what they want.

Tough

Toughs might work in groups at the direction of a leader, or individual toughs might bully weaker folk into doing what they say.

Tough Boss

Tough bosses leverage their street smarts, brawling prowess, and reputation to compel others to follow their demands.

> There are two answers to every question: ours, and the wrong one.
>
> —Harmonium rule



Tough

Medium or Small Humanoid, Neutral

AC 12 **Initiative** +1 (11)
HP 32 (5d8 + 10)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	12	+1	+1	**Con**	14	+2	+2
Int	10	+0	+0	**Wis**	10	+0	+0	**Cha**	11	+0	+0

Gear Heavy Crossbow, Leather Armor, Mace
Senses Passive Perception 10
Languages Common
CR 1/2 (XP 100; PB +2)

Traits

Pack Tactics. The tough has Advantage on an attack roll against a creature if at least one of the tough's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Mace. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Bludgeoning damage.

Heavy Crossbow. *Ranged Attack Roll:* +3, range 100/400 ft. *Hit:* 6 (1d10 + 1) Piercing damage.

Tough Boss

Medium or Small Humanoid, Neutral

AC 16 **Initiative** +2 (12)
HP 82 (11d8 + 33)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+5	**Dex**	14	+2	+2	**Con**	16	+3	+5
Int	11	+0	+0	**Wis**	10	+0	+0	**Cha**	11	+0	+2

Gear Chain Mail, Heavy Crossbow, Warhammer
Senses Passive Perception 10
Languages Common plus one other language
CR 4 (XP 1,100; PB +2)

Traits

Pack Tactics. The tough has Advantage on an attack roll against a creature if at least one of the tough's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Multiattack. The tough makes two attacks, using Warhammer or Heavy Crossbow in any combination.

Warhammer. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) Bludgeoning damage. If the target is a Large or smaller creature, the tough pushes the target up to 10 feet straight away from itself.

Heavy Crossbow. *Ranged Attack Roll:* +4, range 100/400 ft. *Hit:* 13 (2d10 + 2) Piercing damage.

RICCARDO MOSCATELLO



A TREANT EVICTS ADVENTURERS FROM A CITY IT HAS RECLAIMED FOR NATURE.

Treant

Wise and Mighty Animate Tree

Habitat: Forest; **Treasure:** None

Ancient inhabitants of the forest, treants are gigantic, animate trees with wizened faces. Most have lived for centuries and know secrets of the natural world. They avoid becoming embroiled in the conflicts of shorter-lived creatures, but they're protective of their forest homes. If roused to anger, treants can animate trees to aid them.

Treants defend and are shaped by secrets of the forest. Roll on or choose a result from the Treant Secrets table to inspire what mysteries a treant protects.

Treant Secrets

1d6	The Treant Is ...
1	Blessed by a god and grows magic fruit.
2	Growing atop the entrance to a dungeon or portal to the Feywild.
3	Home to a community of pixies or sprites.
4	The last lore keeper of lost druidic knowledge.
5	Rooted on a hero's burial mound and animates trees that look like questing knights.
6	Scarred by a fire and holds the bones of the arsonist who started it in a hollow.

Treant

Huge Plant, Chaotic Good

AC 16 **Initiative** +3 (13)
HP 138 (12d12 + 60)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	8	−1	−1	**Con**	21	+5	+5
Int	12	+1	+1	**Wis**	16	+3	+3	**Cha**	12	+1	+1

Vulnerabilities Fire
Resistances Bludgeoning, Piercing
Senses Passive Perception 13
Languages Common, Druidic, Elvish, Sylvan
CR 9 (XP 5,000; PB +4)

Traits

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

Actions

Multiattack. The treant makes two Slam attacks.

Slam. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 16 (3d6 + 6) Bludgeoning damage.

Hail of Bark. *Ranged Attack Roll:* +10, range 180 ft. *Hit:* 28 (4d10 + 6) Piercing damage.

Animate Trees (1/Day). The treant magically animates up to two trees it can see within 60 feet of itself. Each tree uses the **Treant** stat block, except it has Intelligence and Charisma scores of 1, it can't speak, and it lacks this action. The tree takes its turn immediately after the treant on the same Initiative count, and it obeys the treant. A tree remains animate for 1 day or until it dies, the treant dies, or it is more than 120 feet from the treant. The tree then takes root if possible.

ROBSON MICHEL



Troglodyte

Reeking Subterranean Hunter

Habitat: Underdark; **Treasure:** Armaments

With features similar to those of pale cave lizards, troglodytes stalk the Underdark in an endless hunt for food. Troglodytes consume almost anything, including bones, giant insects, and other subterranean dwellers. They prey on subterranean communities and those near entrances to the Underdark, stealing livestock and kidnapping residents.

Troglodytes prefer to ambush prey and can change their scale color to blend in with their surroundings. They often climb along cavern walls or emerge from deep fissures to take their prey by surprise. Despite their stealthiness, these stalkers exude a distinctly repulsive stench. Descriptions of what troglodytes smell like span a spectrum as complex as it is vile. This reek nauseates many who smell it, but it can also warn of the presence of troglodytes before they strike.

> Smells fine to me.
>
> —Caarey Gelthik, ghast

BRIAN VALEZA

Troglodyte

Medium Monstrosity, Chaotic Evil

AC 11 **Initiative** +0 (10)
HP 13 (2d8 + 4)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	10	+0	+0	**Con**	14	+2	+2
Int	6	−2	−2	**Wis**	10	+0	+0	**Cha**	6	−2	−2

Skills Stealth +4
Senses Darkvision 60 ft.; Passive Perception 10
Languages Troglodyte
CR 1/4 (XP 50; PB +2)

Traits

Stench. *Constitution Saving Throw:* DC 12, any creature (other than a troglodyte) that starts its turn in a 5-foot Emanation originating from the troglodyte. *Failure:* The target has the Poisoned condition until the start of its next turn. *Success:* The target is immune to the Stench of all troglodytes for 1 hour.

Sunlight Sensitivity. While in sunlight, the troglodyte has Disadvantage on ability checks and attack rolls.

Actions

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage.

Troll

Loathsome, Regenerating Lurker

Habitat: Arctic, Forest, Hill, Mountain, Swamp, Underdark; **Treasure:** None

Trolls creep forth to prey on smaller creatures and drag captives back to festering lairs. These misshapen brutes can regenerate from wounds and regrow severed body parts—including their heads. A troll's severed limbs continue to move and attack. Unless they're burned by flames or acid, trolls can recover from egregious wounds and seek revenge on those who felled them.

Trolls typically hunt alone, but small groups occasionally cooperate to ambush prey or raid villages. Creatures such as hags and hill giants might convince trolls to work for them in exchange for disgusting meals.



Troll

Large Giant, Chaotic Evil

AC 15 **Initiative** +1 (11)
HP 94 (9d10 + 45)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	13	+1	+1	**Con**	20	+5	+5
Int	7	−2	−2	**Wis**	9	−1	−1	**Cha**	7	−2	−2

Skills Perception +5
Senses Darkvision 60 ft.; Passive Perception 15
Languages Giant
CR 5 (XP 1,800; PB +3)

Traits

Loathsome Limbs (4/Day). If the troll ends any turn Bloodied and took 15+ Slashing damage during that turn, one of the troll's limbs is severed, falls into the troll's space, and becomes a **Troll Limb**. The limb acts immediately after the troll's turn. The troll has 1 Exhaustion level for each missing limb, and it grows replacement limbs the next time it regains Hit Points.

Regeneration. The troll regains 15 Hit Points at the start of each of its turns. If the troll takes Acid or Fire damage, this trait doesn't function on the troll's next turn. The troll dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Actions

Multiattack. The troll makes three Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 11 (2d6 + 4) Slashing damage.

Bonus Actions

Charge. The troll moves up to half its Speed straight toward an enemy it can see.

Troll Limb

Small Giant, Chaotic Evil

AC 13 **Initiative** +1 (11)
HP 14 (4d6)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	12	+1	+1	**Con**	10	+0	+0
Int	1	−5	−5	**Wis**	9	−1	−1	**Cha**	1	−5	−5

Senses Darkvision 60 ft.; Passive Perception 9
Languages None
CR 1/2 (XP 100; PB +2)

Traits

Regeneration. The limb regains 5 Hit Points at the start of each of its turns. If the limb takes Acid or Fire damage, this trait doesn't function on the limb's next turn. The limb dies only if it starts its turn with 0 Hit Points and doesn't regenerate.

Troll Spawn. The limb uncannily has the same senses as a whole troll. If the limb isn't destroyed within 24 hours, roll 1d12. On a 12, the limb turns into a **Troll**. Otherwise, the limb withers away.

Actions

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (2d4 + 4) Slashing damage.

JOHN TEDRICK

Ultroloth

Yugoloth of Conspiracy and Control

Habitat: Planar (Lower Planes); **Treasure:** Armaments

With uncanny patience and fiendish cunning, ultroloths manipulate mortals and their fellow yugoloths alike, seeking to hoard power and spread suffering. These sinister masterminds often work with other yugoloths, but they might compel nearly any creature into their service. If coercion doesn't work, ultroloths use their eerie eyes and innate magic to hypnotize or charm targets.

Ultroloths strive to achieve planes-spanning plots. Roll on or choose a result from the Ultroloth Conspiracies table to inspire such villainy.

Ultroloth Conspiracies

1d6	The Ultroloth Schemes To ...
1	Convince cultists their god has forsaken them.
2	Destabilize a nation and rule the chaos.
3	Incite a calamity and hold a world hostage.
4	Provoke hostilities between immortal armies and sell magic weapons to both sides.
5	Steal an invention and slay all who know of it.
6	Unleash fiendish hordes on a foe's homeland.



Ultroloth

Medium Fiend (Yugoloth), Neutral Evil

AC 19 **Initiative** +8 (18)
HP 221 (26d8 + 104)
Speed 30 ft., Fly 60 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	16	+3	+3	**Con**	18	+4	+4
Int	19	+4	+4	**Wis**	15	+2	+2	**Cha**	18	+4	+4

Skills Deception +9, Perception +7, Stealth +8
Resistances Cold, Fire, Lightning
Immunities Acid, Poison; Charmed, Frightened, Poisoned
Senses Truesight 120 ft.; Passive Perception 17
Languages Abyssal, Infernal; telepathy 120 ft.
CR 13 (XP 10,000; PB +5)

Traits

Fiendish Restoration. If the ultroloth dies outside Gehenna, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in Gehenna.

Magic Resistance. The ultroloth has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The ultroloth uses Hypnotic Gaze and makes two Mercurial Whip attacks.

Mercurial Whip. *Melee Attack Roll:* +9, reach 15 ft. *Hit:* 25 (6d6 + 4) Force damage, and the ultroloth can teleport the target up to 10 feet to an unoccupied space the ultroloth can see that isn't in the air.

Hypnotic Gaze. *Wisdom Saving Throw:* DC 17, each creature in a 30-foot Cone. *Failure:* 10 (3d6) Psychic damage, and the target has the Stunned condition until the start of the ultroloth's next turn. *Success:* The target is immune to this ultroloth's Hypnotic Gaze for 24 hours.

Spellcasting. The ultroloth casts one of the following spells, requiring no Material components and using Intelligence as the spellcasting ability (spell save DC 17):

At Will: *Alter Self*, *Clairvoyance*, *Detect Magic*
1/Day Each: *Dimension Door*, *Fireball* (level 5 version), *Wall of Fire*

Bonus Actions

Fiendish Guile (Recharge 4–6). The ultroloth casts *Dispel Magic*, *Invisibility* (self only), *Misty Step*, or *Suggestion*, requiring no Material components and using the same spellcasting ability as Spellcasting.

LARS GRANT-WEST



Umber Hulk

Burrowing Brute from Below

Habitat: Underdark; **Treasure:** None

Lumbering, carapace-armored bipeds, umber hulks burrow through the Underdark, feeding on anything they can crush in their mighty mandibles. These tenacious hunters sense movement through the surrounding earth, then burst through cavern walls to surprise their prey. Those ambushed by umber hulks risk meeting the gaze of the monsters' eerie, multifaceted eyes, which can cause others to act irrationally and even lash out at their allies.

Umber hulks typically lurk in tunnels they've burrowed alongside other passages. When they detect creatures moving, they burst through the rock walls between the passages to attack. While these monsters can communicate with one other, they usually hunt alone and avoid each other's territories. Umber hulks focus on finding food and crushing intruders. They have little interest in allying with other creatures, but manipulative inhabitants of the Underdark, such as beholders and mind flayers, sometimes compel umber hulks to serve them.

Umber Hulk

Large Monstrosity, Chaotic Evil

AC 18 **Initiative** +4 (14)
HP 93 (11d10 + 33)
Speed 30 ft., Burrow 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+5	**Dex**	13	+1	+1	**Con**	16	+3	+3
Int	9	−1	−1	**Wis**	10	+0	+0	**Cha**	10	+0	+0

Senses Darkvision 120 ft., Tremorsense 60 ft.; Passive Perception 10
Languages Umber Hulk
CR 5 (XP 1,800; PB +3)

Traits

Tunneler. The umber hulk can burrow through solid rock at half its Burrow Speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The umber hulk makes three Rend attacks.

Rend. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 12 (2d6 + 5) Slashing damage.

Bonus Actions

Confusing Gaze (Recharge 5–6). *Wisdom Saving Throw:* DC 14, each creature in a 30-foot Cone. *Failure:* The target can't take Reactions until the start of the umber hulk's next turn, and the target rolls 1d8 to determine what it does on its next turn:

1–4. The target does nothing.
5–6. The target takes no action or Bonus Action and uses all its movement to move in a random direction.
7–8. The target makes a melee attack against a random creature within its reach or does nothing if it can't make such an attack.

JESPER EJSING

Unicorn

Majestic and Magical Forest Master

Habitat: Forest, Planar (Feywild); **Treasure:** Any

Unicorns are majestic defenders of forests. They are revered by many Fey and other forest dwellers, and they do whatever they can to ensure the peace and health of those who shelter in their wooded realms.

Unicorn Lairs

Unicorns dwell in unspoiled forests, particularly where benevolent Fey creatures live.

The region containing a unicorn's lair is changed by its presence, creating the following effects:

Obscuring Foliage. The unicorn and its allies have Advantage on Dexterity (Stealth) checks while within 1 mile of the lair.

Positive Energy. Whenever a creature within 1 mile of the lair regains Hit Points from a spell, it regains the maximum number of Hit Points possible. Additionally, the effects of curses are suppressed within 1 mile of the lair.

If the unicorn dies or moves its lair elsewhere, these effects end immediately.



Unicorn

Large Celestial, Lawful Good

AC 12 **Initiative** +8 (18)
HP 97 (13d10 + 26)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	14	+2	+2	**Con**	15	+2	+2
Int	11	+0	+0	**Wis**	17	+3	+3	**Cha**	16	+3	+3

Immunities Poison; Charmed, Paralyzed, Poisoned
Senses Darkvision 60 ft.; Passive Perception 13
Languages Celestial, Elvish, Sylvan; telepathy 120 ft.
CR 5 (XP 1,800; PB +3)

Traits

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

Magic Resistance. The unicorn has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The unicorn makes one Hooves attack and one Radiant Horn attack.

Hooves. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage.

Radiant Horn. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 9 (1d10 + 4) Radiant damage.

Spellcasting. The unicorn casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 14):

At Will: *Detect Evil and Good, Druidcraft*
1/Day Each: *Calm Emotions, Dispel Evil and Good, Entangle, Pass without Trace, Word of Recall*

Bonus Actions

Unicorn's Blessing (3/Day). The unicorn touches another creature with its horn and casts *Cure Wounds* or *Lesser Restoration* on that creature, using the same spellcasting ability as Spellcasting.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the unicorn can expend a use to take one of the following actions. The unicorn regains all expended uses at the start of each of its turns.

Charging Horn. The unicorn moves up to half its Speed without provoking Opportunity Attacks, and it makes one Radiant Horn attack.

Shimmering Shield. The unicorn targets itself or one creature it can see within 60 feet of itself. The target gains 10 (3d6) Temporary Hit Points, and its AC increases by 2 until the end of the unicorn's next turn. The unicorn can't take this action again until the start of its next turn.

NIKKI DAWES



A VAMPIRE FAMILIAR PROVIDES A MEAL FOR A VAMPIRE SPAWN.

Vampires

Blood-Sucking Lords of the Night

Habitat: Underdark, Urban; **Treasure:** Any

Vampires disguise their accursed, immortal natures, passing as mortals to feed on the blood of the living. While the youngest vampires might be little more than bloodthirsty servants of their creators, the eldest possess incredible cunning and control over supernatural forces of the night.

Undead vampires lie dormant during the day, retreating to resting places hidden from foes and the sun's searing rays. Roll on or choose a result from the Vampire Resting Places table to inspire a vampire's grim sanctuary.

Vampire Resting Places

1d6	The Vampire's Resting Place Is ...
1	Among the roots of a dead tree.
2	At the bottom of a stagnant pool.
3	A coffin filled with grave dirt.
4	A large pot full of blood or vinegar.
5	A space accessible only by shape-shifting.
6	Within a statue or suit of armor.

Vampire Familiar

Vampire familiars are living people who serve vampires, either willingly or due to coercion by their deathless masters. They channel deathly energy through their weapons, incapacitating unsuspecting targets and leaving their victims as helpless prey for their vampire masters.

Many vampire familiars aspire to eventually become vampires, while others are magically charmed or serve as part of some terrible bargain. In each case, these vampire servants show signs of their vampiric corruption, such as corpse-like complexions, uncanny reflexes, and evidence of their masters' repeated feedings. A vampire familiar loses its supernatural abilities and returns to its original Humanoid state if its vampire master is destroyed.

Vampire Familiar

Medium or Small Humanoid, Neutral Evil

AC 15 **Initiative** +5 (15)
HP 65 (10d8 + 20)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	17	+3	+3	**Dex** 16	+3	+5	**Con** 15	+2	+2
Int	10	+0	+0	**Wis** 10	+0	+2	**Cha** 14	+2	+2

Skills Perception +4, Persuasion +4, Stealth +7
Resistances Necrotic
Immunities Charmed (except from its vampire master)
Gear Daggers (10)
Senses Darkvision 60 ft.; Passive Perception 14
Languages Common plus one other language
CR 3 (XP 700; PB +2)

Traits

Vampiric Connection. While the familiar and its vampire master are on the same plane of existence, the vampire can communicate with the familiar telepathically, and the vampire can perceive through the familiar's senses.

Actions

Multiattack. The familiar makes two Umbral Dagger attacks.

Umbral Dagger. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 7 (3d4) Necrotic damage. If the target is reduced to 0 Hit Points by this attack, the target becomes Stable but has the Poisoned condition for 1 hour. While it has the Poisoned condition, the target has the Paralyzed condition.

Bonus Actions

Deathless Agility. The familiar takes the Dash or Disengage action.

KATERINA LADON

Darling, you are simply delicious ...

—Astarion, vampire spawn

Vampire Spawn

Medium or Small Undead, Neutral Evil

AC 16 **Initiative** +3 (13)
HP 90 (12d8 + 36)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	16	+3	+6	**Con**	16	+3	+3
Int	11	+0	+0	**Wis**	10	+0	+3	**Cha**	12	+1	+1

Skills Perception +3, Stealth +6
Resistances Necrotic
Senses Darkvision 60 ft.; Passive Perception 13
Languages Common plus one other language
CR 5 (XP 1,800; PB +3)

Traits

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

Vampire Weakness. The vampire has these weaknesses:

Forbiddance. The vampire can't enter a residence without an invitation from an occupant.

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

Stake to the Heart. The vampire is destroyed if a weapon that deals Piercing damage is driven into the vampire's heart while the vampire has the Incapacitated condition.

Sunlight. The vampire takes 20 Radiant damage if it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two Claw attacks and uses Bite.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (2d4 + 3) Slashing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 13) from one of two claws.

Bite. *Constitution Saving Throw:* DC 14, one creature within 5 feet that is willing or that has the Grappled, Incapacitated, or Restrained condition. *Failure:* 5 (1d4 + 3) Piercing damage plus 10 (3d6) Necrotic damage. The target's Hit Point maximum decreases by an amount equal to the Necrotic damage taken, and the vampire regains Hit Points equal to that amount.

Bonus Actions

Deathless Agility. The vampire takes the Dash or Disengage action.



Vampire Nightbringer

Vampire Spawn

Vampire spawn are newly created vampires. They have yet to fully master their abilities, and many are consumed by their thirst for blood. Vampire spawn might serve more powerful vampires or pursue their own depraved agendas.

Vampire Nightbringer

Born of necromantic rituals and planes of existence suffused with negative energy, vampire nightbringers manipulate shadows and feed on the raw life force of living creatures.

Vampire

Vampires are terrifying hunters and manipulators. They use their powers to shape-shift and bend other creatures' wills as they terrorize and feed on populations over generations.

CARLO ARELLANO



Vampires prepare for a midnight meal.

Vampire Nightbringer

Medium or Small Undead, Neutral Evil

AC 16 **Initiative** +4 (14)
HP 142 (19d8 + 57)
Speed 30 ft., Fly 30 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	18	+4	+7	**Con**	16	+3	+3
Int	13	+1	+1	**Wis**	14	+2	+5	**Cha**	15	+2	+2

Skills Perception +5, Stealth +7
Immunities Necrotic, Cold; Charmed, Exhaustion, Frightened
Senses Darkvision 120 ft.; Passive Perception 15
Languages Common plus one other language
CR 8 (XP 3,900; PB +3)

Traits

Sunlight Hypersensitivity. The vampire takes 10 Radiant damage if it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes one Bite attack and one Shadow Strike attack.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Piercing damage plus 10 (3d6) Necrotic damage. The target's Hit Point maximum decreases by an amount equal to the Necrotic damage taken, and the vampire regains Hit Points equal to that amount.

Shadow Strike. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Slashing damage plus 14 (4d6) Cold damage.

Bonus Actions

Shadow Stealth. While in Dim Light or Darkness, the vampire takes the Hide action.

Vampire Umbral Lord

Vampire umbral lords embrace their ties to the darkness, devoting themselves to sinister powers in exchange for access to forbidden magic.

Vampire Lairs

Vampires and vampire umbral lords create sanctuaries apart from the living, whether hidden in cosmopolitan cities or sequestered in ruins where they dwelled in life.

The region containing a vampire's lair is warped by its presence, creating the following effects:

Children of the Night. The vampire exerts influence over the animals in its domain. From dusk until dawn, Medium or smaller Beasts have the Charmed condition while within 1 mile of the lair.

Looming Shadows. Shadows within 1 mile of the lair seem to move as if alive. Any creature (excluding the vampire and its allies) that finishes a Short Rest while within 1 mile of the lair must succeed on a DC 15 Wisdom saving throw or gain no benefit from that rest.

Mists. The area within 1 mile of the lair is Lightly Obscured by a persistent, creeping fog. The vampire and any creatures of its choice are unaffected by the fog.

If the vampire dies or moves its lair elsewhere, these effects end immediately.

CARLO ARELLANO, FURY GALLUZZI

Vampire

Medium or Small Undead, Lawful Evil

AC 16 **Initiative** +14 (24)
HP 195 (23d8 + 92)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	18	+4	+9	**Con**	18	+4	+9
Int	17	+3	+3	**Wis**	15	+2	+7	**Cha**	18	+4	+9

Skills Perception +7, Stealth +9
Resistances Necrotic
Senses Darkvision 120 ft.; Passive Perception 17
Languages Common plus two other languages
CR 13 (XP 10,000, or 11,500 in lair; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the vampire fails a saving throw, it can choose to succeed instead.

Misty Escape. If the vampire drops to 0 Hit Points outside its resting place, the vampire uses Shape-Shift to become mist (no action required). If it can't use Shape-Shift, it is destroyed.

While it has 0 Hit Points in mist form, it can't return to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it returns to its vampire form and has the Paralyzed condition until it regains any Hit Points, and it regains 1 Hit Point after spending 1 hour there.

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

Vampire Weakness. The vampire has these weaknesses:

Forbiddance. The vampire can't enter a residence without an invitation from an occupant.

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

Stake to the Heart. If a weapon that deals Piercing damage is driven into the vampire's heart while the vampire has the Incapacitated condition in its resting place, the vampire has the Paralyzed condition until the weapon is removed.

Sunlight. The vampire takes 20 Radiant damage if it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). The vampire makes two Grave Strike attacks and uses Bite.

Grave Strike (Vampire Form Only). *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 8 (1d8 + 4) Bludgeoning damage plus 7 (2d6) Necrotic damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14) from one of two hands.

Bite (Bat or Vampire Form Only). *Constitution Saving Throw:* DC 17, one creature within 5 feet that is willing or that has the Grappled, Incapacitated, or Restrained condition. *Failure:* 6 (1d4 + 4) Piercing damage plus 13 (3d8) Necrotic damage. The target's Hit Point maximum decreases by an amount equal to the Necrotic damage taken, and the vampire regains Hit Points equal to that amount. A Humanoid reduced to 0 Hit Points by this damage and then buried rises the following sunset as a **Vampire Spawn** under the vampire's control.

Bonus Actions

Charm (Recharge 5–6). The vampire casts *Charm Person*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17), and the duration is 24 hours. The Charmed target is a willing recipient of the vampire's Bite, the damage of which doesn't end the spell. When the spell ends, the target is unaware it was Charmed by the vampire.

Shape-Shift. If the vampire isn't in sunlight or running water, it shape-shifts into a Tiny bat (Speed 5 ft., Fly Speed 30 ft.) or a Medium cloud of mist (Speed 5 ft., Fly Speed 20 ft. [hover]), or it returns to its vampire form. Anything it is wearing transforms with it.

While in bat form, the vampire can't speak. Its game statistics, other than its size and Speed, are unchanged.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless and can enter an enemy's space and stop there. If air can pass through a space, the mist can do so, but it can't pass through liquid. It has Resistance to all damage, except the damage it takes from sunlight.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the vampire can expend a use to take one of the following actions. The vampire regains all expended uses at the start of each of its turns.

Beguile. The vampire casts *Command*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 17). The vampire can't take this action again until the start of its next turn.

Deathless Strike. The vampire moves up to half its Speed, and it makes one Grave Strike attack.

Vampire Umbral Lord

Medium or Small Undead, Lawful Evil

AC 16 **Initiative** +14 (24)
HP 187 (22d8 + 88)
Speed 40 ft., Climb 40 ft., Fly 40 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+10	**Dex**	18	+4	+9	**Con**	18	+4	+4
Int	19	+4	+4	**Wis**	16	+3	+8	**Cha**	21	+5	+10

Skills Arcana +9, Perception +13, Stealth +9
Immunities Cold, Necrotic; Charmed, Exhaustion
Senses Blindsight 120 ft.; Passive Perception 23
Languages Common plus three other languages
CR 15 (XP 13,000, or 15,000 in lair; PB +5)

Traits

Legendary Resistance (3/Day, or 4/Day in Lair). If the vampire fails a saving throw, it can choose to succeed instead.

Shadow Escape. If the vampire drops to 0 Hit Points outside its resting place, it teleports into its resting place unless it is in running water or sunlight. If it can't teleport, it is destroyed. Once inside its resting place, it has the Paralyzed condition for 1 hour, after which it regains 1 Hit Point.

Vampire Weakness. The vampire has these weaknesses:

Forbiddance. The vampire can't enter a residence without an invitation from an occupant.

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

Stake to the Heart. If a weapon that deals Piercing damage is driven into the vampire's heart while the vampire has the Incapacitated condition in its resting place, the vampire has the Paralyzed condition until the weapon is removed.

Sunlight. The vampire takes 20 Radiant damage if it starts its turn in sunlight. While in sunlight, it has Disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, using Grave Strike or Sickening Ray in any combination.

Grave Strike. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 9 (1d8 + 5) Slashing damage plus 13 (3d8) Necrotic damage.

Sickening Ray. *Ranged Attack Roll:* +10, range 120 ft. *Hit:* 16 (2d10 + 5) Necrotic damage, and the target has the Poisoned condition until the start of the vampire's next turn.



Hunger of Hadar (Recharge 5–6). The vampire casts *Hunger of Hadar* (level 5 version), requiring no spell components and using Charisma as the spellcasting ability (spell save DC 18).

Bonus Actions

Sanguine Drain. *Constitution Saving Throw:* DC 18, one creature the vampire can see within 30 feet that isn't a Construct or an Undead. *Failure:* 14 (4d6) Necrotic damage. The target's Hit Point maximum decreases by an amount equal to the damage taken, and the vampire regains Hit Points equal to that amount.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the vampire can expend a use to take one of the following actions. The vampire regains all expended uses at the start of each of its turns.

Beguile. The vampire casts *Command*, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 18). The vampire can't take this action again until the start of its next turn.

Umbral Strike. The vampire moves up to half its Speed, and it makes one Grave Strike or Sickening Ray attack.

VIKO MENEZES

Vrock

Demon of Carnage and Ruin

Habitat: Planar (Abyss); **Treasure:** Armaments

Screeching, vulturelike demons, vrocks soar from the Abyss to spread ruin and slaughter. Their filthy feathers carry magical toxins from the Lower Planes, creating a noxious cloud capable of killing those who escape the vrocks' vicious beaks and claws. To further terrorize their foes, vrocks unleash an otherworldly screech so terrible it can halt creatures in their tracks.

Vrock

Large Fiend (Demon), Chaotic Evil

AC 15 **Initiative** +2 (12)
HP 152 (16d10 + 64)
Speed 40 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	15	+2	+5	**Con**	18	+4	+4
Int	8	−1	−1	**Wis**	13	+1	+4	**Cha**	8	−1	+2

Resistances Cold, Fire, Lightning
Immunities Poison; Poisoned
Senses Darkvision 120 ft.; Passive Perception 11
Languages Abyssal; telepathy 120 ft.
CR 6 (XP 2,300; PB +3)

Traits

Demonic Restoration. If the vrock dies outside the Abyss, its body dissolves into ichor, and it gains a new body instantly, reviving with all its Hit Points somewhere in the Abyss.

Magic Resistance. The vrock has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The vrock makes two Shred attacks.

Shred. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage plus 10 (3d6) Poison damage.

Spores (Recharge 6). *Constitution Saving Throw:* DC 15, each creature in a 20-foot Emanation originating from the vrock. *Failure:* The target has the Poisoned condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. While Poisoned, the target takes 5 (1d10) Poison damage at the start of each of its turns. Emptying a flask of Holy Water on the target ends the effect early.

Stunning Screech (1/Day). *Constitution Saving Throw:* DC 15, each creature in a 20-foot Emanation originating from the vrock (demons succeed automatically). *Failure:* 10 (3d6) Thunder damage, and the target has the Stunned condition until the end of the vrock's next turn.



VALERA LUTFULLINA

Warriors

Soldiers and Scrappers

Habitat: Any; **Treasure:** Armaments

Warriors are professionals who make a living through their prowess in battle. They might be skilled in using a variety of tactics or trained to take advantage of unusual battlefields. Warriors often work together, whether in armies or in teams with deliberate goals.

Roll on or choose a result from the Warrior Roles table to inspire the creation of different sorts of warriors.

Warrior Roles

1d10	The Warrior Is ...
1	A bodyguard who protects a noble.
2	A cavalry officer with an unusual steed.
3	A crusader who fights for a divine cause.
4	A duelist who claims to be unbeatable.
5	A gate guard who asks nonsensical questions.
6	A grizzled veteran who trains new recruits.
7	A hunter skilled at slaying specific monsters.
8	A retired general who is weary of battle.
9	A volunteer with a homemade weapon.
10	A young mercenary trying to prove their skill.

Warrior Infantry

Medium or Small Humanoid, Neutral

AC 13 **Initiative** +0 (10)
HP 9 (2d8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	11	+0	+0	**Con**	11	+0	+0
Int	8	−1	−1	**Wis**	11	+0	+0	**Cha**	8	−1	−1

Gear Chain Shirt, Spear
Senses Passive Perception 10
Languages Common
CR 1/8 (XP 25; PB +2)

Traits

Pack Tactics. The warrior has Advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Spear. *Melee or Ranged Attack Roll:* +3, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d6 + 1) Piercing damage.

Warrior Infantry

Warrior infantry might be trainees or rank-and-file troops. They are skilled at contending with commonplace, nonmagical threats.

Warrior Veteran

Warrior veterans have participated in numerous battles and can hold their own against lesser rivals and monsters.

Warrior Commander

Skilled in both combat and leadership, warrior commanders overcome challenges through a combination of martial skill and clever tactics.

> Make way, evil! I'm armed to the teeth and packing a hamster!
>
> —Minsc, hero of Baldur's Gate

Warrior Veteran

Medium or Small Humanoid, Neutral

AC 17 **Initiative** +3 (13)
HP 65 (10d8 + 20)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	13	+1	+1	**Con**	14	+2	+2
Int	10	+0	+0	**Wis**	11	+0	+0	**Cha**	10	+0	+0

Skills Athletics +5, Perception +2
Gear Greatsword, Heavy Crossbow, Splint Armor
Senses Passive Perception 12
Languages Common plus one other language
CR 3 (XP 700; PB +2)

Actions

Multiattack. The warrior makes two Greatsword or Heavy Crossbow attacks.

Greatsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage.

Heavy Crossbow. *Ranged Attack Roll:* +3, range 100/400 ft. *Hit:* 12 (2d10 + 1) Piercing damage.

Reactions

Parry. *Trigger:* The warrior is hit by a melee attack roll while holding a weapon. *Response:* The warrior adds 2 to its AC against that attack, possibly causing it to miss.



An aasimar commander leads warriors charging into battle.

Warrior Commander

Medium or Small Humanoid, Neutral

AC 18 **Initiative** +9 (19)
HP 161 (19d8 + 76)
Speed 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
Str 21	+5	+9	**Dex** 20	+5	+9	**Con** 18	+4	+8
Int 14	+2	+2	**Wis** 16	+3	+7	**Cha** 14	+2	+2

Skills Athletics +9, Insight +7, Perception +7
Gear Greatsword, Longbow, Plate Armor
Senses Passive Perception 17
Languages Common plus one other language
CR 10 (XP 5,900; PB +4)

Actions

Multiattack. The warrior makes three attacks, using Greatsword or Longbow in any combination.

Greatsword. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 19 (4d6 + 5) Slashing damage. The warrior also creates one of the following effects:

Sap. The target has Disadvantage on its next attack roll before the start of the warrior's next turn.

Maneuver. One ally who can see or hear the warrior can take a Reaction to move up to half the ally's Speed without provoking Opportunity Attacks.

Longbow. *Ranged Attack Roll:* +9, range 150/600 ft. *Hit:* 18 (3d8 + 5) Piercing damage, and the target's Speed decreases by 10 feet until the end of the target's next turn.

Bonus Actions

Tactical Charge. The warrior moves up to half its Speed straight toward an enemy it can see without provoking Opportunity Attacks.

Reactions

Counterattack. *Trigger*: The warrior is hit by an attack roll. *Response:* The warrior adds 4 to its AC against that attack, possibly causing it to miss. On a miss, the warrior can make one Greatsword or Longbow attack against the attacker.

BRAM SELS



Water Elemental

Primal Spirit of Waves and Tides

Habitat: Coastal, Planar (Elemental Plane of Water), Swamp, Underwater; **Treasure:** None

Spirits of the Elemental Plane of Water form shapeless liquids into water elementals, aqueous beings with the might of surging waves. Water elementals are as mutable as liquid, allowing them to crash into foes and seep through narrow cracks. They can crush foes with limb-like geysers, or they might flood over creatures, submerging and drowning foes within their whirling forms. Water elementals often appear near nexuses of elemental power, such as aquatic abysses, magical springs, and whirlpools.

Water elementals' shapes are influenced by the liquid bodies in which they form. Roll on or choose a result from the Water Elemental Compositions table to inspire a water elemental's features.

Water Elemental Compositions

1d4	The Water Elemental's Body Features ...
1	Chilling or near-boiling temperatures.
2	Energetic effervescence.
3	Muddy, polluted, or crystal-clear water.
4	Seaweed, tiny fish, or other sea life.

> Water: greatest of the elements in might and form. A tsunami's torrent. A blizzard's claws. A parent's tears. What is not moved by water?
>
> —Kalbari, Mother of Foam, ruler of marids

Water Elemental

Large Elemental, Neutral

AC 14 **Initiative** +2 (12)
HP 114 (12d10 + 48)
Speed 30 ft., Swim 90 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	14	+2	+2	**Con**	18	+4	+4
Int	5	−3	−3	**Wis**	10	+0	+0	**Cha**	8	−1	−1

Resistances Acid, Fire
Immunities Poison; Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 60 ft.; Passive Perception 10
Languages Primordial (Aquan)
CR 5 (XP 1,800; PB +3)

Traits

Freeze. If the elemental takes Cold damage, its Speed decreases by 20 feet until the end of its next turn.

Water Form. The elemental can enter an enemy's space and stop there. It can move through a space as narrow as 1 inch without expending extra movement to do so.

Actions

Multiattack. The elemental makes two Slam attacks.

Slam. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Prone condition.

Whelm (Recharge 4–6). *Strength Saving Throw:* DC 15, each creature in the elemental's space. *Failure:* 22 (4d8 + 4) Bludgeoning damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14). Until the grapple ends, the target has the Restrained condition, is suffocating unless it can breathe water, and takes 9 (2d8) Bludgeoning damage at the start of each of the elemental's turns. The elemental can grapple one Large creature or up to two Medium or smaller creatures at a time with Whelm. As an action, a creature within 5 feet of the elemental can pull a creature out of it by succeeding on a DC 14 Strength (Athletics) check. *Success:* Half damage only.

CHRIS COLD

Water Weird

Servant of Primeval Magic

Habitat: Underdark, Urban; **Treasure:** Any

Serpentine nature spirits, water weirds protect pools, fountains, and magical bodies of water. In the water, these creatures are indistinguishable from the liquid surrounding them. Should their aquatic territory be disturbed, they rise as animate water spouts with vague snake- or dragon-like features. Often their appearance is enough to drive off foes, but if forced to fight, water weirds crush enemies within their fluid coils.

Water weirds might protect a site for generations and learn much about their surroundings. Some gain reputations as oracles and might respond to questions posed to them in Primordial. Since water weirds don't speak, they often communicate using spouts of water or objects submerged in their pools.

> Rule 2: Before you drink from a fountain or pool, toss a copper coin into it. It's a small price to pay for your life.!
>
> —X the Mystic's *Rules of Dungeon Survival*

Water Weird

Large Elemental, Neutral

AC 13 **Initiative** +3 (13)
HP 65 (10d10 + 10)
Speed 5 ft., Swim 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	16	+3	+3	**Con**	13	+1	+1
Int	11	+0	+0	**Wis**	10	+0	+0	**Cha**	10	+0	+0

Resistances Fire
Immunities Poison; Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Blindsight 30 ft.; Passive Perception 10
Languages Understands Primordial but can't speak
CR 3 (XP 700; PB +2)

Traits

Invisible in Water. The water weird has the Invisible condition while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

Actions

Surge. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 13 (3d6 + 3) Cold damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 13), and it has the Restrained condition until the grapple ends.



CRYSTAL SULLY



A WEREBEAR CHASES A WEREBOAR AND WERERAT OUT OF ITS TERRITORY.

Werebear

Changed by the Might of the Bear

Habitat: Arctic, Forest, Hill; **Treasure:** Relics

When threatened or compelled by magic, werebears shape-shift from their humanoid forms into mighty bears or hybrids of those two forms. They scare off or sabotage those who threaten the wilds, and they frequently aid Fey, druids, or spirits of the wilderness, as many owe their magical nature to such forces. Werebears take the shape of bears common to the regions in which they dwell, with brown and polar bear forms being common.

Werebear

Medium or Small Monstrosity (Lycanthrope), Neutral Good

AC 15 **Initiative** +3 (13)
HP 135 (18d8 + 54)
Speed 30 ft., 40 ft. (bear form only), Climb 30 ft. (bear form only)

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	19	+4	+4	**Dex** 10	+0	+0	**Con** 17	+3	+3
Int	11	+0	+0	**Wis** 12	+1	+1	**Cha** 12	+1	+1

Skills Perception +7
Gear Handaxes (4)
Senses Darkvision 60 ft.; Passive Perception 17
Languages Common (can't speak in bear form)
CR 5 (XP 1,800; PB +3)

Actions

Multiattack. The werebear makes two attacks, using Handaxe or Rend in any combination. It can replace one attack with a Bite attack.

Bite (Bear or Hybrid Form Only). *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 17 (2d12 + 4) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 14. *Failure:* The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a **Werebear** under the DM's control and has 10 Hit Points. *Success:* The target is immune to this werebear's curse for 24 hours.

Handaxe (Humanoid or Hybrid Form Only). *Melee or Ranged Attack Roll:* +7, reach 5 ft or range 20/60 ft. *Hit:* 14 (3d6 + 4) Slashing damage.

Rend (Bear or Hybrid Form Only). *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Slashing damage.

Bonus Actions

Shape-Shift. The werebear shape-shifts into a Large bear-humanoid hybrid form or a Large bear, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

SLAWOMIR MANIAK

Wereboar

Changed by the Hunger of the Boar

Habitat: Forest, Grassland, Hill; **Treasure:** Individual

Wereboars shape-shift from their humanoid forms into powerful boars or humanoid-boar hybrids. Many wereboars suffer their shape-shifting nature as a curse, with some involuntarily transforming any time they perform a greedy act or indulge their selfish nature.

Wereboar

Medium or Small Monstrosity (Lycanthrope), Neutral Evil

AC 15 **Initiative** +2 (12)
HP 97 (15d8 + 30)
Speed 30 ft., 40 ft. (boar form only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	10	+0	+0	**Con**	15	+2	+2
Int	10	+0	+0	**Wis**	11	+0	+0	**Cha**	8	−1	−1

Skills Perception +2
Gear Javelins (6)
Senses Passive Perception 12
Languages Common (can't speak in boar form)
CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The wereboar makes two attacks, using Javelin or Tusk in any combination. It can replace one attack with a Gore attack.

Gore (Boar or Hybrid Form Only). *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 12. *Failure:* The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a **Wereboar** under the DM's control and has 10 Hit Points. *Success:* The target is immune to this wereboar's curse for 24 hours.

Javelin (Humanoid or Hybrid Form Only). *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 30/120 ft. *Hit:* 13 (3d6 + 3) Piercing damage.

Tusk (Boar or Hybrid Form Only). *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage. If the target is a Medium or smaller creature and the wereboar moved 20+ feet straight toward it immediately before the hit, the target takes an extra 7 (2d6) Piercing damage and has the Prone condition.

Bonus Actions

Shape-Shift. The wereboar shape-shifts into a Medium boar-humanoid hybrid or a Small boar, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Wererat

Changed by the Deviousness of the Rat

Habitat: Forest, Urban; **Treasure:** Individual

Wererats can shape-shift from their humanoid forms into giant rats or humanoid-rat hybrids. These creatures can transform voluntarily, but some are magically compelled to shape-shift when exposed to complete darkness or during nights of a new moon. Often, wererats' nature results from a divine curse—punishment for their deceitful natures or the crimes of their treacherous families. Wererats frequently work in groups, forming bandit gangs or thieves' guilds.

Wererat

Medium or Small Monstrosity (Lycanthrope), Lawful Evil

AC 13 **Initiative** +3 (13)
HP 60 (11d8 + 11)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	16	+3	+3	**Con**	12	+1	+1
Int	11	+0	+0	**Wis**	10	+0	+0	**Cha**	8	−1	−1

Skills Perception +4, Stealth +5
Gear Hand Crossbow
Senses Darkvision 60 ft.; Passive Perception 14
Languages Common (can't speak in rat form)
CR 2 (XP 450; PB +2)

Actions

Multiattack. The wererat makes two attacks, using Scratch or Hand Crossbow in any combination. It can replace one attack with a Bite attack.

Bite (Rat or Hybrid Form Only). *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (2d4 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 11. *Failure:* The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a **Wererat** under the DM's control and has 10 Hit Points. *Success:* The target is immune to this wererat's curse for 24 hours.

Scratch. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage.

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Attack Roll:* +5, range 30/120 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Bonus Actions

Shape-Shift. The wererat shape-shifts into a Medium rat-humanoid hybrid or a Small rat, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.



Weretiger

Changed by the Power of the Tiger

Habitat: Desert, Forest, Grassland;
Treasure: Armaments

Weretigers shape-shift from humanoid forms into tigers or tiger-humanoid hybrids. Although they can transform at will or when their magical nature demands, many weretigers are nocturnal and transform into their bestial shapes at night. Some weretigers' transformations might also be tied to the crescent moon, seasons, or momentous events. Weretigers often view their abilities as a blessing or a family honor, and they use their shape-shifting abilities to defend something with historic importance. Roll on or choose a result from the Weretiger Wards table to inspire what a weretiger defends.

Weretiger Wards

1d4	The Weretiger Protects A ...
1	Legendary weapon or symbol of rulership.
2	Proving ground for prophesied heroes.
3	Rare species of magical plant or animal.
4	Sacred fountain with magical waters.

> I hunt evil like the great cat hunts its prey, but evil will not long yield to blade alone. It takes strength, honor, and sometimes a little more.
>
> —Delmair Rallyhorn, weretiger

Weretiger

Medium or Small Monstrosity (Lycanthrope), Neutral

AC 12 **Initiative** +2 (12)
HP 120 (16d8 + 48)
Speed 30 ft., 40 ft. (tiger form only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	15	+2	+2	**Con**	16	+3	+3
Int	10	+0	+0	**Wis**	13	+1	+1	**Cha**	11	+0	+0

Skills Perception +5, Stealth +4
Gear Longbow
Senses Darkvision 60 ft.; Passive Perception 15
Languages Common (can't speak in tiger form)
CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The weretiger makes two attacks, using Scratch or Longbow in any combination. It can replace one attack with a Bite attack.

Bite (Tiger or Hybrid Form Only). *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 13. *Failure:* The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a **Weretiger** under the DM's control and has 10 Hit Points. *Success:* The target is immune to this weretiger's curse for 24 hours.

Scratch. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage.

Longbow (Humanoid or Hybrid Form Only). *Ranged Attack Roll:* +4, range 150/600 ft. *Hit:* 11 (2d8 + 2) Piercing damage.

Bonus Actions

Prowl (Tiger or Hybrid Form Only). The weretiger moves up to its Speed without provoking Opportunity Attacks. At the end of this movement, the weretiger can take the Hide action.

Shape-Shift. The weretiger shape-shifts into a Large tiger-humanoid hybrid or a Large tiger, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

ZUZANNA WUZYK

Werewolf

Changed by the Ferocity of the Wolf

Habitat: Forest, Hill; **Treasure:** Any

Werewolves change from their humanoid forms into fierce wolves or wolf-humanoid hybrids. Werewolves can shape-shift voluntarily, but many can't resist transforming during the nights of a full moon.

Werewolf

Medium or Small Monstrosity (Lycanthrope), Chaotic Evil

AC 15 **Initiative** +4 (14)
HP 71 (11d8 + 22)
Speed 30 ft., 40 ft. (wolf form only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	14	+2	+2	**Con**	14	+2	+2
Int	10	+0	+0	**Wis**	11	+0	+0	**Cha**	10	+0	+0

Skills Perception +4, Stealth +4
Gear Longbow
Senses Darkvision 60 ft.; Passive Perception 14
Languages Common (can't speak in wolf form)
CR 3 (XP 700; PB +2)

Traits

Pack Tactics. The werewolf has Advantage on an attack roll against a creature if at least one of the werewolf's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Multiattack. The werewolf makes two attacks, using Scratch or Longbow in any combination. It can replace one attack with a Bite attack.

Bite (Wolf or Hybrid Form Only). *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw:* DC 12. *Failure:* The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a **Werewolf** under the DM's control and has 10 Hit Points. *Success:* The target is immune to this werewolf's curse for 24 hours.

Scratch. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage.

Longbow (Humanoid or Hybrid Form Only). *Ranged Attack Roll:* +4, range 150/600 ft. *Hit:* 11 (2d8 + 2) Piercing damage.

Bonus Actions

Shape-Shift. The werewolf shape-shifts into a Large wolf-humanoid hybrid or a Medium wolf, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.



CRISTI BALANESCU



White Dragons

Dragons of Cold and Cruelty

Habitat: Arctic; **Treasure:** Arcana

Among the most primal chromatic dragons, white dragons prioritize survival over all. Life is harsh and uncertain in the arctic expanses, glacial heights, and frozen seas where these dragons dwell. White dragons fiercely protect their territories, scouring the frigid regions for food and evidence of trespassers. Most white dragons ignore the plots of smaller creatures and other dragons, concerning themselves only with their own survival.

White dragons create lairs to defend themselves from other deadly arctic creatures and from dangerous natural conditions. Within these shelters, white dragons hoard testaments to their superiority, such as monstrous skulls, the gear of defeated rivals, and curiosities that capture their interest. To protect such treasure, white dragons coax ice to form over their hoards or sink their wealth in frigid pools. For white dragons, each piece of treasure embodies a victory—the details of which inflate as these dragons age.

White Dragon Wyrmling

White dragon wyrmlings usually head off on their own soon after hatching. While the cold means little to these creatures, food is scarce in arctic realms, and predators there are merciless. Most white dragon wyrmlings survive by scavenging, hunting opportunistically, and quickly fleeing foes—including other white dragons.

White Dragon Wyrmling

Medium Dragon (Chromatic), Chaotic Evil

AC 16 **Initiative** +2 (12)
HP 32 (5d8 + 10)
Speed 30 ft., Burrow 15 ft., Fly 60 ft., Swim 30 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	14	+2	+2	**Dex** 10	+0	+2	**Con** 14	+2	+2
Int	5	−3	−3	**Wis** 10	+0	+2	**Cha** 11	+0	+0

Skills Perception +4, Stealth +2
Immunities Cold
Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 14
Languages Draconic
CR 2 (450 XP; PB +2)

Traits

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, Difficult Terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage plus 2 (1d4) Cold damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 12, each creature in a 15-foot Cone. *Failure:* 22 (5d8) Cold damage. *Success:* Half damage.

Young White Dragon

Large Dragon (Chromatic), Chaotic Evil

AC 17 **Initiative** +3 (13)
HP 123 (13d10 + 52)
Speed 40 ft., Burrow 20 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	18	+4	+4	**Dex** 10	+0	+3	**Con** 18	+4	+4
Int	6	−2	2	**Wis** 11	+0	+3	**Cha** 12	+1	+1

Skills Perception +6, Stealth +3
Immunities Cold
Senses Blindsight 30 ft., Darkvision 120 ft.; Passive Perception 16
Languages Common, Draconic
CR 6 (2,300 XP; PB +3)

Traits

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, Difficult Terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 9 (2d4 + 4) Slashing damage plus 2 (1d4) Cold damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 15, each creature in a 30-foot Cone. *Failure:* 40 (9d8) Cold damage. *Success:* Half damage.

VANCE KOVACS



An adult white dragon views all creatures in its territory as prey.

Adult White Dragon

Huge Dragon (Chromatic), Chaotic Evil

AC 18 **Initiative** +10 (20)
HP 200 (16d12 + 96)
Speed 40 ft., Burrow 30 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	22	+6	+6	**Dex**	10	+0	+5	**Con**	22	+6	+6
Int	8	–1	–1	**Wis**	12	+1	+6	**Cha**	12	+1	+1

Skills Perception +11, Stealth +5
Immunities Cold
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 21
Languages Common, Draconic
CR 13 (XP 10,000, or 11,500 in lair; PB +5)

Traits

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, Difficult Terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (3/Day, or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +11, reach 10 ft. *Hit:* 13 (2d6 + 6) Slashing damage plus 4 (1d8) Cold damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 19, each creature in a 60-foot Cone. *Failure:* 54 (12d8) Cold damage. *Success:* Half damage.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Freezing Burst. *Constitution Saving Throw:* DC 14, each creature in a 30-foot-radius Sphere centered on a point the dragon can see within 120 feet. *Failure:* 7 (2d6) Cold damage, and the target's Speed is 0 until the end of the target's next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Frightful Presence. The dragon casts *Fear*, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 14). The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

VANCE KOVACS

Young White Dragon

Young white dragons defend their hunting grounds from rivals. In some cases, kobolds and groups of humanoids might offer food and treasure to young white dragons, attempting to keep the dragons satiated and less likely to prey on their communities.

Adult White Dragon

Adult white dragons claim large territories and are often the mightiest predators in those lands. While some lurk in their lairs for months, others regularly soar over their domains. When they spot something moving on the ice, they might swoop down to feed or extort food and offerings from sapient creatures.

Ancient White Dragon

Like arctic storms, ancient white dragons threaten icy realms. They emerge from their frozen lairs to indulge their hungers for food or treasure, menacing other creatures with lethal cold. While they might ignore animals or small groups of polar wanderers, these dragons are quick to challenge other dragons and creatures wielding powerful magic, hoping to add their foes' skulls and magic items to their own hoards.

White Dragon Lairs

White dragons brood in bitterly cold lairs clawed from stone and ice.

The region containing an adult or ancient white dragon's lair is affected by its presence, creating the following effects:

Frigid Cold. The area within 1 mile of the lair is an area of extreme cold. Any water in that area is frigid water. See the *Dungeon Master's Guide* for rules on extreme cold and frigid water.

Glacial Gloom. The area within 1 mile of the lair is Lightly Obscured by chilly fog. Whenever a creature other than the dragon or one of its allies finishes a Long Rest in that area, that creature must succeed on a DC 15 Constitution saving throw or have its Speed reduced by 10 feet for 1 hour.

If the dragon dies or moves its lair elsewhere, these effects end immediately.

Ancient White Dragon

Gargantuan Dragon (Chromatic), Chaotic Evil

AC 20 **Initiative** +12 (22)
HP 333 (18d20 + 144)
Speed 40 ft., Burrow 40 ft., Fly 80 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	26	+8	+8	**Dex**	10	+0	+6	**Con**	26	+8	+8
Int	10	+0	+0	**Wis**	13	+1	+7	**Cha**	14	+4	+4

Skills Perception +13, Stealth +6
Immunities Cold
Senses Blindsight 60 ft., Darkvision 120 ft.; Passive Perception 23
Languages Common, Draconic
CR 20 (XP 25,000, or 33,000 in lair; PB +6)

Traits

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, Difficult Terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Attack Roll:* +14, reach 15 ft. *Hit:* 17 (2d8 + 8) Slashing damage plus 7 (2d6) Cold damage.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 22, each creature in a 90-foot Cone. *Failure:* 63 (14d8) Cold damage. *Success:* Half damage.

Legendary Actions

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Freezing Burst. *Constitution Saving Throw:* DC 20, each creature in a 30-foot-radius Sphere centered on a point the dragon can see within 120 feet. *Failure:* 14 (4d6) Cold damage, and the target's Speed is 0 until the end of the target's next turn. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Frightful Presence. The dragon casts *Fear*, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 18). The dragon can't take this action again until the start of its next turn.

Pounce. The dragon moves up to half its Speed, and it makes one Rend attack.

VANCE KOVACS



An ancient white dragon freezes a ship full of trespassers before they set foot in its territory.



Wight

Life-Leeching Corpse Warrior

Habitat: Desert, Planar (Shadowfell), Swamp, Underdark, Urban; **Treasure:** Armaments

Wights are the withered corpses of relentless warriors whose wickedness sustains them beyond death. Unlike mere zombies, they retain the memories and evil agendas they harbored in life.

After dying and returning from the grave, a wight continues its villainous ways, but it is now driven by a hunger for life. A wight drains living essence through its attacks. Humanoids slain by a wight's life-sapping grip reanimate a day later and serve the wight as obedient zombies.

Wights might return from the dead for a multitude of sinister reasons. Roll on or choose a result from the Wight Motives table to inspire why a wight plagues the living.

Wight Motives

1d8	The Wight Returned from the Dead To ...
1	Challenge anyone who passes near its grave on a certain cursed night.
2	Conquer the land it believes it should rule.
3	Continue the crimes it was executed for.
4	Follow the foul master it served in life.
5	Honor an oath it left unfulfilled in life.
6	Obey the cult or deity that gave it unlife.
7	Prove it was the greatest warrior to ever live.
8	Seek its stolen heart or other treasure.

Wight

Medium Undead, Neutral Evil

AC 14 **Initiative** +4 (14)
HP 82 (11d8 + 33)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	14	+2	+2	**Con**	16	+3	+3
Int	10	+0	+0	**Wis**	13	+1	+1	**Cha**	15	+2	+2

Skills Perception +3, Stealth +4
Resistances Necrotic
Immunities Poison; Exhaustion, Poisoned
Gear Studded Leather Armor
Senses Darkvision 60 ft.; Passive Perception 13
Languages Common plus one other language
CR 3 (XP 700; PB +2)

Traits

Sunlight Sensitivity. While in sunlight, the wight has Disadvantage on ability checks and attack rolls.

Actions

Multiattack. The wight makes two attacks, using Necrotic Sword or Necrotic Bow in any combination. It can replace one attack with a use of Life Drain.

Necrotic Sword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Slashing damage plus 4 (1d8) Necrotic damage.

Necrotic Bow. *Ranged Attack Roll:* +4, range 150/600 ft. *Hit:* 6 (1d8 + 2) Piercing damage plus 4 (1d8) Necrotic damage.

Life Drain. *Constitution Saving Throw:* DC 13, one creature within 5 feet. *Failure:* 6 (1d8 + 2) Necrotic damage, and the target's Hit Point maximum decreases by an amount equal to the damage taken.

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 a time.

VALERA LUTFULLINA



Will-o'-Wisp

Guide on the Path to Doom

Habitat: Forest, Swamp, Urban; **Treasure:** None

From a distance, will-o'-wisps look like lanterns bobbing in the dark. Through the windows of abandoned structures or around the bends of treacherous paths, these spirits tempt the curious into peril. Once their prey is vulnerable, will-o'-wisps feed on the life force of those they lay low.

Roll on or choose a result from the Will-o'-Wisp Ambushes table to inspire how a will-o'-wisp imperils its victims.

Will-o'-Wisp Ambushes

1d6	The Will-o'-Wisp Tempts Victims Into ...
1	An abandoned structure ready to collapse.
2	An ambush by hungry ghouls or vampires.
3	A dreaded ruin that curses those who enter.
4	The lair of a predator, like a bear or wyvern.
5	Patches of brown mold* or green slime.*
6	Quicksand* or pools covered in thin ice.*

*See the *Dungeon Master's Guide*.

Will-o'-Wisp

Tiny Undead, Chaotic Evil

AC 19 **Initiative** +9 (19)
HP 27 (11d4)
Speed 5 ft., Fly 50 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	1	−5	−5	**Dex**	28	+9	+9	**Con**	10	+0	+0
Int	13	+1	+1	**Wis**	14	+2	+2	**Cha**	11	+0	+0

Resistances Acid, Bludgeoning, Cold, Fire, Necrotic, Piercing, Slashing
Immunities Lightning, Poison; Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 120 ft.; Passive Perception 12
Languages Common plus one other language
CR 2 (XP 450; PB +2)

Traits

Ephemeral. The wisp can't wear or carry anything.

Illumination. The wisp sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

Incorporeal Movement. The 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.

Actions

Shock. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 11 (2d8 + 2) Lightning damage.

Bonus Actions

Consume Life. *Constitution Saving Throw:* DC 10, one living creature the wisp can see within 5 feet that has 0 Hit Points. *Failure:* The target dies, and the wisp regains 10 (3d6) Hit Points.

Vanish. The wisp and its light have the Invisible condition until the wisp's Concentration ends on this effect, which ends early immediately after the wisp makes an attack roll or uses Consume Life.

VICKI PANGESTU



Winter Wolf

Coldhearted Pack Hunter

Habitat: Arctic; **Treasure:** None

Winter wolves are horse-size, supernatural predators that prowl frigid wildernesses in deadly packs. With their great size and chilling breath, winter wolves pursue megafauna, arctic travelers, and any other creatures they catch on the tundra.

Winter wolves are more intelligent than natural wolves and can speak. Most are predominantly concerned with their next meal, and while they might converse with other creatures in exchange for food, few concern themselves with long-term bargains or keeping their word unless they have something to gain. Winter wolves often hunt alongside frost giants that indulge them with frequent hunts and reliable meals.

> Snowdrifts, driving hail, and wind fierce enough to strip the hairless skin off your bones—you lot have been through it all. But good news, there's a town full of warm hearths right over this rise.
>
> You'll never reach it, but at least your last thoughts will be warm.
>
> —Koran, winter wolf

Winter Wolf

Large Monstrosity, Neutral Evil

AC 13 **Initiative** +1 (11)
HP 75 (10d10 + 20)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	13	+1	+1	**Con**	14	+2	+2
Int	7	−2	−2	**Wis**	12	+1	+1	**Cha**	8	−1	−1

Skills Perception +5, Stealth +5
Immunities Cold
Senses Passive Perception 15
Languages Common, Giant
CR 3 (XP 700; PB +2)

Traits

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 doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage. If the target is a Large or smaller creature, it has the Prone condition.

Cold Breath (Recharge 5–6). *Constitution Saving Throw:* DC 12, each creature in a 15-foot Cone. *Failure:* 18 (4d8) Cold damage. *Success:* Half damage.

JONATHAN KUO



Worgs

Malicious Lupine Ravagers

Habitat: Forest, Grassland, Hill, Planar (Feywild);
Treasure: None

Sometimes mistaken at first for giant wolves, worgs are vicious hunters. These sapient predators can speak and often taunt their prey, enjoying the taste of fear in their meals.

Worg

Packs of worgs roam harsh frontiers and cursed lands. They sometimes conspire with goblinoids and gnolls and might serve them as mounts.

Dire Worg

Dire worgs are larger than common worgs and possess a supernaturally terrifying howl. They frequently hunt alongside ettins, ogres, and trolls.

DAREN BADER

Worg

Large Fey, Neutral Evil

AC 13 **Initiative** +1 (11)
HP 26 (4d10 + 4)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	13	+1	+1	**Con**	13	+1	+1
Int	7	−2	−2	**Wis**	11	+0	+0	**Cha**	8	−1	−1

Skills Perception +4
Senses Darkvision 60 ft.; Passive Perception 14
Languages Goblin, Worg
CR 1/2 (XP 100; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage, and the next attack roll made against the target before the start of the worg's next turn has Advantage.

Dire Worg

Huge Fey, Neutral Evil

AC 16 **Initiative** +2 (12)
HP 147 (14d12 + 56)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	22	+6	+6	**Dex**	14	+2	+6	**Con**	18	+4	+4
Int	7	−2	−2	**Wis**	16	+3	+7	**Cha**	8	−1	−1

Skills Perception +11
Senses Darkvision 120 ft.; Passive Perception 21
Languages Goblin, Sylvan, Worg
CR 10 (XP 5,900; PB +4)

Traits

Magic Resistance. The worg has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The worg makes three Bite attacks.

Bite. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 15 (2d8 + 6) Piercing damage plus 7 (2d6) Poison damage, and the target has the Poisoned condition until the start of the worg's next turn. While Poisoned, the target can't regain Hit Points.

Dreadful Howl (Recharge 5–6). *Wisdom Saving Throw:* DC 16, each creature within 30 feet that isn't a worg. *Failure:* 36 (8d8) Psychic damage, and the target has the Frightened condition until the start of the worg's next turn. *Success:* Half damage only.

Bonus Actions

Warp Step. The worg teleports, along with a willing creature of its choice within 5 feet of it, up to 30 feet to an unoccupied space it can see.



Wraith

Essence of Evil

Habitat: Planar (Shadowfell), Underdark; **Treasure:** None

Wraiths are spectral evils, life-hungry embodiments of malice and terror. Arising from the souls of tyrants, moments of catastrophic pain, or magical blasphemies, wraiths spread suffering and the torment of undeath. Humanoids that die near a wraith might be entrapped by the foul spirit and rise as specters bound to the wraith's sinister will.

Wraiths lurk in forgotten dungeons, accursed ruins, or lands influenced by sinister planes of existence. Such haunted domains might bear hints of the tragedies or foul magic that brought the wraiths into being.

Wraiths might arise from a single powerfully evil soul or other baleful forces. Roll on or choose a result from the Wraith Manifestations table to inspire the wickedness a wraith embodies.

Wraith Manifestations

1d10	The Wraith Embodies ...
1	The blasphemous magic of a cursed location.
2	The exorcised evil of a redeemed villain.
3	A legendary villain who returns once a century.
4	Locals' fear of a superstition or legend.
5	The memory of a tragedy.
6	A profane idea or foul piece of lore.
7	The torment of one or more suffering souls.
8	The viciousness of a profane Artifact.
9	The vile dreams of a slumbering god.
10	The voracity of a life-hungry realm, such as the Shadowfell or Negative Plane.

Wraith

Medium or Small Undead, Neutral Evil

AC 13 **Initiative** +3 (13)
HP *67 (9d8 + 27)*
Speed 5 ft., Fly 60 ft. (hover)

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	6	−2	−2	**Dex** 16	+3	+3	**Con** 16	+3	+3
Int	12	+1	+1	**Wis** 14	+2	+2	**Cha** 15	+2	+2

Resistances Acid, Bludgeoning, Cold, Fire, Piercing, Slashing
Immunities Necrotic, Poison; Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 60 ft.; Passive Perception 12
Languages Common plus two other languages
CR 5 (XP 1,800; PB +3)

Traits

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 ability checks and attack rolls.

Actions

Life Drain. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 21 (4d8 + 3) Necrotic damage. If the target is a creature, its Hit Point maximum decreases by an amount equal to the damage taken.

Create Specter. The wraith targets a Humanoid corpse within 10 feet of itself that has been dead for no longer than 1 minute. 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 a time.

ALEX BROCK



FURY GALLUZZI

Wyvern

Draconic Hunter with a Venomous Sting

Habitat: Hill, Mountain; **Treasure:** Any

Opportunistic predators, wyverns are draconic ambushers that strike from above. These territorial hunters attack with their fangs and stinger-tipped tails. Wyvern stingers drip with deadly venom, a painful toxin feared by monster hunters and coveted by alchemists.

Wyverns are aggressive and claim sizable territories around the mountains, crags, and ruins where they dwell. Despite their considerable strength, they're opportunistic hunters that target unwitting livestock and groups of encamped travelers. Wyverns usually land only to finish off creatures they've weakened with their poison and strafing attacks. Creatures that fight back or take flight might deter wyverns, convincing them to search for easier prey.

Once wyverns overpower a quarry, they carry it to their cavernous lairs to either consume it in safety or trap it to eat later. Most wyverns don't hoard treasure, but their lairs are littered with the possessions of past victims. It isn't uncommon for wyverns to carry off chests, carts, or small boats along with their prey.

Wyvern

Large Dragon, Unaligned

AC 14 **Initiative** +0 (10)
HP 127 (15d10 + 45)
Speed 30 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	10	+0	+0	**Con**	16	+3	+3
Int	5	−3	−3	**Wis**	12	+1	+1	**Cha**	6	−2	−2

Skills Perception +4
Senses Darkvision 120 ft.; Passive Perception 14
Languages None
CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The wyvern makes one Bite attack and one Sting attack.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Piercing damage.

Sting. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 11 (2d6 + 4) Piercing damage plus 24 (7d6) Poison damage, and the target has the Poisoned condition until the start of the wyvern's next turn.



Xorn

Treasure-Devouring Glutton

Habitat: Underdark, Planar (Elemental Plane of Earth); **Treasure:** Any

On the Elemental Plane of Earth, xorn roam in search of meals they consider delicacies: gems, crystals, and veins of precious metals. For xorn, the Elemental Plane of Earth presents an endless buffet. Those that find their way to the Material Plane discover that most worlds are culinary wastelands. These xorn scour subterranean depths, consuming whatever sparse gems and ores they find. This might bring them into conflict with miners or others who hide their treasures underground.

Xorn have three eyes, three arms, and three legs arranged around their trilaterally symmetrical frames. At the top of their bodies is a toothy maw that's equally capable of crushing minerals and dangerous creatures. Xorn move through the earth magically, leaving no tunnel or sign of their passage.

Rapt gourmands, xorn focus on their next meals. They care little for living creatures and avoid harming them when possible. They know others also covet the earth's treasures, and they're not above bargaining for their meals. Xorn might share their knowledge of the Underdark in exchange for snacks of gems, coins, or magical metals. If starving or angered, xorn might try to forcibly take their meals.

Roll on or choose a result from the Xorn Delicacies table to inspire a xorn's favorite fare.

Xorn Delicacies

1d8	The Xorn Craves ...
1	Adamantine or mithral.
2	Coins minted by a long-dead empire.
3	Fossils or petrified wood.
4	A gem that's part of a magic item.
5	The keystone of a great arch or bridge.
6	Parts of a galeb duhr or stone golem.
7	A piece of a meteor or moon.
8	The stone crowning a mountain peak.

Xorn

Medium Elemental, Neutral

AC 19 **Initiative** +0 (10)
HP 84 (8d8 + 48)
Speed 20 ft., Burrow 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	10	+0	+0	**Con**	22	+6	+6
Int	11	+0	+0	**Wis**	10	+0	+0	**Cha**	11	+0	+0

Skills Perception +6, Stealth +6
Immunities Poison; Paralyzed, Petrified, Poisoned
Senses Darkvision 60 ft., Tremorsense 60 ft.; Passive Perception 16
Languages Primordial (Terran)
CR 5 (XP 1,800; PB +3)

Traits

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Treasure Sense. The xorn can pinpoint the location of precious metals and stones within 60 feet of itself.

Actions

Multiattack. The xorn makes one Bite attack and three Claw attacks.

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 17 (4d6 + 3) Piercing damage.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d10 + 3) Slashing damage.

Bonus Actions

Charge. The xorn moves up to its Speed or Burrow Speed straight toward an enemy it can sense.

ALEXANDRE HONORE



RICHARD LUONG

Yetis

Chilling Stalkers of the Frozen Wilds

Habitat: Arctic; **Treasure:** Any

Across alpine extremes and frozen frontiers, yetis hunt those that trespass in their territories. Reclusive and merciless, they resemble giant apes with pale fur and ram-like horns. Yetis easily blend in with snow and icy cliffs, revealing themselves with blood-chilling howls just before striking with their icy claws. In addition to their physical might, yetis can chill creatures with a look, freezing their foes in place, and they can conjure ice and hurl it at foes.

Due to yetis' elusiveness, folktales about yetis are more common than sightings. Whether a distant scream is the howl of an enraged yeti or just the wind, few can be certain. Nevertheless, many mountainous settlements burn bonfires to ward off yetis, taking advantage of these brutes' aversion to fire.

Yeti

Yetis hunt alone or in small family groups. They avoid the settlements of other creatures but lurk near paths frequented by traders and herders to pick off unsuspecting prey. Yetis make their homes in icy caves near frozen peaks and at extremes where few dare travel.

Abominable Yeti

Giants even among their own intimidating kind, abominable yetis are stronger and bloodthirstier than their kin. They claim whole regions as their hunting grounds, and they might track trespassers for days. On sighting prey, abominable yetis fling boulders of ice and snow before closing to finish foes. In addition to their icy claws and gaze, they can exhale a blast of arctic cold.

Abominable yetis dwell in frigid ruins or the deserted lairs of other monsters atop infamous peaks.

Yeti

Large Monstrosity, Chaotic Evil

AC 12 **Initiative** +1 (11)
HP 51 (6d10 + 18)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	13	+1	+1	**Con**	16	+3	+3
Int	8	−1	−1	**Wis**	12	+1	+1	**Cha**	7	−2	−2

Skills Perception +5, Stealth +5
Immunities Cold
Senses Darkvision 60 ft.; Passive Perception 15
Languages Yeti
CR 3 (XP 700; PB +2)

Traits

Fear of Fire. If the yeti takes Fire damage, it has Disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

Multiattack. The yeti can use its Chilling Gaze and makes two attacks, using Claw or Ice Throw in any combination.

Claw. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 7 (1d6 + 4) Slashing damage plus 3 (1d6) Cold damage.

Ice Throw. *Ranged Attack Roll:* +6, range 30/120 ft. *Hit:* 6 (1d4 + 4) Bludgeoning damage plus 2 (1d4) Cold damage.

Chilling Gaze. *Constitution Saving Throw:* DC 13, one creature the yeti can see within 30 feet. *Failure:* 5 (2d4) Cold damage, and the target has the Paralyzed condition until the start of the yeti's next turn unless the target has Immunity to Cold damage. *Success:* The target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.



Abominable Yeti

Huge Monstrosity, Chaotic Evil

AC 15 **Initiative** +4 (14)
HP 137 (11d12 + 66)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	24	+7	+7	**Dex**	10	+0	+0	**Con**	22	+6	+6
Int	9	−1	−1	**Wis**	13	+1	+1	**Cha**	9	−1	−1

Skills Perception +9, Stealth +8
Immunities Cold
Senses Darkvision 60 ft.; Passive Perception 19
Languages Yeti
CR 9 (XP 5,000; PB +4)

Traits

Fear of Fire. If the yeti takes Fire damage, it has Disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

Multiattack. The yeti can use its Chilling Gaze and makes two attacks, using Claw or Ice Throw in any combination.

Claw. *Melee Attack Roll:* +11, reach 5 ft. *Hit:* 14 (2d6 + 7) Slashing damage plus 7 (2d6) Cold damage.

> In the yeti, I find no kinship, no understanding, no mercy. Theirs is not the might of the mountain or the magic of glacial wonders. Theirs is a world where harmony lies murdered and frozen.
>
> —Kelesta Hawke of the Emerald Enclave

Ice Throw. *Ranged Attack Roll:* +11, range 60/240 ft. *Hit:* 12 (2d4 + 7) Bludgeoning damage plus 7 (2d6) Cold damage.

Chilling Gaze. *Constitution Saving Throw:* DC 18, one creature the yeti can see within 30 feet. *Failure:* 21 (6d6) Cold damage, and the target has the Paralyzed condition until the start of the yeti's next turn unless the target has Immunity to Cold damage. *Success:* The target is immune to this yeti's Chilling Gaze for 1 hour.

Cold Breath (Recharge 6). *Constitution Saving Throw:* DC 18, each creature in a 30-foot Cone. *Failure:* 45 (10d8) Cold damage. *Success:* Half damage.

RICHARD LUONG



SEAN MURRAY

Yochlol

Demon of Depraved Will

Habitat: Planar (Abyss); **Treasure:** None

Yochlols embody the pernicious will and infectious philosophies of the Abyss. In their rarely seen true forms, these noxious manipulators appear as ever-shifting masses of dripping tentacles and toxic flesh crowned by a single baleful eye. More often, though, yochlols take the form of spiders or zealous cultists. They use manipulative magic and dangerous rhetoric to spread demonic cults, corrupt the righteous, and further the plots of their fiendish overlords. They relish coercing the unwitting into furthering demonic plots and turning mortals against one another.

Most yochlols serve Lolth. The Demon Queen of Spiders claims all yochlols as minions and orders any yochlols that disagree destroyed. In rare cases, yochlols might serve other demon lords, particularly manipulative or changeable ones like Graz'zt, Juiblex, and Zuggtmoy.

Despite their service to demon lords, yochlols harbor their own vicious whims and ambitions. They might claim to speak for their overlords to further their own ambitions or seek to reveal rivals' selfish goals to gain standing with their demonic masters.

Yochlol

Medium Fiend (Demon), Chaotic Evil

AC 15 **Initiative** +8 (18)
HP 153 (18d8 + 72)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	19	+4	+8	**Con**	18	+4	+4
Int	13	+1	+5	**Wis**	15	+2	+6	**Cha**	17	+3	+7

Skills Deception +11, Insight +6
Resistances Cold, Fire, Lightning
Immunities Poison; Poisoned
Senses Darkvision 120 ft.; Passive Perception 12
Languages Abyssal, Elvish, Undercommon
CR 10 (XP 5,900; PB +4)

Traits

Demonic Restoration. If the yochlol dies outside the Abyss, its body dissolves, and it gains a new body instantly, reviving with all its Hit Points in the Abyss.

Magic Resistance. The yochlol has Advantage on saving throws against spells and other magical effects.

Spider Climb. The yochlol can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The yochlol ignores movement restrictions caused by webs.

Actions

Multiattack. The yochlol makes two Caustic Lash attacks, and it can use Spellcasting to cast *Web* or *Dominate Person* if available.

Caustic Lash. *Melee or Ranged Attack Roll:* +8, reach 10 ft. or range 120 ft. *Hit:* 25 (6d6 + 4) Acid damage.

Spellcasting. The yochlol casts one of the following spells, requiring no Material components and using Charisma as the spellcasting ability (spell save DC 15):

At Will: *Detect Thoughts*, *Gaseous Form* (self only), *Web*
1/Day: *Dominate Person*

Bonus Actions

Shape-Shift. The yochlol shape-shifts into a Medium Humanoid or a Medium spider or back into its true form. Its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Reactions

Toxic Escape. *Trigger:* The yochlol is hit by an attack roll. *Response:* The yochlol halves the attack's damage to itself (round down), and it teleports to an unoccupied space it can see within 30 feet of itself. *Constitution Saving Throw:* DC 15, each creature within 5 feet of the yochlol's destination space. *Failure*: The target has the Poisoned condition until the end of its next turn. While Poisoned, it has the Incapacitated condition.

Yuan-ti

Power-Hungry Serpentine Conspirators

Habitat: Desert, Forest, Swamp, Urban; **Treasure:** Relics

Exploiting pacts with sinister supernatural forces, yuan-ti bargain away their humanity for the lethality and predatory deviousness of serpents. From hidden bastions, they manipulate rulers and the wealthy, seeking to control the world. Many yuan-ti possess venomous magic, which often manifests as fangs or striking serpents.

Yuan-ti have humanlike forms with a variety of horrifying serpentine transformations. Some have a scattering of reptilian scales, while others are giants that are more snake than human. Typically, the more snakelike yuan-ti are, the greater esteem they hold among their kind.

Yuan-ti might gain their reptilian features through dangerous supernatural rites. Roll on or choose a result from the Yuan-ti Transformations table to inspire how yuan-ti obtain their serpentine aspects.

Yuan-ti Transformations

1d6	A Yuan-ti Gained Its Snake Features From ...
1	Bargaining parts of its soul to a pantheon of serpentine demigods.
2	A curse laid on its people in the distant past.
3	The dream-venom of Merrshaulk, a slumbering snake god.
4	Experiments by spirit nagas or other yuan-ti.
5	A ritual involving the skin of a fiendish snake.
6	Trials to excise its "weak" human parts.

Yuan-ti Infiltrator

Infiltrators can pass as human, their serpentine features limited to scaly skin, forked tongues, and other minor or internal transformations. These spies insinuate themselves among their rivals, manipulating others and making foes vulnerable to the plots of more powerful yuan-ti.

Yuan-ti Malisons

Malisons exhibit snakelike features that make them deadly in combat. Three general types exist:

Type 1. These malisons have human bodies and the heads of giant, venomous snakes.

Type 2. These malisons have human bodies, but they've replaced their arms with snakes.

Type 3. These malisons are human from the waist up, but below that extend the coils of a giant snake.



Yuan-ti Infiltrators

Yuan-ti Infiltrator

Medium Monstrosity, Neutral Evil

AC 11 **Initiative** +1 (11)
HP 40 (9d8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	12	+1	+1	**Con**	11	+0	+0
Int	13	+1	+1	**Wis**	14	+2	+2	**Cha**	12	+1	+1

Skills Deception +5, Perception +4, Stealth +3
Immunities Poison; Poisoned
Senses Darkvision 60 ft.; Passive Perception 14
Languages Abyssal, Common, Draconic
CR 1 (XP 200; PB +2)

Traits

Magic Resistance. The yuan-ti has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The yuan-ti makes two Scimitar attacks.

Scimitar. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Slashing damage.

Poison Ray. *Ranged Attack Roll:* +4, range 120 ft. *Hit:* 9 (2d6 + 2) Poison damage.

Spellcasting. The yuan-ti casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 12):

At Will: *Animal Friendship* (snakes only)
2/Day: *Suggestion*

BRIAN VALENZUELA



Yuan-ti Malison Type 1 (Left) and Type 2 (Right)

Yuan-ti Malison (Type 1)

Medium Monstrosity, Neutral Evil

AC 12 **Initiative** +2 (12)
HP 66 (12d8 + 12)
Speed 30 ft., Climb 30 ft. (snake form only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	14	+2	+2	**Con**	13	+1	+1
Int	14	+2	+2	**Wis**	16	+3	+3	**Cha**	12	+1	+1

Skills Stealth +4 (+6 while in snake form)
Immunities Poison; Poisoned
Senses Darkvision 60 ft.; Passive Perception 13
Languages Abyssal, Common, Draconic
CR 3 (XP 700; PB +2)

Traits

Magic Resistance. The yuan-ti has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The yuan-ti makes two attacks, using Bite or Poison Ray in any combination, and it can use Spellcasting to cast *Suggestion* if available.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 7 (2d6) Poison damage.

Poison Ray (Yuan-ti Form Only). *Ranged Attack Roll:* +5, range 120 ft. *Hit:* 12 (2d8 + 3) Poison damage.

Spellcasting (Yuan-ti Form Only). The yuan-ti casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 13):

At Will: *Animal Friendship* (snakes only)
2/Day: *Suggestion*

Bonus Actions

Shape-Shift. The yuan-ti shape-shifts into a Medium snake or returns to its true form. If it dies, it stays in its current form. The yuan-ti's game statistics are the same in each form, except where noted. Any equipment it is wearing or carrying isn't transformed.

Yuan-ti Malison (Type 2)

Medium Monstrosity, Neutral Evil

AC 12 **Initiative** +2 (12)
HP 66 (12d8 + 12)
Speed 30 ft., Climb 30 ft. (snake form only)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	14	+2	+2	**Con**	13	+1	+1
Int	14	+2	+2	**Wis**	16	+3	+3	**Cha**	12	+1	+1

Skills Stealth +4 (+6 while in snake form)
Immunities Poison; Poisoned
Senses Darkvision 60 ft.; Passive Perception 13
Languages Abyssal, Common, Draconic
CR 3 (XP 700; PB +2)

Traits

Magic Resistance. The yuan-ti has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The yuan-ti makes two Bite attacks, and it can use Spellcasting to cast *Suggestion* if available.

Bite. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 7 (1d8 + 3) Piercing damage plus 7 (2d6) Poison damage.

Spellcasting (Yuan-ti Form Only). The yuan-ti casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 13):

At Will: *Animal Friendship* (snakes only)
2/Day: *Suggestion*

Bonus Actions

Shape-Shift. The yuan-ti shape-shifts into a Medium snake or returns to its true form. If it dies, it stays in its current form. The yuan-ti's game statistics are the same in each form, except where noted. Any equipment it is wearing or carrying isn't transformed.

BRIAN VALENZUELA



Malisons possesses deadly venom, which some manipulate into magical strikes. They can also shape-shift into snakes, helping them to position themselves for surprise attacks or to slither away with nary a trace.

Yuan-ti Abomination

Yuan-ti abominations have traded away nearly all evidence of their humanity, coming to resemble giant, upright serpents with scaly arms and hands. In battle, they relish opportunities to crush foes in their powerful coils or strike with their venomous fangs. These abominations can also shape-shift into snakes. In these forms, abominations are indistinguishable from normal serpents.

The true threat of yuan-ti abominations stems not from their physical might but from their cunning. These masterminds often lead cultlike cells of other yuan-ti and direct them in enacting elaborate conspiracies. Abominations avoid jeopardizing themselves, typically scheming from hidden bastions where they're protected by yuan-ti and serpent guardians. These coldhearted leaders have a unique understanding of the supernatural forces that grant yuan-ti their powers, and they usually have insidious magical traps and contingencies at their disposal.

> Great magic, twisted and corrupted ... Malice beyond reckoning ... Flesh reshaped, becoming serpentine horrors ...
>
> —Last Message of Sorril Venil, explorer of the Labyrinth of Madness

Yuan-ti Malison (Type 3)

Medium Monstrosity, Neutral Evil

AC 12 **Initiative** +2 (12)
HP 66 (12d8 + 12)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	14	+2	+2	**Con**	13	+1	+1
Int	14	+2	+2	**Wis**	16	+3	+3	**Cha**	12	+1	+1

Skills Stealth +4 (+6 while in snake form)
Immunities Poison; Poisoned
Senses Darkvision 60 ft.; Passive Perception 13
Languages Abyssal, Common, Draconic
CR 3 (XP 700; PB +2)

Traits

Magic Resistance. The yuan-ti has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The yuan-ti makes two Poison Burst attacks, and it can use Spellcasting to cast *Suggestion* if available.

Poison Burst (Yuan-ti Form Only). *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 120 ft. *Hit:* 12 (2d8 + 3) Poison damage.

Constrict. *Strength Saving Throw:* DC 13, one Medium or smaller creature within 5 feet. *Failure:* 21 (4d8 + 3) Bludgeoning damage. The target has the Grappled condition (escape DC 13), and it has the Restrained condition until the grapple ends.

Spellcasting (Yuan-ti Form Only). The yuan-ti casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 13):

At Will: *Animal Friendship* (snakes only)
2/Day: *Suggestion*

Bonus Actions

Shape-Shift. The yuan-ti shape-shifts into a Medium snake or returns to its true form. If it dies, it stays in its current form. The yuan-ti's game statistics are the same in each form, except where noted. Any equipment it is wearing or carrying isn't transformed.

BRIAN VALENZUELA

Yuan-ti Abomination

Large Monstrosity, Neutral Evil

AC 15 **Initiative** +6 (16)
HP 127 (15d10 + 45)
Speed 40 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	16	+3	+3	**Con**	17	+3	+3
Int	17	+3	+3	**Wis**	18	+4	+4	**Cha**	15	+2	+2

Skills Perception +7, Stealth +6
Immunities Poison; Poisoned
Senses Darkvision 60 ft.; Passive Perception 17
Languages Abyssal, Common, Draconic
CR 7 (XP 2,900; PB +3)

Traits

Magic Resistance. The yuan-ti has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The yuan-ti makes two Bite attacks, and it can use Spellcasting to cast *Suggestion* if available.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) Piercing damage plus 10 (3d6) Poison damage.

Constrict. *Strength Saving Throw:* DC 15, one Large or smaller creature within 5 feet. *Failure:* 28 (7d6 + 4) Bludgeoning damage. The target has the Grappled condition (escape DC 14), and it has the Restrained condition until the grapple ends. *Success:* Half damage only.

Poison Spray (Recharge 5–6). *Constitution Saving Throw:* DC 14, each creature in a 30-foot Cone. *Failure:* 21 (6d6) Poison damage, and the target has the Poisoned condition until the end of the yuan-ti's next turn. While Poisoned, the target has the Blinded condition. *Success:* Half damage only.

Spellcasting (Yuan-ti Form Only). The yuan-ti casts one of the following spells, requiring no Material components and using Wisdom as the spellcasting ability (spell save DC 15):

At Will: *Animal Friendship* (snakes only)
3/Day: *Suggestion*

Bonus Actions

Shape-Shift. The yuan-ti shape-shifts into a Large snake or returns to its true form. If it dies, it stays in its current form. The yuan-ti's game statistics are the same in each form, except where noted. Any equipment it is wearing or carrying isn't transformed.



Yuan-ti Abomination

BRIAN VALENZUELA

Zombies

Relentless Reanimated Corpses

Habitat: Planar (Shadowfell), Underdark, Urban;
Treasure: None

Zombies are unthinking, reanimated corpses, often gruesomely marred by decay and lethal traumas. They serve whatever supernatural force animates them—typically evil necromancers or fiendish spirits. Zombies are relentless, merciless, and resilient, and their dead flesh can carry on even after suffering grievous wounds. While they can follow simple orders, they rely on primal drives rather than thought. They fulfill commands by working tirelessly or battering through foes, but they are easily stymied by barriers or unexpected circumstances.

Zombies are usually created from Humanoid corpses, but the remains of other creatures can also become zombies. Such monstrous zombies might possess the strength they had in life or a measure of their supernatural abilities, but they employ such abilities haphazardly at best.

Zombie

Humanoid zombies usually serve as guardians, servants, or soldiers for evil magic-users. In rare cases, foul magic might result in widespread reanimation of the dead, unleashing hordes of zombies to terrorize the living.

Ogre Zombie

Ogre zombies serve as tireless labor and undying weapons of war. These massive zombies possess the size and strength to break through barriers that repel smaller zombies.

Beholder Zombie

Zombies animated from the corpses of beholders retain some use of those monsters' magical eyestalks. These hovering corpses rely on their magic to destroy impediments and paralyze foes, allowing them to savage foes with their rotting maws.

Magic-using beholders typically raise these abominations from the corpses of defeated rivals.

> Then, by a spectacular crack of lightning, the figures came into view, moving slowly toward the village. Over driving winds a voice cried out, "The dead come for Marais d'Tarascon! An army of the walking dead!"
>
> —Account of the Night of the Walking Dead

Zombie

Medium Undead, Neutral Evil

AC 8 **Initiative** −2 (8)
HP 15 (2d8 + 6)
Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	6	−2	−2	**Con**	16	+3	+3
Int	3	−4	−4	**Wis**	6	−2	+0	**Cha**	5	−3	−3

Immunities Poison; Exhaustion, Poisoned
Senses Darkvision 60 ft.; Passive Perception 8
Languages Understands Common plus one other language but can't speak
CR 1/4 (XP 50; PB +2)

Traits

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

Actions

Slam. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) Bludgeoning damage.

Ogre Zombie

Large Undead, Neutral Evil

AC 8 **Initiative** −2 (8)
HP 85 (9d10 + 36)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	6	−2	−2	**Con**	18	+4	+4
Int	3	−4	−4	**Wis**	6	−2	+0	**Cha**	5	−3	−3

Immunities Poison; Exhaustion, Poisoned
Senses Darkvision 60 ft.; Passive Perception 8
Languages Understands Common and Giant but can't speak
CR 2 (XP 450; PB +2)

Traits

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

Actions

Slam. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 13 (2d8 + 4) Bludgeoning damage.



A TIEFLING TRIES TO HIDE IN THE MIDST OF A ZOMBIE HORDE.

Beholder Zombie

Large Undead, Neutral Evil

AC 15 **Initiative** –1 (9)
HP 93 (11d10 + 33)
Speed 5 ft., Fly 20 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	8	–1	–1	**Con**	16	+3	+3
Int	3	–4	–4	**Wis**	8	–1	+2	**Cha**	5	–3	–3

Immunities Poison; Exhaustion, Poisoned, Prone
Senses Darkvision 60 ft.; Passive Perception 9
Languages Understands Deep Speech and Undercommon but can't speak
CR 5 (XP 1,800; PB +3)

Traits

Undead Fortitude. If damage reduces the zombie to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.

Actions

Multiattack. The zombie uses Eye Rays twice.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 16 (4d6 + 2) Piercing damage.

Eye Rays. The zombie randomly shoots one of the following magical rays at a target it can see within 120 feet of itself (roll 1d4; reroll if the zombie has already used that ray during this turn):

1: **Paralyzing Ray.** *Constitution Saving Throw:* DC 14. *Failure:* The target has the Paralyzed condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically.
2: **Fear Ray.** *Wisdom Saving Throw:* DC 14. *Failure:* 13 (3d8) Psychic damage, and the target has the Frightened condition until the end of its next turn.
3: **Enervation Ray.** *Constitution Saving Throw:* DC 14. *Failure:* 10 (3d6) Necrotic damage, and the target has the Poisoned condition until the end of its next turn. While Poisoned, the target can't regain Hit Points. *Success:* Half damage only.
4: **Disintegration Ray.** *Dexterity Saving Throw:* DC 14. *Failure:* 27 (5d10) Force damage. If the target is a nonmagical object or a creation of magical force, a 10-foot Cube of it disintegrates into dust. *Success:* Half damage. *Failure or Success:* If the target is a creature and this damage reduces it to 0 Hit Points, it disintegrates into dust.

ANDREY KUZINSKIY

APPENDIX A

ANIMALS

THIS APPENDIX PROVIDES STAT BLOCKS FOR animals of the Beast type—along with many of their gigantic or mythologized kin—in alphabetical order. Most represent versions of animals that exist (or existed) in the real world. You can find descriptions of these creatures in dictionaries or other educational sources, or you might create new roles for them in your D&D worlds.

Use these stat blocks to represent the creatures they're named for or other similar creatures. For example, the **Panther** stat block can also represent a mountain lion, while the **Giant Goat** stat block might represent a buffalo. Any of these stat blocks might also serve as fantastical animals with distinctive names and cosmetic details unique to your D&D adventures.

ALLOSAURUS

Large Beast (Dinosaur), Unaligned

AC 13 **Initiative** +1 (11)
HP 51 (6d10 + 18)
Speed 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	DEX	13	+1	+1	CON	17	+3	+3
INT	2	−4	−4	WIS	12	+1	+1	CHA	5	−3	−3

Skills Perception +5
Senses Passive Perception 15
Languages None
CR 2 (XP 450; PB +2)

ACTIONS

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 15 (2d10 + 4) Piercing damage.

Claws. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Slashing damage. If the target is a Large or smaller creature and the allosaurus moved 30+ feet straight toward it immediately before the hit, the target has the Prone condition, and the allosaurus can make one Bite attack against it.



ANKYLOSAURUS

ANKYLOSAURUS

Huge Beast (Dinosaur), Unaligned

AC 15 **Initiative** +0 (10)
HP 68 (8d12 + 16)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+6	DEX	11	+0	+0	CON	15	+2	+2
INT	2	−4	−4	WIS	12	+1	+1	CHA	5	−3	−3

Senses Passive Perception 11
Languages None
CR 3 (XP 700; PB +2)

ACTIONS

Multiattack. The ankylosaurus makes two Tail attacks.

Tail. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 9 (1d10 + 4) Bludgeoning damage. If the target is a Huge or smaller creature, it has the Prone condition.

APE

Medium Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 19 (3d8 + 6)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	14	+2	+2	CON	14	+2	+2
INT	6	−2	−2	WIS	12	+1	+1	CHA	7	−2	−2

Skills Athletics +5, Perception +3
Senses Passive Perception 13
Languages None
CR 1/2 (XP 100; PB +2)

ACTIONS

Multiattack. The ape makes two Fist attacks.

Fist. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Bludgeoning damage.

Rock (Recharge 6). *Ranged Attack Roll:* +5, range 25/50 ft. *Hit:* 10 (2d6 + 3) Bludgeoning damage.

ALEJANDRO PACHECO



Archelon

Archelon

Huge Beast (Dinosaur), Unaligned

AC 17 **Initiative** +3 (13)
HP 90 (12d12 + 12)
Speed 20 ft., Swim 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	16	+3	+3	**Con**	13	+1	+1
Int	4	−3	−3	**Wis**	14	+2	+2	**Cha**	6	−2	−2

Skills Stealth +5
Senses Passive Perception 12
Languages None
CR 4 (XP 1,100; PB +2)

Traits

Amphibious. The archelon can breathe air and water.

Actions

Multiattack. The archelon makes two Bite attacks.

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 14 (3d6 + 4) Piercing damage.

Baboon

Small Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 3 (1d6)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	8	−1	−1	**Dex**	14	+2	+2	**Con**	11	+0	+0
Int	4	−3	−3	**Wis**	12	+1	+1	**Cha**	6	−2	−2

Senses Passive Perception 11
Languages None
CR 0 (XP 10; PB +2)

Traits

Pack Tactics. The baboon has Advantage on an attack roll against a creature if at least one of the baboon's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +1, reach 5 ft. *Hit:* 1 (1d4 − 1) Piercing damage.

Badger

Tiny Beast, Unaligned

AC 11 **Initiative** +0 (10)
HP 5 (1d4 + 3)
Speed 20 ft., Burrow 5 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	11	+0	+0	**Con**	16	+3	+3
Int	2	−4	−4	**Wis**	12	+1	+1	**Cha**	5	−3	−3

Skills Perception +3
Resistances Poison
Senses Darkvision 30 ft.; Passive Perception 13
Languages None
CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

Bat

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 1 (1d4 − 1)
Speed 5 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	2	−4	−4	**Dex**	15	+2	+2	**Con**	8	−1	−1
Int	2	−4	−4	**Wis**	12	+1	+1	**Cha**	4	−3	−3

Senses Blindsight 60 ft.; Passive Perception 11
Languages None
CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage.

Black Bear

Medium Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 19 (3d8 + 6)
Speed 30 ft., Climb 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	12	+1	+1	**Con**	14	+2	+2
Int	2	−4	−4	**Wis**	12	+1	+1	**Cha**	7	−2	−2

Skills Perception +5
Senses Darkvision 60 ft.; Passive Perception 15
Languages None
CR 1/2 (XP 100; PB +2)

Actions

Multiattack. The bear makes two Rend attacks.

Rend. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Slashing damage.

APRIL PRIME

Blood Hawk

Small Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 7 (2d6)
Speed 10 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	−2	−2	**Dex**	14	+2	+2	**Con**	10	+0	+0
Int	3	−4	−4	**Wis**	14	+2	+2	**Cha**	5	−3	−3

Skills Perception +6
Senses Passive Perception 16
Languages None
CR 1/8 (XP 25; PB +2)

Traits

Pack Tactics. The hawk has Advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Beak. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage, or 6 (1d8 + 2) Piercing damage if the target is Bloodied.

Boar

Medium Beast, Unaligned

AC 11 **Initiative** +0 (10)
HP 13 (2d8 + 4)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	11	+0	+0	**Con**	14	+2	+2
Int	2	−4	−4	**Wis**	9	−1	−1	**Cha**	5	−3	−3

Senses Passive Perception 9
Languages None
CR 1/4 (XP 50; PB +2)

Traits

Bloodied Fury. While Bloodied, the boar has Advantage on attack rolls.

Actions

Gore. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Piercing damage. If the target is a Medium or smaller creature and the boar moved 20+ feet straight toward it immediately before the hit, the target takes an extra 3 (1d6) Piercing damage and has the Prone condition.

Brown Bear

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 22 (3d10 + 6)
Speed 40 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	12	+1	+1	**Con**	15	+2	+2
Int	2	−4	−4	**Wis**	13	+1	+1	**Cha**	7	−2	−2

Skills Perception +3
Senses Darkvision 60 ft.; Passive Perception 13
Languages None
CR 1 (XP 200; PB +2)

Actions

Multiattack. The bear makes one Bite attack and one Claw attack.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage.

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage. If the target is a Large or smaller creature, it has the Prone condition.



A DRUID CALLS ON ANIMALS OF THE HILLS AND MOUNTAINS TO AID HER CAUSE.

KATERINA LADON



Camel

Camel

Large Beast, Unaligned

AC 10 **Initiative** −1 (9)
HP 17 (2d10 + 6)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	8	−1	−1	**Con**	17	+3	+5
Int	2	−4	−4	**Wis**	11	+0	+0	**Cha**	5	−3	−3

Senses Darkvision 60 ft.; Passive Perception 10
Languages None
CR 1/8 (XP 25; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

Cat

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 2 (1d4)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	3	−4	−4	**Dex**	15	+2	+4	**Con**	10	+0	+0
Int	3	−4	−4	**Wis**	12	+1	+1	**Cha**	7	−2	−2

Skills Perception +3, Stealth +4
Senses Darkvision 60 ft.; Passive Perception 13
Languages None
CR 0 (XP 10; PB +2)

Traits

Jumper. The cat's jump distance is determined using its Dexterity rather than its Strength.

Actions

Scratch. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Slashing damage.



Constrictor Snake

Constrictor Snake

Large Beast, Unaligned

AC 13 **Initiative** +2 (12)
HP 13 (2d10 + 2)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	14	+2	+2	**Con**	12	+1	+1
Int	1	−5	−5	**Wis**	10	+0	+0	**Cha**	3	−4	−4

Skills Perception +2, Stealth +4
Senses Blindsight 10 ft.; Passive Perception 12
Languages None
CR 1/4 (XP 50; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

Constrict. *Strength Saving Throw:* DC 12, one Medium or smaller creature the snake can see within 5 feet. *Failure:* 7 (3d4) Bludgeoning damage, and the target has the Grappled condition (escape DC 12).

Crab

Tiny Beast, Unaligned

AC 11 **Initiative** +0 (10)
HP 3 (1d4 + 1)
Speed 20 ft., Swim 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	−2	−2	**Dex**	11	+0	+0	**Con**	12	+1	+1
Int	1	−5	−5	**Wis**	8	−1	−1	**Cha**	2	−4	−4

Skills Stealth +2
Senses Blindsight 30 ft.; Passive Perception 9
Languages None
CR 0 (XP 10; PB +2)

Traits

Amphibious. The crab can breathe air and water.

Actions

Claw. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Bludgeoning damage.

POLAR ENGINE, ALEJANDRO PACHECO

Our gods' proscriptions are clear. I won't order my warriors to fetch the head of the crocodile Thousand Teeth—no matter how many it devours. You adventurers, on the other hand ...

—Queen Othokent, lizardfolk sovereign



Dire Wolf

Crocodile

Large Beast, Unaligned

AC 12 **Initiative** +0 (10)
HP 13 (2d10 + 2)
Speed 20 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	10	+0	+0	**Con**	13	+1	+3
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	5	−3	−3

Skills Stealth +2
Senses Passive Perception 10
Languages None
CR 1/2 (XP 100; PB +2)

Traits

Hold Breath. The crocodile can hold its breath for 1 hour.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12). While Grappled, the target has the Restrained condition.

Deer

Medium Beast, Unaligned

AC 13 **Initiative** +3 (13)
HP 4 (1d8)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	16	+3	+3	**Con**	11	+0	+0
Int	2	−4	−4	**Wis**	14	+2	+2	**Cha**	5	−3	−3

Skills Perception +4
Senses Darkvision 60 ft.; Passive Perception 14
Languages None
CR 0 (XP 10; PB +2)

Traits

Agile. The deer doesn't provoke an Opportunity Attack when it moves out of an enemy's reach.

Actions

Ram. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Bludgeoning damage.

Dire Wolf

Large Beast, Unaligned

AC 14 **Initiative** +2 (12)
HP 22 (3d10 + 6)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	15	+2	+2	**Con**	15	+2	+2
Int	3	−4	−4	**Wis**	12	+1	+1	**Cha**	7	−2	−2

Skills Perception +5, Stealth +4
Senses Darkvision 60 ft.; Passive Perception 15
Languages None
CR 1 (XP 200; PB +2)

Traits

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 doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) Piercing damage. If the target is a Large or smaller creature, it has the Prone condition.

Draft Horse

Large Beast, Unaligned

AC 10 **Initiative** +0 (10)
HP 15 (2d10 + 4)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	10	+0	+0	**Con**	15	+2	+2
Int	2	−4	−4	**Wis**	11	+0	+0	**Cha**	7	−2	−2

Senses Passive Perception 10
Languages None
CR 1/4 (XP 50; PB +2)

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 6 (1d4 + 4) Bludgeoning damage.

Borja Pindado



Elephant

Fantastic Animals

The following stat blocks in this appendix represent fantastical versions of real-world animals:

Blood Hawk: Excessively aggressive hawklike avians known for stealing gems
Flying Snake: Winged, venomous snakes often trained to serve as messengers
Giant Eagle: Mighty eagles that aid heroes
Giant Elk: Mystical guardians of the forest
Giant Fire Beetle: Glowing, cave-dwelling beetles
Giant Owl: Avian sages and soothsayers
Giant Vulture: Vicious vultures that serve villains

Eagle

Small Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 4 (1d6 + 1)
Speed 10 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
Str 6	−2	−2	**Dex** 15	+2	+2	**Con** 12	+1	+1
Int 2	−4	−4	**Wis** 14	+2	+2	**Cha** 7	−2	−2

Skills Perception +6
Senses Passive Perception 16
Languages None
CR 0 (XP 10; PB +2)

Actions

Talons. *Melee Attack Roll:* +4, reach 5 feet. *Hit:* 4 (1d4 + 2) Slashing damage.

Elephant

Huge Beast, Unaligned

AC 12 **Initiative** −1 (9)
HP 76 (8d12 + 24)
Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
Str 22	+6	+6	**Dex** 9	−1	−1	**Con** 17	+3	+3
Int 3	−4	−4	**Wis** 11	+0	+0	**Cha** 6	−2	−2

Senses Passive Perception 10
Languages None
CR 4 (XP 1,100; PB +2)

Actions

Multiattack. The elephant makes two Gore attacks.

Gore. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 15 (2d8 + 6) Piercing damage. If the target is a Huge or smaller creature and the elephant moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

Bonus Actions

Trample. *Dexterity Saving Throw:* DC 16, one creature within 5 feet that has the Prone condition. *Failure:* 17 (2d10 + 6) Bludgeoning damage. *Success:* Half damage.

Elk

Large Beast, Unaligned

AC 10 **Initiative** +0 (10)
HP 11 (2d10)
Speed 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
Str 16	+3	+3	**Dex** 10	+0	+0	**Con** 11	+0	+0
Int 2	−4	−4	**Wis** 10	+0	+0	**Cha** 6	−2	−2

Skills Perception +2
Senses Darkvision 60 ft.; Passive Perception 12
Languages None
CR 1/4 (XP 50; PB +2)

Actions

Ram. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage. If the target is a Large or smaller creature and the elk moved 20+ feet straight toward it immediately before the hit, the target takes an extra 3 (1d6) Bludgeoning damage and has the Prone condition.

Flying Snake

Tiny Monstrosity, Unaligned

AC 14 **Initiative** +2 (12)
HP 5 (2d4)
Speed 30 ft., Fly 60 ft., Swim 30 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
Str 4	−3	−3	**Dex** 15	+2	+2	**Con** 11	+0	+0
Int 2	−4	−4	**Wis** 12	+1	+1	**Cha** 5	−3	−3

Senses Blindsight 10 ft.; Passive Perception 11
Languages None
CR 1/8 (XP 25; PB +2)

Traits

Flyby. The snake doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage plus 5 (2d4) Poison damage.

JONATHAN KUO



A GIANT APE DEFENDS ITS TERRITORY FROM GIANT BATS.

Frog

Tiny Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 1 (1d4 – 1)
Speed 20 ft., Swim 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	1	–5	–5	**Dex**	13	+1	+1	**Con**	8	–1	–1
Int	1	–5	–5	**Wis**	8	–1	–1	**Cha**	3	–4	–4

Skills Perception +1, Stealth +3
Senses Darkvision 30 ft.; Passive Perception 11
Languages None
CR 0 (XP 10; PB +2)

Traits

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 Attack Roll:* +3, reach 5 ft. *Hit:* 1 Piercing damage.

Giant Ape

Huge Beast, Unaligned

AC 12 **Initiative** +5 (15)
HP 168 (16d12 + 64)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	14	+2	+2	**Con**	18	+4	+4
Int	5	–3	–3	**Wis**	12	+1	+1	**Cha**	7	–2	–2

Skills Athletics +9, Perception +4, Survival +4
Senses Passive Perception 14
Languages None
CR 7 (XP 2,900; PB +3)

Actions

Multiattack. The ape makes two Fist attacks.

Fist. *Melee Attack Roll:* +9, reach 10 ft. *Hit:* 22 (3d10 + 6) Bludgeoning damage.

Boulder Toss (Recharge 6). The ape hurls a boulder at a point it can see within 90 feet. *Dexterity Saving Throw:* DC 17, each creature in a 5-foot-radius Sphere centered on that point. *Failure:* 24 (7d6) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition. *Success:* Half damage only.

Bonus Actions

Leap. The ape jumps up to 30 feet by spending 10 feet of movement.

Giant Badger

Medium Beast, Unaligned

AC 13 **Initiative** +0 (10)
HP 15 (2d8 + 6)
Speed 30 ft., Burrow 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	10	+0	+0	**Con**	17	+3	+3
Int	2	–4	–4	**Wis**	12	+1	+1	**Cha**	5	–3	–3

Skills Perception +3
Resistances Poison
Senses Darkvision 60 ft.; Passive Perception 13
Languages None
CR 1/4 (XP 50; PB +2)

Actions

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) Piercing damage.

DARIO JELUSIC



Giant Boar

> We skirted the coastlines of several islands, sailing south by west until we reached a small peninsula cut off from the main island by a massive stone wall. We were well received by the people of Tanaroa, the small village that guards this wall. The villagers have no name for the large island other than the Isle of Dread.
>
> —Rory Barbarosa, *Log of the Gallivant*

Giant Bat

Large Beast, Unaligned

AC 13 **Initiative** +3 (13)
HP 22 (4d10)
Speed 10 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	16	+3	+3	**Con**	11	+0	+0
Int	2	−4	−4	**Wis**	12	+1	+1	**Cha**	6	−2	−2

Senses Blindsight 120 ft.; Passive Perception 11
Languages None
CR 1/4 (XP 50; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

Giant Boar

Large Beast, Unaligned

AC 13 **Initiative** +0 (10)
HP 42 (5d10 + 15)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+5	**Dex**	10	+0	+0	**Con**	16	+3	+3
Int	2	−4	−4	**Wis**	7	−2	−2	**Cha**	5	−3	−3

Senses Passive Perception 8
Languages None
CR 2 (XP 450; PB +2)

Traits

Bloodied Fury. The boar has Advantage on melee attack rolls while it is Bloodied.

Actions

Gore. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage. If the target is a Large or smaller creature and the boar moved 20+ feet straight toward it immediately before the hit, the target takes an extra 7 (2d6) Piercing damage and has the Prone condition.

Giant Centipede

Small Beast, Unaligned

AC 14 **Initiative** +2 (12)
HP 9 (2d6 + 2)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	5	−3	−3	**Dex**	14	+2	+2	**Con**	12	+1	+1
Int	1	−5	−5	**Wis**	7	−2	−2	**Cha**	3	−4	−4

Senses Blindsight 30 ft.; Passive Perception 8
Languages None
CR 1/4 (XP 50; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage, and the target has the Poisoned condition until the start of the centipede's next turn.

Giant Constrictor Snake

Huge Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 60 (8d12 + 8)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	14	+2	+2	**Con**	12	+1	+1
Int	1	−5	−5	**Wis**	10	+0	+0	**Cha**	3	−4	−4

Skills Perception +2
Senses Blindsight 10 ft.; Passive Perception 12
Languages None
CR 2 (XP 450; PB +2)

Actions

Multiattack. The snake makes one Bite attack and uses Constrict.

Bite. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

Constrict. *Strength Saving Throw:* DC 14, one Large or smaller creature the snake can see within 10 feet. *Failure:* 13 (2d8 + 4) Bludgeoning damage, and the target has the Grappled condition (escape DC 14).

POLAR ENGINE



Giant Crab

Giant Crab

Medium Beast, Unaligned

AC 15 **Initiative** +1 (11)
HP 13 (3d8)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	13	+1	+1	**Con**	11	+0	+0
Int	1	−5	−5	**Wis**	9	−1	−1	**Cha**	3	−4	−4

Skills Stealth +3
Senses Blindsight 30 ft.; Passive Perception 9
Languages None
CR 1/8 (25 XP; PB +2)

Traits

Amphibious. The crab can breathe air and water.

Actions

Claw. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 11) from one of two claws.

Giant Crocodile

Huge Beast, Unaligned

AC 14 **Initiative** −1 (9)
HP 85 (9d12 + 27)
Speed 30 ft., Swim 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	21	+5	+5	**Dex**	9	−1	−1	**Con**	17	+3	+3
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	7	−2	−2

Skills Stealth +5
Senses Passive Perception 10
Languages None
CR 5 (XP 1,800; PB +3)

Traits

Hold Breath. The crocodile can hold its breath for 1 hour.

Actions

Multiattack. The crocodile makes one Bite attack and one Tail attack.

Bite. *Melee Attack Roll:* +8, reach 5 ft. *Hit:* 21 (3d10 + 5) Piercing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 15). While Grappled, the target has the Restrained condition and can't be targeted by the crocodile's Tail.

Tail. *Melee Attack Roll:* +8, reach 10 ft. *Hit:* 18 (3d8 + 5) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition.

Giant Eagle

Large Celestial, Neutral Good

AC 13 **Initiative** +3 (13)
HP 26 (4d10 + 4)
Speed 10 ft., Fly 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	17	+3	+3	**Con**	13	+1	+1
Int	8	−1	−1	**Wis**	14	+2	+2	**Cha**	10	+0	+0

Skills Perception +6
Resistances Necrotic, Radiant
Senses Passive Perception 16
Languages Celestial; understands Common and Primordial (Auran) but can't speak them
CR 1 (XP 200; PB +2)

Actions

Multiattack. The eagle makes two Rend attacks.

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage plus 3 (1d6) Radiant damage.

Giant Elk

Huge Celestial, Neutral Good

AC 14 **Initiative** +6 (16)
HP 42 (5d12 + 10)
Speed 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+6	**Dex**	18	+4	+6	**Con**	14	+2	+2
Int	7	−2	−2	**Wis**	14	+2	+2	**Cha**	10	+0	+0

Skills Perception +4
Resistances Necrotic, Radiant
Senses Darkvision 90 ft.; Passive Perception 14
Languages Celestial; understands Common, Elvish, and Sylvan but can't speak them
CR 2 (XP 450; PB +2)

Actions

Ram. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 11 (2d6 + 4) Bludgeoning damage plus 5 (2d4) Radiant damage. If the target is a Huge or smaller creature and the elk moved 20+ feet straight toward it immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and has the Prone condition.

WARREN MAHY

Giant Fire Beetle

Small Beast, Unaligned

AC 13 **Initiative** +0 (10)
HP 4 (1d6 + 1)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	8	−1	−1	**Dex**	10	+0	+0	**Con**	12	+1	+1
Int	1	−5	−5	**Wis**	7	−2	−2	**Cha**	3	−4	−4

Resistances Fire
Senses Blindsight 30 ft.; Passive Perception 8
Languages None
CR 0 (XP 10; PB +2)

Traits

Illumination. The beetle sheds Bright Light in a 10-foot radius and Dim Light for an additional 10 feet.

Actions

Bite. *Melee Attack Roll:* +1, reach 5 ft. *Hit:* 1 Fire damage.

Giant Frog

Medium Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 18 (4d8)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	13	+1	+1	**Con**	11	+0	+0
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	3	−4	−4

Skills Perception +2, Stealth +4
Senses Darkvision 30 ft.; Passive Perception 12
Languages None
CR 1/4 (XP 50; PB +2)

Traits

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 Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 11).

Swallow. The frog swallows a Small or smaller target it is grappling. While swallowed, the target isn't Grappled but has the Blinded and Restrained conditions, and it has Total Cover against attacks and other effects outside the frog. While swallowing the target, the frog can't use Bite, and if the frog dies, the swallowed target is no longer Restrained and can escape from the corpse using 5 feet of movement, exiting with the Prone condition.

At the end of the frog's next turn, the swallowed target takes 5 (2d4) Acid damage. If that damage doesn't kill it, the frog disgorges it, causing it to exit Prone.



Giant Goat

Giant Goat

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 19 (3d10 + 3)
Speed 40 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+5	**Dex**	13	+1	+1	**Con**	12	+1	+1
Int	3	−4	−4	**Wis**	12	+1	+1	**Cha**	6	−2	−2

Skills Perception +3
Senses Darkvision 60 ft.; Passive Perception 13
Languages None
CR 1/2 (XP 100; PB +2)

Actions

Ram. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage. If the target is a Large or smaller creature and the goat moved 20+ feet straight toward it immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and has the Prone condition.

Giant Hyena

Large Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 45 (6d10 + 12)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	14	+2	+2	**Con**	14	+2	+2
Int	2	−4	−4	**Wis**	12	+1	+1	**Cha**	7	−2	−2

Skills Perception +3
Senses Darkvision 60 ft.; Passive Perception 13
Languages None
CR 1 (XP 200; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage.

Bonus Actions

Rampage (1/Day). Immediately after dealing damage to a creature that was already Bloodied, the hyena can move up to half its Speed, and it makes one Bite attack.

PINDURSKI



Giant Lizard

Giant Lizard

Large Beast, Unaligned

AC 12 **Initiative** +1 (11)
HP 19 (3d10 + 3)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	12	+1	+3	**Con**	13	+1	+1
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	5	−3	−3

Senses Darkvision 60 ft.; Passive Perception 10
Languages None
CR 1/4 (XP 50; PB +2)

Traits

Spider Climb. The lizard can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

Giant Octopus

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 45 (7d10 + 7)
Speed 10 ft., Swim 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	13	+1	+1	**Con**	13	+1	+1
Int	5	−3	−3	**Wis**	10	+0	+0	**Cha**	4	−3	−3

Skills Perception +4, Stealth +5
Senses Darkvision 60 ft.; Passive Perception 14
Languages None
CR 1 (XP 200; PB +2)

Traits

Water Breathing. The octopus can breathe only underwater. It can hold its breath for 1 hour outside water.

Actions

Tentacles. *Melee Attack Roll:* +5, reach 10 ft. *Hit:* 10 (2d6 + 3) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 13) from all eight tentacles. While Grappled, the target has the Restrained condition.

Reactions

Ink Cloud (1/Day). *Trigger:* The octopus takes damage while underwater. *Response:* The octopus releases ink that fills a 10-foot Cube centered on itself, and the octopus moves up to its Swim Speed. The Cube is Heavily Obscured for 1 minute or until a strong current or similar effect disperses the ink.

Giant Owl

Large Celestial, Neutral

AC 12 **Initiative** +2 (12)
HP 19 (3d10 + 3)
Speed 5 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	15	+2	+2	**Con**	12	+1	+1
Int	10	+0	+0	**Wis**	14	+2	+4	**Cha**	10	+0	+0

Skills Perception +6, Stealth +6
Resistances Necrotic, Radiant
Senses Darkvision 120 ft.; Passive Perception 16
Languages Celestial; understands Common, Elvish, and Sylvan but can't speak them
CR 1/4 (XP 50; PB +2)

Traits

Flyby. The owl doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Talons. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (1d10 + 2) Slashing damage.

Spellcasting. The owl casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting modifier:

At Will: *Detect Evil and Good, Detect Magic*
1/Day: *Clairvoyance*

Giant Rat

Small Beast, Unaligned

AC 13 **Initiative** +3 (13)
HP 7 (2d6)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	7	−2	−2	**Dex**	16	+3	+5	**Con**	11	+0	+0
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	4	−3	−3

Skills Perception +2
Senses Darkvision 60 ft.; Passive Perception 12
Languages None
CR 1/8 (XP 25; PB +2)

Traits

Pack Tactics. The rat has Advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +5, reach 5 feet. *Hit:* 5 (1d4 + 3) Piercing damage.

JONATHAN KUO

Giant Scorpion

Large Beast, Unaligned

AC 15 **Initiative** +1 (11)
HP 52 (7d10 + 14)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	13	+1	+1	**Con**	15	+2	+2
Int	1	−5	−5	**Wis**	9	−1	−1	**Cha**	3	−4	−4

Senses Blindsight 60 ft.; Passive Perception 9
Languages None
CR 3 (XP 700; PB +2)

Actions

Multiattack. The scorpion makes two Claw attacks and one Sting attack.

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Bludgeoning damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 13) from one of two claws.

Sting. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage plus 11 (2d10) Poison damage.

Giant Seahorse

Large Beast, Unaligned

AC 14 **Initiative** +1 (11)
HP 16 (3d10)
Speed 5 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	12	+1	+1	**Con**	11	+0	+0
Int	2	−4	−4	**Wis**	12	+1	+1	**Cha**	5	−3	−3

Senses Passive Perception 11
Languages None
CR 1/2 (XP 100; PB +2)

Traits

Water Breathing. The seahorse can breathe only underwater.

Actions

Ram. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Bludgeoning damage, or 11 (2d8 + 2) Bludgeoning damage if the seahorse moved 20+ feet straight toward the target immediately before the hit.

Bonus Actions

Bubble Dash. While underwater, the seahorse moves up to half its Swim Speed without provoking Opportunity Attacks.

Giant Shark

Huge Beast, Unaligned

AC 13 **Initiative** +3 (13)
HP 92 (8d12 + 40)
Speed 5 ft., Swim 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+6	**Dex**	11	+0	+0	**Con**	21	+5	+5
Int	1	−5	−5	**Wis**	10	+0	+0	**Cha**	5	−3	−3

Skills Perception +3
Senses Blindsight 60 ft.; Passive Perception 13
Languages None
CR 5 (XP 1,800; PB +3)

Traits

Water Breathing. The shark can breathe only underwater.

Actions

Multiattack. The shark makes two Bite attacks.

Bite. *Melee Attack Roll:* +9 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. *Hit:* 22 (3d10 + 6) Piercing damage.

Giant Spider

Large Beast, Unaligned

AC 14 **Initiative** +3 (13)
HP 26 (4d10 + 4)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	16	+3	+3	**Con**	12	+1	+1
Int	2	−4	−4	**Wis**	11	+0	+0	**Cha**	4	−3	−3

Skills Perception +4, Stealth +7
Senses Darkvision 60 ft.; Passive Perception 14
Languages None
CR 1 (XP 200; PB +2)

Traits

Spider Climb. The spider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webs, and it knows the location of any other creature in contact with the same web.

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage plus 7 (2d6) Poison damage.

Web (Recharge 5–6). *Dexterity Saving Throw:* DC 13, one creature the spider can see within 60 feet. *Failure:* The target has the Restrained condition until the web is destroyed (AC 10; HP 5; Vulnerability to Fire damage; Immunity to Poison and Psychic damage).

Giant Squid



Giant Squid

Huge Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 120 (16d12 + 16)
Speed 5 ft., Swim 80 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	23	+6	+9	**Dex**	14	+2	+5	**Con**	12	+1	+1
Int	5	−3	−3	**Wis**	11	+0	+0	**Cha**	4	−3	−3

Skills Perception +6
Senses Darkvision 120 ft.; Passive Perception 16
Languages None
CR 6 (XP 2,300; PB +3)

Traits

Water Breathing. The squid can breathe only underwater.

Actions

Multiattack. The squid makes one Bite attack and one Tentacle attack.

Bite. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 28 (4d10 + 6) Piercing damage.

Tentacle. *Melee Attack Roll:* +9, reach 15 ft. *Hit:* 19 (3d8 + 6) Bludgeoning damage. If the target is a Huge or smaller creature, it has the Grappled condition (escape DC 16) from one of two tentacles, and the squid can pull the target up to 10 feet straight toward itself.

Reactions

Ink Cloud (1/Day). *Trigger:* The squid takes damage while underwater. *Response:* The squid releases ink that fills a 15-foot Cube centered on itself, and the squid moves up to its Swim Speed. The Cube is Heavily Obscured for 1 minute or until a strong current or similar effect disperses the ink.

Giant Weasel



Beware the furred giant snakes of the Yatil Mountains. Their pelts might be warm, but their bites are deadly.

—Bannik Vorl, agent of the Margrave of the March of Bissel

Giant Toad

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 39 (6d10 + 6)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	13	+1	+1	**Con**	13	+1	+1
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	3	−4	−4

Senses Darkvision 60 ft.; Passive Perception 10
Languages None
CR 1 (XP 200; PB +2)

Traits

Amphibious. The toad can breathe air and water.

Standing Leap. The toad's Long Jump is up to 20 feet and its High Jump is up to 10 feet with or without a running start.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 5 (2d4) Poison damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12).

Swallow. The toad swallows a Medium or smaller target it is grappling. While swallowed, the target isn't Grappled but has the Blinded and Restrained conditions, and it has Total Cover against attacks and other effects outside the toad. In addition, the target takes 10 (3d6) Acid damage at the end of each of the toad's turns. The toad can have only one target swallowed at a time, and it can't use Bite while it has a swallowed target. If the toad dies, a swallowed creature is no longer Restrained and can escape from the corpse using 5 feet of movement, exiting with the Prone condition.

ALEJANDRO PACHECO, ROWAN HOLLOWAY



A gnome rogue distracts a hive of giant wasps while Sheila the thief sneaks by.

Giant Venomous Snake

Medium Beast, Unaligned

AC 14 **Initiative** +4 (14)
HP 11 (2d8 + 2)
Speed 40 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	18	+4	+4	**Con**	13	+1	+1
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	3	−4	−4

Skills Perception +2
Senses Blindsight 10 ft.; Passive Perception 12
Languages None
CR 1/4 (XP 50; PB +2)

Actions

Bite. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 6 (1d4 + 4) Piercing damage plus 4 (1d8) Poison damage.

Giant Vulture

Large Monstrosity, Neutral Evil

AC 10 **Initiative** +0 (10)
HP 25 (3d10 + 9)
Speed 10 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	10	+0	+0	**Con**	16	+3	+3
Int	6	−2	−2	**Wis**	12	+1	+1	**Cha**	7	−2	−2

Skills Perception +3
Resistances Necrotic
Senses Darkvision 60 ft.; Passive Perception 13
Languages Understands Common but can't speak
CR 1 (XP 200; PB +2)

Traits

Pack Tactics. The vulture has Advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Gouge. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Piercing damage, and the target has the Poisoned condition until the end of its next turn.

Giant Wasp

Medium Beast, Unaligned

AC 13 **Initiative** +2 (12)
HP 22 (5d8)
Speed 10 ft., Fly 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	**Dex**	14	+2	+2	**Con**	10	+0	+0
Int	1	−5	−5	**Wis**	10	+0	+0	**Cha**	3	−4	−4

Senses Passive Perception 10
Languages None
CR 1/2 (XP 100; PB +2)

Traits

Flyby. The wasp doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Sting. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage plus 5 (2d4) Poison damage.

Giant Weasel

Medium Beast, Unaligned

AC 13 **Initiative** +3 (13)
HP 9 (2d8)
Speed 40 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+0	**Dex**	17	+3	+3	**Con**	10	+0	+0
Int	4	−3	−3	**Wis**	12	+1	+1	**Cha**	5	−3	−3

Skills Acrobatics +5, Perception +3, Stealth +5
Senses Darkvision 60 ft.; Passive Perception 13
Languages None
CR 1/8 (XP 25; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage.

DARIO JELUSIC



Giant Wolf Spider

Giant Wolf Spider

Medium Beast, Unaligned

AC 13 **Initiative** +3 (13)
HP 11 (2d8 + 2)
Speed 40 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	16	+3	+3	**Con**	13	+1	+1
Int	3	−4	−4	**Wis**	12	+1	+1	**Cha**	4	−3	−3

Skills Perception +3, Stealth +7
Senses Blindsight 10 ft., Darkvision 60 ft.; Passive Perception 13
Languages None
CR 1/4 (XP 50; PB +2)

Traits

Spider Climb. The spider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 5 (2d4) Poison damage.

Goat

Medium Beast, Unaligned

AC 10 **Initiative** +0 (10)
HP 4 (1d8)
Speed 40 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	11	+0	+2	**Dex**	10	+0	+0	**Con**	11	+0	+0
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	5	−3	−3

Skills Perception +2
Senses Darkvision 60 ft.; Passive Perception 12
Languages None
CR 0 (XP 10; PB +2)

Actions

Ram. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Bludgeoning damage, or 2 (1d4) Bludgeoning damage if the goat moved 20+ feet straight toward the target immediately before the hit.



Hawk

Hawk

Tiny Beast, Unaligned

AC 13 **Initiative** +3 (13)
HP 1 (1d4 − 1)
Speed 10 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	5	−3	−3	**Dex**	16	+3	+3	**Con**	8	−1	−1
Int	2	−4	−4	**Wis**	14	+2	+2	**Cha**	6	−2	−2

Skills Perception +6
Senses Passive Perception 16
Languages None
CR 0 (XP 10; PB +2)

Actions

Talons. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 1 Slashing damage.

Hippopotamus

Large Beast, Unaligned

AC 14 **Initiative** −2 (8)
HP 82 (11d10 + 22)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	21	+5	+7	**Dex**	7	−2	−2	**Con**	15	+2	+2
Int	2	−4	−4	**Wis**	12	+1	+1	**Cha**	4	−3	−3

Skills Perception +3
Senses Passive Perception 13
Languages None
CR 4 (XP 1,100; PB +2)

Traits

Hold Breath. The hippopotamus can hold its breath for 10 minutes.

Actions

Multiattack. The hippopotamus makes two Bite attacks.

Bite. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 16 (2d10 + 5) Piercing damage.

MICHELE GIORGI, SUZANNE HELMIGH



AQUATIC ANIMALS SWIM ALONGSIDE A DRUID EXPLORING THE SEA.

KATERINA LADON

HUNTER SHARK

Large Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 45 (6d10 + 12)
Speed 5 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	**DEX**	14	+2	+2	**CON**	15	+2	+2
INT	1	−5	−5	**WIS**	10	+0	+0	**CHA**	4	−3	−3

Skills Perception +2
Senses Blindsight 60 ft.; Passive Perception 12
Languages None
CR 2 (XP 450; PB +2)

TRAITS

Water Breathing. The shark can breathe only underwater.

ACTIONS

Bite. *Melee Attack Roll:* +6 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. *Hit:* 14 (3d6 + 4) Piercing damage.

HYENA

Medium Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 5 (1d8 + 1)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	11	+0	+0	**DEX**	13	+1	+1	**CON**	12	+1	+1
INT	2	−4	−4	**WIS**	12	+1	+1	**CHA**	5	−3	−3

Skills Perception +3
Senses Darkvision 60 ft.; Passive Perception 13
Languages None
CR 0 (XP 10; PB +2)

TRAITS

Pack Tactics. The hyena has Advantage on an attack roll against a creature if at least one of the hyena's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

ACTIONS

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 3 (1d6) Piercing damage.



Lion

Jackal

Small Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 3 (1d6)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	8	−1	−1	**Dex**	15	+2	+2	**Con**	11	+0	+0
Int	3	−4	−4	**Wis**	12	+1	+1	**Cha**	6	−2	−2

Skills Perception +5, Stealth +4
Senses Darkvision 90 ft.; Passive Perception 15
Languages None
CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +1, reach 5 ft. *Hit:* 1 (1d4 − 1) Piercing damage.

Killer Whale

Huge Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 90 (12d12 + 12)
Speed 5 ft., Swim 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	**Dex**	14	+2	+2	**Con**	13	+1	+1
Int	3	−4	−4	**Wis**	12	+1	+1	**Cha**	7	−2	−2

Skills Perception +3, Stealth +4
Senses Blindsight 120 ft.; Passive Perception 13
Languages None
CR 3 (XP 700; PB +2)

Traits

Hold Breath. The whale can hold its breath for 30 minutes.

Actions

Bite. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 21 (5d6 + 4) Piercing damage.

Lion

Large Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 22 (4d10)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	15	+2	+2	**Con**	11	+0	+0
Int	3	−4	−4	**Wis**	12	+1	+1	**Cha**	8	−1	−1

Skills Perception +3, Stealth +4
Senses Darkvision 60 ft.; Passive Perception 13
Languages None
CR 1 (XP 200; PB +2)

Traits

Pack Tactics. The lion has Advantage on an attack roll against a creature if at least one of the lion's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Running Leap. With a 10-foot running start, the lion can Long Jump up to 25 feet.

Actions

Multiattack. The lion makes two Rend attacks. It can replace one attack with a use of Roar.

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Slashing damage.

Roar. *Wisdom Saving Throw:* DC 11, one creature within 15 feet. *Failure:* The target has the Frightened condition until the start of the lion's next turn.

Lizard

Tiny Beast, Unaligned

AC 10 **Initiative** +0 (10)
HP 2 (1d4)
Speed 20 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	2	−4	−4	**Dex**	11	+0	+0	**Con**	10	+0	+0
Int	1	−5	−5	**Wis**	8	−1	−1	**Cha**	3	−4	−4

Senses Darkvision 30 ft.; Passive Perception 9
Languages None
CR 0 (XP 10; PB +2)

Traits

Spider Climb. The lizard can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

JONATHAN KUO



Octopus

Mammoth

Huge Beast, Unaligned

AC 13 **Initiative** +2 (12)
HP 126 (11d12 + 55)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	24	+7	+10	**Dex**	9	−1	−1	**Con**	21	+5	+8
Int	3	−4	−4	**Wis**	11	+0	+0	**Cha**	6	−2	−2

Senses Passive Perception 10
Languages None
CR 6 (XP 2,300; PB +3)

Actions

Multiattack. The mammoth makes two Gore attacks.

Gore. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 18 (2d10 + 7) Piercing damage. If the target is a Huge or smaller creature and the mammoth moved 20+ feet straight toward it immediately before the hit, the target has the Prone condition.

Bonus Actions

Trample. *Dexterity Saving Throw:* DC 18, one creature within 5 feet that has the Prone condition. *Failure:* 29 (4d10 + 7) Bludgeoning damage. *Success:* Half damage.

Mastiff

Medium Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 5 (1d8 + 1)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	14	+2	+2	**Con**	12	+1	+1
Int	3	−4	−4	**Wis**	12	+1	+3	**Cha**	7	−2	−2

Skills Perception +5
Senses Darkvision 60 ft.; Passive Perception 15
Languages None
CR 1/8 (XP 25; PB +2)

Actions

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 4 (1d6 + 1) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition.

Mule

Medium Beast, Unaligned

AC 10 **Initiative** +0 (10)
HP 11 (2d8 + 2)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+4	**Dex**	10	+0	+0	**Con**	13	+1	+1
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	5	−3	−3

Senses Passive Perception 10
Languages None
CR 1/8 (XP 25; PB +2)

Traits

Beast of Burden. The mule counts as one size larger for the purpose of determining its carrying capacity.

Actions

Hooves. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

Octopus

Small Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 3 (1d6)
Speed 5 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	4	−3	−3	**Dex**	15	+2	+2	**Con**	11	+0	+0
Int	3	−4	−4	**Wis**	10	+0	+0	**Cha**	4	−3	−3

Skills Perception +2, Stealth +6
Senses Darkvision 30 ft.; Passive Perception 12
Languages None
CR 0 (XP 10; PB +2)

Traits

Compression. The octopus can move through a space as narrow as 1 inch without expending extra movement to do so.

Water Breathing. The octopus can breathe only underwater.

Actions

Tentacles. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Bludgeoning damage.

Reactions

Ink Cloud (1/Day). *Trigger:* A creature ends its turn within 5 feet of the octopus while underwater. *Response:* The octopus releases ink that fills a 5-foot Cube centered on itself, and the octopus moves up to its Swim Speed. The Cube is Heavily Obscured for 1 minute or until a strong current or similar effect disperses the ink.

ALEJANDRO PACHECO



Owl

> I used to just swim around the lake and eat fish, but the human who gave me this gift said I must do my part to help the Frostmaiden. Now I frighten off fisherfolk and what not so I don't have to be a stupid beast again.
>
> —The Monster of Maer Dualdon, awakened plesiosaurus

Owl

Tiny Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 1 (1d4 – 1)
Speed 5 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	3	–4	–4	**Dex**	13	+1	+1	**Con**	8	–1	–1
Int	2	–4	–4	**Wis**	12	+1	+1	**Cha**	7	–2	–2

Skills Perception +5, Stealth +5
Senses Darkvision 120 ft.; Passive Perception 15
Languages None
CR 0 (XP 10; PB +2)

Traits

Flyby. The owl doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Talons. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 1 Slashing damage.

Piranha

Tiny Beast, Unaligned

AC 13 **Initiative** +3 (13)
HP 1 (1d4 – 1)
Speed 5 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	2	–4	–4	**Dex**	16	+3	+3	**Con**	9	–1	–1
Int	1	–5	–5	**Wis**	7	–2	–2	**Cha**	2	–4	–4

Senses Darkvision 60 ft.; Passive Perception 8
Languages None
CR 0 (XP 10; PB +2)

Traits

Water Breathing. The piranha can breathe only underwater.

Actions

Bite. *Melee Attack Roll:* +5 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. *Hit:* 1 Piercing damage.

Panther

Medium Beast, Unaligned

AC 13 **Initiative** +3 (13)
HP 13 (3d8)
Speed 50 ft., Climb 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	16	+3	+3	**Con**	10	+0	+0
Int	3	–4	–4	**Wis**	14	+2	+2	**Cha**	7	–2	–2

Skills Perception +4, Stealth +7
Senses Darkvision 60 ft.; Passive Perception 14
Languages None
CR 1/4 (XP 50; PB +2)

Actions

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage.

Bonus Actions

Nimble Escape. The panther takes the Disengage or Hide action.

Plesiosaurus

Large Beast (Dinosaur), Unaligned

AC 13 **Initiative** +2 (12)
HP 68 (8d10 + 24)
Speed 20 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	15	+2	+2	**Con**	16	+3	+3
Int	2	–4	–4	**Wis**	12	+1	+1	**Cha**	5	–3	–3

Skills Perception +3, Stealth +4
Senses Passive Perception 13
Languages None
CR 2 (XP 450; PB +2)

Traits

Hold Breath. The plesiosaurus can hold its breath for 1 hour.

Actions

Bite. *Melee Attack Roll:* +6, reach 10 ft. *Hit:* 11 (2d6 + 4) Piercing damage.

JONATHAN KUO



An adventurer underestimates the extent of a tavern's giant rat infestation.

Polar Bear

Large Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 42 (5d10 + 15)
Speed 40 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	20	+5	+5	**Dex**	14	+2	+2	**Con**	16	+3	+3
Int	2	−4	−4	**Wis**	13	+1	+1	**Cha**	7	−2	−2

Skills Perception +5, Stealth +4
Resistances Cold
Senses Darkvision 60 ft.; Passive Perception 15
Languages None
CR 2 (XP 450; PB +2)

Actions

Multiattack. The bear makes two Rend attacks.

Rend. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 9 (1d8 + 5) Slashing damage.

Pony

Medium Beast, Unaligned

AC 10 **Initiative** +0 (10)
HP 11 (2d8 + 2)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+4	**Dex**	10	+0	+0	**Con**	13	+1	+1
Int	2	−4	−4	**Wis**	11	+0	+0	**Cha**	7	−2	−2

Senses Passive Perception 10
Languages None
CR 1/8 (XP 25; PB +2)

Actions

Hooves. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Bludgeoning damage.

Pteranodon

Medium Beast (Dinosaur), Unaligned

AC 13 **Initiative** +2 (12)
HP 13 (3d8)
Speed 10 ft., Fly 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	12	+1	+1	**Dex**	15	+2	+2	**Con**	10	+0	+0
Int	2	−4	−4	**Wis**	9	−1	−1	**Cha**	5	−3	−3

Skills Perception +1
Senses Passive Perception 11
Languages None
CR 1/4 (XP 50; PB +2)

Traits

Flyby. The pteranodon doesn't provoke an Opportunity Attack when it flies out of an enemy's reach.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) Piercing damage.

Rat

Tiny Beast, Unaligned

AC 10 **Initiative** +0 (10)
HP 1 (1d4 − 1)
Speed 20 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	2	−4	−4	**Dex**	11	+0	+0	**Con**	9	−1	−1
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	4	−3	−3

Skills Perception +2
Senses Darkvision 30 ft.; Passive Perception 12
Languages None
CR 0 (XP 10; PB +2)

Traits

Agile. The rat doesn't provoke an Opportunity Attack when it moves out of an enemy's reach.

Actions

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

KATERINA LADON

Oh, I got rid of that *Wand of Wonder* years ago. The last thing the Ivy Mansion's herb gardens need is another rhinoceros.

—Penelope Harpell

Raven

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 2 (1d4)
Speed 10 ft., Fly 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	2	−4	−4	**Dex**	14	+2	+2	**Con**	10	+0	+0
Int	5	−3	−3	**Wis**	13	+1	+1	**Cha**	6	−2	−2

Skills Perception +3
Senses Passive Perception 13
Languages None
CR 0 (XP 10; PB +2)

Traits

Mimicry. The raven can mimic simple sounds it has heard, such as a whisper or chitter. A hearer can discern the sounds are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Beak. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage.

Reef Shark

Medium Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 22 (4d8 + 4)
Speed 5 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	15	+2	+2	**Con**	13	+1	+1
Int	1	−5	−5	**Wis**	10	+0	+0	**Cha**	4	−3	−3

Skills Perception +2
Senses Blindsight 30 ft.; Passive Perception 12
Languages None
CR 1/2 (XP 100; PB +2)

Traits

Pack Tactics. The shark has Advantage on an attack roll against a creature if at least one of the shark's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) Piercing damage.



Rhinoceros

Rhinoceros

Large Beast, Unaligned

AC 13 **Initiative** −1 (9)
HP 45 (6d10 + 12)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	21	+5	+5	**Dex**	8	−1	−1	**Con**	15	+2	+2
Int	2	−4	−4	**Wis**	12	+1	+1	**Cha**	6	−2	−2

Senses Passive Perception 11
Languages None
CR 2 (XP 450; PB +2)

Actions

Gore. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 14 (2d8 + 5) Piercing damage. If target is a Large or smaller creature and the rhinoceros moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) Piercing damage and has the Prone condition.

Riding Horse

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 13 (2d10 + 2)
Speed 60 ft.

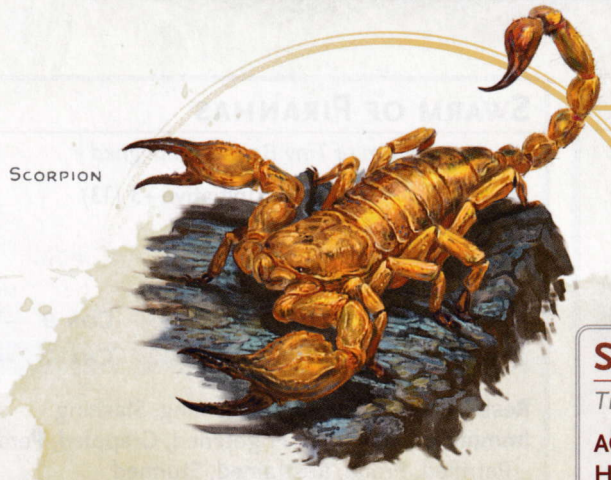
		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	**Dex**	13	+1	+1	**Con**	12	+1	+1
Int	2	−4	−4	**Wis**	11	+0	+0	**Cha**	7	−2	−2

Senses Passive Perception 10
Languages None
CR 1/4 (XP 50; PB +2)

Actions

Hooves. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage.

POLAR ENGINE



Scorpion

Saber-Toothed Tiger

Large Beast, Unaligned

AC 13 **Initiative** +3 (13)
HP 52 (7d10 + 14)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+6	**Dex**	17	+3	+5	**Con**	15	+2	+2
Int	3	−4	−4	**Wis**	12	+1	+1	**Cha**	8	−1	−1

Skills Perception +5, Stealth +7
Senses Darkvision 60 ft.; Passive Perception 15
Languages None
CR 2 (XP 450; PB +2)

Traits

Running Leap. With a 10-foot running start, the tiger can Long Jump up to 25 feet.

Actions

Multiattack. The tiger makes two Rend attacks.

Rend. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Slashing damage.

Bonus Actions

Nimble Escape. The tiger takes the Disengage or Hide action.

Scorpion

Tiny Beast, Unaligned

AC 11 **Initiative** +0 (10)
HP 1 (1d4 − 1)
Speed 10 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	2	−4	−4	**Dex**	11	+0	+0	**Con**	8	−1	−1
Int	1	−5	−5	**Wis**	8	−1	−1	**Cha**	2	−4	−4

Senses Blindsight 10 ft.; Passive Perception 9
Languages None
CR 0 (XP 10; PB +2)

Actions

Sting. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage plus 3 (1d6) Poison damage.

Seahorse

Tiny Beast, Unaligned

AC 12 **Initiative** +1 (11)
HP 1 (1d4 − 1)
Speed 5 ft., Swim 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	1	−5	−5	**Dex**	12	+1	+1	**Con**	8	−1	−1
Int	1	−5	−5	**Wis**	10	+0	+0	**Cha**	2	−4	−4

Skills Perception +2, Stealth +5
Senses Passive Perception 12
Languages None
CR 0 (XP 0; PB +2)

Traits

Water Breathing. The seahorse can breathe only underwater.

Actions

Bubble Dash. While underwater, the seahorse moves up to its Swim Speed without provoking Opportunity Attacks.

Spider

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 1 (1d4 − 1)
Speed 20 ft., Climb 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	2	−4	−4	**Dex**	14	+2	+2	**Con**	8	−1	−1
Int	1	−5	−5	**Wis**	10	+0	+0	**Cha**	2	−4	−4

Skills Stealth +4
Senses Darkvision 30 ft.; Passive Perception 10
Languages None
CR 0 (XP 10; PB +2)

Traits

Spider Climb. The spider can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webs, and the spider knows the location of any other creature in contact with the same web.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 1 Piercing damage plus 2 (1d4) Poison damage.

MICHELE GIORGI

Swarm of Bats

Large Swarm of Tiny Beasts, Unaligned

AC 12 **Initiative** +2 (12)
HP 11 (2d10)
Speed 5 ft., Fly 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	5	−3	−3	**Dex**	15	+2	+2	**Con**	10	+0	+0
Int	2	−4	−4	**Wis**	12	+1	+1	**Cha**	4	−3	−3

Resistances Bludgeoning, Piercing, Slashing
Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Blindsight 60 ft.; Passive Perception 11
Languages None
CR 1/4 (XP 50; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Bites. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (2d4) Piercing damage, or 2 (1d4) Piercing damage if the swarm is Bloodied.

Swarm of Insects

Medium Swarm of Tiny Beasts, Unaligned

AC 11 **Initiative** +1 (11)
HP 19 (3d8 + 6)
Speed 20 ft., Climb or Fly 20 ft. (DM's choice)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	3	−4	−4	**Dex**	13	+1	+1	**Con**	14	+2	+2
Int	1	−5	−5	**Wis**	7	−2	−2	**Cha**	1	−5	−5

Resistances Bludgeoning, Piercing, Slashing
Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Blindsight 30 ft.; Passive Perception 8
Languages None
CR 1/2 (XP 100; PB +2)

Traits

Spider Climb. If the swarm has a Climb Speed, the swarm can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Bites. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 6 (2d4 + 1) Poison damage, or 3 (1d4 + 1) Poison damage if the swarm is Bloodied.

Swarm of Piranhas

Medium Swarm of Tiny Beasts, Unaligned

AC 13 **Initiative** +3 (13)
HP 28 (8d8 − 8)
Speed 5 ft., Swim 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	**Dex**	16	+3	+3	**Con**	9	−1	−1
Int	1	−5	−5	**Wis**	7	−2	−2	**Cha**	2	−4	−4

Resistances Bludgeoning, Piercing, Slashing
Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Darkvision 60 ft.; Passive Perception 8
Languages None
CR 1 (XP 200; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny piranha. The swarm can't regain Hit Points or gain Temporary Hit Points.

Water Breathing. The swarm can breathe only underwater.

Actions

Bites. *Melee Attack Roll:* +5 (with Advantage if the target doesn't have all its Hit Points), reach 5 ft. *Hit:* 8 (2d4 + 3) Piercing damage, or 5 (1d4 + 3) Piercing damage if the swarm is Bloodied.

Swarm of Rats

Medium Swarm of Tiny Beasts, Unaligned

AC 10 **Initiative** +0 (10)
HP 14 (4d8 − 4)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	9	−1	−1	**Dex**	11	+0	+2	**Con**	9	−1	−1
Int	2	−4	−4	**Wis**	10	+0	+0	**Cha**	3	−4	−4

Resistances Bludgeoning, Piercing, Slashing
Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Darkvision 30 ft.; Passive Perception 10
Languages None
CR 1/4 (XP 50; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Bites. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 5 (2d4) Piercing damage, or 2 (1d4) Piercing damage if the swarm is Bloodied.



Swarm of Ravens

Swarm of Ravens

Medium Swarm of Tiny Beasts, Unaligned

AC 12 **Initiative** +2 (12)
HP 11 (2d8 + 2)
Speed 10 ft., Fly 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	6	−2	−2	**Dex**	14	+2	+2	**Con**	12	+1	+1
Int	5	−3	−3	**Wis**	12	+1	+1	**Cha**	6	−2	−2

Skills Perception +5
Resistances Bludgeoning, Piercing, Slashing
Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Passive Perception 15
Languages None
CR 1/4 (XP 50; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Beaks. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage, or 2 (1d4) Piercing damage if the swarm is Bloodied.

Cacophony (Recharge 6). *Wisdom Saving Throw:* DC 10, one creature in the swarm's space. *Failure:* The target has the Deafened condition until the start of the swarm's next turn. While Deafened, the target also has Disadvantage on ability checks and attack rolls.

Her eyes are everywhere—flecks of carbonado, pools of midnight. The Raven Queen watches.

—Evernight graffiti

Swarm of Venomous Snakes

Medium Swarm of Tiny Beasts, Unaligned

AC 14 **Initiative** +4 (14)
HP 36 (8d8)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	8	−1	−1	**Dex**	18	+4	+4	**Con**	11	+0	+0
Int	1	−5	−5	**Wis**	10	+0	+0	**Cha**	3	−4	−4

Resistances Bludgeoning, Piercing, Slashing
Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Blindsight 10 ft.; Passive Perception 10
Languages None
CR 2 (XP 450; PB +2)

Traits

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny snake. The swarm can't regain Hit Points or gain Temporary Hit Points.

Actions

Bites. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 8 (1d8 + 4) Piercing damage—or 6 (1d4 + 4) Piercing damage if the swarm is Bloodied—plus 10 (3d6) Poison damage.

Tiger

Large Beast, Unaligned

AC 13 **Initiative** +3 (13)
HP 30 (4d10 + 8)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	17	+3	+3	**Dex**	16	+3	+3	**Con**	14	+2	+2
Int	3	−4	−4	**Wis**	12	+1	+1	**Cha**	8	−1	−1

Skills Perception +3, Stealth +7
Senses Darkvision 60 ft.; Passive Perception 13
Languages None
CR 1 (XP 200; PB +2)

Actions

Rend. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage. If the target is a Large or smaller creature, it has the Prone condition.

Bonus Actions

Nimble Escape. The tiger takes the Disengage or Hide action.

ROWAN HOLLOWAY

Triceratops

Huge Beast (Dinosaur), Unaligned

AC 14 **Initiative** −1 (9)
HP 114 (12d12 + 36)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	22	+6	+6	**Dex**	9	−1	−1	**Con**	17	+3	+3
Int	2	−4	−4	**Wis**	11	+0	+0	**Cha**	5	−3	−3

Senses Passive Perception 10
Languages None
CR 5 (XP 1,800; PB +3)

Actions

Multiattack. The triceratops makes two Gore attacks.

Gore. *Melee Attack Roll:* +9, reach 5 ft. *Hit:* 19 (2d12 + 6) Piercing damage. If the target is Huge or smaller and the triceratops moved 20+ feet straight toward it immediately before the hit, the target takes an extra 9 (2d8) Piercing damage and has the Prone condition.

Tyrannosaurus Rex

Huge Beast (Dinosaur), Unaligned

AC 13 **Initiative** +3 (13)
HP 136 (13d12 + 52)
Speed 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	25	+7	+10	**Dex**	10	+0	+0	**Con**	19	+4	+4
Int	2	−4	−4	**Wis**	12	+1	+4	**Cha**	9	−1	−1

Skills Perception +4
Senses Passive Perception 14
Languages None
CR 8 (XP 3,900; PB +3)

Actions

Multiattack. The tyrannosaurus makes one Bite attack and one Tail attack.

Bite. *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 33 (4d12 + 7) Piercing damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 17). While Grappled, the target has the Restrained condition and can't be targeted by the tyrannosaurus's Tail.

Tail. *Melee Attack Roll:* +10, reach 15 ft. *Hit:* 25 (4d8 + 7) Bludgeoning damage. If the target is a Huge or smaller creature, it has the Prone condition.

Venomous Snake

Tiny Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 5 (2d4)
Speed 30 ft., Swim 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	2	−4	−4	**Dex**	15	+2	+2	**Con**	11	+0	+0
Int	1	−5	−5	**Wis**	10	+0	+0	**Cha**	3	−4	−4

Senses Blindsight 10 ft.; Passive Perception 10
Languages None
CR 1/8 (XP 25; PB +2)

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage plus 3 (1d6) Poison damage.

Vulture

Medium Beast, Unaligned

AC 10 **Initiative** +0 (10)
HP 5 (1d8 + 1)
Speed 10 ft., Fly 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	7	−2	−2	**Dex**	10	+0	+0	**Con**	13	+1	+1
Int	2	−4	−4	**Wis**	12	+1	+1	**Cha**	4	−3	−3

Skills Perception +3
Senses Passive Perception 13
Languages None
CR 0 (XP 10; PB +2)

Traits

Pack Tactics. The vulture has Advantage on an attack roll against a creature if at least one of the vulture's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Beak. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 2 (1d4) Piercing damage.



Tyrannosaurus Rex

APRIL PRIME

Warhorse

Large Beast, Unaligned

AC 11 **Initiative** +1 (11)
HP 19 (3d10 + 3)
Speed 60 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	18	+4	+4	**Dex**	12	+1	+1	**Con**	13	+1	+1
Int	2	−4	−4	**Wis**	12	+1	+3	**Cha**	7	−2	−2

Senses Passive Perception 11
Languages None
CR 1/2 (XP 100; PB +2)

Actions

Hooves. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 9 (2d4 + 4) Bludgeoning damage. If the target is a Large or smaller creature and the horse moved 20+ feet straight toward it immediately before the hit, the target takes an extra 5 (2d4) Bludgeoning damage and has the Prone condition.

Weasel

Tiny Beast, Unaligned

AC 13 **Initiative** +3 (13)
HP 1 (1d4 − 1)
Speed 30 ft., Climb 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	3	−4	−4	**Dex**	16	+3	+3	**Con**	8	−1	−1
Int	2	−4	−4	**Wis**	12	+1	+1	**Cha**	3	−4	−4

Skills Acrobatics +5, Perception +3, Stealth +5
Senses Darkvision 60 ft.; Passive Perception 13
Languages None
CR 0 (XP 10; PB +2)

Actions

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 1 Piercing damage.

Wolf

Medium Beast, Unaligned

AC 12 **Initiative** +2 (12)
HP 11 (2d8 + 2)
Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	**Dex**	15	+2	+2	**Con**	12	+1	+1
Int	3	−4	−4	**Wis**	12	+1	+1	**Cha**	6	−2	−2

Skills Perception +5, Stealth +4
Senses Darkvision 60 ft.; Passive Perception 15
Languages None
CR 1/4 (XP 50; PB +2)

Traits

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 doesn't have the Incapacitated condition.

Actions

Bite. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) Piercing damage. If the target is a Medium or smaller creature, it has the Prone condition.



Inhabitants of the rain forest answer a druid's summons.

Katerina Ladon

APPENDIX B

Monster Lists

This appendix provides conversions for stat blocks that have changed between the 2014 *Monster Manual* and this book, as well as lists of monsters organized by habitat, creature type, group, and Challenge Rating.

Monster Conversions

Every monster in 2014 *Monster Manual* either appears in this book or has a CR-appropriate replacement. If you're using material published prior to this book and are unable to locate a stat block herein, consult the Stat Block Conversions table to find the equivalent stat block you should use.

Stat Block Conversions

2014 Stat Block	2025 Equivalent
Aarakocra	Aarakocra Skirmisher
Acolyte	Priest Acolyte
Adult Blue Dracolich	Dracolich
Androsphinx	Sphinx of Valor
Azer	Azer Sentinel
Bugbear	Bugbear Warrior
Bullywug	Bullywug Warrior
Centaur	Centaur Trooper
Cult Fanatic	Cultist Fanatic
Cyclops	Cyclops Sentry
Deep Gnome	Scout
Drow	Priest Acolyte
Drow Elite Warrior	Gladiator
Drow Mage	Bandit Deceiver
Drow Priestess of Lolth	Fiend Cultist
Duergar	Spy
Duodrone	Modron Duodrone
Faerie Dragon (if green, blue, indigo, or violet)	Faerie Dragon Adult
Faerie Dragon (if red, orange, or yellow)	Faerie Dragon Youth
Fire Snake	Salamander Fire Snake
Flying Sword	Animated Flying Sword
Gas Spore	Gas Spore Fungus
Giant Poisonous Snake	Giant Venomous Snake
Gnoll	Gnoll Warrior
Goblin	Goblin Warrior
Grick Alpha	Grick Ancient
Gynosphinx	Sphinx of Lore
Half-Ogre (Ogrillon)	Ogrillon Ogre
Half-Red Dragon Veteran	Half-Dragon
Hobgoblin	Hobgoblin Warrior
Kobold	Kobold Warrior
Lizardfolk	Scout
Lizardfolk Shaman	Lizardfolk Geomancer
Lizard King/Queen	Lizardfolk Sovereign
Merfolk	Merfolk Skirmisher
Minotaur	Minotaur of Baphomet
Monodrone	Modron Monodrone
Orc	Tough
Orc Eye of Gruumsh	Cultist Fanatic
Orc War Chief	Tough Boss
Orog	Berserker
Pentadrone	Modron Pentadrone
Poisonous Snake	Venomous Snake
Quadrone	Modron Quadrone
Quaggoth Spore Servant	Myconid Spore Servant
Quipper	Piranha
Rug of Smothering	Animated Rug of Smothering
Sahuagin	Sahuagin Warrior
Sahuagin Priestess	Sahuagin Priest
Shrieker	Shrieker Fungus
Swarm of Poisonous Snakes	Swarm of Venomous Snakes
Swarm of Quippers	Swarm of Piranhas
Thri-kreen	Thri-kreen Marauder
Thug	Tough
Tribal Warrior	Warrior Infantry
Tridrone	Modron Tridrone
Veteran	Warrior Veteran
Young Red Shadow Dragon	Shadow Dragon
Yuan-ti Pureblood	Yuan-ti Infiltrator

Monsters by Habitat

The following tables organize the monster stat blocks in this book by habitat. These tables omit monsters that don't inhabit natural habitats, such as many Celestials and Fiends.

Any Habitat Monsters

CR	Monsters
0	Commoner, Crawling Claw, Homunculus
1/8	Bandit, Cultist, Guard, Noble, Warrior Infantry
1/4	Priest Acolyte
1/2	Performer, Scout, Tough
1	Empyrean Iota, Imp, Pirate, Spy
2	Bandit Captain, Berserker, Cultist Fanatic, Druid, Mage Apprentice, Priest
3	Knight, Scout Captain, Swarm of Crawling Claws, Warrior Veteran
4	Banshee, Guard Captain, Helmed Horror, Tough Boss
5	Cambion, Flesh Golem, Gladiator, Half-Dragon
6	Mage, Performer Maestro, Pirate Captain
7	Bandit Deceiver
8	Aberrant Cultist, Assassin, Berserker Commander, Death Cultist, Elemental Cultist, Fiend Cultist
10	Cultist Hierophant, Noble Prodigy, Performer Legend, Spy Master, Stone Golem, Warrior Commander
11	Bandit Crime Lord, Death Knight Aspirant
12	Archmage, Archpriest, Pirate Admiral, Questing Knight
16	Iron Golem
17	Death Knight, Dracolich
18	Demilich
21	Arch-hag, Lich
23	Blob of Annihilation, Empyrean
25	Colossus

Arctic Monsters

CR	Monsters
0	Hawk, Owl
1/8	Blood Hawk, Kobold Warrior
1/4	Axe Beak, Giant Owl, Winged Kobold
1/2	Ice Mephit
1	Brown Bear, Ogrillon Ogre
2	Griffon, Ogre, Polar Bear, Saber-Toothed Tiger, White Dragon Wyrmling
3	Manticore, Winter Wolf, Yeti
5	Giant Axe Beak, Troll, Werebear, Young Remorhaz
6	Mammoth, Young White Dragon
8	Frost Giant
9	Abominable Yeti
11	Remorhaz, Roc
13	Adult White Dragon
20	Ancient White Dragon

Coastal Monsters

CR	Monsters
0	Crab, Eagle, Hawk, Lizard
1/8	Blood Hawk, Giant Crab, Kobold Warrior, Merfolk Skirmisher, Venomous Snake
1/4	Giant Lizard, Giant Venomous Snake, Giant Wolf Spider, Kuo-toa, Pseudodragon, Pteranodon, Winged Kobold
1/2	Crocodile, Sahuagin Warrior
1	Giant Eagle, Giant Toad, Harpy, Kuo-toa Whip
2	Bronze Dragon Wyrmling, Griffon, Merrow, Plesiosaurus, Sahuagin Priest, Sea Hag, Swarm of Venomous Snakes
3	Blue Dragon Wyrmling, Kuo-toa Monitor, Manticore
4	Chuul
5	Giant Crocodile, Sahuagin Baron, Water Elemental
6	Cyclops Sentry, Kuo-toa Archpriest, Merfolk Wavebender
8	Hydra, Young Bronze Dragon
9	Young Blue Dragon
10	Cyclops Oracle
11	Djinni, Marid, Roc
13	Storm Giant
15	Adult Bronze Dragon
16	Adult Blue Dragon
17	Dragon Turtle
22	Ancient Bronze Dragon
23	Ancient Blue Dragon

Desert Monsters

CR	Monsters
0	Cat, Hyena, Jackal, Lizard, Scorpion, Spider, Vulture
1/8	Camel, Flying Snake, Kobold Warrior, Mule, Stirge, Venomous Snake
1/4	Constrictor Snake, Giant Lizard, Giant Venomous Snake, Giant Wolf Spider, Pseudodragon, Winged Kobold
1/2	Dust Mephit, Gnoll Warrior, Hobgoblin Warrior, Jackalwere, Swarm of Insects
1	Brass Dragon Wyrmling, Death Dog, Giant Hyena, Giant Spider, Giant Vulture, Lion, Ogrillon Ogre, Sphinx of Wonder, Thri-kreen Marauder, Yuan-ti Infiltrator
2	Giant Constrictor Snake, Gnoll Pack Lord, Ogre, Swarm of Stirges, Swarm of Venomous Snakes

CR	Monsters
3	Blue Dragon Wyrmling, Giant Scorpion, Hobgoblin Captain, Mummy, Phase Spider, Wight, Yuan-ti Malison
4	Couatl, Gnoll Fang of Yeenoghu, Lamia, Weretiger
5	Air Elemental, Fire Elemental
6	Cyclops Sentry, Hobgoblin Warlord, Medusa, Young Brass Dragon
7	Yuan-ti Abomination
8	Gnoll Demoniac, Sphinx of Secrets, Thri-kreen Psion
9	Young Blue Dragon
10	Cyclops Oracle, Guardian Naga
11	Efreeti, Roc, Sphinx of Lore
13	Adult Brass Dragon
15	Mummy Lord, Purple Worm
16	Adult Blue Dragon
17	Sphinx of Valor
20	Ancient Brass Dragon
23	Ancient Blue Dragon

Forest Monsters

CR	Monsters
0	Awakened Shrub, Baboon, Badger, Bat, Cat, Deer, Frog, Hawk, Hyena, Lizard, Owl, Rat, Spider, Weasel
1/8	Blood Hawk, Flying Snake, Giant Rat, Giant Weasel, Goblin Minion, Kobold Warrior, Mastiff, Stirge, Twig Blight, Venomous Snake
1/4	Blink Dog, Boar, Constrictor Snake, Elk, Giant Badger, Giant Bat, Giant Frog, Giant Lizard, Giant Owl, Giant Venomous Snake, Giant Wolf Spider, Goblin Warrior, Kenku, Needle Blight, Panther, Pixie, Pseudodragon, Sprite, Swarm of Bats, Swarm of Rats, Winged Kobold, Wolf
1/2	Ape, Black Bear, Giant Wasp, Gnoll Warrior, Hobgoblin Warrior, Satyr, Swarm of Insects, Vine Blight, Worg
1	Brown Bear, Bugbear Warrior, Dire Wolf, Dryad, Faerie Dragon Youth, Giant Hyena, Giant Spider, Giant Toad, Goblin Boss, Harpy, Ogrillon Ogre, Tiger, Yuan-ti Infiltrator
2	Ankheg, Awakened Tree, Centaur Trooper, Ettercap, Faerie Dragon Adult, Giant Boar, Giant Constrictor Snake, Giant Elk, Gnoll Pack Lord, Green Dragon Wyrmling, Grick, Lizardfolk Geomancer, Ogre, Pegasus, Swarm of Stirges, Swarm of Venomous Snakes, Wererat, Will-o'-Wisp
3	Bugbear Stalker, Displacer Beast, Goblin Hexer, Gold Dragon Wyrmling, Green Hag, Hobgoblin Captain, Owlbear, Phase Spider, Werewolf, Yuan-ti Malison
4	Couatl, Gnoll Fang of Yeenoghu, Hippopotamus, Lizardfolk Sovereign, Wereboar, Weretiger
5	Gorgon, Pixie Wonderbringer, Revenant, Shambling Mound, Troll, Unicorn, Werebear
6	Drider, Hobgoblin Warlord, Satyr Revelmaster
7	Centaur Warden, Giant Ape, Graveyard Revenant, Grick Ancient, Oni, Primeval Owlbear, Tree Blight, Yuan-ti Abomination
8	Gnoll Demoniac, Young Green Dragon
9	Brazen Gorgon, Treant
10	Dire Worg, Guardian Naga, Haunting Revenant, Young Gold Dragon
15	Adult Green Dragon
16	Gulthias Blight
17	Adult Gold Dragon
22	Ancient Green Dragon
24	Ancient Gold Dragon

Grassland Monsters

CR	Monsters
0	Cat, Deer, Eagle, Goat, Hawk, Hyena, Jackal, Vulture, Weasel
1/8	Blood Hawk, Flying Snake, Giant Weasel, Goblin Minion, Pony, Stirge, Venomous Snake
1/4	Axe Beak, Boar, Elk, Giant Venomous Snake, Giant Wolf Spider, Goblin Warrior, Panther, Pteranodon, Riding Horse, Wolf
1/2	Cockatrice, Giant Goat, Giant Wasp, Gnoll Warrior, Hobgoblin Warrior, Jackalwere, Swarm of Insects, Worg
1	Bugbear Warrior, Giant Eagle, Giant Hyena, Giant Vulture, Goblin Boss, Hippogriff, Lion, Ogrillon Ogre, Scarecrow, Thri-kreen Marauder, Tiger
2	Allosaurus, Ankheg, Bulette Pup, Centaur Trooper, Giant Boar, Giant Elk, Gnoll Pack Lord, Griffon, Ogre, Pegasus, Rhinoceros, Swarm of Stirges, Swarm of Venomous Snakes
3	Ankylosaurus, Bugbear Stalker, Goblin Hexer, Gold Dragon Wyrmling, Hobgoblin Captain, Manticore, Phase Spider
4	Couatl, Elephant, Gnoll Fang of Yeenoghu, Hippopotamus, Wereboar, Weretiger
5	Bulette, Giant Axe Beak, Gorgon, Triceratops
6	Chimera, Cyclops Sentry, Hobgoblin Warlord
7	Centaur Warden
8	Cockatrice Regent, Gnoll Demoniac, Thri-kreen Psion, Tyrannosaurus Rex
9	Brazen Gorgon
10	Cyclops Oracle, Dire Worg, Young Gold Dragon
17	Adult Gold Dragon
24	Ancient Gold Dragon

Hill Monsters

CR	Monsters
0	Baboon, Eagle, Goat, Hawk, Hyena, Owl, Raven, Vulture, Weasel
1/8	Blood Hawk, Giant Weasel, Goblin Minion, Kobold Warrior, Mastiff, Mule, Stirge, Venomous Snake
1/4	Axe Beak, Boar, Elk, Giant Owl, Giant Venomous Snake, Giant Wolf Spider, Goblin Warrior, Panther, Pseudodragon, Swarm of Ravens, Winged Kobold, Wolf
1/2	Giant Goat, Gnoll Warrior, Hobgoblin Warrior, Swarm of Insects, Worg
1	Brown Bear, Copper Dragon Wyrmling, Dire Wolf, Giant Eagle, Giant Hyena, Giant Vulture, Goblin Boss, Harpy, Hippogriff, Lion, Ogrillon Ogre
2	Bulette Pup, Giant Boar, Giant Elk, Gnoll Pack Lord, Griffon, Ogre, Pegasus, Peryton, Saber-Toothed Tiger, Swarm of Stirges, Swarm of Venomous Snakes
3	Goblin Hexer, Green Hag, Hobgoblin Captain, Manticore, Phase Spider, Werewolf
4	Ettin, Gnoll Fang of Yeenoghu, Red Dragon Wyrmling, Wereboar
5	Bulette, Giant Axe Beak, Gorgon, Hill Giant, Troll, Werebear
6	Chimera, Cyclops Sentry, Galeb Duhr, Hobgoblin Warlord, Wyvern
7	Stone Giant, Young Copper Dragon
8	Gnoll Demoniac
9	Brazen Gorgon
10	Cyclops Oracle, Dire Worg, Young Red Dragon
11	Roc
14	Adult Copper Dragon
17	Adult Red Dragon
21	Ancient Copper Dragon
24	Ancient Red Dragon

Mountain Monsters

CR	Monsters
0	Bat, Eagle, Goat, Hawk
1/8	Blood Hawk, Kobold Warrior, Stirge
1/4	Aarakocra Skirmisher, Giant Bat, Pseudodragon, Pteranodon, Swarm of Bats, Winged Kobold
1/2	Giant Goat, Hobgoblin Warrior
1	Giant Eagle, Harpy, Hippogriff, Lion, Ogrillon Ogre
2	Azer Sentinel, Bulette Pup, Griffon, Ogre, Peryton, Saber-Toothed Tiger, Silver Dragon Wyrmling, Swarm of Stirges
3	Basilisk, Hell Hound, Hobgoblin Captain, Manticore
4	Aarakocra Aeromancer, Ettin, Red Dragon Wyrmling
5	Air Elemental, Bulette, Earth Elemental, Troll
6	Azer Pyromancer, Chimera, Cyclops Sentry, Galeb Duhr, Hobgoblin Warlord, Wyvern
7	Stone Giant
8	Frost Giant
9	Cloud Giant, Fire Giant, Young Silver Dragon
10	Cyclops Oracle, Young Red Dragon
11	Roc
16	Adult Silver Dragon
17	Adult Red Dragon
23	Ancient Silver Dragon
24	Ancient Red Dragon

Swamp Monsters

CR	Monsters
0	Frog, Lizard, Rat, Raven, Spider
1/8	Giant Rat, Kobold Warrior, Stirge, Venomous Snake
1/4	Bullywug Warrior, Constrictor Snake, Giant Frog, Giant Lizard, Giant Venomous Snake, Mud Mephit, Swarm of Rats, Swarm of Ravens, Winged Kobold
1/2	Crocodile, Swarm of Insects
1	Ghoul, Giant Spider, Giant Toad, Lacedon Ghoul, Ogrillon Ogre, Yuan-ti Infiltrator
2	Black Dragon Wyrmling, Ghast, Giant Constrictor Snake, Lizardfolk Geomancer, Ogre, Swarm of Stirges, Swarm of Venomous Snakes, Will-o'-Wisp
3	Green Hag, Mummy, Wight, Yuan-ti Malison
4	Bullywug Bog Sage, Chuul, Hippopotamus, Lizardfolk Sovereign
5	Giant Crocodile, Revenant, Shambling Mound, Troll, Water Elemental
6	Ghast Gravecaller
7	Graveyard Revenant, Young Black Dragon, Yuan-ti Abomination
8	Hydra
10	Haunting Revenant
14	Adult Black Dragon
15	Mummy Lord
21	Ancient Black Dragon

Underdark Monsters

CR	Monsters
0	Bat, Giant Fire Beetle, Lizard, Myconid Sprout, Rat, Shrieker Fungus, Spider
1/8	Flumph, Giant Rat, Goblin Minion, Kobold Warrior, Stirge
1/4	Giant Bat, Giant Centipede, Giant Lizard, Goblin Warrior, Grimlock, Kuo-toa, Skeleton, Swarm of Bats, Swarm of Rats, Troglodyte, Violet Fungus, Winged Kobold, Zombie
1/2	Darkmantle, Gas Spore Fungus, Gray Ooze, Hobgoblin Warrior, Myconid Adult, Piercer, Rust Monster, Shadow, Swarm of Insects, Warhorse Skeleton
1	Bugbear Warrior, Ghoul, Giant Spider, Giant Toad, Goblin Boss, Kuo-toa Whip, Lacedon Ghoul, Myconid Spore Servant, Ogrillon Ogre, Psychic Gray Ooze, Salamander Fire Snake, Specter
2	Carrion Crawler, Gargoyle, Gelatinous Cube, Ghast, Gibbering Mouther, Grick, Intellect Devourer, Mimic, Minotaur Skeleton, Myconid Sovereign, Nothic, Ochre Jelly, Ogre, Ogre Zombie, Poltergeist, Quaggoth, Swarm of Stirges
3	Basilisk, Bugbear Stalker, Doppelganger, Flaming Skeleton, Goblin Hexer, Grell, Hell Hound, Hobgoblin Captain, Hook Horror, Kuo-toa Monitor, Minotaur of Baphomet, Phase Spider, Quaggoth Thonot, Spectator, Vampire Familiar, Water Weird, Wight
4	Black Pudding, Bone Naga, Chuul, Ettin, Flameskull, Ghost, Juvenile Shadow Dragon
5	Beholder Zombie, Earth Elemental, Otyugh, Roper, Salamander, Troll, Umber Hulk, Vampire Spawn, Wraith, Xorn
6	Cyclops Sentry, Drider, Ghast Gravecaller, Hobgoblin Warlord, Kuo-toa Archpriest
7	Grick Ancient, Mind Flayer, Stone Giant, Violet Fungus Necrohulk
8	Cloaker, Fomorian, Spirit Naga, Vampire Nightbringer
9	Fire Giant
10	Aboleth, Cyclops Oracle
11	Behir, Dao, Mind Flayer Arcanist
13	Beholder, Shadow Dragon, Vampire
14	Death Tyrant
15	Purple Worm, Salamander Inferno Master, Vampire Umbral Lord

Underwater Monsters

CR	Monsters
0	Crab, Octopus, Piranha, Seahorse
1/8	Giant Crab, Merfolk Skirmisher
1/4	Constrictor Snake
1/2	Giant Seahorse, Reef Shark, Sahuagin Warrior
1	Giant Octopus, Swarm of Piranhas
2	Giant Constrictor Snake, Hunter Shark, Merrow, Plesiosaurus, Sahuagin Priest, Sea Hag
3	Killer Whale
4	Archelon
5	Giant Shark, Sahuagin Baron, Water Elemental
6	Giant Squid, Merfolk Wavebender
10	Aboleth
11	Marid
13	Storm Giant
17	Dragon Turtle
23	Kraken

Urban Monsters

CR	Monsters
0	Bat, Cat, Goat, Rat, Raven, Spider
1/8	Giant Rat, Kobold Warrior, Mastiff, Mule, Pony, Stirge
1/4	Animated Broom, Animated Flying Sword, Draft Horse, Giant Centipede, Kenku, Pseudodragon, Riding Horse, Skeleton, Swarm of Bats, Swarm of Rats, Swarm of Ravens, Winged Kobold, Zombie
1/2	Crocodile, Giant Wasp, Shadow, Swarm of Insects, Warhorse, Warhorse Skeleton
1	Animated Armor, Ghoul, Giant Spider, Lacedon Ghoul, Specter, Yuan-ti Infiltrator
2	Animated Rug of Smothering, Carrion Crawler, Gargoyle, Ghast, Mimic, Minotaur Skeleton, Ogre Zombie, Poltergeist, Silver Dragon Wyrmling, Swarm of Stirges, Wererat, Will-o'-Wisp
3	Doppelganger, Flaming Skeleton, Phase Spider, Vampire Familiar, Water Weird, Wight, Yuan-ti Malison
4	Couatl, Ghost, Incubus, Succubus
5	Beholder Zombie, Revenant, Vampire Spawn
6	Ghast Gravecaller, Invisible Stalker
7	Graveyard Revenant, Oni, Shield Guardian, Yuan-ti Abomination
8	Vampire Nightbringer
9	Clay Golem, Young Silver Dragon
10	Haunting Revenant
13	Rakshasa, Vampire
15	Vampire Umbral Lord
16	Adult Silver Dragon
23	Ancient Silver Dragon
30	Tarrasque

Monsters by Creature Type

The following list organizes the monster stat blocks in this book by creature type.

Aberration

Aboleth
Beholder
Blue Slaad
Chuul
Cloaker
Darkmantle
Death Slaad
Flumph
Gibbering Mouther
Githyanki Dracomancer
Githyanki Knight
Githyanki Soldier
Githzerai Monk
Githzerai Psion
Githzerai Zerth
Gray Slaad
Green Slaad
Grell
Grick
Grick Ancient
Grimlock
Intellect Devourer
Kuo-toa
Kuo-toa Archpriest
Kuo-toa Monitor
Kuo-toa Whip
Mind Flayer
Mind Flayer Arcanist
Nothic
Otyugh
Piercer
Red Slaad
Roper
Slaad Tadpole
Spectator

Beast

Allosaurus
Ankylosaurus
Ape
Archelon
Baboon
Badger
Bat
Black Bear
Blood Hawk
Boar
Brown Bear
Camel
Cat
Constrictor Snake
Crab
Crocodile
Deer
Dire Wolf
Draft Horse
Eagle
Elephant
Elk
Frog
Giant Ape
Giant Badger
Giant Bat
Giant Boar
Giant Centipede
Giant Constrictor Snake
Giant Crab
Giant Crocodile
Giant Fire Beetle
Giant Frog
Giant Goat
Giant Hyena
Giant Lizard
Giant Octopus
Giant Rat
Giant Scorpion
Giant Seahorse
Giant Shark
Giant Spider
Giant Squid
Giant Toad
Giant Venomous Snake
Giant Wasp
Giant Weasel
Giant Wolf Spider
Goat
Hawk
Hippopotamus
Hunter Shark
Hyena
Jackal
Killer Whale
Lion
Lizard
Mammoth
Mastiff
Mule
Octopus
Owl
Panther
Piranha
Plesiosaurus
Polar Bear
Pony
Pteranodon
Rat
Raven
Reef Shark
Rhinoceros
Riding Horse
Saber-Toothed Tiger
Scorpion
Seahorse
Spider
Swarm of Bats
Swarm of Insects
Swarm of Piranhas
Swarm of Rats
Swarm of Ravens
Swarm of Venomous Snakes
Tiger
Triceratops
Tyrannosaurus Rex
Venomous Snake
Vulture
Warhorse
Weasel
Wolf

Celestial

Animal Lord
Couatl
Deva
Empyrean
Empyrean Iota
Giant Eagle
Giant Elk
Giant Owl
Guardian Naga
Pegasus
Planetar
Solar
Sphinx of Lore
Sphinx of Secrets
Sphinx of Valor
Sphinx of Wonder
Unicorn

Construct

Animated Armor
Animated Broom
Animated Flying Sword
Animated Rug of Smothering
Brazen Gorgon
Clay Golem
Colussus
Flesh Golem
Gorgon
Helmed Horror
Homunculus
Iron Golem
Modron Duodrone
Modron Monodrone
Modron Pentadrone
Modron Quadrone
Modron Tridrone
Scarecrow
Shield Guardian
Stone Golem

Dragon

Black dragons (all)
Blue dragons (all)
Brass dragons (all)
Bronze dragons (all)
Copper dragons (all)
Dragon Turtle
Faerie Dragon Adult
Faerie Dragon Youth
Gold dragons (all)
Green dragons (all)
Half-Dragon
Juvenile Shadow Dragon
Kobold Warrior
Pseudodragon
Red dragons (all)
Shadow Dragon
Silver dragons (all)
White dragons (all)
Winged Kobold
Wyvern

Elemental

Aarakocra Aeromancer
Aarakocra Skirmisher
Air Elemental
Azer Pyromancer
Azer Sentinel
Dao
Djinni

Dust Mephit
Earth Elemental
Efreeti
Elemental Cataclysm
Fire Elemental
Galeb Duhr
Gargoyle
Ice Mephit
Invisible Stalker
Lizardfolk Geomancer
Lizardfolk Sovereign
Magma Mephit
Magmin
Marid
Merfolk Skirmisher
Merfolk Wavebender
Mud Mephit
Salamander
Salamander Fire Snake
Salamander Inferno Master
Smoke Mephit
Steam Mephit
Water Elemental
Water Weird
Xorn

Fey

Arch-hag
Blink Dog
Bugbear Stalker
Bugbear Warrior
Bullywug Bog Sage
Bullywug Warrior
Centaur Trooper
Centaur Warden
Dire Worg
Dryad
Goblin Boss
Goblin Hexer
Goblin Minion
Goblin Warrior
Green Hag
Hobgoblin Captain
Hobgoblin Warlord
Hobgoblin Warrior
Pixie
Pixie Wonderbringer
Satyr
Satyr Revelmaster
Sea Hag
Sprite
Worg

Fiend

Arcanaloth
Balor
Barbed Devil
Barlgura
Bearded Devil
Bone Devil
Cambion
Chain Devil
Chasme
Dretch
Empyrean
Empyrean Iota
Erinyes
Glabrezu
Gnoll Demoniac
Gnoll Fang of Yeenoghu
Gnoll Pack Lord
Gnoll Warrior
Goristro
Hell Hound
Hezrou
Horned Devil
Ice Devil
Imp
Incubus
Jackalwere
Lamia
Larva
Lemure
Manes
Manes Vaporspawn
Marilith
Mezzoloth
Nalfeshnee
Night Hag
Nightmare
Nycaloth
Oni
Pit Fiend
Quasit
Rakshasa
Sahuagin Baron
Sahuagin Priest
Sahuagin Warrior
Shadow Demon
Spined Devil
Spirit Naga
Succubus
Swarm of Dretches
Swarm of Larvae
Swarm of Lemures
Ultroloth
Vrock
Yochlol

Giant

Cloud Giant
Cyclops Oracle
Cyclops Sentry
Ettin
Fire Giant
Fomorian
Frost Giant
Hill Giant
Ogre
Ogrillon Ogre
Stone Giant
Storm Giant
Troll
Troll Limb

Humanoid

Aberrant Cultist
Archmage
Archpriest
Assassin
Bandit
Bandit Captain
Bandit Crime Lord
Bandit Deceiver
Berserker
Berserker Commander
Commoner
Cultist
Cultist Fanatic
Cultist Hierophant
Death Cultist
Druid
Elemental Cultist
Fiend Cultist
Gladiator
Guard
Guard Captain
Knight
Mage
Mage Apprentice
Noble
Noble Prodigy
Performer
Performer Legend
Performer Maestro
Pirate
Pirate Admiral
Pirate Captain
Priest
Priest Acolyte
Questing Knight
Scout
Scout Captain
Spy
Spy Master
Tough
Tough Boss
Vampire Familiar
Warrior Commander
Warrior Infantry
Warrior Veteran

Monstrosity

Abominable Yeti
Ankheg
Axe Beak
Basilisk
Behir
Bulette
Bulette Pup
Carrion Crawler
Chimera
Cockatrice
Cockatrice Regent
Death Dog
Displacer Beast
Doppelganger
Drider
Ettercap
Flying Snake
Giant Axe Beak
Giant Vulture
Griffon
Harpy
Hippogriff
Hook Horror
Hydra
Kenku
Kraken
Manticore
Medusa
Merror
Mimic
Minotaur of Baphomet
Owlbear
Peryton
Phase Spider
Primeval Owlbear

Purple Worm
Quaggoth
Quaggoth Thonot
Remorhaz
Roc
Rust Monster
Stirge
Swarm of Stirges
Tarrasque
Thri-kreen Marauder
Thri-kreen Psion
Troglodyte
Umber Hulk
Werebear
Wereboar
Wererat
Weretiger
Werewolf
Winter Wolf
Yeti
Young Remorhaz
Yuan-ti Abomination
Yuan-ti Infiltrator
Yuan-ti Malison

Ooze

Black Pudding
Blob of Annihilation
Gelatinous Cube
Gray Ooze
Ochre Jelly
Psychic Gray Ooze

Plant

Awakened Shrub
Awakened Tree
Gas Spore Fungus
Gulthias Blight
Myconid Adult
Myconid Sovereign
Myconid Spore Servant
Myconid Sprout
Needle Blight
Shamling Mound
Shrieker Fungus
Treant
Tree Blight
Twig Blight
Vine Blight
Violet Fungus
Violet Fungus Necrohulk

Undead

Banshee
Beholder Zombie
Bone Naga
Crawling Claw
Death Knight
Death Knight Aspirant
Death Tyrant
Demilich
Dracolich
Flameskull
Flaming Skeleton
Ghast
Ghast Gravecaller
Ghost
Ghoul
Graveyard Revenant
Haunting Revenant
Lacedon Ghoul
Lich
Minotaur Skeleton
Mummy
Mummy Lord
Ogre Zombie
Poltergeist
Revenant
Shadow
Skeleton
Specter
Swarm of Crawling Claws
Vampire
Vampire Nightbringer
Vampire Spawn
Vampire Umbral Lord
Warhorse Skeleton
Wight
Will-o'-Wisp
Wraith
Zombie

Monsters by Group

The following lists present stat blocks that share descriptive tags or that are part of a group that's not reflected by their name.

Angels

Deva
Planetar
Solar

Beholders

Beholder
Death Tyrant
Spectator
Zombie Beholder

Demons

Balor
Barlgura
Chasme
Dretches (all)
Glabrezu
Goristro
Hezrou
Manes (all)
Marilith
Nalfeshnee
Quasit
Shadow Demon
Vrock
Yochlol

Devils

Barbed Devil
Bearded Devil
Bone Devil
Chain Devil
Erinyes
Horned Devil
Ice Devil
Imp
Lemures (all)
Pit Fiend
Spined Devil

Dinosaurs

Allosaurus
Ankylosaurus
Archelon
Plesiosaurus
Pteranodon
Triceratops
Tyrannosaurus Rex

Dragons, Chromatic

Black dragons (all)
Blue dragons (all)
Green dragons (all)
Red dragons (all)
White dragons (all)

Dragons, Metallic

Brass dragons (all)
Bronze dragons (all)
Copper dragons (all)
Gold dragons (all)
Silver dragons (all)

Genies

Dao
Djinni
Efreeti
Marid

Goblinoids

Bugbears (all)
Goblins (all)
Hobgoblins (all)

Lycanthropes

Werebear
Wereboar
Wererat
Weretiger
Werewolf

Titans

Blob of Annihilation
Colossus
Elemental Cataclysm
Empyreans (all)
Kraken
Tarrasque

Yugoloths

Arcanoloth
Mezzoloth
Nycaloth
Ultroloth

Monsters by Challenge Rating

The following list organizes the monster stat blocks in this book by Challenge Rating.

CR 0

Awakened Shrub
Baboon
Badger
Bat
Cat
Commoner
Crab
Crawling Claw
Deer
Eagle
Frog
Giant Fire Beetle
Goat
Hawk
Homunculus
Hyena
Jackal
Larva
Lemure
Lizard
Myconid Sprout
Octopus
Owl
Piranha
Rat
Raven
Scorpion
Seahorse
Shrieker Fungus
Spider
Vulture
Weasel

CR 1/8

Bandit
Blood Hawk
Camel
Cultist
Flumph
Flying Snake
Giant Crab
Giant Rat
Giant Weasel
Goblin Minion
Guard
Kobold Warrior
Manes
Mastiff
Merfolk Skirmisher
Modron Monodrone
Mule
Noble
Pony
Slaad Tadpole
Stirge
Twig Blight
Venomous Snake
Warrior Infantry

CR 1/4

Aarakocra Skirmisher
Animated Broom
Animated Flying Sword
Axe Beak
Blink Dog
Boar
Bullywug Warrior
Constrictor Snake
Draft Horse
Dretch
Elk
Giant Badger
Giant Bat
Giant Centipede
Giant Frog
Giant Lizard
Giant Owl
Giant Venomous Snake
Giant Wolf Spider
Goblin Warrior
Grimlock
Kenku
Kuo-toa
Modron Duodrone
Mud Mephit
Needle Blight
Panther
Pixie
Priest Acolyte
Pseudodragon
Pteranodon
Riding Horse
Skeleton
Smoke Mephit
Sprite
Steam Mephit
Swarm of Bats
Swarm of Rats
Swarm of Ravens
Troglodyte
Violet Fungus
Winged Kobold
Wolf
Zombie

CR 1/2

Ape
Black Bear
Cockatrice
Crocodile
Darkmantle
Dust Mephit
Gas Spore Fungus
Giant Goat
Giant Seahorse
Giant Wasp
Gnoll Warrior
Gray Ooze
Hobgoblin Warrior
Ice Mephit
Jackalwere
Magma Mephit
Magmin
Modron Tridrone
Myconid Adult
Performer
Piercer
Reef Shark
Rust Monster
Sahuagin Warrior
Satyr
Scout
Shadow
Swarm of Insects
Tough
Troll Limb
Vine Blight
Warhorse
Warhorse Skeleton
Worg

CR 1

Animated Armor
Brass Dragon Wyrmling
Brown Bear
Bugbear Warrior
Copper Dragon Wyrmling
Death Dog
Dire Wolf
Dryad
Empyrean Iota
Faerie Dragon Youth
Ghoul
Giant Eagle
Giant Hyena
Giant Octopus
Giant Spider
Giant Toad
Giant Vulture
Goblin Boss
Harpy
Hippogriff
Imp
Kuo-toa Whip
Lacedon Ghoul
Lion
Manes Vaporspawn
Modron Quadrone
Myconid Spore Servant
Ogrillon Ogre
Pirate
Psychic Gray Ooze
Quasit
Salamander Fire Snake
Scarecrow
Specter
Sphinx of Wonder
Spy
Swarm of Larvae
Swarm of Piranhas
Thri-kreen Marauder
Tiger
Yuan-ti Infiltrator

CR 2

Allosaurus
Animated Rug of Smothering
Ankheg
Awakened Tree
Azer Sentinel
Bandit Captain
Berserker
Black Dragon Wyrmling
Bronze Dragon Wyrmling
Bulette Pup
Carrion Crawler
Centaur Trooper
Cultist Fanatic
Druid
Ettercap

Faerie Dragon Adult
Gargoyle
Gelatinous Cube
Ghast
Giant Boar
Giant Constrictor Snake
Giant Elk
Gibbering Mouther
Githzerai Monk
Gnoll Pack Lord
Green Dragon Wyrmling
Grick
Griffon
Hunter Shark
Intellect Devourer
Lizardfolk Geomancer
Mage Apprentice
Merrow
Mimic
Minotaur Skeleton
Modron Pentadrone
Myconid Sovereign
Nothic
Ochre Jelly
Ogre
Ogre Zombie
Pegasus
Peryton
Plesiosaurus
Polar Bear
Poltergeist
Priest
Quaggoth
Rhinoceros
Saber-Toothed Tiger
Sahuagin Priest
Sea Hag
Silver Dragon Wyrmling
Spined Devil
Swarm of Stirges
Swarm of Venomous Snakes
Wererat
White Dragon Wyrmling
Will-o'-Wisp

CR 3

Ankylosaurus
Basilisk
Bearded Devil
Blue Dragon Wyrmling
Bugbear Stalker
Displacer Beast
Doppelganger
Flaming Skeleton
Giant Scorpion
Githyanki Soldier
Goblin Hexer
Gold Dragon Wyrmling
Green Hag
Grell
Hell Hound
Hobgoblin Captain
Hook Horror
Killer Whale
Knight
Kuo-toa Monitor
Manticore
Minotaur of Baphomet
Mummy
Nightmare
Owlbear
Phase Spider
Quaggoth Thonot
Scout Captain
Spectator
Swarm of Crawling Claws
Swarm of Lemures
Vampire Familiar
Warrior Veteran
Water Weird
Werewolf
Wight
Winter Wolf
Yeti
Yuan-ti Malison

CR 4

Aarakocra Aeromancer
Archelon
Banshee
Black Pudding
Bone Naga
Bullywug Bog Sage
Chuul
Couatl
Elephant
Ettin
Flameskull
Ghost
Gnoll Fang of Yeenoghu
Guard Captain
Helmed Horror
Hippopotamus
Incubus
Juvenile Shadow Dragon
Lamia
Lizardfolk Sovereign
Red Dragon Wyrmling
Shadow Demon
Succubus
Swarm of Dretches
Tough Boss
Wereboar
Weretiger

CR 5

Air Elemental
Barbed Devil
Barlgura
Beholder Zombie
Bulette
Cambion
Earth Elemental
Fire Elemental
Flesh Golem
Giant Axe Beak
Giant Crocodile
Giant Shark
Gladiator
Gorgon
Half-Dragon
Hill Giant
Mezzoloth
Night Hag
Otyugh
Pixie Wonderbringer
Red Slaad
Revenant
Roper
Sahuagin Baron
Salamander
Shambling Mound
Triceratops
Troll
Umber Hulk
Unicorn
Vampire Spawn
Water Elemental
Werebear
Wraith
Xorn
Young Remorhaz

CR 6

Azer Pyromancer
Chasme
Chimera
Cyclops Sentry
Drider
Galeb Duhr
Ghast Gravecaller
Giant Squid
Githzerai Zerth
Hobgoblin Warlord
Invisible Stalker
Kuo-toa Archpriest
Mage
Mammoth
Medusa
Merfolk Wavebender
Performer Maestro
Pirate Captain
Satyr Revelmaster
Vrock
Wyvern
Young Brass Dragon
Young White Dragon

CR 7

Bandit Deceiver
Blue Slaad
Centaur Warden
Giant Ape
Graveyard Revenant
Grick Ancient
Mind Flayer
Oni
Primeval Owlbear
Shield Guardian
Stone Giant
Tree Blight
Violet Fungus Necrohulk
Young Black Dragon
Young Copper Dragon
Yuan-ti Abomination

CR 8

Aberrant Cultist
Assassin
Berserker Commander
Chain Devil
Cloaker
Cockatrice Regent
Death Cultist
Elemental Cultist
Fiend Cultist
Fomorian
Frost Giant
Githyanki Knight
Gnoll Demoniac
Green Slaad
Hezrou



Hydra
Sphinx of Secrets
Spirit Naga
Thri-kreen Psion
Tyrannosaurus Rex
Vampire Nightbringer
Young Bronze Dragon
Young Green Dragon

CR 9
Abominable Yeti
Bone Devil
Brazen Gorgon
Clay Golem
Cloud Giant
Fire Giant
Glabrezu
Gray Slaad
Nycaloth
Treant
Young Blue Dragon
Young Silver Dragon

CR 10
Aboleth
Cultist Hierophant
Cyclops Oracle
Death Slaad
Deva
Dire Worg
Guardian Naga
Haunting Revenant
Noble Prodigy
Performer Legend
Spy Master
Stone Golem
Warrior Commander
Yochlol
Young Gold Dragon
Young Red Dragon

CR 11
Bandit Crime Lord
Behir
Dao
Death Knight Aspirant
Djinni
Efreeti
Horned Devil
Marid
Mind Flayer Arcanist
Remorhaz
Roc
Sphinx of Lore

CR 12
Arcanaloth
Archmage
Archpriest
Erinyes
Githzerai Psion
Pirate Admiral
Questing Knight

CR 13
Adult Brass Dragon
Adult White Dragon
Beholder
Nalfeshnee
Rakshasa
Shadow Dragon
Storm Giant
Ultroloth
Vampire

CR 14
Adult Black Dragon
Adult Copper Dragon
Death Tyrant
Ice Devil

CR 15
Adult Bronze Dragon
Adult Green Dragon
Mummy Lord
Purple Worm
Salamander Inferno Master
Vampire Umbral Lord

CR 16
Adult Blue Dragon
Adult Silver Dragon
Githyanki Dracomancer
Gulthias Blight
Iron Golem
Marilith
Planetar

CR 17
Adult Gold Dragon
Adult Red Dragon
Death Knight
Dracolich
Dragon Turtle
Goristro
Sphinx of Valor

CR 18
Demilich

CR 19
Balor

CR 20
Ancient Brass Dragon
Ancient White Dragon
Animal Lord
Pit Fiend

CR 21
Ancient Black Dragon
Ancient Copper Dragon
Arch-hag
Lich
Solar

CR 22
Ancient Bronze Dragon
Ancient Green Dragon
Elemental Cataclysm

CR 23
Ancient Blue Dragon
Ancient Silver Dragon
Blob of Annihilation
Empyrean
Kraken

CR 24
Ancient Gold Dragon
Ancient Red Dragon

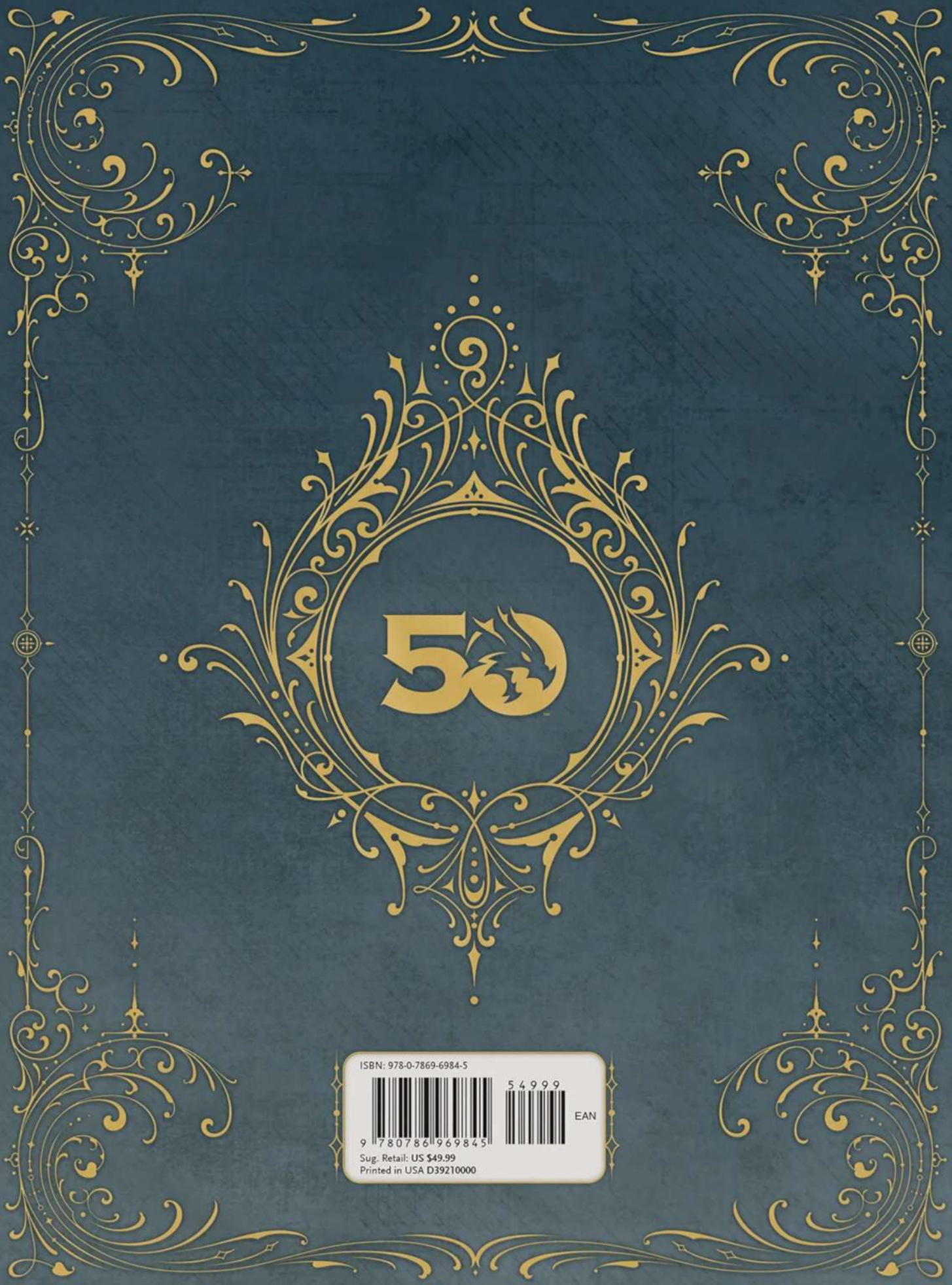
CR 25
Colossus

CR 30
Tarrasque

JOY ANG







ISBN: 978-0-7869-6984-5

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Sug. Retail: US $49.99
Printed in USA D39210000