

Monsters A-Z

Monster Entries

You can use the monster information in this book to inspire your game preparation or worldbuilding ahead of time. You can also use it on the fly. Just flip open the book: each monster entry contains everything you need to generate a unique encounter, with suggested encounter groups, treasure, monster behaviors, and even names.

A monster entry has the following parts: description, legends and lore, sample encounters, monster signs, monster behavior, optional monster-specific tables, optional sample names, and stat blocks.

Description

This is an essay describing the monster's place in the world. It may contain ecological information and story hooks. Like every other part of a monster entry, this description is for inspiration only: you are free to use another setting's lore or invent your own.

Legends and Lore

What does an adventurer know about a monster? The Legends and Lore section describes the information a character might recall about a monster with a successful skill check. The higher the check, the more in-world information—natural history, weaknesses, and so on—the character recalls.

Even if a character learns nothing else about a monster, a DC 10 check is usually sufficient to recognize it by sight. At the Narrator's discretion, recognizing a monster might not require a roll (for common creatures) or might be difficult or impossible (for rare or unknown monsters).

Sample Encounters and Treasure

Most monster entries include sample encounters, usually featuring multiple variations and varying difficulty levels.

Similarly, we've included sample treasure hoards along with each sample encounter. These sample treasures are a convenience for when you don't have the time to randomly generate or hand-curate a treasure hoard. *Don't use a treasure more than once!* It will strain credibility if two aboleths both have the exact same treasure hoards with identical numbers of coins and identical *percepts of health*. The second time a party would earn the same treasure reward, instead hand-pick or randomly generate a treasure using the appropriate rules.

It's important to note that *not every encounter comes with treasure*. In fact, most don't. For most campaigns, **the party finds only one to three treasures over the course of one character level**. The other encounters come with nothing at all or with ordinary equipment and a handful of incidental coins. Don't make the mistake of giving out the sample treasure for each encounter!

If a monster does possess treasure, particularly magical treasure, it may well use it. An intelligent creature with a magic weapon will use that magical weapon if it's capable of doing so. A mage with a *spell scroll* may use the scroll, and a creature with a *potion of healing* may quaff it. Magical treasure not only acts as a reward but poses an increased challenge.

Monster Signs

Often, an encounter occurs with no warning: a group of characters stumbles into a group of monsters. Sometimes, though, characters come upon a sign of impending danger. Perhaps they see a footprint or hear an ominous, distant wail. Clues like this allow characters to make interesting exploration decisions and make the world feel lived-in.

As a rule of thumb, assume that half of all encounters are preceded by the discovery of a sign (or its potential discovery: some signs may be missed by those who don't make a successful Perception or other skill check).

A group may try to identify a monster by the signs it leaves behind, for instance by examining a footprint. As a rule of thumb, doing so requires a Survival or Investigation check (minimum DC 15), with some monsters being impossible to identify.

Monster Behavior

One of the most important elements of any encounter is this: what are the monsters up to? A roll on the monster behavior tables determines whether a monster or group is hiding in ambush, looking for help, preoccupied with a prisoner, or any of thousands of other individual behaviors. These randomized tables can be a great way to quickly get a story idea when you don't have time to read a whole essay.

Nearly every monster comes with its own individualized tables, sometimes broken out by environment or monster number.

Sample Names

Coming up with a name on the fly can be a hit-or-miss affair. If you need a suitably resonant name for a dread knight, or if the party suddenly takes a liking to a random goblin, we've provided sample name lists for most intelligent monsters.

Monster-Specific Random Generators

Some monsters call out for unique random charts to give them variety and bring them to life. Whenever possible, we want to provide inspiring details to make your encounters vivid and memorable.

Stat Block

Besides descriptions, lore, and other world information, each entry contains stat blocks. A stat block describes a particular creature's capabilities, attacks, combat spells, and other statistics needed to run it as either a social or combat encounter.

One monster entry may contain multiple stat blocks.

Challenge and XP

Each monster's stat block includes its Challenge Rating (CR). This is an important number for determining whether a monster provides a suitable combat challenge for a group. The higher the Challenge Rating, the tougher the monster.

In general, a monster of a given Challenge Rating can challenge two to four characters of the same level. If a single monster's Challenge Rating is more than 50 percent higher than the characters' level, it may be too powerful an adversary for them. Thus, no monster in this book has a CR higher than 30.

Each monster's Challenge Rating is accompanied by a number of experience points (XP). Experience points are one way to reward players for completing an encounter. In some games, when characters have triumphed in a combat or noncombat encounter against a monster, they are awarded the listed experience points. If you are not using experience point-based leveling, you can ignore this number.

Legendary Monsters

Legendary monsters are powerful apex creatures. They often rule the lands around them for miles. A legendary monster is a formidable opponent that can successfully wage battle against an entire adventuring party.

A legendary monster has up to three legendary actions, which it can use when it's not its turn. Many legendary monsters also have legendary resistances, which are

abilities that allow them to succeed at a saving throw that they would otherwise fail. Using Legendary Resistance often comes with a cost.

Legendary monsters are intended to be used as solo opponents or as powerful bosses surrounded by minions. Just like a normal monster, a legendary monster is an appropriate combat challenge for two to four characters with character levels that match its Challenge Rating. However, its additional actions and defenses provide a more interesting battle, suitable for the climax of a story.

Elite Monsters

An elite monster is a tough and dangerous example of its species or type. Often, an elite monster represents a specific, named individual.

An elite monster is only suitable for gaming groups that desire an unusually difficult combat challenge. Fighting an elite monster is as tough as fighting two ordinary monsters of its Challenge Rating.

An elite monster is a hard combat challenge for four characters with character levels that match its Challenge Rating.

For magical effects and spells that rely on a creature's Challenge Rating, such as *true polymorph*, treat an elite monster as if its Challenge Rating was doubled.

A creature can be both elite and legendary. Such a monster gains the extra complexity of a legendary monster and the doubled combat power of an elite monster.

Size

A monster can be Tiny, Small, Medium, Large, Huge, Gargantuan, or Titanic. A Small or Medium monster is around the same size as most characters and takes up a 5 by 5 foot space in combat. A Tiny creature takes up a 2 ½-foot-square space. A Large creature takes up a 10-foot-square space, and a Huge creature takes up a 15-foot-square space. A Gargantuan creature takes up a 20-foot-square space. A

Titanic creature takes up at least a 25-foot-square space but can be larger.

Type

A monster's type describes its origin or nature. While a monster's type has no effect on its own, other game elements may refer to it.

Some monsters have a second monster type. For instance, a faerie dragon is both a dragon and a fey creature. Its type is *dragon (fey)*. Any game rules which apply to dragons, or which apply to fey creatures, apply to it.

Other monsters have a categorization that isn't a monster type but which may interact with other game rules. For instance, a werewolf is a humanoid that is also a shapechanger. Its type is *humanoid (shapechanger)*. Rules regarding humanoids and shapechangers apply to it.

The fourteen monster types are as follows:

Aberrations are unnatural beings that don't belong to this plane of existence.

Many aberrations are telepathic and use a mental power known as psionic power instead of magic. An aboleth is an aberration.

Beasts are natural animals whose existence and abilities are nonmagical. A bear and a tyrannosaurus rex are both beasts.

Celestials are creatures native to divine realms or heavens. Celestials have alignments, such as Lawful Good. Most celestials are good, although the servants of evil deities can be evil. Angels are celestials.

Constructs are beings that were built or made. Some are mindless machines, while others have some form of intelligence. Guardians are constructs.

Dragons include red and gold dragons, which are huge reptilian fire-breathers that number among the world's most dangerous monsters. This type includes white dragons, which breathe killing frost, as well as smaller reptilian creatures related to true dragons, such as pseudodragons.

Elementals are creatures from one of the Elemental Planes. The most basic of elementals are earth elementals, fire elementals, water elementals, and air elementals, each composed of magically animate earth, fire, and so on. The Elemental Planes are also home to genies, mephits, and other elemental creatures.

Fey are creatures that are native to Fairyland, also called the Dreaming. These creatures live in a verdant realm of heightened natural beauty and combine grace and danger. Sprites and pixies are fey.

Fiends are evil-aligned creatures from Hell, the Abyss, and other cursed realms. Most fiends are demons and devils, each of which have their own subtypes and hierarchies. Some fiends, such as hell hounds, are neither demons nor devils.

Giants look like immense humanoid, standing from 10 feet tall (like ogres) to 30 (like storm giants). Some giants, like trolls, have human-like shapes but monstrous features.

Humanoids include a number of different intelligent, language-using bipeds of Small or Medium size. Humans and elves are humanoids, and so are orcs and goblins. Humanoids may employ magic but are not fundamentally magical—a characteristic that distinguishes them from bipedal, language-using fey, fiends, and other monsters. Humanoids have no inherent alignment, meaning that no humanoid ancestry is naturally good or evil, lawful or chaotic.

Monstrosities are magical beings usually native to the Material Plane. Some monstrosities combine the features of beasts and humanoids, like centaurs. Others have bizarre or unnatural appearances, like many-tentacled ropers. Monstrosities could only arise in a world suffused with magic.

Oozes are ambulatory, predatory amoeboid creatures that infest caverns and other dark places. A gelatinous cube is an ooze.

Plant creatures are magical fungoid or plant-like creatures. Ordinary plants, such as trees, are not plant creatures. A treant is an intelligent plant creature that resembles a tree.

Undead are supernatural creatures or spirits that are no longer alive but are still animate. Some have been reanimated by magic spells, such as skeletons. Others, like vampires, are the products of an evil ritual or curse.

Celestials, elementals, fiends, some fey, and creatures with the titan subtype are immortal, meaning they are living creatures that do not die of old age (though they may die by other means). Undead and most constructs are creatures that are not living. All other creatures are mortal.

Armor Class

A monster's Armor Class (AC) includes the effects of its Dexterity bonus and armor, if any. Many monsters have natural armor, such as scaly or tough hides.

Hit Points

While characters who reach 0 hit points normally make death saves, monsters typically die at 0 hit points. At the Narrator's discretion, a particularly important foe or beloved ally might gain the benefit of death saves, or it might be stabilized with a successful Medicine check.

A Narrator can vary a monster's hit points. Listed after each monster's hit point value is a die expression (for instance 3d8 + 3). The Narrator can roll this to obtain a number of hit points that may be lower or higher than average for the monster, or raise or lower a monster's hit points within this range to represent a creature that is stronger or weaker than average.

Monsters are considered bloodied when they're reduced to half their hit points or less. Being bloodied isn't a condition and has no effects on its own, but other game elements may interact with it. For instance, some monsters have abilities they can only use while bloodied.

A monster's usual bloodied value is listed next to its hit points. If a Narrator has varied a monster's hit points to make it weaker or stronger, the monster's bloodied value is half its new maximum hit points (rounded down).

Speed

A monster's Speed represents its walking speed. On its turn, a monster can move a number of feet equal to its Speed.

Some creatures have additional movement modes:

Burrow: The creature can burrow this far on its turn through earth, ice, or sand, but not through rock unless otherwise noted.

Climb: The creature can climb this far on its turn and doesn't need to spend extra movement to do so.

Fly: The creature can fly this far on its turn. A flying creature falls if it is knocked prone unless it has the ability to hover, noted as "fly (hover)".

Swim: The creature can swim this far on its turn and doesn't need to spend extra movement to do so.

Ability Scores

Monsters have the same six ability scores as adventurers (Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma). These ability scores, along with a monster's proficiency bonus, determine its skills, saving throws, and attack bonuses, just as they do for characters.

Proficiency Bonus

A monster's proficiency bonus is added to any ability check that uses a skill, attack roll, saving throw, and the like in which it is proficient. You can grant a new skill or saving throw proficiency to a monster by adding its proficiency bonus to the appropriate check or saving throw.

Armor, weapon, and tool proficiencies aren't listed in a monster's stat block. Assume that a monster is proficient with any

armor, weapon, or tool that it's likely to have used before.

Maneuver DC

Maneuver DC is the difficulty class of martial tasks such as escaping a grapple. A monster's Maneuver DC is 8 + proficiency bonus + the better of the monster's Strength or Dexterity modifier.

Saving Throws

The Saving Throws entry gives bonuses for the saving throws in which a monster is proficient. If a particular saving throw isn't listed, the monster makes an untrained saving throw (adding the appropriate ability modifier to their d20 roll).

A monster can voluntarily fail a saving throw. An object always fails a saving throw.

Some abilities deal damage and inflict an extra effect, like a condition, on a failed saving throw and deal half damage on a successful saving throw. Unless otherwise specified, a successful saving throw prevents the extra effect.

Skills

The Skills entry gives bonuses for the skills in which a monster is proficient. If a particular skill isn't listed, the monster makes an ability check (adding the appropriate ability modified to their d20 roll). Skills frequently gain expertise dice (see below).

Expertise Dice

Some monsters have expertise dice listed next to skills, saving throws, or other rolls based on their ability scores. An expertise die is a d4, d6, d8, d10, d12, or d20, which is rolled and added to the d20 roll it modifies.

When an expertise die is applied to a passive score, such as passive Perception, the expertise die's average value (rounded down) is added to the passive score. For instance, a creature gains a +2 bonus to its

passive Perception if it has a 1d4 expertise die in Perception checks.

Resistances, Immunities, and Vulnerabilities

A creature immune to a certain damage type takes no damage of that type when subjected to it. A creature that is resistant to a damage type takes half damage (rounded down). A creature vulnerable to a damage type takes double the damage it is subjected to.

Some creatures are resistant or immune to damage dealt by nonmagical weapons, weapons that are not silvered or magical, or other forms of weapons. This applies to any interaction between a character and a monster. However, when a monster is fighting a monster, a different rule applies: the attacks of any monster of Challenge Rating 5 or higher are considered to be magical for the purposes of overcoming the damage resistance or immunity of a different monster.

Senses

Every monster has its passive Perception listed under its senses. Some monsters may have one of the following other senses, each of which is modified by the maximum range, in feet, at which the sense operates.

Blindsight: Not everything relies on vision to sense the world. Within a certain radius, a creature with blindsight is not affected by darkness or other heavily or lightly obscured areas and can detect invisible creatures and objects. Creatures adapted to the darkness (like bats and moles) or creatures without eyes (like oozes) have blindsight. Blindsight counts as sight for the purposes of targeting spells and so on.

A naturally blind creature with blindsight is noted as being blind beyond the blindsight's range. Naturally blind creatures are immune to visual illusions.

Darkvision: Darkvision allows a monster to see in dim light as if it were bright light, and in darkness as if it were dim light.

Darkvision doesn't allow a creature to see color.

Tremorsense: A monster with tremorsense can detect and pinpoint the vibrations of creatures and moving objects which are in contact with the same surface. It can't detect flying or incorporeal creatures. Tremorsense doesn't count as sight.

Truesight: A creature with truesight can see in dim light, darkness, and magical darkness as if it were bright light, see invisible creatures and objects, and detect visual illusions and automatically succeed on saving throws against them. Additionally, it can perceive a shapechanger's true form and it can see into the Ethereal Plane.

Languages

A monster can speak the languages listed in this entry. Sometimes an entry notes that a monster can understand but not speak a language.

Telepathy: Some monsters have telepathy listed as a language. Telepathy allows a creature to magically communicate with a target creature within the specified range. The target doesn't need to share a language to understand the telepathic creature, but must understand at least one language. A creature without telepathy can't initiate a telepathic conversation but can respond to a telepathic message.

A telepathic creature doesn't need to see a creature to communicate with a target, as long as it is aware of the target and neither is incapacitated. A creature can't maintain telepathic contact with several creatures simultaneously.

Traits

Many monsters have characteristics noted below their languages and above their actions. These are called traits. All of a monster's traits should be read carefully when running a monster, since they might influence any facet of the monster's

behavior, actions, and abilities in or out of combat.

Sometimes a single monster entry includes multiple monster stat blocks that share a trait. Instead of reprinting the trait inside each stat block, it's listed towards the beginning of the entry, right after the monster's description.

Common monster traits include the following:

Spellcasting: A creature with the Spellcasting trait casts spells in much the same way a character does. It has a spellcaster level, spell slots, and a list of known or prepared spells. A monster with this trait can cast a spell with a higher spell slot if it has one available. The Narrator can customize such a monster's spell list, swapping any known or prepared spell for another of the same level and from the same spell list. When casting an attack cantrip, the monster uses its spellcaster level to determine the effect of the spell.

Innate and Psionic Spellcasting: A creature with the Innate Spellcasting trait can cast spells without using spell slots. Instead, it can cast the spells it knows a certain number of times per day. It can't cast a spell it knows at a higher level, and it can't usually swap its spells known for other spells. When casting an attack cantrip, the monster uses its Challenge Rating instead of spellcaster level to determine the effect of the spell.

Psionic spellcasting works much like innate spellcasting. Creatures with the Psionic Spellcasting trait typically don't require components for spellcasting.

Actions

Monsters can take the following types of actions: action, bonus action, reaction, and legendary action.

Monsters follow the same rules as characters when they take actions, bonus actions, and reactions. They can use one of the options described in their stat block, or they can use the options available to characters.

If it makes sense to do so, a monster may take an action, a bonus action, or a legendary action outside of combat and when not in initiative order.

Nearly anything can trigger a reaction. However, most creatures' reactions are triggered by an attack or a spell targeted at that creature or on a creature next to it. This is intended to ease the difficulty of complex battles: you only need to check a monster's reactions when attacking that creature or a close ally.

In the description of a reaction, the term "attacker" refers to the creature that triggered the reaction by casting a spell or making an attack.

Legendary actions are only available to legendary monsters. An effect, like incapacitation, which prevents a creature from taking an action also prevents it from taking a legendary action.

Some of a monster's actions or abilities may be magical in nature. If an ability's description notes that it is magical, then it may be subject to spells such as *antimagic field* and *dispel magic*. Unless an action or ability specifies that it is magical, it doesn't interact with those spells.

Limited Use Actions

Some of a monster's action options have limits on their use. This is noted in parentheses after the name of the action. A single action can have multiple limits. Limits include:

X/Day: A creature can use this option only the given number of times per day. A monster's day ends when it finishes a long rest.

Recharge: After the monster uses this ability, it can't use it again until the ability recharges. At the start of each of the monster's turns, the monster can roll a d6. If the roll is within the range in the recharge notation, the ability is recharged and the monster can use it on that turn. For instance, if a monster's ability says "Recharge 4–6", it recharges on a d6 roll of 4, 5, or 6. Taking a rest also recharges the ability.

Recharges after a Short or Long Rest: A creature can use this ability once and then must complete a short or long rest before doing so again.

While Bloodied: A creature can use this ability only while it is bloodied (while its current hit points are half or less than its total hit points). Similarly, there are abilities that can only be used while not bloodied.

Attacks

Many of a monster's actions are attacks. An attack can be a melee spell attack, a ranged spell attack, a melee weapon attack, or a ranged weapon attack. A weapon may refer to a manufactured weapon, like a trident, or a natural weapon, like a claw.

An attack usually targets either one creature or one target (which can be either a creature or an object), though an attack might target multiple creatures and might include other requirements (like "one creature grappled by the monster").

An attack's damage is presented as both a fixed number and as a dice expression. You can use whichever you like: use the fixed number to speed play or roll dice to provide variety.

Some weapons deal different damage in different circumstances. For instance, a longsword is versatile and deals 1d8 damage one-handed or 1d10 damage two-handed. In some cases, both options are noted in an attack description. In other cases, only the most typical option is noted. A monster is allowed to use its equipment in ways not listed in the attack entry: consult the description of a weapon to see all the options available.

Spells

Some monsters have the ability to cast spells just as characters can. Since it can be inconvenient to cross-reference spell descriptions during combat, a monster's most useful combat spells are listed among its actions.

The spell's description provides the spell's level (or notes that it's a cantrip). It also specifies any spell components necessary and whether or not the spell requires concentration. Consult the creature's Spellcasting trait to determine how many times a spell can be cast per day.

A monster's stat block doesn't summarize every spell known by a creature—just the ones most likely to be used during combat. Furthermore, the spell summary doesn't always describe every option available in a spell. Additionally, a spell description rarely notes the effects of casting a spell with a higher spell slot. If a monster needs access to these tactical choices, you can refer to the full description of the spell.

Targets

Some actions require a creature to target one or more other creatures.

A creature can target a creature it can't see with an attack (but it generally attacks with disadvantage, as per the rules for unseen creatures). However, a creature can't target a creature it can't see (or perceive with a similar sense, like blindsight) with a non-attack action that requires the target to make a saving throw, unless the action specifically says it can.

Gaze

Some actions have the Gaze keyword. Gaze actions have the following rules:

- In order to take the action, the monster must be able to see the target.
- If the target can't see the monster at the time of the action, it has no immediate effect. However, if the monster and the target can see each other at any time before the beginning of the monster's next turn, and the monster is not incapacitated, the action occurs then.

- If the target is not surprised, it can choose to avert its eyes from the monster at the start of the target's turn. This lasts until the start of the target's next turn. While its eyes are averted, the creature can't see the monster.

Combat Strategy

After each monster's stat block is a section describing the monster's strategy in combat. It describes the monster's preferred tactics. Most combat strategy sections also outline situations in which a monster will flee or surrender.

Combat strategy sections are meant to inspire but not constrict the Narrator. Different monsters may employ varying strategies based on circumstances and personality.

Variants and Templates

Many monsters are listed with variant versions. A variant adds or replaces some of the monster's characteristics and frequently alters its Challenge Rating.

A variant might represent an exceptional member of a group. Other variants are re-imaginings of the original monster. When a variant changes a monster's Challenge Rating, the monster's proficiency bonus is unchanged.

This book also includes several templates which can be applied to a wide variety of monsters.

Designing Monsters

Use these guidelines to create an original monster to challenge your characters in combat. You can build a monster ahead of time or on the fly during a game session.

Step 1: The Monster's Story

What does it look like? Is it intelligent? How does it react to strangers? In a movie, what would its attacks look like?

Step 2: Determine Challenge Rating

To decide what CR will best challenge the adventurers, decide on the difficulty of the matchup and use the encounter-building guidelines in Appendix D: Designing Combat Encounters or use one of these shortcuts:

For a single monster against the entire party: $CR = \text{total character level} / 3$

For one monster per character: $CR = \text{average character level} / 3$, rounding up

Step 3: Customize Capabilities

Grant the monster any languages, senses, skills, saving throw proficiencies, movement forms, and traits that you think it should possess. You can use existing traits and other statistics for inspiration.

Most traits don't require a change to the monster's game statistics. However, if your monster has healing, regeneration, or damage transference abilities, lower its hit points by between 20–30%.

Step 4: Customize Combat Statistics

Consult the **Statistics for Monsters by Challenge Rating** table and then modify the listed statistics as described below.

Armor Class

You can raise or lower the monster's Armor Class by one or two points without altering it in any other way. If you change its AC by 3 or more points, you should reduce or raise its hit points or damage per round by 5% per point of AC you varied from the base AC.

Hit Points

You can raise or lower the monster's hit points by 10% without altering it in any other

way. Beyond that, you should reduce or raise its AC by 1, or its damage per round by 5%, for every 5% of hit points you varied from the base hit points.

Ability Bonus and Attack Bonus

The Ability Bonus column represents the monster's highest ability modifier, usually the one it uses for its main attacks. You can raise or lower this bonus by 1 or 2 from the suggested value in the table.

A monster's Attack Bonus is usually its best Ability Bonus plus its proficiency bonus.

Attacks

Most low-level monsters (CR 1 and lower) make one attack on their turns, while higher-level monsters make more attacks per turn (either as part of a Multiattack or with a combination of bonus actions and reactions). Monsters that occur in greater numbers should have few attacks, while lone monsters can have more of greater complexity.

Damage Per Round

The Damage Per Round column represents how much average damage a monster would deal per round if all of its attacks hit and its foes failed their saving throws against it on all of its actions. Divide this total among all the monster's actions, bonus actions, reactions, legendary actions, and damaging traits.

This number can be raised or lowered by 3 or 4 points without changing the monster's CR. For a monster in your home game, it's not always necessary to convert a damage total into a dice expression, but you could.

Conditional Damage

Some attacks deal extra damage in some circumstances: for instance, a creature may deal extra damage to a grappled target, and a successful sting attack may deal additional poison damage only if the target fails a saving throw. As a rough estimate,

assume that such attacks deal their extra damage half the time. Thus, each two points of conditional damage only counts for one point of damage against the Damage Per Round budget.

Some attacks deal ongoing damage that might last for any number of turns. Assume that ongoing damage occurs once and then ends.

Special Attacks

You can vary a monster's attacks by giving them tricks like area effects, limited-use abilities, and attacks that inflict conditions.

Area Attacks

A hellhound's breath, a cleric's *blade barrier*, and a balor's aura are area effects that can affect multiple opponents. If a monster can use an area attack every turn, reduce the damage it deals to about 70% compared to a normal attack.

Limited-Use Abilities

Abilities that can be used once per day or once per short rest, or have a recharge of 6 or 5–6, are limited-use abilities. They typically allow a monster to exceed its damage-per-round budget on one turn, making up for it by dealing less damage on other turns.

For every two points of damage that a limited-use ability exceeds the damage per turn budget, reduce the total damage dealt on other turns by one.

Inflicting Conditions

Many monsters have other tricks besides damage: they blind, grapple, knock their opponents prone, or deal other such dirty tricks.

Minor conditions primarily affect movement or ability checks. Grappled, prone, and rattled are minor conditions. Treat a push or pull like a minor condition. When budgeting damage, you don't need to take minor conditions into account.

Moderate conditions often impose disadvantage on the target. Blinded, frightened, poisoned, restrained, and

slowed are moderate conditions. Treat a moderate condition as the equivalent of damage equal to the monster's Challenge Rating, or double if it can affect multiple characters.

Severe conditions prevent a creature from taking the actions it wants to take. Charmed, confused, incapacitated, paralyzed, petrified, stunned, and unconscious are severe conditions. Treat a major condition as the equivalent of damage equal to double the monster's Challenge Rating, or triple if it can affect multiple characters.

Difficulty Class

To calculate the DC for a specific monster's ability, add 8 + the monster's proficiency bonus + any one of the monster's ability bonuses.

The **Statistics for Monsters by Challenge Rating** table contains columns for Easy DC and Hard DC. Use the numbers in these two columns to judge

whether the DC of your monster's ability is too high or too low to properly challenge opponents, and whether you should consider modifying the monster's ability score. If you're creating a monster on the fly without figuring out all the details, just use the DCs in the table without bothering with the calculations.

The Easy DC column represents a saving throw DC that gives most characters a chance to succeed. Use this DC, or a DC within 1 or 2 points, for effects that inflict severe conditions or that inflict moderate conditions for more than a turn.

The Hard DC column represents a DC that many adventurers are likely to fail. Use this DC, or a DC within 1 or 2 points, if the effect deals damage, a minor condition, or a short-term moderate condition.

TABLE: STATISTICS FOR MONSTERS BY CHALLENGE RATING

CR	AC	HP	PROFICIENCY BONUS	ABILITY BONUS	ATTACKS	DAMAGE PER ROUND	EASY DC	HARD DC	XP
0	12	3	+2	+0	1	1	10	10	10
1/8	12	9	+2	+1	1	3	11	11	25
1/4	12	15	+2	+1	1	5	11	11	50
1/2	13	24	+2	+2	1	8	12	12	100
1	13	30	+2	+2	1	10	12	12	200
2	13	45	+2	+3	2	15	13	13	450
3	14	60	+2	+3	2	20	13	13	700
4	14	75	+2	+4	2	25	13	14	1,100
5	14	90	+3	+4	2	30	14	15	1,800
6	15	105	+3	+4	2	35	14	15	2,300
7	15	125	+3	+4	2	40	14	15	2,900
8	15	135	+3	+4	2	45	14	15	3,900
9	16	150	+4	+4	2	50	15	16	5,000
10	16	165	+4	+5	2	55	15	17	5,900
11	16	180	+4	+5	3	60	15	17	7,200
12	17	195	+4	+5	3	65	15	17	8,400
13	17	210	+5	+5	3	70	15	18	10,000
14	17	225	+5	+6	3	75	15	19	11,500
15	18	240	+5	+6	3	80	15	19	13,000
16	18	255	+5	+6	3	85	15	19	15,000
17	18	270	+6	+6	4	90	16	20	18,000
18	19	285	+6	+7	4	95	16	21	20,000
19	19	300	+6	+7	4	100	16	21	22,000
20	19	315	+6	+7	4	105	16	21	25,000
21	20	330	+7	+7	4	110	17	22	33,000
22	20	350	+7	+8	4	116	17	23	41,000
23	20	375	+7	+8	4	125	17	23	50,000
24	21	400	+7	+8	4	133	17	23	62,000
25	21	425	+8	+8	4	141	18	24	75,000
26	21	450	+8	+9	4	150	18	25	90,000
27	22	475	+8	+9	4	158	18	25	105,000
28	22	500	+8	+9	4	166	18	25	120,000
29	22	550	+9	+9	4	183	19	26	135,000

Aboleth

Aboleths are hyper-intelligent amphibians that lurk in underwater caves and strange ruined cities, guarding ancient secrets and sending forth charmed thralls to advance their intricate schemes.

ABOLETH CHALLENGE 11

LEGENDARY LARGE ABERRATION 7,200 XP

AC 17 (natural armor)

HP 171 (18d10 + 72; bloodied 85)

Speed 10 ft., swim 40 ft.

STR DEX CON INT WIS CHA

20 (+5) 12 (+1) 18 (+4) 20 (+5) 20 (+5) 18 (+4)

Proficiency +4; **Maneuver DC** 17

Saving Throws Dex +5, Con +8, Int +9, Wis +9

Skills Deception +8, History +9, Stealth +5

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Deep Speech, telepathy 120 ft.

Amphibious. The aboleth can breathe air and water.

Innate Spellcasting. The aboleth's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no components:

3/day each: *detect thoughts* (range 120 ft.), *major image*, *project image* (range 1 mile)

Legendary Resistance (3/Day). When the aboleth fails a saving throw, it can choose to succeed instead. When it does so, one of its eyes flashes with green light and then turns dull black. Once all 3 of its eyes are black, it is blind beyond the range of its blindsight until it finishes a long rest.

ACTIONS

Multiattack. The aboleth attacks three times with its tentacle.

Tentacle. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 19 (4d6 + 5) bludgeoning damage. The aboleth can choose instead to deal 0 damage. If the target is a creature, it makes a DC 16 Constitution saving throw. On a failure, it contracts a disease called the Sea Change. On a success, it is immune to this disease for 24 hours. While affected by this disease, the target has disadvantage on Wisdom saving throws. After 1 hour, the target grows gills, it can breathe water, its skin becomes slimy, and it begins to suffocate if it goes 12 hours without being immersed in water for at least 1 hour. This disease can be removed with a disease-removing spell cast with at least a 4th-level spell slot, and it ends 24 hours after the aboleth dies.

Slimy Cloud (1/Day, While Bloodied).

While underwater, the aboleth exudes a cloud of inky slime in a 30-foot-radius sphere. Each non-aboleth creature in the area when the cloud appears makes a DC 16 Constitution saving throw. On a failure, it takes 44 (8d10) poison damage and is poisoned for 1 minute. The slime extends around corners, and the area is heavily obscured for 1 minute or until a strong current dissipates the cloud.

LEGENDARY ACTIONS

The aboleth can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

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

Telepathic Summon. One creature within 90 feet makes a DC 16 Wisdom saving throw. On a failure, it must use its reaction, if available, to move up to its Speed toward the aboleth by the most direct route that avoids hazards, not

avoiding opportunity attacks. This is a magical charm effect.

Baleful Charm (Costs 2 Actions). The aboleth targets one creature within 60 feet that has contracted Sea Change. The target makes a DC 16 Wisdom saving throw. On a failure, it is magically charmed by the aboleth until the aboleth dies. The target can repeat this saving throw every 24 hours and when it takes damage from the aboleth or the aboleth's allies. While charmed in this way, the target can communicate telepathically with the aboleth over any distance and it follows the aboleth's orders.

Soul Drain (Costs 2 Actions). One creature charmed by the aboleth takes 22 (4d10) psychic damage, and the aboleth regains hit points equal to the damage dealt.

Combat

The aboleth strikes as many enemies as possible with its tentacles in order to infect them with the Sea Change, and then uses Baleful Charm on the biggest threats. When hurt, it uses Slimy Cloud and escapes through a hidden exit. Its thralls sacrifice themselves to cover its retreat.

Aboleth Variant: Ancient Aboleth

The ancient aboleth is an elite monster, equivalent to two CR 11 monsters (14,400 XP). It is Huge and has 342 (36d10 + 144; bloodied 171) hit points. The aboleth has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The aboleth ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Look Upon My Works (1/Day). Each creature within 90 feet makes a DC 16 Wisdom saving throw. On a failure, the creature sees a fragmentary vision of the aboleth's memories, taking 33 (6d10) psychic damage. After taking the damage, the creature forgets the vision, but it may learn one piece of lore.

Lunging Attack. The aboleth moves up to its swim speed without provoking opportunity attacks and makes a tentacle attack.

ABOLETH THRALL CHALLENGE 2

MEDIUM HUMANOID 450 XP

AC 12

HP 45 (7d8 + 14; bloodied 22)

Speed 30 ft., swim 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 14 (+2) 10 (+0) 10 (+0) 12 (+1)

Proficiency +2; **Maneuver DC** 12

Skills Any one skill

Senses passive Perception 10

Languages Common, unlimited-range telepathy with aboleth

Sea Changed. The aboleth thrall can breathe water and air, but must bathe in water for 1 hour for every 12 hours it spends dry or it begins to suffocate. It is magically charmed by the aboleth.

ACTIONS

Poison Ink Knife. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage plus 10 (3d6) poison damage.

REACTIONS

Self-Sacrifice. When a creature within 5 feet of the thrall that the thrall can see hits an aboleth with an attack, the thrall can make itself the target of the attack instead.

Combat

When protecting their master, thralls move into melee range with the most dangerous opponents, sacrificing themselves for the aboleth. They fight to the death.

Angels

Angels are the immortal servants of the gods and the extensions of divine power.

Aligned. An angel radiates a Lawful aura. Most angels also radiate a Good aura, and a few radiate Evil.

Celestial Dissolution. When an angel dies, its body and equipment dissolve into motes of light.

Detect Alignment. An angel knows the alignment, if any, of each creature within 30 feet that it can see.

Immortal Nature. An angel doesn't require air, sustenance, or sleep.

DEVA CHALLENGE 10

MEDIUM CELESTIAL 5,900 XP

AC 17 (natural armor)

HP 153 (18d8 + 72; bloodied 76)

Speed 30 ft., fly 90 ft.

STR DEX CON INT WIS CHA

18 (+4) 18 (+4) 18 (+4) 18 (+4) 20 (+5) 20 (+5)

Proficiency +4; **Maneuver DC** 16

Saving Throws Wis +9, Cha +9

Skills Insight +9, Perception +9, Religion +9

Damage Resistances radiant; damage from nonmagical weapons

Condition Immunities charmed, fatigue, frightened

Senses truesight 30 ft., passive Perception 19

Languages all, telepathy 120 ft.

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

ACTIONS

Multiattack. The deva makes two attacks.

Celestial Hammer (Deva Form Only).

Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4)

bludgeoning damage plus 17 (5d6) radiant damage. On a hit, the target can't make opportunity attacks against the deva until the beginning of the target's next turn.

Divine Blast. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 22 (5d8) radiant damage.

Radiant Energy (1/Day). The deva touches a creature other than itself. If the target is unwilling, the deva makes an attack roll with a +8 bonus. The deva can choose to magically heal 60 hit points of damage and end any blindness, curse, deafness, disease, or poison on the

target. Alternatively, the deva can choose to deal 60 radiant damage to the target.

Change Form. The deva magically transforms into a beast or humanoid or back into its true form. It retains its deva statistics, including speech and telepathy, except that it has the size, movement modes, and traits of its new form.

Combat

Against an isolated foe, the deva flies by the target, using Celestial Hammer and escaping out of range. Against a foe with an inferior ranged attack, it uses Divine Blast from a distance. In other circumstances, it closes to melee range and uses Radiant Energy and Celestial Hammer. Angels have no fear and rarely retreat.

Angel Variant: Fallen Angel

A fallen angel gains the following vulnerability:

Damage Vulnerabilities: radiant

Evil fallen angels gain the following action:

Consume Life Energy (1/Day). The angel feasts on the departing life energy of a humanoid within 5 feet. The target must have been slain within the last hour. The angel magically gains temporary hit points equal to half the dead creature's maximum hit points. These hit points last until depleted. Only a spell cast with a 9th-level slot can raise the corpse from the dead.

PLANETAR CHALLENGE 16

LARGE CELESTIAL 15,000 XP

AC 19 (natural armor)

HP 250 (20d10 + 140; bloodied 125)

Speed 40 ft., fly 120 ft.

STR DEX CON INT WIS CHA

22 (+6) 22 (+6) 24 (+7) 22 (+6) 24 (+7) 24 (+7)

Proficiency +5; **Maneuver DC** 19

Saving Throws Wis +12, Cha +12

Skills Athletics +11, Insight +12, Perception +12, Religion +12

Damage Resistances radiant; damage from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, fatigue, frightened, poisoned

Senses truesight 60 ft., passive Perception 22

Languages all, telepathy 120 ft.

Champion of Truth. The planetar automatically detects lies. Additionally, it cannot lie.

Innate Spellcasting. The planetar's spellcasting ability is Charisma (spell save DC 20). The planetar can innately cast the following spells, requiring no material components:

1/day each: *commune, control weather, raise dead*

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

ACTIONS

Multiattack. The planetar attacks twice with its flaming sword.

Flaming Sword. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage plus 21 (6d6) ongoing fire or radiant damage (the planetar's choice). A creature can use an action to extinguish this holy flame on itself or a creature within 5 feet.

Heavenly Bolt. The planetar fires a lightning bolt in a line 100 feet long and 5 feet wide. Each creature in the line makes a Dexterity saving throw, taking 56 (16d6) lightning damage on a failed save, or half damage on a success.

Heal (2/Day). The planetar touches a creature other than itself, magically healing 60 hit points of damage and ending any blindness, curse, deafness, disease, or poison on the target.

BONUS ACTIONS

Awe-Inspiring Gaze (Gaze). The planetar targets a creature within 90 feet. The target makes a DC 20 Wisdom saving throw. On a failure, it is frightened until the end of its next turn. If the target makes its saving throw, it is immune to any angel's Awe-Inspiring Gaze for the next 24 hours.

REACTIONS

Protective Parry. When a creature within 5 feet would be hit with a melee attack,

the planetar applies disadvantage to the attack roll.

Combat

The planetar prefers to attack its strongest opponent with its flaming sword, using Heavenly Bolt against creatures it can't reach and against groups. The planetar stays near allies to protect them with its parry. Angels have no fear and rarely retreat.

SOLAR CHALLENGE 21

LEGENDARY LARGE CELESTIAL 33,000 XP

AC 21 (natural armor)

HP 319 (22d10 + 198; bloodied 159)

Speed 50 ft., fly 150 ft.

STR DEX CON INT WIS CHA

28 (+9) 22 (+6) 28 (+9) 28 (+9) 30 (+10) 30 (+10)

Proficiency +7; Maneuver DC 24

Saving Throws Wis + 17, Cha +17

Skills Athletics +16, History +16, Insight +17,

Perception +17, Religion +17

Damage Resistances radiant; damage from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, fatigue, frightened, poisoned

Senses truesight 120 ft., Passive Perception 27

Languages all, telepathy 120 ft.

Champion of Truth. The solar automatically detects lies. Additionally, it cannot lie.

Innate Spellcasting. The solar's spellcasting ability is Charisma (spell save DC 25). The solar can innately cast the following spells, requiring no material components:

1/day each: *commune, control weather, resurrection*

Legendary Resistance (3/Day). When the solar fails a saving throw, it can choose to succeed instead. When it does so, it wards itself with its sword, which dissolves into glowing particles of light. The solar's sword re-forms at the beginning of its next turn. Until then, the

solar has no sword and can't use Forceful Parry, attack with its holy sword, or use Legendary Resistance.

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

ACTIONS

Multiattack. The solar attacks twice with its holy sword.

Holy Sword. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage plus 21 (6d6) radiant damage.

Column of Flame. Flame erupts in a 10-foot-radius, 30-foot-tall cylinder centered on a point the solar can see within 60 feet of it. Each creature in the area makes a DC 21 Dexterity saving throw, taking 21 (6d6) fire damage and 21 (6d6) radiant damage on a failure, or half as much damage on a success.

REACTIONS

Forceful Parry (While Bloodied). When a creature misses the solar with a melee attack, the solar's parrying sword sparks with energy. The attacker takes 21 (6d6) lightning damage and makes a DC 24 Constitution saving throw. On a failure, it is pushed 10 feet away and falls prone.

LEGENDARY ACTIONS

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

Teleport. The solar magically teleports up to 120 feet to an empty space it can see.

Heal (3/Day). The solar touches a creature other than itself, magically healing 60 hit points of damage and ending any blindness, curse, deafness, disease, or poison on the target.

Deafening Command (Costs 2 Actions). The solar speaks an echoing command. Each creature of the solar's choice within 30 feet that can hear the solar and understands a language makes a DC 24 Charisma saving throw. Each creature that succeeds on the saving throw takes

21 (6d6) thunder damage. Each creature that fails its saving throw immediately takes a certain action, depending on the solar's command. This is a magical charm effect.

Abase yourself! The creature falls prone.

Approach! The creature must use its reaction, if available, to move up to its Speed toward the solar by the most direct route that avoids hazards, not avoiding opportunity attacks.

Flee! The creature must use its reaction, if available, to move up to its Speed away from the solar, not avoiding opportunity attacks.

Surrender! The creature drops anything it is holding.

Combat

The solar uses Column of Flame if it can scorch many enemies, or its holy sword otherwise. It uses Teleport to escape danger and pursue particular foes. Angels know no fear, and the solar will die if it believes it is necessary, but it is aware of its own strategic value and will retreat from a losing battle.

Solar Variant: Solar Counselor

The solar counselor is an elite monster, equivalent to two CR 21 monsters (66,000 XP). It has 638 (44d10 + 396; bloodied 319) hit points. The solar has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The solar ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Seeking Sword (Costs 2 Actions). The solar uses Teleport and attacks with its holy sword.

Divine Gaze (1/Day, Gaze). The solar targets a creature within 120 feet. The target makes a DC 21 Charisma saving throw. On a failure, the target takes 49 (14d6) radiant damage and is blinded for

24 hours or until the blindness is magically removed.

Light of Judgment (1/Day). A column of radiance shines down from the heavens in a 30-foot-radius, 100-foot-high cylinder centered on the solar. Each creature of the solar's choice in the area makes a DC 21 Charisma saving throw, taking 70 (20d6) radiant damage on a failed save or half damage on a success.

Animated Objects

In a world filled with magic, even the most mundane object might be more than it appears.

ANIMATED ARMOR CHALLENGE 1 MEDIUM CONSTRUCT 200 XP

AC 18 (natural armor)

HP 31 (7d8; bloodied 15)

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 10 (+0) 10 (+0) 1 (–5) 10 (+0) 1 (–5)

Proficiency +2; **Maneuver DC** 12

Damage Resistances piercing

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Spell-created. The DC for *dispel magic* to destroy this creature is 19.

False Appearance. While motionless, the armor is indistinguishable from normal armor.

ACTIONS

Weapon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) bludgeoning, piercing, or slashing damage, depending on weapon.

Variants: Enchanted Objects

Any animated object may possess one of the following traits:

Flaming. The object is immune to fire damage, and any damage it deals is fire damage.

Sentinel. The object's creator receives a mental alarm if the object is destroyed.

Spell Imbued. The creator stores a spell in the object (typically a spell with a level equal to or lower than the object's CR) that triggers once when certain conditions are met. For instance, a rug of smothering might levitate before attacking.

Talkative. The object can pose riddles or answer questions as if it were a sentient creature.

FLYING SWORD CHALLENGE 1/4 SMALL CONSTRUCT 50 XP

AC 17 (natural armor)

HP 10 (3d6; bloodied 5)

Speed 0 ft., fly 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 10 (+0) 1 (–5) 10 (+0) 1 (–5)

Proficiency +2; **Maneuver DC** 11

Damage Resistances piercing

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Spell-created. The DC for *dispel magic* to destroy this creature is 19.

False Appearance. While motionless, the sword is indistinguishable from a normal sword.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach

5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

RUG OF SMOTHERING CHALLENGE 2 LARGE CONSTRUCT 450 XP

AC 12

HP 45 (7d8 + 14; bloodied 22)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 1 (–5) 10 (+0) 1 (–5)

Proficiency +2; **Maneuver DC** 13

Damage Resistances bludgeoning

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, fatigue, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Spell-created. The DC for *dispel magic* to destroy this creature is 19.

False Appearance. While motionless, the rug is indistinguishable from a normal rug.

ACTIONS

Smother. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Large or smaller creature. *Hit:* The target is grappled (escape DC 13). Until this grapple ends, the target is restrained and can't breathe. When the rug is dealt damage while it is grappling, it takes half the damage (rounded down) and the other half is dealt to the grappled target. The rug can only have one creature grappled at once.

Squeeze. One creature grappled by the rug takes 10 (2d6 + 3) bludgeoning damage.

WALKING STATUE CHALLENGE 3

LARGE CONSTRUCT 700 XP

AC 16 (natural armor)

HP 66 (7d10 + 28; bloodied 33)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 8 (–1) 18 (+4) 1 (–5) 10 (+0) 1 (–5)

Proficiency +2; **Maneuver DC** 14

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Bludgeoning Weakness. When the statue takes more than 10 bludgeoning damage from one attack, it falls prone.

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

Spell-created. The DC for *dispel magic* to destroy this creature is 19.

ACTIONS

Smash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

FLAME-SPITTING STATUE CHALLENGE

4

LARGE CONSTRUCT 1,100 XP

AC 16 (natural armor)

HP 76 (8d10 + 32; bloodied 38)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 8 (–1) 18 (+4) 1 (–5) 10 (+0) 1 (–5)

Proficiency +2; **Maneuver DC** 14

Damage Immunities fire, poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Bludgeoning Weakness. When the statue takes more than 10 bludgeoning damage from one attack, it falls prone.

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

Spell-created. The DC for *dispel magic* to destroy this creature is 19.

ACTIONS

Smash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Spit Flame. *Ranged Spell Attack:* +2 to hit, range 60 ft., one target. *Hit:* 5 (1d10) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Ankhegs

An ankheg is a monstrous burrowing insect with ferocious mandibles.

ANKHEG CHALLENGE 2

LARGE MONSTROSITY 450 XP

AC 14 (natural armor), 10 while prone

HP 45 (6d10 + 12; bloodied 22)

Speed 30 ft., burrow 15 ft.

STR DEX CON INT WIS CHA

16 (+3) 10 (+0) 14 (+2) 2 (–4) 14 (+2) 8 (–1)

Proficiency +2; **Maneuver DC** 13
Damage Resistances acid
Senses tremorsense 30 ft., passive
Perception 12
Languages —

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the ankheg can't use its claws on anyone else.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature grappled by the ankheg. *Hit:* 16 (3d8 + 3) slashing damage. If this damage kills the target, the ankheg severs its head.

Acid Spray (Recharge 6). The ankheg spits a 30-foot-long, 5-foot-wide stream of acid. Each creature in the area makes a DC 13 Dexterity saving throw, taking 14 (4d6) acid damage on a failure or half damage on a success. If the ankheg is grappling a target, it instead bathes the target in acid, dealing 14 (4d6) acid damage with no saving throw only to that target.

Combat

The ankheg lurks 10 feet underground, waiting for its tremorsense to register movement. It bursts out, firing its acid spray and then grabbing and biting the largest target available. It flees if badly hurt, dragging away any creature it has grappled.

Variant: Ankheg Queen

The ankheg queen is a legendary Huge monstrosity and is CR 3 (700 XP) with 59 (7d12 + 14; bloodied 29) hit points. It has 1 legendary action it can take at the end of another creature's turn, choosing from the options below. The ankheg regains the spent legendary action at the start of its turn.

Acid Glob. *Ranged Weapon Attack:* +5 to hit, range 30/90 feet, one target. *Hit:* 7 (1d8 + 3) acid damage.

Burrowing Ambush (1/Day). The ankheg burrows up to its burrowing speed without provoking opportunity attacks, and then resurfaces. If within melee range of an enemy, it makes a claw attack with advantage.

ANKHEG SPAWN CHALLENGE 1/4

MEDIUM MONSTROSITY 50 XP

AC 13 (natural armor), 10 while prone

HP 11 (2d8 + 2; bloodied 5)

Speed 30 ft., burrow 10 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 12 (+1) 2 (–4) 14 (+2) 8 (–1)

Proficiency +2; **Maneuver DC** 12

Damage Resistances acid

Senses tremorsense 30 ft., passive

Perception 12

Languages —

ACTIONS

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 4 (1d4 + 2) slashing damage, and the target makes a DC 12 Strength check. On a failure, it is knocked prone. If the target is already prone, the ankheg can instead move up to half its Speed, dragging the target with it.

Acid Spit. *Ranged Weapon Attack:* +3 to hit, range 30 ft., one creature. *Hit:* 4 (1d8) acid damage.

Combat

Ankheg spawn attack in a pack, surrounding their prey if possible. When attacking a group, some ankheg spawn use their claws to drag one victim away, while other spawn occupy the victim's allies by biting and spitting acid.

Azers

Azers are beings of living flame bound within dwarflike bodies made of bronze.

AZER CHALLENGE 2

MEDIUM ELEMENTAL 450 XP

AC 16 (natural armor, buckler shield)

HP 39 (6d8 + 12; bloodied 19)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 10 (+0) 12 (+1) 10 (+0)

Proficiency +2; **Maneuver DC** 13

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Ignan

Fiery Aura. A creature that ends its turn within 5 feet of one or more azers takes 5 (1d10) fire damage. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

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

Heat Metal. *Ranged Spell Attack:* +4 to hit, range 60 ft., one creature wearing or holding a metal object. *Hit:* 9 (2d8) fire damage. If a creature is holding the object and suffers damage, it makes a DC 12 Constitution saving throw, dropping the object on a failure.

BONUS ACTIONS

Fire Step. While standing in fire, the azer can magically teleport up to 90 feet to a space within fire.

Combat

Azers fight in melee when possible, dealing damage with their Fiery Aura and hammer. When possible, they maintain a string of bonfires they can use to make quick advances and retreats with Fire Step.

AZER FORGEMASTER CHALLENGE 4

MEDIUM ELEMENTAL 1,100 XP

AC 16 (natural armor, buckler shield)

HP 78 (12d8 + 24; bloodied 39)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 14 (+2) 12 (+1) 16 (+3) 16 (+3)

Proficiency +2; **Maneuver DC** 14

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 13

Languages Common, Ignan

Fiery Aura. A creature that ends its turn within 5 feet of one or more azers takes 5 (1d10) fire damage. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Multiattack. The azer attacks with its returning hammer and uses Bonfire if available.

Returning Hammer. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 feet, one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 7 (2d6) fire damage. The azer's hammer returns to its hand after it's thrown.

Bonfire (3/Day). A 5-foot-square space within 60 feet catches fire. A creature takes 10 (3d6) fire damage when it enters this area for the first time on a turn or starts its turn there. A creature can use an action to extinguish this fire.

BONUS ACTIONS

Fire Step. While standing in fire, the azer can magically teleport up to 90 feet to a space within fire.

Combat

The azer forgemaster uses its Bonfire ability not only to damage enemies but also to provide tactical movement options for itself and its minions. It remains in or near a bonfire. It starts combat by throwing hammers from the back lines if it can, but advances to fight in melee after several allies are killed. When close to death, it uses Fire Step to escape.

Banshee

Banshees are created when a humanoid is killed in an act of horrific violence, or when a mourner of such a violent death dies of grief.

BANSHEE CHALLENGE 4

MEDIUM UNDEAD 1,100 XP

AC 13

HP 58 (13d8; bloodied 29)

Speed 30 ft., fly 40 ft.

STR DEX CON INT WIS CHA

8 (–1) 16 (+3) 10 (+0) 12 (+1) 10 (+0) 18 (+4)

Proficiency +2; **Maneuver DC** 13

Saving Throws Wis +2

Damage Resistances acid, fire, lightning, thunder; damage from nonmagical weapons

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., Passive Perception 10

Languages the languages it spoke in life

Death Howl. When reduced to 0 hit points, the banshee uses Baleful Wail.

Detect Life. The banshee magically senses the general direction of living creatures up to 5 miles away.

Incorporeal Movement. The banshee can move through creatures and objects. It takes 5 (1d10) force damage if it ends its turn inside an object.

Undead Nature. A banshee doesn't require air, sustenance, or sleep.

Unquiet Spirit. If defeated in combat, the banshee returns on the anniversary of its death. It can be permanently put to rest only by finding and casting *remove curse* on its grave or by righting whatever wrong was done to it.

ACTIONS

Presage Death. The banshee targets a creature within 60 feet that can hear it, predicting its doom. The target makes a DC 14 Wisdom saving throw. On a failure, the target takes 11 (2d6 + 4) psychic damage and is magically cursed for 1 hour. While cursed in this way, the target has disadvantage on saving throws against the banshee's Baleful Wail.

Baleful Wail. The banshee shrieks. All living creatures within 30 feet of it that can hear it make a DC 14 Constitution saving throw. On a failure, a creature takes 11

(2d6 + 4) psychic damage. If the creature is cursed by the banshee, it drops to 0 hit points instead.

REACTIONS

Wounded Warning. When the banshee takes damage from a creature within 60 feet, it uses Presage Death on the attacker.

Combat

The banshee begins combat by using Presage Death. It uses Baleful Wail whenever a cursed creature is within 30 feet, and otherwise uses Presage Death on a creature not yet under its curse.

Variant: Warlord's Ghost

A warlord's ghost can be found re-enacting its defeat on ancient battlefields or pacing the battlements of abandoned castles. It appears as an armored warrior wielding a sword and a bugle. Dozens of incorporeal, spectral soldiers flicker in and out of sight within 60 feet of the ghost. These spectral soldiers can't be affected except by killing the warlord's ghost.

A creature cursed by the ghost's Presage Death action appears to be surrounded by attacking spectral soldiers.

The ghost performs its Baleful Wail by blowing a bugle and calling on its spectral soldiers to charge.

Basilisk

A basilisk is a venomous eight-legged reptile that turns creatures to stone with its gaze.

BASILISK CHALLENGE 3

MEDIUM MONSTROSITY 700 XP

AC 15 (natural armor)

HP 52 (7d8 + 21; bloodied 26)

Speed 20 ft., climb 10 ft.

STR DEX CON INT WIS CHA

14 (+2) 8 (–1) 16 (+3) 2 (–4) 10 (+0) 8 (–1)

Proficiency +2; **Maneuver DC** 12

Senses darkvision 30 ft., passive Perception 10

Languages —

ACTIONS

Stone Gaze (Gaze). The basilisk targets a creature within 60 feet. The target makes a DC 13 Constitution saving throw. On a failure, the target magically begins to turn to stone and is restrained. A *lesser restoration* spell ends this effect. At the beginning of the basilisk's next turn, if still restrained, the target repeats the saving throw. On a success, the effect ends. On a failure, the target is petrified. This petrification can be removed with *greater restoration* or similar magic or with basilisk venom.

Venomous Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 10 (3d6) poison damage.

REACTIONS

Stone Glance. If a creature within 60 feet that the basilisk can see hits the basilisk with an attack, the basilisk uses Stone Gaze on the attacker.

Combat

The basilisk uses Stone Gaze and Stone Glance on anyone nearby that is not averting their eyes, and bites only if it has no such target.

Behir

The behir is a blue-scaled, serpentine monster that creeps through dark tunnels on a dozen legs.

BEHIR CHALLENGE 11

HUGE MONSTROSITY 7,200 XP

AC 16 (natural armor)

HP 168 (16d12 + 64; bloodied 84)

Speed 60 ft., climb 40 ft., swim 40 ft.

STR DEX CON INT WIS CHA

20 (+5) 14(+2) 18 (+4) 10 (+0) 16 (+3) 12 (+1)

Proficiency +4; **Maneuver DC** 17

Saving Throws Dex +6, Int +4, Wis +7

Skills Athletics +9, Perception +7, Stealth +6

Damage Immunities lightning

Senses darkvision 90 ft., passive Perception 17

Languages Common, Draconic

Serpentine. The behir can move through a space as narrow as 5 feet wide, vertical or horizontal, at full speed, without squeezing.

Spider Climb. The behir can use its climb speed even on difficult surfaces and upside down on ceilings.

ACTIONS

Multiattack. The behir makes a bite attack and then a constrict attack.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage. If the target is a Medium or smaller creature grappled by the behir, and the behir has not swallowed anyone else, the target is swallowed. A swallowed creature is blinded and restrained, it has total cover from attacks from outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns.

If a swallowed creature deals 30 or more damage to the behir in a single turn, or if the behir dies, the behir vomits up the creature.

Constrict. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage. The target is grappled (escape DC 17) and restrained while grappled.

Lightning Breath (Recharge 5–6). The behir breathes a line of lightning 5 feet wide and 20 feet long. Creatures in the area make a DC 16 Dexterity saving throw, taking 56 (16d6) lightning damage on a failed save or half damage on a success.

REACTIONS

Vengeful Breath (1/Day, While Bloodied). When struck by a melee attack, the behir immediately recharges and uses Lightning Breath, including the attacker in the area of effect.

Combat

The behir prefers to attack with surprise, often from the ceiling. It opens with a lightning bolt and then tries to bite, constrict,

and swallow. It tries to escape when badly hurt, and usually has a bolthole nearby.

Boggards

With their gangly limbs and haughty manners, boggards might seem comical, but an encounter with these frog-headed humanoids is no laughing matter.

Amphibious. The boggard can breathe air and water.

Speak with Frogs and Toads. The boggard can communicate with frogs and toads.

BOGGARD CHALLENGE 1/4

MEDIUM HUMANOID (BOGGARD) 50 XP

AC 12

HP 13 (3d8; bloodied 6)

Speed 20 ft., swim 40 ft.

STR DEX CON INT WIS CHA

12 (+1) 14 (+2) 10 (+0) 10 (+0) 10 (+0) 10 (+0)

Proficiency +2; **Maneuver DC** 12

Skills Stealth +4 (+1d4), Survival +2

Senses passive Perception 10

Languages Boggard

ACTIONS

Vaulting Leap. The boggard jumps up to its Speed horizontally and half its Speed vertically without provoking opportunity attacks. If it's within 5 feet of a creature at the end of this movement, it may make a melee spear attack against that creature with advantage.

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

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

Combat

The boggard uses Vaulting Leap to move around whenever it's not sneaking, essentially doubling its movement speed. When attacking, it uses Vaulting Leap to close with its enemies and deliver a powerful spear attack. While next to a foe, it

uses its more accurate bite attack. Once a group of boggards have been reduced to half their number, they retreat, trusting in their stealth to escape.

Boggard Variant: Boggard Bravo

The boggard bravo is CR 1/2 (100 XP) and has 27 (6d8; bloodied 13) hit points. It can make the following attack as a bonus action:

Tongue. Melee Weapon Attack: +3 to hit, reach 15 ft., one creature. *Hit:* The target must make a DC 11 Strength saving throw. On a failure, the boggard pulls the target up to 10 feet, or knocks the target prone, or forces the target to drop one item it is holding (boggard's choice).

BOGGARD SOVEREIGN CHALLENGE 3

LARGE HUMANOID (BOGGARD) 700 XP

AC 13 (natural armor)

HP 67 (9d10 + 18; bloodied 33)

Speed 20 ft., swim 40 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 12 (+1) 14 (+2) 12 (+1)

Proficiency +2; **Maneuver DC** 13

Skills Stealth +3 (+1d4), Perception +3, Intimidation +3

Senses passive Perception 13

Languages Boggard, Common

ACTIONS

Parting Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 7 (2d6) poison damage. On a hit, the boggard may jump up to its Speed horizontally and half its Speed vertically without provoking opportunity attacks.

Incite Frenzy (1/Day). Each boggard and frog with a Bite attack within 60 feet may use its reaction to make a Bite attack.

Earthshaking Croak (1/Day). Each non-frog and non-boggard creature within 30 feet makes a DC 12 Constitution saving throw, taking 14 (4d6) thunder damage and falling prone on a failure, or taking half damage on a success.

Summon Frog Guardians (1/Day). The boggard magically summons two Medium frog guardians, which wriggle from the ground in an empty space within 30 feet.

They follow the boggard's orders and disappear after 1 minute. They have the statistics of boggards except they have Intelligence 2, have no spear attack, and can make a bite attack as part of their Vaulting Leap.

Combat

The boggard sovereign prefers to stay out of melee range, often leaping onto high and hard-to-reach places. It uses Earthshaking Croak, Incite Frenzy, and Summon Frog Guardians from a distance. If forced into melee, it attacks with its parting bite. If this attack hits, it hops away.

Bugbears

Bugbears are rangy, hairy creatures related to goblins.

BUGBEAR CHALLENGE 1

MEDIUM HUMANOID (GOBLINOID) 200 XP

AC 12

HP 30 (5d8 + 8; bloodied 15)

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 14 (+2) 10 (+0) 12 (+1) 10 (+0)

Proficiency +2; **Maneuver DC** 12

Skills Athletics +4, Stealth +4 (+1d4), Perception +3 (+1d4), Survival +3 (+1d4)

Senses darkvision 60 ft., passive Perception 15

Languages Common, Goblin

ACTIONS

Strangle. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one Medium or smaller creature that is surprised, grappled by the bugbear, or that can't see the bugbear. *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target is pulled 5 feet towards the bugbear and grappled (escape DC 12). Until this grapple ends, the bugbear automatically hits with the Strangle attack and the target can't breathe.

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 12 (3d6 + 2) piercing damage if the target is a creature that is surprised or that can't see the bugbear.

Stealthy Sneak. The bugbear moves up to half its Speed without provoking opportunity attacks. It can then attempt to hide.

Combat

A bugbear prefers to strangle an unaware opponent from hiding. It fights with its maul if it must, but when badly injured it uses its Stealthy Sneak to reach a hiding spot and then either attack with its javelin or strangle a passing creature.

BUGBEAR CHIEF CHALLENGE 4

MEDIUM HUMANOID (GOBLINOID) 1,100 XP

AC 15 (leather brigandine)

HP 71 (11d8 + 22; bloodied 35)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 14 (+2) 10 (+0) 12 (+1) 10 (+0)

Proficiency +2; **Maneuver DC** 14

Skills Athletics +6, Stealth +4 (+1d4), Perception +3 (+1d4), Survival +3 (+1d4)

Senses darkvision 60 ft., passive Perception 15

Languages Common, Goblin

ACTIONS

Multiattack. The bugbear chief makes two attacks.

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

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 14 (3d6 + 4) piercing damage if the target is a creature that is surprised or that can't see the bugbear.

Move Out (1/Day). The bugbear and creatures of its choice within 30 feet move up to half their Speed without provoking opportunity attacks.

Combat

The bugbear chief likes to ambush opponents. It uses Move Out to allow sudden charges against surprised enemies (or flee when the battle turns against them), and leads from the front, attacking with its maul.

Variant: Kech

Kech share bugbear statistics except they have a climb speed of 40. Additionally, treat the bugbear's maul attack as a claw attack that deals slashing damage.

Bulette

A bulette, also called a land shark, is a voracious predator that tunnels underground, using tremorsense to search for prey.

BULETTE CHALLENGE 6

LARGE MONSTROSITY 2,300 XP

AC 17 (natural armor)

HP 95 (10d10 + 40; bloodied 47)

Speed 40 ft., burrow 40 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 18 (+4) 2 (–4) 10 (+0) 8 (–1)

Proficiency +3; **Maneuver DC** 15

Saving Throws Int –1

Skills Perception +3

Senses darkvision 60 ft., tremorsense 60 ft.,

passive Perception 13

Languages —

Steely Hide. If a creature targets the bulette with a melee attack using a nonmagical weapon and rolls a natural 1 on the attack roll, the weapon breaks.

ACTIONS

Leap (Recharge 5–6). The bulette leaps up to half its Speed horizontally and half its Speed vertically without provoking opportunity attacks, and can land in a space containing one or more creatures. Each creature in its space when it lands makes a DC 15 Dexterity saving throw, taking 18 (4d6 + 4) bludgeoning damage and being knocked prone on a failure. On a success, the creature takes half damage and is pushed 5 feet to a space

of its choice. If that space is occupied, the creature is knocked prone.

Burrow. The bulette burrows under the ground without provoking opportunity attacks, moves up to its burrow speed, and then resurfaces in an unoccupied space. If it is within 5 feet of a creature, it then makes a bite attack.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 30 (4d12 + 4) piercing damage.

REACTIONS

Jaw Clamp (1/Day). When an attacker within 5 feet of the bulette misses it with a melee attack, the bulette makes a bite attack against the attacker. On a hit, the attacker is grappled (escape DC 15). Until this grapple ends, the grappled creature is restrained, and the only attack the bulette can make is a bite against the grappled creature.

Hard Carapace (1/Day). After taking damage from an attack, the bulette lies down and closes its eyes, protecting all vulnerable spots. Until the beginning of its next turn, its AC becomes 21 and it has advantage on saving throws.

Combat

The bulette targets halflings first. The bulette uses Leap if it can land on two or more creatures. Otherwise, it uses Burrow. It fights to the death.

Cambion

A cambion is the offspring of a mortal and a powerful demon or devil. In its true form, a cambion has horns, batlike wings, and cloven hoofs that scorch the ground, but it often cloaks itself in mortal guise.

CAMBION CHALLENGE 5

MEDIUM FIEND 1,800 XP

AC 16 (scale mail) or 14 while unarmored

HP 93 (11d8 + 44; bloodied 46)

Speed 30 ft., fly 60 ft.

STR DEX CON INT WIS CHA

18 (+4) 18 (+4) 18 (+4) 16 (+3) 14 (+2) 18 (+4)

Proficiency +3; **Maneuver DC** 15
Saving Throws Con +7, Int +6, Wis +5, Cha +7
Skills Deception +7, Intimidation +7, Perception +5, Stealth +7
Damage Resistances cold, fire, poison; damage from nonmagical weapons
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Common, Infernal

ACTIONS

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

Black Iron Blade. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage, and the target takes a wound that deals 5 (1d10) ongoing slashing damage. A creature can end the ongoing damage by staunching the wound as an action or by giving the target magical healing.

Fire Blast. Ranged Spell Attack: +7 to hit, range 60 ft., one target. *Hit:* 13 (3d8) fire damage.

Fiery Escape (1/Day). The cambion magically creates a fiery portal to the realm of its fiendish parent. The portal appears in an empty space within 5 feet. The portal lasts until the end of the cambion's next turn or until it passes through the portal. No one but the cambion can pass through the portal; anyone else that enters its space takes 14 (4d6) fire damage.

BONUS ACTIONS

Fell Charm. The cambion targets one creature within 30 feet. The target makes a DC 15 Wisdom saving throw. On a failure, it is magically charmed by the cambion for 1 day. The effect ends if the cambion or a cambion's ally harms the target, or if the cambion commands it to take a suicidal action. While charmed, the target regards the cambion as a trusted friend and is an ally of the cambion. If the target makes a successful saving throw or the effect ends, the target is immune to this cambion's Fell Charm for 24 hours.

Command. The cambion gives an order to an ally within 60 feet that can hear it. If the ally has a reaction available, it can

use it to follow the cambion's order, either taking an action or moving up to its Speed.

Shapeshift. The cambion magically changes its form to that of any humanoid creature it has seen before, or back into its true form. While shapeshifted, its statistics are unchanged except that it has no armor or equipment, can't use its black iron blade, and can fly only if it is in a form with wings. It reverts to its true form if it dies.

Combat

The cambion prefers to stay out of melee range, attacking with its fire blast and using Fell Charm on its first turn. It uses Command when it has an ally or charmed victim in position to harm one of its foes. If its allies fail it, it wades into battle using its black iron blade, attacking multiple targets to inflict ongoing wounds on as many foes as possible. When reduced to 30 hit points or fewer, it flies away, promising revenge. It uses Fiery Escape only as a last resort.

Centaur

A centaur has the body of a horse and a humanoid's upper body.

CENTAUR CHALLENGE 2

LARGE FEY 450 XP

AC 13

HP 45 (6d10 + 12; bloodied 22)

Speed 50 ft.

STR DEX CON INT WIS CHA

16 (+3) 16 (+3) 14 (+2) 10 (+0) 16 (+3) 10 (+0)

Proficiency +2; **Maneuver DC** 13

Skills Nature +5, Perception +5 (+1d4), Survival +5

Senses passive Perception 17

Languages Common, Elvish, Sylvan

ACTIONS

Multiattack. The centaur attacks with its pike and its hooves.

Pike. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage. If this attack deals damage, the centaur's movement doesn't provoke opportunity attacks from the target for the rest of the centaur's turn.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Deadeye Shot (1/Day). The centaur makes a shortbow attack with advantage.

Combat

Centaur's open combat by firing a Deadeye Shot. If their enemies have weak ranged options, the centaurs continue to use their shortbows from a distance. Otherwise, they gallop into battle, attack with their pikes and hooves, and gallop out again. They try to avoid ending their turn next to a foe. They retreat if half their number fall.

Variants: Horned Taurics

Tribes of elktaurs wander the tundra. Goat-taurs skip nimbly over mountainsides. Elfin deertaurs race through faerie forests. These taurics bear horns or antlers on their heads and replace the pike action with the following:

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 10 (2d6 + 3) damage if the centaur moved at least 30 feet towards the target before the attack.

Chimera

The most recognizable chimera is an amalgam of a goat, a lion, and a dragon, but a nearly limitless variety of chimeras exist.

CHIMERA CHALLENGE 7 LEGENDARY LARGE MONSTROSITY 2,900 XP

AC 13 (natural armor)

HP 114 (12d10 + 48; bloodied 57)

Speed 30 ft., fly 60 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 18 (+4) 3 (–4) 16 (+3) 10 (+0)

Proficiency +3; Maneuver DC 15

Saving Throws Con +7, Int –1, Wis +6

Skills Perception +6 (see Three Heads)

Senses darkvision 60 ft., passive

Perception 21

Languages —

Reactive Heads. The chimera can take three reactions per round, but not more than one per turn.

Three Heads. The chimera has advantage on Perception checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious, and it can't be flanked.

Wakeful. When one of the chimera's heads is asleep, the others are awake.

ACTIONS

Headbutt. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. The target must succeed on a DC 15 Strength saving throw or fall prone.

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

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage, or 14 (4d4 + 4) slashing damage against a prone target.

Breath Weapon (Recharge 5–6). The dragon head breathes fire in a 15-foot cone. Creatures in the area make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half damage on a success.

REACTIONS

Tail Swipe (1/Day). If a creature within 5 feet hits the chimera with a melee attack, the attacker is battered by the chimera's tail. The attacker makes a DC 15 Strength saving throw. On a failure, it takes 9 (2d4 + 4) bludgeoning damage and is pushed 10 feet from the chimera and knocked prone.

Winged Charge (1/Day). If a creature the chimera can see hits it with a ranged attack, the chimera leaps off the ground and moves up to its fly speed towards the attacker. If within range, the chimera then

makes a headbutt attack against the attacker.

LEGENDARY ACTIONS

The chimera can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Bite. The chimera uses its Bite attack.

Claw. The chimera uses its Claw attack.

Combat

The chimera uses its Breath Weapon when it can. It usually makes a headbutt attack on its turn, and it uses each of its legendary actions to claw a prone creature or bite anyone else. If a creature hits it with a particularly potent ranged attack, it uses its Winged Charge to try to punish that creature. It fights to the death.

Variants: Regional Chimeras

Faerie chimera. White stag headbutt, black wolf bite, and silver dragon claw and breath weapon. This chimera's breath weapon deals cold damage, and its form cannot be changed through polymorph or similar magic.

Fiendish chimera. Bat wings and bite, hellhound breath weapon and claw, and nightmare trample which deals the same damage as the headbutt attack. This chimera is immune to fire damage.

Sea chimera. Shark bite, lobster claw, and narwhal headbutt. The narwhal's breath weapon is an ear-splitting cone of whalesong that deals thunder damage. This chimera has a swim speed of 60 instead of a fly speed.

Sewer chimera. Alligator bite, giant rat claw, and horned snake headbutt. The horned snake exhales the breath weapon, a cone of gas that deals poison damage. This chimera is immune to poison damage and the poisoned condition, and it has a swim speed of 60 instead of a fly speed.

Tundra chimera. Polar bear bite, elk headbutt, and white dragon breath weapon.

This chimera is immune to cold damage and its breath weapon deals cold damage.

Chuul

Though they bear many of the physical characteristics of crustaceans, chuuls are not natural creatures.

CHUUL CHALLENGE 5

LARGE ABERRATION 1,800 XP

AC 16 (natural armor)

HP 93 (11d10 + 33; bloodied 46)

Speed 30 ft., swim 40 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 16 (+3) 5 (-3) 16 (+3) 10 (+0)

Proficiency +3; **Maneuver DC** 15

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands Deep Speech but can't speak

Amphibious. The chuul can breathe air and water.

Detect Magic. The chuul senses a magical aura around any visible creature or object within 120 feet that bears magic.

ACTIONS

Multiattack. If the chuul is grappling a creature, it uses its tentacle on that creature. It then makes two pincer attacks.

Pincer. Melee Weapon Attack: +7 to hit, reach 5 ft., one Large or smaller target.

Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 15). When carrying a grappled creature, the chuul can move at full speed. A pincer that is being used to grapple a creature can be used only to attack that creature.

Tentacle. A grappled creature makes a DC 14 Constitution saving throw. On a failure, it is paralyzed for 1 minute. The creature repeats the saving throw at the end of each of its turns, ending the paralysis on a success.

Combat

The chuul seeks out magical treasure. It uses its Detect Magic ability to choose the target with the most visible magic items. The chuul tries to grapple that creature and then paralyze it on the next turn. Once the chuul has at least one creature seized, it retreats, trying to carry its victim to its master.

Variants: Spell-Warped Chuul

A spell-warped chuul is CR 7 (2,900 XP), has 127 (15d10 + 45; bloodied 63) hit points, and possesses one of the following traits:

Absorb Magic. The chuul has advantage on saving throws against spells and other magical effects. Whenever the chuul successfully saves against a spell or magical effect, it magically gains 5 (1d10) temporary hit points. While these temporary hit points last, the chuul's pincer attacks deal an additional 3 (1d6) force damage.

King-Sized Claw. One of the chuul's pincers deals 18 (4d6 + 4) bludgeoning damage on a successful hit. A creature grappled by this pincer makes ability checks to escape the grapple with disadvantage.

Rune Drinker. Whenever the chuul takes damage from a magic weapon, until the start of the chuul's next turn attacks made with that weapon have disadvantage, and the chuul gains a +4 bonus to AC.

Sparkling Wand. A *wand of lightning bolts* adorns the chuul's carapace. A creature that starts its turn within 10 feet must make a successful DC 14 Dexterity saving throw or take 7 (2d6) lightning damage. As an action, a creature within 5 feet of the chuul can grab the wand by making a successful DC 14 Athletics or Sleight of Hand check. A creature that fails this check must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 7 (2d6) lightning damage and is knocked prone. On a successful save, a creature takes half damage and isn't knocked prone.

Cloaker

Cloakers resemble flying stingrays with long, whip-like tails and sharp teeth.

CLOAKER CHALLENGE 8

LARGE ABERRATION 3,900 XP

AC 13

HP 97 (13d10 + 26; bloodied 48)

Speed 10 ft., fly 50 ft.

STR DEX CON INT WIS CHA

18 (+4) 16 (+3) 14 (+2) 12 (+1) 12 (+1) 12 (+1)

Proficiency +3; **Maneuver DC** 15

Saving Throws Wisdom +4

Skills Stealth +6 (+1d4)

Damage Resistances bludgeoning

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, Undercommon

False Appearance. When motionless, the cloaker is indistinguishable from a black cloak or similar cloth or leather article.

Light Sensitivity. The cloaker has disadvantage on attack rolls and Perception checks while in bright light.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage, and the target is grappled (escape DC 15). If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and suffocating. Until this grapple ends, the cloaker automatically hits the grappled creature with this attack. When the cloaker is dealt damage while grappling, it takes half the damage (rounded down) and the other half is dealt to the grappled target. The cloaker can have only one creature grappled at once.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) poison damage, and the creature makes a DC 13 Constitution saving throw. On a failure, it

is poisoned until the end of the cloaker's next turn.

Moan. The cloaker emits a bone-chilling moan. Each non-aberration creature within 60 feet that can hear its moan makes a DC 13 Wisdom saving throw. On a failure, it is frightened until the end of the cloaker's next turn. When a creature succeeds on this saving throw, it becomes immune to the cloaker's Moan for 24 hours.

Phantasms (1/Day). The cloaker magically creates flickering illusions of itself in its space. Attacks on it have disadvantage. This effect ends after 1 minute, when the cloaker enters an area of bright light, or when it successfully grapples a creature.

REACTIONS

Reactive Tail. When hit or missed with a melee attack, the cloaker makes a tail attack against the attacker.

Angry Moan. When the cloaker takes damage, it uses Moan.

Combat

A cloaker never attacks unless it can do so with surprise. It either masquerades as a cloth item or uses Phantasms and lurks in the darkness or overhead. When it attacks, it bites. The first time it is attacked each turn, it uses Reactive Tail or Angry Moan. The cloaker flees if reduced to 20 hit points or fewer, if a creature escapes its grapple, or when in bright light. While fleeing, it uses its reactions to slow pursuit. A cloaker forced to flee often returns to stalk its foes, waiting for an opportune time to strike again.

Variant: Sand Ray

Cloaker statistics can be used for a sand ray, a levitating manta-ray-like creature that haunts deserts, or a shroud ray, an underwater form of intelligent manta ray that disguises itself as the ocean floor.

The shroud ray has a swim speed instead of a fly speed and can only breathe underwater. For either variant, the cloaker's

False Appearance trait is replaced with the following:

False Appearance. When motionless, the ray is indistinguishable from a patch of sand.

Clockworks

Clockworks are constructs of steel and bronze that perform complex routines.

Clockwork Nature. A clockwork doesn't require air, nourishment, or rest, and is immune to disease.

Immutable Form. The clockwork is immune to any effect that would alter its form.

BOLT-THROWER CHALLENGE 2

SMALL CONSTRUCT 450 XP

AC 14 (natural armor)

HP 44 (8d6 + 16; bloodied 22)

Speed 15 ft., climb 15 ft.

STR DEX CON INT WIS CHA

6 (–2) 16 (+3) 14 (+2) 1 (–5) 6 (–2) 1 (–5)

Proficiency +2; **Maneuver DC** 13

Skills Perception +0 (+1d8)

Damage Immunities poison, psychic

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

Senses blindsight 120 ft. (blind beyond that range), passive Perception 14

Languages —

Clockwork Sights. The bolt-thrower does not have disadvantage on attack rolls when making ranged attacks within 5 feet of a hostile creature.

Rooted. The bolt-thrower can use a bonus action to anchor itself to or detach itself from a surface. While anchored, the bolt-thrower's Speed is 0, and a DC 20 Strength check is required to detach it. A bolt-thrower cannot use its heavy crossbow unless it is anchored.

ACTIONS

Multiattack. The bolt-thrower attacks once with each of its crossbows.

Light Crossbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. **Hit:** 7 (1d8 + 3) piercing damage.

Heavy Crossbow. Ranged Weapon
Attack: +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Combat

The bolt-thrower fires bolts at the closest unauthorized creature. If struck in melee, it fires both bolts on its next turn, detaches as a bonus action, and moves away from its attacker. On its next turn, unless struck in melee again, it anchors itself and fires its bolts.

CLOCKWORK SENTINEL CHALLENGE 4 MEDIUM CONSTRUCT 1,100 XP

AC 18 (natural armor)

HP 60 (8d8 + 24; bloodied 30)

Speed 35 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 16 (+3) 1 (–5) 6 (–2) 1 (–5)

Proficiency +2; **Maneuver DC** 13

Skills Athletics +5, Perception +0 (+1d4), Survival +0 (+1d4)

Damage Immunities poison, psychic

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

Senses blindsight 120 ft. (blind beyond that range), passive Perception 12

Languages —

False Appearance. While motionless, the sentinel is indistinguishable from normal armor.

ACTIONS

Multiattack. The sentinel attacks three times.

Halberd. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Calculated Sweep. The sentinel makes a melee attack against each creature of its choice within 10 feet. On a critical hit, the target makes a DC 13 Strength saving throw, falling prone on a failure.

BONUS ACTIONS

Overclock (Recharge 5–6). The sentinel takes the Dash action.

REACTIONS

Parry. The sentinel adds 2 to its AC against one melee attack that would hit it.

Combat

The clockwork sentinel attacks unauthorized creatures, pursuing them for up to 1 mile if they flee the area the sentinel has been programmed to guard.

GEAR SPIDER CHALLENGE 1/2

TINY CONSTRUCT 100 XP

AC 13 (natural armor)

HP 28 (8d4 + 8; bloodied 14)

Speed 30 ft., climb 20 ft.

STR DEX CON INT WIS CHA

6 (–2) 15 (+2) 12 (+1) 2 (–4) 6 (–2) 1 (–5)

Proficiency +2; **Maneuver DC** 12

Skills Perception +0, Stealth +4

Damage Immunities poison, psychic

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

Senses blindsight 60 ft., passive

Perception 10

Languages —

ACTIONS

Claw. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Needle. Ranged Weapon Attack: +4 to hit, range 20/40 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

BONUS ACTIONS

Photograph. The gear spider stores a black and white image of what it can see. The gear spider can hold up to 10 images at a time. Retrieving the image storage device inside the gear spider requires 1 minute. Once the device is accessed, viewing a stored image requires a DC 12 Investigation check to make out any details.

Combat

The gear spider has perfect memory of an area no larger than a 1,000-foot cube. When the gear spider senses an intruder or a clue to intrusion in its area, it uses Photograph. If attacked, it responds with its needle attack and flees.

CRUSHER CHALLENGE 10

LARGE CONSTRUCT 5,900 XP

AC 20 (natural armor), 14 while prone

HP 115 (11d10 + 55; bloodied 57)

Speed 20 ft.

STR DEX CON INT WIS CHA

20 (+5) 8 (-1) 20 (+5) 1 (-5) 6 (-2) 1 (-5)

Proficiency +4; **Maneuver DC** 17

Skills Perception +2

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond that range), passive Perception 12

Languages —

ACTIONS

Crush. The crusher moves up to its Speed in a straight line. While doing so, it can attempt to enter Large or smaller creatures' spaces. Whenever the crusher attempts to enter a creature's space, the creature makes a DC 17 Dexterity or Strength saving throw (the creature's choice). If the creature succeeds at a Strength saving throw, the crusher's movement ends for the turn. If the creature succeeds at a Dexterity saving throw, the creature may use its reaction, if available, to move up to half its Speed without provoking opportunity attacks. The first time on the crusher's turn that it enters a creature's space, the creature is knocked prone and takes 50 (10d8 + 5) bludgeoning damage. A creature is prone while in the crusher's space.

Ram. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage. If the crusher moves at least 20 feet straight towards the target before the attack, the attack deals an extra 18 (4d8) bludgeoning damage.

BONUS ACTIONS

Overclock (Recharge 5–6). The crusher takes the Dash action.

Combat

The crusher moves straight towards the closest creature not authorized to be in its area, crushes it, and then moves towards the next creature, using Overclock if available. It repeats the process until no living unauthorized creatures remain. The

crusher uses its ram attack to knock down obstacles.

Cockatrice

A grotesque amalgam of rooster and reptile, the cockatrice would be comedic if it weren't so vicious.

COCKATRICE CHALLENGE 1/2

SMALL MONSTROSITY 100 XP

AC 12

HP 27 (6d6 + 6; bloodied 13)

Speed 20 ft., fly 40 ft.

STR DEX CON INT WIS CHA

6 (-2) 14 (+2) 12 (+1) 2 (-4) 12 (+1) 5 (-3)

Proficiency +2; **Maneuver DC** 12

Senses darkvision 60 ft., passive Perception 11

Languages —

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target makes a DC 11 Constitution saving throw against being petrified. On a failure, the target is restrained as it begins to turn to stone. A *lesser restoration* spell ends this effect. If still restrained, the creature must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

REACTIONS

Frenzy (1/Day). When attacked by a creature it can see within 20 feet, the cockatrice moves up to half its Speed and makes a bite attack against that creature.

Combat

When angered, the cockatrice flaps at the nearest enemy and attacks. It attacks whoever damaged it most recently. It fights to the death.

Variant: Coralfish

The ornery and brightly-colored coralfish lives in coral reefs. It bites any creature that approaches it. Its statistics are identical to the cockatrice except its only movement

mode is a swim speed of 40, it can only breathe underwater, and its petrification effect turns creatures into brightly-colored coral statues for 24 hours.

Couatl

The gods created couatls to guard places of power or to carry out a single task of divine importance.

COUATL CHALLENGE 4

MEDIUM CELESTIAL 1,100 XP

AC 16 (natural armor)

HP 85 (10d8 + 40; bloodied 42)

Speed 30 ft., fly 90 ft.

STR DEX CON INT WIS CHA

18 (+4) 18 (+4) 18 (+4) 18 (+4) 20 (+5) 18 (+4)

Proficiency +2; **Maneuver DC** 14

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

Skills Perception +7, Persuasion +6, Religion +6

Damage Resistances psychic, radiant; damage from nonmagical weapons

Senses truesight 120 ft., passive Perception 17

Languages all, telepathy 120 ft.

Innate Spellcasting. The couatl's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good, detect magic*

3/day each: *create food and water, detect thoughts, lesser restoration*

1/day each: *dream, greater restoration, scrying*

Lawful Good. The couatl radiates a Lawful and Good aura.

Nondetection. The couatl can't be targeted or perceived by divination magic.

ACTIONS

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 14 (3d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the couatl can't

constrict other targets, and the couatl has advantage on attacks against the target.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target makes a DC 14 Constitution saving throw. On a failure, it is poisoned for 24 hours. The target is unconscious until the poisoned condition ends or a creature uses an action to shake the target awake.

Heal (1/Day). The couatl touches a creature, magically healing 20 hit points of damage and ending the poisoned condition on that creature.

Shapeshift. The couatl magically changes its form to resemble that of a humanoid or beast, or back into its true form. It reverts to its true form if it dies. If its form is humanoid, it is equipped with clothing and a weapon. While shapeshifted, its statistics are the same except that it can't use Constrict and Shielding Wing and it may gain a swim speed of 60 or lose its fly speed if appropriate to its new form. If it's a beast, it can use its bite attack. If it's a humanoid, it may make a weapon attack, which functions identically to its bite attack.

REACTIONS

Shielding Wing. When the couatl or a creature within 5 feet is attacked, the couatl can interpose a wing and impose disadvantage on the attack.

Combat

The couatl constricts its most dangerous or wicked foe and then bites it with advantage. It uses Shielding Wing to protect allies first, itself second. It retreats only if the stakes are minor.

Cyclops

The cyclops is a fearsome, one-eyed giant.

CYCLOPS CHALLENGE 7

HUGE GIANT 2,900 XP

AC 13 (natural armor)

HP 126 (11d12 + 55; bloodied 63)

Speed 40 ft.

STR DEX CON INT WIS CHA

20 (+5) 10 (+0) 20 (+5) 8 (–1) 10 (+0) 10 (+0)

Proficiency +3; **Maneuver DC** 16**Skills** Animal Handling +3, Survival +3**Senses** passive Perception 10**Languages** Giant**Panicked Rage.** While a cyclops is frightened and the source of its fear is in sight, it makes attack rolls with advantage instead of disadvantage.**Poor Depth Perception.** The cyclops makes all ranged attacks with disadvantage.**ACTIONS****Multiattack.** The cyclops makes two melee attacks.**Club. Melee Weapon Attack:** +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.**Rock. Ranged Weapon Attack:** +8 to hit, range 120 ft. (see Poor Depth Perception), one target. *Hit:* 32 (5d10 + 5) bludgeoning damage.**BONUS ACTIONS****Thick Skulled (1/Day).** The cyclops can end one condition on itself that was imposed through a failed Wisdom saving throw.**REACTIONS****Big Windup.** When a creature hits the cyclops with a melee attack, the cyclops readies a powerful strike against its attacker. The cyclops has advantage on the next club attack it makes against the attacker before the end of its next turn.**Combat**

The cyclops throws rocks when it can't reach its foe but it prefers melee. It uses its club attack on whichever creature it has targeted with Big Windup. It may retreat or surrender if reduced to 30 hit points or fewer, unless it is too enraged to notice its wounds.

Variant: Cyclops Myrmidon

A cyclops myrmidon is CR 10 (5,900 XP). It wears splint armor (AC 17) and wields an

immense, long-handled maul. It has the following melee attack instead of a club.

Maul. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 26 (6d6 + 5) bludgeoning damage.**Variant: Merclops**

The merclops has a swim speed of 60 and breathes water. Instead of the cyclops's rock attack, it has the following attack:

Harpoon. Melee or Ranged Weapon Attack: +8 to hit, reach 10 ft. or range 90 ft. (see Poor Depth Perception), one target. *Hit:* 27 (4d10 + 5) piercing damage. The target makes a DC 16 Strength saving throw. On a failure, the merclops pulls the target up to 30 feet toward the merclops.

Darkmantle

Darkmantles billow down from cave ceilings, creating orbs of magical darkness as they envelop and crush passing creatures in their membranous folds.

DARKMANTLE CHALLENGE 1/2**SMALL MONSTROSITY 100 XP****AC** 11**HP** 22 (5d6 + 5; bloodied 11)**Speed** 10 ft., fly 30 ft.**STR DEX CON INT WIS CHA**

16 (+3) 12 (+1) 12 (+1) 2 (–4) 10 (+0) 5 (–3)

Proficiency +2; **Maneuver DC** 13**Senses** blindsight 60 ft., passive Perception 10**Languages** —**Echolocation.** The darkmantle can't use blindsight while deafened.**False Appearance.** While motionless, the darkmantle is indistinguishable from rock.**ACTIONS****Multiattack.** The darkmantle uses Darkness Aura and makes a crush attack.**Darkness Aura.** A 15-foot-radius area of magical darkness emanates from the darkmantle, spreading around corners and moving with it. Darkvision and natural

light can't penetrate it. If the darkness overlaps with an area of light created by a 2nd-level spell or lower, the spell creating the light is dispelled. The darkness aura lasts for 10 minutes or until the darkmantle takes damage.

Crush. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). If the darkmantle made the attack with advantage, it attaches to the target's head, and the target is blinded and can't breathe. While grappling, the darkmantle can only attack the grappled creature but has advantage on its attack roll. The darkmantle's speed becomes 0, and it moves with its target.

Combat

The darkmantle lies in ambush on the ceiling, waiting until a creature comes within 10 feet. It then creates its Darkness Aura and flies to attack a victim. It flees if it fails to grapple a creature or if detached.

Demilich

A demilich is what remains when a lich's body and spirit have all but decomposed, leaving behind only a gem-encrusted skull and perhaps a few bone shards.

Soul Vessel. The demilich preserves the soul vessel it used as a lich—usually a small item such as a box or amulet. If the demilich is destroyed while its soul vessel survives, the demilich reforms around the vessel in 1d10 days. A demilich can be permanently defeated only by destroying its soul vessel.

DEMILICH CHALLENGE 18

LEGENDARY TINY UNDEAD 20,000 XP

AC 20 (natural armor)

HP 159 (29d4 + 87; bloodied 79)

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

STR DEX CON INT WIS CHA

10 (+0) 24 (+7) 16 (+3) 24 (+7) 22 (+6) 20 (+5)

Proficiency +6; **Maneuver DC** 21

Saving Throws Str +6, Con +9, Int +13, Wis +12, Cha +11

Skills Arcana +13, Perception +12, Stealth +13

Damage Immunities necrotic, poison, psychic;

damage from nonmagical weapons

Condition Immunities charmed, deafened, fatigue, frightened, paralyzed, petrified, poisoned, prone, stunned

Senses truesight 60 ft., passive Perception 22

Languages understands the languages it knew in life but doesn't speak

Avoidance. If the demilich makes a saving throw against an effect that deals half damage on a success, it takes no damage on a success and half damage on a failure.

Legendary Resistance (5/Day). If the demilich fails a saving throw, it can choose to succeed instead. When it does so, one of the five tiny warding gems set on its forehead or teeth shatters.

Undead Nature. A demilich doesn't require air, sustenance, or sleep.

ACTIONS

Devour Soul. The demilich targets one creature within 120 feet, forcing it to make a DC 17 Wisdom saving throw. On a success, or if all the large soul gems on the demilich's skull are occupied, the creature takes 40 necrotic damage, and the demilich regains the same number of hit points. If the target fails its saving throw and there is at least one unoccupied soul gem on the demilich's skull, the demilich regains 40 hit points, and the target dies instantly. Its soul is trapped in a soul gem on the demilich's skull, visible as a tiny, creature-shaped mote of light. While its soul is trapped, a creature can't be restored to life by any means. A soul that remains in a soul gem for 30 days is destroyed forever. If the demilich is defeated and a soul gem crushed, the creature is restored to life if its body is within 100 miles. A creature that succeeds on a saving throw against this effect is immune to it for 24 hours.

A demilich begins combat with one or two empty soul gems.

LEGENDARY ACTIONS

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

Cranial Transposition. The dust surrounding the demilich falls to the ground. The demilich and a nonmagical, unattended skull within 30 feet teleport, switching places. Until the demilich moves or attacks, it is indistinguishable from a nonmagical skull, and the dust composing the demilich's wraithlike body doesn't reform around it.

Dust Storm (Costs 2 Actions). The dust of the demilich's body swirls in a 30-foot radius around the demilich. Each creature in the area makes a DC 17 Constitution saving throw. On a failure, the creature takes 21 (6d6) necrotic damage and is blinded until the end of its next turn. The demilich then moves up to its speed.

Ringing Laugh (Costs 2 Actions). Each creature within 60 feet that can hear the demilich makes a DC 17 Wisdom saving throw. On a failure, a creature is frightened until the end of its next turn.

Telekinesis. The demilich targets a Huge or smaller creature or an object weighing up to 1,000 pounds within 60 feet. If the target is a creature, it must succeed on a DC 17 Strength saving throw. Otherwise, the demilich moves the target up to 30 feet in any direction, including up. If another creature or object stops the target's movement, both take 10 (3d6) bludgeoning damage. At the end of this movement, the target falls if it is still in the air, taking falling damage as normal.

Combat

The demilich stays immobile unless intruders take actions that threaten it or its treasure hoard. It then flies into the air, taking care to stay at least 50 feet above enemies. It uses Devour Soul on each of its

turns, targeting its biggest threat. It uses Telekinesis and Ringing Laugh when it's able to do so from a distance. If creatures are within 30 feet of it, it uses Dust Storm and tries to move away. When reduced to 40 hit points or fewer, it uses Cranial Transposition to swap places with a decoy skull (if one is available) to give the impression that it has been defeated. It will not willingly leave its lair.

Variant: Demilich Mastermind

The demilich mastermind is an elite monster, equivalent to two CR 18 monsters (40,000 XP). It has 319 (58d4 + 174; bloodied 159) hit points. Its skull contains four soul gems instead of two, allowing it to trap up to four souls with its Devour Soul ability. The demilich mastermind has the following additional reactions, which it can use only while bloodied:

Reflection Arcane. When the demilich succeeds on a saving throw against a spell targeting it, it forces the spell to also target another creature within 30 feet.

Skull Shock. When the demilich takes damage from a melee attack, the attacker takes 42 (12d6) lightning damage.

Demons

Demons embody the destructive nature of chaos.

BALOR CHALLENGE 19

HUGE FIEND 22,000 XP

AC 19 (natural armor)

HP 299 (26d12 + 130; bloodied 149)

Speed 40 ft., fly 80 ft.

STR DEX CON INT WIS CHA

26 (+8) 18 (+4) 20 (+5) 20 (+5) 20 (+5) 22 (+6)

Proficiency +6; **Maneuver** DC 22

Saving Throws Str +14, Dex +10, Con +11, Wis +11, Cha +12

Skills Intimidation +12, Perception +11

Damage Resistances cold, lightning; damage from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities poisoned
Senses truesight 120 ft., passive
Perception 21

Languages Abyssal, telepathy 120 ft.

Chaotic Evil. The balor radiates a Chaotic and Evil aura.

Death Throes. When the balor dies, it explodes. Each creature within 30 feet makes a DC 19 Dexterity saving throw, taking 52 (15d6) fire damage on a failed save or half damage on a success.

Fire Aura. At the start of the balor's turn, each creature within 10 feet takes 10 (3d6) fire damage. A creature that touches the balor or hits it with a melee attack takes 10 (3d6) fire damage.

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

ACTIONS

Multiattack. The balor attacks with its lightning sword and its fire whip.

Lightning Sword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 18 (4d8) lightning damage.

Fire Whip. *Melee Weapon Attack:* +14 to hit, reach 45 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage plus 14 (4d6) fire damage, and the target makes a DC 19 Strength saving throw. On a failure, it is pulled up to 40 feet towards the balor.

Whip Crack (1/Day). A 90-foot cone of thunderous flame emanates from the balor. Each creature in the area makes a DC 19 Constitution saving throw, taking 28 (8d6) fire damage and 28 (8d6) thunder damage and falling prone on a failed save or taking half damage on a successful one.

Teleport. The balor magically teleports to a space within 120 feet that it can see.

REACTIONS

Instinctive Teleport. After the balor takes damage, it uses Teleport.

Combat

The balor uses its fast flying speed, Instinctive Teleport, and its fire whip to keep would-be ranged attackers within its Fire Aura. It uses Whip Crack on clusters of

foes. If obviously outmatched, it uses Instinctive Teleport and flies away.

Balor Variant: Balor General

The balor general is a legendary CR 24 (62,000 XP) monster. It has 379 (33d12 + 165; bloodied 189) hit points and the following additional traits:

Legendary Resistance (2/Day). If the balor general fails a saving throw, it can choose to succeed instead. When it does so, it wards itself with its sword. The lightning that wreathes the sword winks out. The lightning reappears at the start of the balor's next turn. Until then, the balor's lightning sword deals no lightning damage, and the balor can't use Avenging Bolt.

Fast Reflexes. The balor general can take two reactions per round, but not more than one per turn.

The balor general has the following reactions instead of Instinctive Teleport:

REACTIONS

Avenging Sword. When damaged by a melee weapon attack, the balor attacks with its lightning sword.

Hunter's Whip. When damaged by a ranged weapon attack, spell, area effect, or magical effect, the balor uses Teleport and then attacks with its fire whip.

Avenging Bolt (1/Day, While Bloodied). When damaged by a ranged weapon attack, spell, or magical effect, a 100-foot-long, 5-foot-wide lightning bolt springs from the balor's extended sword. Each creature in the area makes a DC 19 Dexterity saving throw, taking 42 (12d6) lightning damage on a failed save or half damage on a success.

DRETCH CHALLENGE 1/4

SMALL FIEND (DEMON) 50 XP

AC 10

HP 18 (4d6 + 4; bloodied 9)

Speed 20 ft.

STR DEX CON INT WIS CHA

12 (+1) 10 (+0) 12 (+1) 5 (–3) 8 (–1) 3 (–4)

Proficiency +2; **Maneuver DC** 11

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9

Languages Abyssal

Chaotic Evil. The dretch radiates a Chaotic and Evil aura.

Energy-Sucking Aura. A non-demon creature that takes an action or bonus action while within 10 feet of a dretch can't take another action, bonus action, or reaction until the start of its next turn.

ACTIONS

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

Combat

Dretches shamble toward living creatures, hungering for their souls but too cowardly to attack unless they outnumber their enemy by at least 2-to-1. They flee once they no longer outnumber their enemy by this margin.

GLABREZU CHALLENGE 10

LARGE FIEND (DEMON) 5,900 XP

AC 17 (natural armor)

HP 157 (15d10 + 75; bloodied 78)

Speed 40 ft.

STR DEX CON INT WIS CHA

20 (+5) 16 (+3) 20 (+5) 18 (+4) 18 (+4) 18 (+4)

Proficiency +4; **Maneuver DC** 17

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

Skills Deception +8, Stealth +7

Damage Resistances cold, fire, lightning; damage from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages Abyssal, telepathy 120 ft.

Chaotic Evil. The glabrezu radiates a Chaotic and Evil aura.

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

ACTIONS

Multiattack. The glabrezu makes two pincer attacks.

Pincer. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). The glabrezu has two pincers, each of which can grapple one target. While grappling a target, a pincer can't attack a different target. If the same creature is grappled by both of the glabrezu's pincers, it must escape from each of them separately.

Wish. Once per 30 days, the glabrezu can cast *wish* for a mortal, using no material components. Before doing so, it will demand that the mortal commit a terribly evil act or make a painful sacrifice.

BONUS ACTIONS

Fists. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage.

Rend. If grappling the same target with both pincers, the glabrezu rips at the target, ending both grapples and dealing 27 (4d10 + 5) slashing damage. If this damage reduces a creature to 0 hit points, it dies and is torn in half.

Darkness. Magical darkness spreads from a point within 30 feet, filling a 15-foot-radius sphere and spreading around corners. It remains for 1 minute, until the glabrezu dismisses it, or until the glabrezu uses this ability again. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

Confusion (1/Day). The glabrezu targets up to three creatures within 90 feet. Each target makes a DC 16 Wisdom saving throw, becoming confused for 1 minute on a failure. A target repeats this saving throw at the end of each of its turns, ending the effect on itself on a success.

Combat

The glabrezu opens combat with two pincer attacks on the same target. It uses Rend whenever it can. It uses Confusion to disrupt ranged attackers. When surrounded by melee attackers, it uses Darkness, relying on its truesight to fight at an advantage. The glabrezu fights until it

believes it has no chance of victory, and then offers treasure and favors in exchange for a cease fire.

HEZROU CHALLENGE 8

LARGE FIEND (DEMON) 3,900 XP

AC 16 (natural armor)

HP 136 (13d10 + 65; bloodied 68)

Speed 40 ft.

STR DEX CON INT WIS CHA

18 (+4) 16 (+3) 20 (+5) 8 (–1) 12 (+1) 12 (+1)

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +7, Con +8, Int +2, Wis +4

Damage Resistances cold, fire, lightning; damage from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Chaotic Evil. The hezrou radiates a Chaotic and Evil aura.

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

ACTIONS

Multiattack. The hezrou makes one attack with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the hezrou can't bite another target.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) slashing damage.

Swallow. The hezrou makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits and the hezrou has not swallowed another creature, the target is swallowed and the grapple ends. A swallowed creature has total cover from attacks from outside the hezrou, it is blinded and restrained, and it takes 17 (5d6) acid damage at the start of each of the hezrou's turns.

If a swallowed creature deals 25 or more damage to the hezrou in a single turn, or if the hezrou dies, the hezrou vomits up the creature.

Darkness. Magical darkness spreads from a point within 30 feet, filling a 15-foot-radius sphere and spreading around corners. It remains for 1 minute, until the hezrou dismisses it, or until the hezrou uses this ability again. A creature with darkvision can't see through this darkness and nonmagical light can't illuminate it.

REACTIONS

Stench (1/Day). When hit by a melee attack, the hezrou emits a cloud of foul-smelling poison gas in a 20-foot radius. Each creature in the area makes a DC 14 Constitution saving throw. On a failure, a creature is poisoned for 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Combat

The hezrou makes melee attacks with its bite and claws, swallowing an opponent when possible. It uses Darkness if not close enough to attack anyone. It fights to the death.

HORDE DEMON CHALLENGE 3

MEDIUM FIEND (DEMON) 700 XP

AC 13 (natural armor)

HP 52 (8d8 + 16; bloodied 26)

Speed 40 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 8 (–1) 8 (–1) 8 (–1)

Proficiency +2; **Maneuver DC** 13

Damage Resistances cold, fire, lightning; damage from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal

Chaotic Evil. The demon radiates a Chaotic and Evil aura.

Radiant Weakness. If the demon takes radiant damage while it is bloodied, it is frightened for 1 minute.

Varied Shapes. Each horde demon has a unique combination of attacks and powers. Roll 1d10 once or twice, rerolling duplicates, or choose one or two features from the following table. A horde demon's features determine the attacks it can make.

- 1 Bat Head.** The demon emits a 15-foot cone of cacophonous sound. Each creature in the area makes a DC 12 Constitution saving throw, taking 7 (2d6) thunder damage on a failed save or half damage on a success.
- 2 Bulging Eyes (Gaze).** A creature within 60 feet makes a DC 12 Wisdom saving throw. On a failure, it takes 7 (2d6) psychic damage and is frightened until the end of its next turn.
- 3 Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.
- 4 Fangs.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.
- 5 Goat Horns.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and the target makes a DC 13 Strength saving throw, falling prone on a failure.
- 6 Lamprey Mouth.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the lamprey mouth attack can be used only on this target and automatically hits.
- 7 Porcupine Quills.** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.
- 8 Scorpion Tail.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) poison damage.
- 9 Tentacle Arms.** *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the tentacle arms attack can only be used on this target.

10 Whispering Mouth. The demon targets a creature within 30 feet that can hear it. The target makes a DC 12 Wisdom saving throw. On a failure, it takes 7 (1d8 + 3) psychic damage and is magically cursed until the start of the demon's next turn. While cursed, the demon's attacks against the target are made with advantage, and the target has disadvantage on saving throws against the demon's Whispering Mouth.

ACTIONS

Multiattack. The demon makes two attacks, using any attack granted by its Varied Shapes trait.

Combat

The horde demon uses whatever attacks it possesses. It flees only if it suffers the frightened condition.

HORDE DEMON BAND CHALLENGE 13 LARGE GROUP OF MEDIUM 10,000 XP FIENDS (DEMONS)

AC 13 (natural armor)

HP 260 (40d8 + 80; bloodied 130)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 8 (-1) 8 (-1) 8 (-1)

Proficiency +5; **Maneuver DC** 16

Damage Resistances cold, fire, lightning; damage from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal

Area Vulnerability. The band takes double damage from any effect that targets an area.

Chaotic Evil. The band radiates a Chaotic and Evil aura.

Band. The band is composed of 5 or more horde demons. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Medium or smaller creatures or objects. The band can move through any opening large enough for one Medium creature without squeezing.

Band Dispersal. When the band is reduced to 0 hit points, it turns into 2 (1d4) horde demons with 26 hit points each.

ACTIONS

Multiattack. The band attacks twice.

Mob Attack. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 50 (10d6 + 15) slashing damage, or half damage if the band is bloodied.

MARILITH CHALLENGE 16

LARGE FIEND (DEMON) 15,000 XP

AC 18 (natural armor)

HP 220 (21d10 + 105; bloodied 110)

Speed 40 ft.

STR DEX CON INT WIS CHA

20 (+5) 22 (+6) 20 (+5) 20 (+5) 18 (+4) 20 (+5)

Proficiency +5; **Maneuver DC** 19

Saving Throws Str +10, Dex +11, Con +10, Wis +9, Cha +10

Damage Resistances cold, fire, lightning; damage from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages Abyssal, telepathy 120 ft.

Chaotic Evil. The marilith radiates a Chaotic and Evil aura.

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

ACTIONS

Multiattack. The marilith makes six attacks with its longswords.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

BONUS ACTIONS

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 10 (2d4 + 5) bludgeoning damage, and the target is grappled (escape DC 19).

Teleport. The marilith magically teleports up to 120 feet to an unoccupied space it can see.

REACTIONS

Reactive Teleport. When the marilith is hit or missed by a ranged

attack, it uses Teleport. If it teleports within 5 feet of a creature, it can attack with its tail.

Combat

The marilith starts combat by engaging the strongest melee opponent, focusing its attacks against that enemy. It uses its tail to prevent its enemy from retreating. If troubled by ranged attacks, the marilith uses Reactive Teleport to move next to the ranged attacker and grapple them, so that it can attack the target with its longswords on its next turn. If reduced to 55 hit points or fewer, it uses Teleport to escape.

NALFESHNEE CHALLENGE 13

LARGE FIEND (DEMON) 10,000 XP

AC 18 (natural armor)

HP 184 (16d10 + 96; bloodied 92)

Speed 20 ft., fly 30 ft.

STR DEX CON INT WIS CHA

20 (+5) 16 (+3) 22 (+6) 20 (+5) 16 (+3) 16 (+3)

Proficiency +5; **Maneuver DC** 18

Saving Throws Str +10, Con +11, Int +10, Wis +8, Cha +8

Damage Resistances cold, fire, lightning; damage from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Chaotic Evil. The nalfeshnee radiates a Chaotic and Evil aura.

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

ACTIONS

Multiattack. The nalfeshnee makes a bite attack and a claws attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 32 (5d10 + 5) piercing damage. If it uses its bite on a dead, non-demon creature, it regains 27 (5d10) hit points and recharges its Horror Nimbus. It may gain this benefit only once per creature.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 31 (4d12 + 5) slashing damage.

Chaos Blast. Beams of multicolored light arc through a 15-foot-radius sphere centered on a point within 90 feet. Each creature in the area that does not have a Chaotic alignment makes a DC 16 Wisdom saving throw, taking 52 (8d12) force damage on a failure or half damage on a success.

BONUS ACTIONS

Horror Nimbus (1/Day). The nalfeshnee glows with an unholy, multicolored radiance. Each creature within 15 feet of the nalfeshnee that can see it makes a DC 16 Wisdom saving throw. On a failure, a creature is frightened for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Teleport. The nalfeshnee magically teleports up to 120 feet to an unoccupied space it can see.

Combat

The nalfeshnee stays out of melee combat, using Chaos Blast and letting minions do the dirty work. If threatened with melee attacks, it uses Horror Nimbus and its bite and claws, and bites downed opponents to recharge. If alone against dangerous foes, or if its allies are taking a beating, it flees using Teleport.

QUASIT CHALLENGE 1/2

TINY FIEND (DEMON, SHAPECHANGER)

100 XP

AC 13

HP 14 (4d4 + 4; bloodied 7)

Speed 40 ft.

STR DEX CON INT WIS CHA

5 (-3) 16 (+3) 12 (+1) 10 (+0) 12 (+1) 12 (+1)

Proficiency +2; **Maneuver DC** 13

Skills Stealth +5

Damage Resistances cold, fire, lightning; damage from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, Common

Chaotic Evil. The quasit radiates a Chaotic and Evil aura.

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

ACTIONS

Claws (Bite While Shapeshifted). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target makes a DC 11 Constitution saving throw, becoming poisoned for 1 minute on a failure. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Scare (Quasit Form Only). A creature within 20 feet that can see the quasit makes a DC 11 Wisdom saving throw. On a failure, it is frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature makes its saving throw or the condition ends for it, it is immune to any quasit's Scare for the next 24 hours.

Shapeshift. The quasit magically changes its form into a bat (speed 10 ft., fly 40 ft.), centipede (40 ft., climb 40 ft.), or toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form except for its movement speeds. Equipment it is carrying is not transformed. It reverts to its true form if it dies.

BONUS ACTIONS

Invisibility. The quasit magically turns invisible, along with any equipment it carries. This invisibility ends if the quasit makes an attack, falls unconscious, or dismisses the effect.

Combat

The quasit turns invisible and assumes a highly mobile form (usually a bat). It then uses Scare or attacks with its claws or bite before turning invisible again as a bonus action. It then moves as far away from its enemies as it can. It might spend some

turns hiding without attacking at all. It changes targets and tactics frequently, since it can be killed easily if it becomes too predictable. If it takes damage, it hides invisibly until it recovers from its wounds.

Variant: Quasit Familiar

A familiar quasit gains the following trait.

Familiar. The quasit can communicate telepathically with its master while they are within 1 mile of each other. When the quasit is within 10 feet of its master, its master shares its Magic Resistance trait.

SHADOW DEMON CHALLENGE 4 MEDIUM FIEND (DEMON) 1,100 XP

AC 13

HP 45 (10d8; bloodied 22)

Speed 30 ft., fly 50 ft.

STR DEX CON INT WIS CHA

5 (–3) 16 (+3) 10 (+0) 12 (+1) 14 (+2) 16 (+3)

Proficiency +2; **Maneuver DC** 13

Saving Throws Dex +5, Con +2, Cha +5

Skills Stealth +5 (+1d4)

Damage Vulnerabilities radiant

Damage Resistances acid, fire, thunder; damage from nonmagical weapons

Damage Immunities cold, lightning, necrotic, poison

Condition Immunities charmed, fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, telepathy 120 ft.

Chaotic Evil. The demon radiates a Chaotic and Evil aura.

Incorporeal. The demon can move through creatures and objects. It takes 3 (1d6) force damage if it ends its turn inside an object.

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

ACTIONS

Darken Light. The demon magically targets a nonmagical flame or an area of magical light created by a 2nd-level or lower spell slot within 60 feet. Any area of

bright light created by the light source instead casts dim light for 10 minutes.

Replace Shadow. The demon targets a humanoid within 5 feet that is in dim light and can't see the demon. The target makes a DC 13 Constitution saving throw. On a success, the target is aware of the demon. On a failure, the target is unaware of the demon, the target no longer casts a natural shadow, and the demon magically takes on the shape of the target's shadow, appearing indistinguishable from a natural shadow except when it attacks. The demon shares the target's space and moves with the target. When the demon is dealt damage while sharing the target's space, it takes half the damage (rounded down) and the other half is dealt to the target. The effect ends when the target drops to 0 hit points, the demon no longer shares the target's space, the demon or target is affected by *dispel evil and good* or a similar effect, or the demon begins its turn in an area of sunlight.

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

BONUS ACTIONS

Shadow Sneak. The demon takes the Hide action even if obscured only by dim light or darkness.

Combat

The shadow demon uses Darken Light to create areas of dim light and Shadow Sneak to hide in plain sight. It then uses Replace Shadow. Once it has done so, it may use its claws immediately, or it may travel with its victim for some time before it attacks. If it's unable to use Replace Shadow, it tries to attack from hiding. It flees if dealt radiant damage.

VROCK CHALLENGE 6 LARGE FIEND (DEMON) 2,300 XP

AC 15 (natural armor)

HP 104 (11d10 + 44; bloodied 52)

Speed 40 ft., fly 60 ft.

STR DEX CON INT WIS CHA

16 (+3) 16 (+3) 18 (+4) 8 (–1) 14 (+2) 10 (+0)

Proficiency +3; **Maneuver DC** 14

Saving Throws Dex +6, Int +2, Wis +5, Cha +3

Damage Resistances cold, fire, lightning; damage from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, telepathy 120 ft.

Chaotic Evil. The vrook radiates a Chaotic and Evil aura.

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

ACTIONS

Multiattack. The vrook attacks with its beak and its talons.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the vrook has advantage on the attack roll, it deals an extra 7 (2d6) damage.

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

Spores (1/Day). A 15-foot-radius cloud of spores emanates from the vrook, spreading around corners. Each creature in the area makes a DC 14 Constitution saving throw, becoming poisoned for 1 minute on a failure. While poisoned in this way, the target takes 5 (1d10) ongoing poison damage. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Stunning Screech (1/Day). The vrook screeches. Each non-demon creature within 20 feet that can hear it makes a DC 14 Constitution saving throw. On a failure, it is stunned until the end of the vrook's next turn.

Combat

The vrook uses Stunning Screech early in the battle to ground flying enemies. It attacks a stunned enemy with its beak and

talons. It uses Spores when it is within range of three or more foes (ignoring devil foes, which are immune to its spores). The vrook retreats only if ordered to by a more powerful demon.

Devils

Devils occupy a vast yet rigid hierarchy dedicated to the corruption of goodness across the multiverse.

BARBED DEVIL CHALLENGE 5 MEDIUM FIEND (DEVIL) 1,800 XP

AC 15 (natural armor)

HP 102 (12d8 + 48; bloodied 51)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 16 (+3) 18 (+4) 12 (+1) 14 (+2) 14 (+2)

Proficiency +3; **Maneuver DC** 15

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

Skills Athletics +7, Deception +5, Insight +5,

Perception +5 (+1d4)

Damage Resistances cold; damage from nonmagical, non-silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Infernal, telepathy 120 ft.

Barbed Hide. A creature that grapples or is grappled by the devil takes 5 (1d10) piercing damage at the beginning of the devil's turn.

Devil's Sight. The devil's darkvision penetrates magical darkness.

Lawful Evil. The devil radiates a Lawful and Evil aura.

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

ACTIONS

Multiattack. The devil makes two attacks with its claws and one with its tail. Alternatively, it uses Hurl Flame twice.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If both claw attacks hit the same Medium or smaller creature, it is grappled (escape DC 15). While the target is grappled, this attack may be used only against the grappled creature and has advantage against that creature.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target the devil is not grappling. *Hit:* 10 (2d6 + 3) piercing damage.

Hurl Flame. *Ranged Spell Attack:* +6 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a creature, it catches on fire, taking 5 (1d10) ongoing fire damage. If the target is an unattended flammable object, it catches on fire. A creature can use an action to extinguish this fire.

Combat

The barbed devil grapples a creature and holds it tight, using its tail to fend off other attackers. Until it closes with its enemy, it hurls flame. A barbed devil follows instructions from its superiors and never deserts a post or abandons a pursuit.

BEARDED DEVIL CHALLENGE 3 MEDIUM FIEND (DEVIL) 700 XP

AC 13 (natural armor)

HP 52 (8d8 + 16; bloodied 26)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 8 (–1) 12 (+1) 10 (+0)

Proficiency +2; **Maneuver DC** 13

Saving Throws Str +5, Con +4, Wis +3

Damage Resistances cold; damage from nonmagical, non-silvered weapons

Damage Immunities fire, poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Devil's Sight. The devil's darkvision penetrates magical darkness.

Lawful Evil. The devil radiates a Lawful and Evil aura.

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

ACTIONS

Multiattack. The devil attacks once with its beard and once with its glaive.

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target is poisoned until the end of the devil's next turn. While poisoned in this way, the target can't regain hit points.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or construct, it makes a DC 12 Constitution saving throw. On a failure, it receives an infernal wound and takes 5 (1d10) ongoing slashing damage. Each time the devil hits the wounded target with this attack, the ongoing damage increases by 5 (1d10). A creature can spend an action to make a DC 12 Medicine check, ending the ongoing damage on a success. At least 1 hit point of magical healing also ends the ongoing damage.

Combat

In melee combat, the bearded devil relies on its glaive, using its beard attacks to prevent its opponent from regaining hit points. Large groups of bearded devils fight two ranks deep. Bearded devils have no ranged attacks and try to close to melee range as quickly as possible, using cover when possible. Bearded devils never flee while within sight of an ally; however, they may tactically retreat to defensible positions.

BONE DEVIL CHALLENGE 9 LARGE FIEND (DEVIL) 5,000 XP

AC 19 (natural armor)

HP 142 (15d10 + 60; bloodied 71)

Speed 50 ft., fly 40 ft.

STR DEX CON INT WIS CHA

18 (+4) 16 (+3) 18 (+4) 16 (+3) 14 (+2) 16 (+3)

Proficiency +4; **Maneuver DC** 16

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

Skills Athletics +8, Deception +7, Insight +7 (+1d4), Perception +7, Stealth +7

Damage Resistances cold; damage from nonmagical, non-silvered weapons

Senses darkvision 120 ft., passive Perception 16

Languages Infernal, telepathy 120 ft.

Devil's Sight. The devil's darkvision penetrates magical darkness.

Lawful Evil. The devil radiates a Lawful and Evil aura.

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

ACTIONS

Barbed Spear. *Melee or Ranged Weapon*

Attack: +8 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. If the attack is a melee attack against a creature, the target is grappled (escape DC 16). Until this grapple ends, the devil can't use its barbed spear on another target.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage.

Invisibility. The devil magically turns invisible, along with any equipment it carries. This invisibility ends if the devil makes an attack, falls unconscious, or dismisses the effect.

BONUS ACTIONS

Sting. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage plus 14 (4d6) poison damage, and the target makes a DC 15 Constitution saving throw, becoming poisoned for 1 minute on a failure. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Combat

The bone devil prefers melee combat to ranged combat, using Invisibility to ambush when it can. It grapples enemies with its spear and then uses its claw and sting against a grappled foe. Some bone devils don't have barbed spears and simply claw and sting their foes.

CHAIN DEVIL CHALLENGE 9

MEDIUM FIEND (DEVIL) 5,000 XP

AC 17 (natural armor)

HP 127 (15d8 + 60; bloodied 63)

Speed 40 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 18 (+4) 10 (+0) 12 (+1) 16 (+3)

Proficiency +4; **Maneuver DC** 16

Saving Throws Con +8, Wis +5, Cha +7

Skills Survival +5

Damage Resistances cold; damage from nonmagical, non-silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Devil's Sight. The devil's darkvision penetrates magical darkness.

Lawful Evil. The devil radiates a Lawful and Evil aura.

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

Rattling Chains. Whenever the devil moves, the rattling of its chains can be heard up to 300 feet away, unless it moves at half its Speed.

Relentless Tracker. Once the devil has grappled a creature in its chains, it has advantage on ability checks made to track that creature for the next 30 days.

ACTIONS

Multiattack. The chain devil makes two chain attacks and commands up to two animated chains under its control to make chain attacks.

Chain. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. If the target is a creature, it is grappled (escape DC 16) and restrained. Until the grapple ends, this chain can only attack the grappled target.

BONUS ACTIONS

Animate Chain. One inanimate, unattended chain within 60 feet sprouts blades and magically animates under the devil's control for 1 hour. It has AC 20 and 20 hit points, a Speed of 0, and immunity

to piercing, poison, psychic, and thunder damage. When the devil uses Multiattack, the devil may command the chain to make one chain attack against a target within 15 feet of it. If the chain is reduced to 0 hit points, it can't be reanimated.

REACTIONS

Unnerving Mask. When damaged by a creature within 30 feet that can see the devil, the devil momentarily assumes the magical illusory form of one of the attacker's enemies or loved ones, alive or dead. The illusory figure may speak words that only the attacker can hear. The attacker makes a DC 15 Wisdom saving throw. On a failure, it takes 9 (2d8) psychic damage and is frightened until the end of its next turn. The attacker is then immune to this effect for the next 24 hours.

Combat

The chain devil prefers locations festooned with chains. On its first and second turns, it animates a chain near its enemies and then attacks. Though it can't make more than four chain attacks at a time, it animates a new chain whenever it can, so as to have as many attack options as possible. The devil uses Unnerving Mask once against each attacker. The chain devil fights to the death. It may let defeated creatures escape for the joy of hunting them.

Chain Devil Variant: Chained One

The Chained One is Large, is CR 13 (10,000 XP), and has 199 (21d10 + 84; bloodied 99) hit points.

The Chained One has the following additional trait:

Burning Blood (While Bloodied). When a creature within 5 feet hits the Chained One with a melee attack, boiling black blood spurts from the wound. The attacker makes a DC 16 Constitution saving throw, taking 16 (3d10) fire damage on a failure or half damage on a success.

The Chained One has the following additional action:

Despairing Howl (Recharge 5–6). The Chained One screams. Each creature that can hear it within 90 feet makes a DC 16 Constitution saving throw, taking 28 (8d6) thunder damage and 28 (8d6) psychic damage on a failure or half damage on a success.

ERINYES CHALLENGE 12

MEDIUM FIEND (DEVIL) 8,400 XP

AC 18 (full plate)

HP 161 (19d8 + 76; bloodied 80)

Speed 30 ft., fly 60 ft.

STR DEX CON INT WIS CHA

18 (+4) 18 (+4) 18 (+4) 14 (+2) 16 (+3) 18 (+4)

Proficiency +4; **Maneuver DC** 16

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

Skills Athletics +8, Insight +7, Perception +7

Damage Resistances cold; damage from nonmagical, non-silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 17

Languages Infernal, telepathy 120 ft.

Lawful Evil. The erinyes radiates a Lawful and Evil aura.

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

ACTIONS

Multiattack. The erinyes makes three attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 14 (4d6) poison damage.

Longbow. Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 14 (4d6) poison damage, and the target makes a DC 14 Constitution saving throw. On a failure, it is poisoned for 24 hours or until the poison is removed by *lesser restoration* or similar magic.

Lasso. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. *Hit:* The target is entangled by the lasso. While entangled,

it can't move more than 15 feet away from the erinyes. The entanglement ends if the erinyes releases the lasso or becomes incapacitated, or if the lasso is destroyed. The lasso is an object with AC 12 and 20 hit points and is immune to piercing, poison, psychic, and thunder damage. The entanglement also ends if the target or a creature within 5 feet of it uses an action to succeed on a DC 16 Athletics or Acrobatics check to remove the lasso. The erinyes can't make a lasso attack while a creature is entangled.

REACTIONS

Parry. If the erinyes is wielding a longsword and can see its attacker, it adds 4 to its AC against one melee attack that would hit it.

Combat

The erinyes attacks from the air, weakening its foes with volleys of arrows. Once its foe is poisoned, it attacks with its longsword. It uses its lasso if its quarry tries to flee. It may also use its lasso to entangle a melee combatant with no ranged attack, lifting the creature into the air to keep it away from the devil's more vulnerable allies.

HORNED DEVIL CHALLENGE 11 LARGE FIEND (DEVIL) 7,200 XP

AC 18 (natural armor)

HP 168 (16d10 + 80; bloodied 84)

Speed 30 ft., fly 60 ft.

STR DEX CON INT WIS CHA

20 (+5) 16 (+3) 20 (+5) 12 (+2) 16 (+3) 16 (+3)

Proficiency +4; **Maneuver DC** 17

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

Skills Athletics +9, Intimidation +7

Damage Resistances cold; damage from nonmagical, non-silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Infernal, telepathy 120 ft.

Devil's Sight. The devil's darkvision penetrates magical darkness.

Lawful Evil. The devil radiates a Lawful and Evil aura.

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

ACTIONS

Multiattack. The devil makes two attacks with its fork and one with its tail. It can replace any melee attack with Hurl Flame.

Fork. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 12 (2d6 + 5) piercing damage plus 3 (1d6) fire damage.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 10 (1d10 + 5) piercing damage. If the target is a creature other than an undead or construct, it makes a DC 17 Constitution saving throw. On a failure, it receives an infernal wound and takes 11 (2d10) ongoing piercing damage. Each time the devil hits the wounded target with this attack, the ongoing damage increases by 11 (2d10). A creature can spend an action to make a DC 12 Medicine check, ending the ongoing damage on a success. At least 1 hit point of magical healing also ends the ongoing damage.

Hurl Flame. Ranged Spell Attack: +7 to hit, range 150 ft., one target. **Hit:** 10 (3d6) fire damage. If the target is an unattended flammable object or a creature, it catches fire, taking 5 (1d10) ongoing fire damage. A creature can use an action to extinguish this fire.

Inferno (1/Day, While Bloodied). The devil waves its fork, igniting a trail of roaring flame. Any creature within 10 feet of the devil makes a DC 15 Dexterity saving throw, taking 49 (14d6) fire damage on a failure or half damage on a success.

REACTIONS

Pin (1/Day). When a creature misses the devil with a melee attack, the devil makes a fork attack against that creature. On a hit, the target is impaled by the fork and grappled (escape DC 17). Until this grapple ends, the devil can't make fork attacks or use Inferno, but the target takes 7 (2d6) piercing damage plus 3

(1d6) fire damage at the beginning of each of its turns.

Combat

The horned devil prefers to fight in melee, especially against weak enemies. It goads a ranged creature into making a melee attack, pins it, and keeps it pinned while hurling flame at other opponents. If fighting a melee combatant, the devil tries to pin the creature while 10 feet away from it, so that the creature can't counterattack. When bloodied, it releases a pinned opponent in order to use Inferno. The horned devil follows orders to the letter and rarely retreats, but it might agree to a ceasefire if its orders aren't specific.

ICE DEVIL CHALLENGE 12

LARGE FIEND (DEVIL) 8,400 XP

AC 18 (natural armor)

HP 180 (19d10 + 76; bloodied 90)

Speed 40 ft.

STR DEX CON INT WIS CHA

20 (+5) 14 (+2) 18 (+4) 18 (+4) 16 (+3) 18 (+4)

Proficiency +4; **Maneuver DC** 17

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

Damage Resistances damage from nonmagical, non-silvered weapons

Damage Immunities cold, fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13

Languages Infernal, telepathy 120 ft.

Devil's Sight. The devil's darkvision penetrates magical darkness.

Lawful Evil. The devil radiates a Lawful and Evil aura.

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

ACTIONS

Multiattack. The devil makes one bite attack and one claws attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 7 (2d6) cold damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage plus 7 (2d6) cold damage.

Spear. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 10 (3d6) cold damage. If the target is a creature, it makes a DC 16 Constitution saving throw, becoming slowed for 1 minute on a failure. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

Ice Wall (1/Day). The devil magically creates a wall of ice on a solid surface it can see within 60 feet. The wall is flat, 1 foot thick, and can be up to 50 feet long and 15 feet high. The wall lasts for 1 minute or until destroyed. Each 10-foot section has AC 12, 30 hit points, vulnerability to fire damage, and immunity to cold, necrotic, poison, and psychic damage.

If the wall enters a creature's space when it appears, the creature is pushed to one side of the wall (creature's choice). The creature then makes a DC 16 Dexterity saving throw, taking 49 (14d6) cold damage on a successful save or half damage on a success.

BONUS ACTIONS

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 5) bludgeoning damage plus 7 (2d6) cold damage.

REACTIONS

Freezing Blood (1/Day). When a creature within 60 feet that the devil can see hits it with a ranged attack or includes it in a spell's area, the creature makes a DC 16 Constitution saving throw. On a failure, the creature takes 10 (3d6) cold damage and is slowed until the end of its next turn.

Combat

The ice devil prefers melee combat, dropping its ice wall on melee attackers in a way that blocks ranged attackers from participating in the battle. The ice devil uses its spear attack first to slow one or two opponents, and then attacks slowed

opponents with bite and claws. The ice devil rarely retreats from melee, though it may do so if threatened by ranged attackers it can't counter.

IMP CHALLENGE 1/2

TINY FIEND (DEVIL, SHAPECHANGER)

100 XP

AC 13

HP 14 (4d4 + 4; bloodied 7)

Speed 20 ft., fly 40 ft.

STR DEX CON INT WIS CHA

6 (–2) 16 (+3) 12 (+1) 10 (+0) 12 (+1) 14 (+2)

Proficiency +2; **Maneuver DC** 13

Skills Deception +4 (+1d4), Insight +3, Perception +3, Persuasion +4, Stealth +5

Damage Resistances cold; damage from nonmagical, non-silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Infernal, telepathy 120 ft.

Devil's Sight. The imp's darkvision penetrates magical darkness.

Ventriloquism. The imp can perfectly imitate any voice it has heard. It can make its voice appear to originate from any point within 30 feet.

Lawful Evil. The imp radiates a Lawful and Evil aura.

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

ACTIONS

Sting (Bite While Shapeshifted). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) poison damage.

Shapeshift. The imp magically changes its form into a rat (speed 20 ft.), raven (20 ft., fly 60 ft.), or spider (20 ft., climb 20 ft.) or back into its true form. Its statistics are the same in each form except for its movement speeds. Equipment it carries is not transformed. It reverts to its true form if it dies.

BONUS ACTIONS

Invisibility. The imp magically turns invisible, along with any equipment

carried. This invisibility ends if the imp makes an attack, falls unconscious, or dismisses the effect.

Combat

Whenever the imp attacks with its sting, it turns invisible immediately afterwards and then moves if it can. It might spend some turns hiding without attacking. It changes targets and tactics frequently, since it can be killed with a readied action or an area attack if it becomes too predictable. Once damaged, it hides invisibly. The imp sometimes uses its Ventriloquism ability to create confusion and miscommunication.

Imp Variant: Imp Familiar

A familiar imp gains the following additional trait:

Familiar. The imp can communicate telepathically with its master while they are within 1 mile of each other. When the imp is within 10 feet of its master, its master shares its Magic Resistance trait.

LEMURE CHALLENGE 1/8

MEDIUM FIEND (DEVIL) 25 XP

AC 7

HP 13 (3d8; bloodied 6)

Speed 15 ft.

STR DEX CON INT WIS CHA

10 (+0) 4 (–3) 10 (+0) 1 (–5) 10 (+0) 2 (–4)

Proficiency +2; **Maneuver DC** 10

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Infernal but can't speak

Devil's Sight. The lemure's darkvision penetrates magical darkness.

Eerie Groan. While the lemure can see a non-devil within 100 feet, it emits a groan that is audible within 300 feet.

Lawful Evil. The lemure radiates a Lawful and Evil aura.

ACTIONS

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

Combat

Lemures groan loudly and shamble towards non-devils, attacking with their fists once in range. Although they are weak combatants, their groans warn and attract more powerful devils.

LEMURE BAND CHALLENGE 2

LARGE GROUP OF 450 XP

MEDIUM FIENDS (DEVILS)

AC 7

HP 67 (15d8; bloodied 33)

Speed 15 ft.

STR DEX CON INT WIS CHA

10 (+0) 4 (–3) 10 (+0) 1 (–5) 10 (+0) 2 (–4)

Proficiency +2; **Maneuver DC** 10

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Infernal but can't speak

Area Vulnerability. The band takes double damage from any effect that targets an area.

Band Dispersal. When the band is reduced to 0 hit points, it turns into 2 (1d4) lemures with 6 hit points each.

Band. The band is composed of 5 or more lemures. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Medium or smaller creatures or objects. The band can move through any opening large enough for one Medium creature without squeezing.

Devil's Sight. The band's darkvision penetrates magical darkness.

Eerie Groan. While the band can see a non-devil within 100 feet, it emits a groan that is audible within 300 feet.

Lawful Evil. The band radiates a Lawful and Evil aura.

ACTIONS

Fists. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 12 (5d4) bludgeoning damage.

PIT FIEND CHALLENGE 20

LARGE FIEND (DEVIL) 25,000 XP

AC 19 (natural armor)

HP 300 (24d10 + 168; bloodied 150)

Speed 30 ft., fly 60 ft.

STR DEX CON INT WIS CHA

26 (+8) 16 (+3) 24 (+7) 22 (+6) 18 (+4) 24 (+7)

Proficiency +6; **Maneuver DC** 22

Saving Throws Dex +9, Con +13, Int +12, Wis +10, Cha +13

Skills Athletics +14, Insight +10, Perception +10

Damage Resistances cold; damage from nonmagical, non-silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 21

Languages Infernal, telepathy 120 ft.

Fear Aura. A creature hostile to the pit fiend that starts its turn within 20 feet of it makes a DC 18 Wisdom saving throw. On a failure, it is frightened until the start of its next turn. On a success, it is immune to this pit fiend's Fear Aura for 24 hours.

Innate Spellcasting. The pit fiend's spellcasting ability is Wisdom (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *detect magic, fireball*

3/day each: *hold monster, sending*

Lawful Evil. The pit fiend radiates a Lawful and Evil aura.

Magic Resistance. The pit fiend has advantage on saving throws against spells and magical effects.

ACTIONS

Multiattack. The pit fiend attacks with its bite and mace.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage. If the target is a creature, it makes a DC 20 Constitution saving throw. On a failure, it is poisoned for 1 minute. While poisoned in this way, the target can't regain hit points and takes 21 (6d6) ongoing poison damage at the start of each of its turns. The target can repeat this saving throw, ending the effect on a success.

Mace. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage plus 21 (6d6) fire damage. If the target is a Medium or smaller creature, it makes a DC 22 Strength saving throw. On a failure, it is pushed 15 feet away from the pit fiend and knocked prone.

Circle of Fire (1/Day, While Bloodied). A 15-foot-tall, 1-foot-thick, 20-foot-diameter ring of fire appears around the pit fiend, with the pit fiend at the center. The fire is opaque to every creature except the pit fiend. When the ring of fire appears, each creature it intersects makes a DC 18 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save or half damage on a successful one. A creature takes 22 (5d8) damage the first time each turn it enters the area or when it ends its turn there. The fire lasts 1 minute or until the pit fiend dismisses it, becomes incapacitated, or leaves its area.

Fireball (3rd-Level; V, S). Fire streaks from the pit fiend to a point within 120 feet and explodes in a 20-foot radius, spreading around corners. Each creature in the area makes a DC 18 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half damage on a success.

Hold Monster (5th-Level; V, S, Concentration). A creature within 60 feet that the pit fiend can see makes a DC 18 Wisdom saving throw. On a failure, it is paralyzed for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on a success.

BONUS ACTIONS

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. *Hit:* 19 (2d10 + 8) slashing damage, and the target is grappled (escape DC 22). While the target is grappled, the pit fiend can't use its claw against a different creature.

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

Combat

The pit fiend prefers to bite opponents that haven't yet been poisoned. If three or more enemies are gathered together, it may instead use Fireball.

For its bonus action, the pit fiend attacks with its tail unless it's near a weak melee attacker, in which case it grapples with its claw.

When the pit fiend is bloodied, it flies to the nearest ranged attacker and uses Circle of Fire, which blocks line of sight for many enemies and prevents creatures from easily escaping it. While fighting in the circle, it uses its mace attack to push opponents through the flames, forcing them to take even more damage if they run back through the flames to reach the pit fiend.

Variant: Pit Fiend General

The pit fiend general is an elite monster, equivalent to two CR 20 monsters (50,000 XP). It is Huge and has 600 (48d10 + 336; bloodied 300) hit points. It has the following additional traits:

Elite Recovery. At the end of each of its turns while bloodied, the pit fiend ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Reactive. The pit fiend can take a reaction on each creature's turn.

The pit fiend has the following reactions, which it can use only while bloodied:

Vengeful Strike. When the pit fiend is hit by a melee attack on any turn but its own, it makes a claw or tail attack against the attacker.

Fireball. When the pit fiend is damaged by an area spell cast by a creature within 120 feet that it can see, it uses Fireball, centering the fireball on the caster of the triggering spell.

Hold Monster. When the pit fiend is hit by a ranged attack it uses Hold Monster on the attacker.

Dinosaurs

The stuff of legend in cold and temperate lands, dinosaurs rule arid grasslands and steaming fens and jungles.

ALLOSAURUS CHALLENGE 3

HUGE BEAST 700 XP

AC 14 (natural armor)

HP 57 (6d12 + 18; bloodied 28)

Speed 60 ft.

STR DEX CON INT WIS CHA

18 (+4) 18 (+4) 16 (+3) 2 (–4) 12 (+1) 5 (–3)

Proficiency +2; **Maneuver DC** 14

Senses passive Perception 11

Languages —

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage. If the allosaurus moves at least 10 feet towards its target before making this attack, it gains advantage on the attack.

ANKYLOSAURUS CHALLENGE 3

HUGE BEAST 700 XP

AC 16 (natural armor)

HP 63 (6d12 + 24; bloodied 31)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 18 (+4) 2 (–4) 12 (+1) 5 (–3)

Proficiency +2; **Maneuver DC** 14

Senses passive Perception 11

Languages —

ACTIONS

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage. If the target is a Large or smaller creature, it makes a DC 14 Strength saving throw. On a failure, it is knocked prone.

DIPLODOCUS CHALLENGE 7

GARGANTUAN BEAST 2,900 XP

AC 14 (natural armor)

HP 139 (9d20 + 45; bloodied 69)

Speed 30 ft.

STR DEX CON INT WIS CHA

24 (+7) 8 (–1) 20 (+5) 2 (–4) 12 (+1) 5 (–3)

Proficiency +3; **Maneuver DC** 18

Senses passive Perception 11

Languages —

ACTIONS

Multiattack. The diplodocus makes a stomp attack and a tail attack against two different targets.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage. If the target is a Large or smaller creature, it is pushed 10 feet away from the diplodocus and knocked prone.

PLESIOSAURUS CHALLENGE 2

LARGE BEAST 450 XP

AC 13 (natural armor)

HP 45 (6d10 + 12; bloodied 22)

Speed 20 ft., swim 40 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 14 (+2) 2 (–4) 12 (+1) 5 (–3)

Proficiency +2; **Maneuver DC** 14

Senses passive Perception 11

Languages —

Hold Breath. The plesiosaurus can hold its breath for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage. The target makes a DC 14 Strength saving throw. On a failure, it is pulled up to 5 feet towards the plesiosaurus.

PTERANODON CHALLENGE 1/2

LARGE BEAST 100 XP

AC 13 (natural armor)

HP 30 (4d10 + 8; bloodied 15)

Speed 10 ft., fly 60 ft.

STR DEX CON INT WIS CHA

12 (+1) 14 (+2) 14 (+2) 2 (–4) 11 (+1) 5 (–5)

Proficiency +2; **Maneuver DC** 12

Senses passive Perception 11

Languages —

Flyby. The pteranodon doesn't provoke an opportunity attack when it flies out of a creature's reach.

ACTIONS

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

RAPTOR CHALLENGE 1
MEDIUM BEAST 200 XP

AC 13 (natural armor)
HP 32 (5d8 + 10; bloodied 16)
Speed 60 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 12 (+1) 4 (–3) 12 (+1) 5 (–3)

Proficiency +2; **Maneuver DC** 13

Senses passive Perception 11

Languages —

Pack Tactics. The raptor has advantage on attack rolls against a creature if at least one of the raptor's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage. If the target is a Medium or smaller creature, it makes a DC 13 Strength saving throw, falling prone on a failure.

TRICERATOPS CHALLENGE 5
HUGE BEAST 1,800 XP

AC 14 (natural armor)
HP 84 (8d12 + 32; bloodied 42)
Speed 50 ft.

STR DEX CON INT WIS CHA

20 (+5) 10 (+2) 18 (+4) 2 (–4) 12 (+1) 5 (–3)

Proficiency +3; **Maneuver DC** 16

Senses passive Perception 11

Languages —

ACTIONS

Defensive Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage, and the target has disadvantage on the next attack it makes against the triceratops before the end of the triceratops's next turn.

Trample. The triceratops moves up to its speed in a straight line. It can move through the spaces of Large and smaller creatures. Each of these creatures makes a DC 14 Dexterity saving throw, taking 21 (3d10 + 5) bludgeoning damage on a failure.

TYRANNOSAURUS REX CHALLENGE 8
HUGE BEAST 3,900 XP

AC 13 (natural armor)
HP 126 (11d12 + 55; bloodied 63)
Speed 50 ft.

STR DEX CON INT WIS CHA

22 (+6) 10 (+0) 20 (+5) 2 (–4) 12 (+1) 5 (–3)

Proficiency +3; **Maneuver DC** 17

Senses passive Perception 11

Languages —

ACTIONS

Multiattack. The tyrannosaurus makes two attacks, a bite attack and a tail attack, each against a different target.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the tyrannosaurus can't bite a different creature and it has advantage on bite attacks against the grappled creature.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Variant: Dire Tyrannosaurus Rex

The dire tyrannosaurus rex is an elite monster, equivalent to two CR 8 monsters (7,800 XP). It has 253 (22d12 + 110; bloodied 126) hit points, an Intelligence of 6 (–2), and a Wisdom of 16 (+3), and has the following additional bonus actions, which it can use only while bloodied:

Elite Recovery. The dire tyrannosaurus rex ends one negative effect currently affecting it. It can use this bonus action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Tail Sweep. The dire tyrannosaurus rex makes a tail attack against each creature within 10 feet. A creature hit by an attack makes a DC 17 Strength saving throw, falling prone on a failure.

Trample. The dire tyrannosaurus rex moves up to its speed in a straight line. It can move through the spaces of Large and smaller creatures. Each of these creatures makes a DC 17 Dexterity saving throw, taking 19 (3d8 + 6)

bludgeoning damage and falling prone on a failure.

Roar (1/Day). Each creature of the dire tyrannosaurus rex's choice within 120 feet that hears its roar makes a DC 14 Charisma saving throw. On a failure, a creature is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success.

Doppelganger

Doppelgangers are shapechangers that assume the appearance of other humanoids to better blend in with society.

DOPPELGANGER CHALLENGE 3

MEDIUM MONSTROSITY
(SHAPECHANGER) 700 XP

AC 14

HP 52 (8d8 + 16; bloodied 26)

Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 18 (+4) 14 (+2) 10 (+0) 14 (+2) 16 (+3)

Proficiency +2; **Maneuver DC** 14

Skills Deception +5 (+1d4), Insight +4, Stealth +6

Senses darkvision 60 ft., passive Perception 12

Languages Common

ACTIONS

Precise Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is surprised, it takes an extra 10 (3d6) damage.

BONUS ACTIONS

Shapeshift. The doppelganger changes its form to that of any Small or Medium humanoid creature it has seen before, or back into its true form. While shapeshifted, its statistics are the same. Any equipment is not transformed. It reverts to its true form if it dies.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet that it can see. Until the end of its turn, it has advantage

on attack rolls and on Deception, Insight, Intimidation, and Persuasion checks against the creature.

Combat

Doppelgangers strike with surprise, either by lurking unseen or by adopting a trusted guise. They use Read Thoughts to gain advantage on attacks. When outnumbered, a doppelganger flees.

Dragon Turtle

Sometimes mistaken for islands or icebergs from a distance, dragon turtles are formidable ocean creatures that embody draconic dignity and patience.

DRAGON TURTLE CHALLENGE 17

GARGANTUAN DRAGON (TITAN) 18,000 XP

AC 21 (natural armor)

HP 264 (16d20 + 96; bloodied 132)

Speed 20 ft., swim 40 ft.

STR DEX CON INT WIS CHA

24 (+7) 10 (+0) 22 (+6) 14 (+2) 16 (+3) 16 (+3)

Proficiency +6; **Maneuver DC** 21

Saving Throws Dex +6, Con +12, Int +8, Wis +9

Skills History +8, Insight +9, Nature +8

Damage Resistances cold, fire

Senses darkvision 120 ft., passive Perception 13

Languages Aquan, Common, Draconic

Amphibious. The dragon turtle can breathe air and water.

Innate Spellcasting. The dragon turtle's spellcasting ability is Wisdom (spell save DC 17). It can innately cast the following spells, requiring no components:

3/day each: *control weather*, *water breathing*, *zone of truth*

ACTIONS

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 52 (7d12 + 7) piercing damage. If the target is a creature, it is grappled (escape DC 21). Until this grapple ends, the dragon turtle can't bite a different creature, and it has

advantage on bite attacks against the grappled creature.

Ram. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. *Hit:* 46 (6d12 + 7) bludgeoning damage. This attack deals double damage against objects, vehicles, and constructs.

Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. *Hit:* 46 (6d12 + 7) bludgeoning damage. If the target is a creature, it makes a DC 21 Strength saving throw. On a failure, it is pushed 15 feet away from the dragon turtle and knocked prone.

Steam Breath (Recharge 5–6). The dragon turtle exhales steam in a 90-foot cone. Each creature in the area makes a DC 20 Constitution saving throw, taking 52 (15d6) fire damage on a failed save or half as much on a successful one.

Lightning Storm (1/Day). Hundreds of arcs of lightning crackle from the dragon turtle. Each creature within 90 feet makes a DC 17 Dexterity saving throw, taking 35 (10d6) lightning damage on a failure or half damage on a success.

BONUS ACTIONS

Claws. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. *Hit:* 25 (4d8 + 7) slashing damage.

REACTIONS

Retract. When the dragon turtle takes 50 damage or more from a single attack or spell, it retracts its head and limbs into its shell. It immediately regains 20 hit points. While retracted; its Speed is 0; it can't take reactions; it has advantage on saving throws; attacks against it have disadvantage; and it has resistance to all damage. The dragon turtle stays retracted until the beginning of its next turn.

Tail. When the dragon turtle is hit by an opportunity attack, it makes a tail attack.

Combat

The dragon turtle uses its ram attack against ships. When fighting creatures, it uses Steam Breath if available and its bite otherwise. It generally uses its tail only as a reaction, unless it wants to push a melee combatant before retreating. It uses

Lightning Storm when it can't otherwise reach its enemies. It attacks with its claws every turn. Dragon turtles flee into deep water when bloodied; if pursued, they turn around once their Steam Breath recharges and fight to the death.

Variant: Titanic Dragon Turtle

The titanic dragon turtle is a legendary CR 24 (62,000 XP) monster. It is Titanic and has 396 (24d20 + 144; bloodied 198) hit points and a swim speed of 80, and has the following trait:

Legendary Resistance (1/Day). If the dragon turtle fails a saving throw, it can choose to succeed instead. When it does so, the faint glow cast by its shell winks out. When the dragon turtle uses Retract, it gains one more use of this ability and its shell regains its luminescence.

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

Claw Kick. The dragon turtle makes a claws attack and then moves up to half its speed without provoking opportunity attacks.

Emerald Radiance (1/Day). Searing green light emanates from the dragon turtle. Each creature within 90 feet makes a DC 17 Dexterity saving throw, taking 70 (20d6) radiant damage on a failure or half damage on a success. A creature that fails the saving throw is blinded until the end of its next turn.

Lightning Storm (1/Day, While Bloodied). The dragon turtle recharges and uses Lightning Storm.

Tail (Costs 2 Actions). The dragon turtle makes a tail attack.

Dread Knight

Infernal powers and evil gods can transform paragons of knightly virtue into malevolent undead creatures of hate and

loathing—dread knights, also called doom knights or death knights.

DREAD KNIGHT CHALLENGE 19

MEDIUM UNDEAD 22,000 XP

AC 18 (full plate)

HP 262 (25d8 + 150; bloodied 131)

Speed 30 ft.

STR DEX CON INT WIS CHA

22 (+6) 16 (+3) 22 (+6) 14 (+2) 18 (+4) 20 (+5)

Proficiency +6; **Maneuver DC** 20

Saving Throws Dex +9, Con +12, Int +8, Wis +10, Cha +11

Skills History +8, Intimidation +11, Perception +10

Damage Immunities cold, fire, necrotic, poison

Condition Immunities charmed, fatigue, frightened, poisoned, stunned

Senses truesight 60 ft., passive Perception 20

Languages the languages it knew in life

Undead Nature. A dread knight doesn't require air, sustenance, or sleep.

Unholy Aura. The dread knight and allies within 30 feet have advantage on saving throws against spells and other magic effects and against features that turn undead. Other creatures of the dread knight's choice within 30 feet have disadvantage on saving throws against spells and other magic effects.

ACTIONS

Multiattack. The dread knight attacks twice with its cursed greatsword.

Cursed Greatsword. Melee Weapon

Attack: +12 to hit, reach 5 ft., one target.

Hit: 13 (2d6 + 6) slashing damage plus 14 (4d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Fire Blast (1/Day). A fiery mote streaks from the dread knight's finger to a point within 120 feet and blossoms into a 20-foot-radius sphere of black fire that spreads around corners. Each creature within the area makes a DC 16 Dexterity

saving throw, taking 63 (18d6) fire damage on a failed saving throw or half damage on a success. This damage ignores fire resistance and treats immunity to fire damage as fire resistance.

Ice Wall (1/Day). The dread knight magically creates a wall of ice on a solid surface it can see within 60 feet. The wall is flat, 1 foot thick, and can be up to 50 feet long and 15 feet high. The wall lasts for 1 minute or until destroyed. Each 10-foot section has AC 12, 30 hit points, vulnerability to fire damage, and immunity to cold, necrotic, poison, and psychic damage.

If the wall enters a creature's space when it appears, the creature is pushed to one side of the wall (creature's choice). The creature then makes a DC 16 Dexterity saving throw, taking 49 (14d6) cold damage on a successful save or half damage on a success.

Soul Wrack (1/Day). The dread knight targets a creature within 60 feet, forcing it to make a DC 16 Constitution saving throw. The creature takes 70 (20d6) necrotic damage and falls prone on a failure and takes half damage on a success.

Summon Fiendish Steed (1/Day). A fell nightmare or wyvern magically appears in an empty space within 5 feet. The steed follows the dread knight's commands and acts on its turn. It may attack on the turn on which it is summoned. It remains until the dread knight dismisses it as an action or it is killed.

BONUS ACTIONS

Break Magic. The dread knight ends all spell effects created by a 5th-level or lower spell slot on a creature, object, or point it can see within 30 feet.

Cursed Greatsword. The dread knight makes a cursed greatsword attack.

Combat

The dread knight uses its bonus action to duel the strongest melee combatant with its cursed greatsword, while using Fire Blast, Soul Wrack, and Wall of Ice to eliminate or

cut off those who interfere. If it is bloodied and without allies, it uses Summon Fiendish Steed and tries to escape.

Variant: Dread Knight Champion

The dread knight champion is a CR 23 (50,000 XP) monster. It has 346 (33d8 + 198; bloodied 173) hit points and has the following additional trait:

Legion. The dread knight's sword is a +3 *greatsword* that grants a +3 bonus to attack and damage rolls when it attacks with its cursed greatsword. A humanoid killed by damage from this sword rises the next dusk as a zombie. While attuned to the sword, the dread knight can use a bonus action to command zombies created in this way.

The dread knight has the following reactions:

Cold Sacrifice (1/Day). When the dread knight would fail a saving throw, it can choose to succeed instead. It then magically teleports to an unoccupied space within 30 feet, leaving behind an inanimate duplicate of itself made of snow.

Deflect. When an attacker the dread knight can see would hit it with a ranged weapon attack or ranged spell attack, it adds 5 to its AC against the attack. If the attack misses, the dread knight can force the attacker to reroll the attack, targeting a creature of its choice within 30 feet.

Riposte. When an attacker the dread knight can see would hit it with a melee attack, it adds 5 to its AC against the attack. If the attack misses, the dread knight can make a cursed greatsword attack against the attacker.

Seal of Silence. When the dread knight succeeds on a saving throw against a spell cast by a creature it can see, the caster of the spell makes a DC 16 Constitution saving throw. On a failure, the caster is magically unable to speak or cast spells with a vocal component until the end of the caster's next turn.

Drider

Stalking the tunnels and caverns of the subterranean abyss, driders are former humanoids twisted by foul magics, their lower half replaced by that of a monstrous spider.

DRIDER CHALLENGE 6

LARGE MONSTROSITY 2,300 XP

AC 17 (natural armor)

HP 114 (12d10 + 48; bloodied 57)

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 16 (+3) 18 (+4) 10 (+0) 16 (+3) 12 (+1)

Proficiency +3; **Maneuver DC** 15

Skills Perception +6, Stealth +6, Survival +6

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 16

Languages Undercommon, one more

Spider Climb. The drider can use its climb speed even on difficult surfaces and upside down on ceilings.

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

Web Walker. The drider ignores movement restrictions imposed by webs.

ACTIONS

Multiattack. The drider makes a claws attack and then either a bite or longsword attack. Alternatively, it makes two longbow attacks.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 15 (2d10 + 4) piercing damage, and the target is grappled (escape DC 15). While grappling a target, the drider can't attack a different target with its claws.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one grappled creature. **Hit:** 2 (1d4) piercing damage plus 13 (3d8) poison damage.

Longsword (wielded two-handed).

Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 9 (1d10 + 4) slashing damage.

Longbow. *Melee Weapon Attack:* +6 to hit, range 120/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) poison damage.

Combat

The drider attacks from hiding when it can. It starts combat by grappling a target with its claws. If successful, it bites; otherwise, it attacks with its longsword. It doesn't bite creatures it knows to be resistant to poison damage, such as other driders.

Variant: Shadow Elf Spellcaster Drider

A shadow elf spellcaster drider speaks Elvish and has the following additional traits:

Fey Ancestry. The drider gains an expertise die on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The drider's innate spellcasting ability is Wisdom (spell save DC 14). The drider can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *web*

The shadow elf spellcaster drider has the following additional actions:

Darkness (2nd-Level; V, S, Concentration). Magical darkness spreads from a point within 30 feet, filling a 15-foot-radius sphere and spreading around corners. It remains for 1 minute. A creature with darkvision can't see through this darkness and nonmagical light can't illuminate it.

Web (2nd-Level; V, S, Concentration). Thick, sticky webs fill a 20-foot cube within 60 feet, lightly obscuring it and making it difficult terrain. The webs must either be anchored between two solid masses (such as walls) or layered 5 feet deep over a flat surface. Each creature that starts its turn in the webs or that enters them during its turn makes a DC 14 Dexterity saving throw. On a failure, it is restrained. A creature can escape by using an action to make a DC 14 Strength check. Any 5-foot cube of webs exposed

to fire burns away in 1 round, dealing 5 (2d4) fire damage to any creature that starts its turn in the fire. The webs remain for 1 minute.

Dryad

Dryads are fey creatures with a particular affinity for trees and forests.

DRYAD CHALLENGE 1/2

MEDIUM FEY 100 XP

AC 15 (natural armor)

HP 22 (5d8; bloodied 11)

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 10 (+0) 12 (+1) 16 (+3) 18 (+4)

Proficiency +2; **Maneuver DC** 12

Skills Nature +3 (+1d4), Perception +5, Stealth +3 (+1d4), Survival +5

Damage Vulnerabilities fire, slashing

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

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

Speak with Nature. The dryad can communicate with beasts and plants.

Tree Stride. Once per turn, the dryad can use 10 feet of movement to enter a living tree and emerge from another living tree within 60 feet. Both trees must be at least Large.

ACTIONS

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

Entangling Plants. Plants magically erupt from the ground in a 20-foot radius around a point up to 120 feet from the dryad. Each creature of the dryad's choice in the area makes a DC 13 Strength saving throw. On a failure, a creature is restrained for 1 minute. A creature can use its action to make a DC 12 Strength check, freeing itself or a creature within 5 feet on a success.

Additionally, the area is difficult terrain for 1 minute.

Fey Charm (3/Day). The dryad targets a humanoid or beast within 30 feet, forcing it to make a DC 13 Wisdom saving throw. On a failure, it is magically charmed. While charmed in this way, the target regards the dryad as a trusted ally and is disposed to interpret the dryad's requests and actions favorably. The creature can repeat this saving throw if the dryad or the dryad's allies harm it, ending the effect on a success. Otherwise, the effect lasts 24 hours. If the creature succeeds on a saving throw against Fey Charm or the effect ends for it, it is immune to Fey Charm for 24 hours.

Combat

The dryad avoids combat, using Fey Charm to recruit allies and Entangling Plants to slow enemies. When it must fight, it uses its club.

Variant: Naiad

The naiad has a swim speed of 30. Instead of Tree Stride, the naiad has the following trait:

Amphibious. The naiad can breathe air and water.

Instead of Club, the naiad has the following action:

Watery Grasp. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target is grappled (escape DC 12). While grappling a creature this way, the naiad can't use Watery Grasp on a different target and can swim at full speed.

Dragons

Dragons are winged, scaled creatures that resemble immense reptiles.

Combat

While individual dragons have their own personalities and tactics, most rely heavily on their breath weapons. They use them

whenever they can, preferably from maximum distance and while flying above their enemies.

When fighting in the open, dragons often circle above their enemies as they wait for their breath weapons to recharge. They only close to melee if their enemies deal significant damage with ranged attacks, or if they can savage an enemy cut off from its allies. Once bloodied, dragons become more aggressive, attacking with bite and claws when their breath weapons aren't available.

If a dragon is protecting its lair, it utilizes lair features, traps, allies, and architecture such as escape tunnels to keep up a hit-and-run fight, reappearing only when it has a fully-recharged breath weapon. If the dragon is forced into melee combat, it uses its bite and claws against a single foe. If it has legendary actions like Roar and Wing Attack, it uses them to disperse its other enemies.

If reduced to less than one-fourth its hit points while fighting in the open, a dragon flies away. However, it fights to the death to defend its lair, unless it can regain the upper hand through tricks or bargains.

Dragon Variant: Dragon Lich

A dragon lich retains all the statistics of the original dragon except as noted below.

Type. The dragon's type is Undead (dragon).

Breath Weapon. When the dragon uses a breath weapon that deals damage, half of its damage is the original damage type and half is necrotic damage.

Expanded Spell List. The dragon can cast *animate dead* with no material components three times per day. An ancient or older dragon can cast *create undead* with no material components three times per day.

Immunities. The dragon gains immunity to necrotic and poison damage. It can't be charmed, fatigued, frightened, paralyzed, or poisoned.

The dragon lich's Legendary Resistance trait is replaced with the following:

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it loses its Undead Telepathy trait until the end of its next turn. Until the end of its next turn, undead creatures under its control are incapacitated.

The dragon lich gains the following traits:

Rejuvenation. If it has a soul vessel, a destroyed dragon lich gains a new body in 1d10 days, regaining all its hit points. The new body forms within 10 feet of the soul vessel.

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

Undead Nature. A dragon lich doesn't require air, sustenance, or sleep.

Undead Telepathy. The dragon lich can communicate telepathically with undead creatures within 120 feet.

ADULT BLACK DRAGON LICH

CHALLENGE 17

LEGENDARY HUGE UNDEAD (DRAGON)
18,000 XP

AC 19 (natural armor)

HP 253 (22d12 + 110; bloodied 126)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR DEX CON INT WIS CHA

22 (+6) 14 (+2) 20 (+5) 14 (+2) 12 (+1) 16 (+3)

Proficiency +6; **Maneuver DC** 20

Saving Throws Dex +8, Con +11, Wis +7, Cha +9

Skills History +8, Perception +7 (+1d6), Stealth +8

Damage Immunities acid, necrotic, poison

Condition Immunities charmed, fatigued, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Ambusher. When submerged in water, the dragon has advantage on Stealth checks. If the dragon hits a creature that can't see it with its bite, it can deal piercing damage and grapple the target simultaneously.

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

3/day each: *animate dead, fog cloud, legend lore,*

pass without trace, speak with dead

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it loses its Undead Telepathy trait until the end of its next turn. Until the end of its next turn, undead creatures under its control are incapacitated.

Ruthless (1/Round). After scoring a critical hit on its turn, the dragon can immediately make one claw attack.

Rejuvenation. If it has a soul vessel, a destroyed dragon lich gains a new body in 1d10 days, regaining all its hit points. The new body forms within 10 feet of the soul vessel.

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

Undead Nature. The dragon doesn't require air, sustenance, or sleep.

Undead Telepathy. The dragon lich can communicate telepathically with undead creatures within 120 feet.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Acid Spit.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) acid damage. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 20), and a Large or smaller creature grappled in this way is restrained. While grappling a creature, the dragon can't bite or use Acid Spit against another target.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the dragon pushes the target 10 feet away.

Acid Spit. The dragon targets a creature within 60 feet, forcing it to make a DC 19 Dexterity saving throw. The creature takes 22 (4d10) acid damage on a failure or half damage on a success. A creature that fails the save also takes 5 (1d10) ongoing acid damage. A creature can use an action to end the ongoing damage.

Acid Breath (Recharge 5–6). The dragon exhales sizzling acid and necrotic energy in a 60-foot-long, 5-foot-wide line. Each creature in that area makes a DC 19 Dexterity saving throw, taking 31 (7d8) acid damage and 31 (7d8) necrotic damage on a failed save or half damage on a success. A creature that fails the save is blinded until the end of its next turn.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Darkness. The dragon creates a 20-foot-radius sphere of magical darkness originating from a point it can see within 120 feet. Darkvision can't penetrate this darkness. The darkness lasts for 1 minute or until the dragon uses this action again.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 17 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 20 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked

prone. The dragon can then fly up to half its fly speed.

ANCIENT BLACK DRAGON

CHALLENGE 23

LEGENDARY GARGANTUAN DRAGON

50,000 XP

AC 22 (natural armor)

HP 367 (21d20 + 147; bloodied 183)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR DEX CON INT WIS CHA

26 (+8) 14 (+2) 24 (+7) 16 (+3) 14 (+2) 18 (+4)

Proficiency +7; **Maneuver DC** 23

Saving Throws Dex +9, Con +14, Wis +9, Cha +11

Skills History +10, Perception +9 (+1d6), Stealth +9

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic, one more

Ambusher. When submerged in water, the dragon has advantage on Stealth checks. If the dragon hits a creature that can't see it with its bite, it can deal piercing damage and grapple the target simultaneously.

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it sheds some of its scales, which turn to mud. If it has no more uses of this ability, its Armor Class is reduced to 20 until it finishes a long rest.

Ruthless (1/Round). After scoring a critical hit on its turn, the dragon can immediately make one claw attack.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Acid Spit.

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 9 (2d8) acid damage. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 23), and a Huge or smaller creature grappled in this way is restrained. While grappling a creature, the

dragon can't bite or use Acid Spit against another target.

Claws. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the dragon pushes the target 10 feet away.

Acid Spit. The dragon targets a creature within 60 feet, forcing it to make a DC 22 Dexterity saving throw. The creature takes 22 (4d10) acid damage on a failure or half damage on a success. A creature that fails the save also takes 11 (2d10) ongoing acid damage. A creature can use an action to end the ongoing damage.

Acid Breath (Recharge 5–6). The dragon exhales sizzling acid in a 90-foot-long, 10-foot-wide line. Each creature in that area makes a DC 22 Dexterity saving throw, taking 85 (19d8) acid damage on a failed save or half damage on a success. A creature that fails the save is blinded until the end of its next turn.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Darkness. The dragon creates a 40-foot-radius sphere of magical darkness originating from a point it can see within 120 feet. Darkvision can't penetrate this darkness. The darkness lasts for 1 minute or until the dragon uses this action again.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a

saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 22 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Ancient Black Dragon Variant: Black Great Wurm

The dragon is an elite monster, equivalent to two CR 23 monsters (100,000 XP). It has 735 (42d20 + 294; bloodied 367) hit points and the following trait:

Concentrated Acid (1/Day). When the dragon is first bloodied, it immediately recharges its breath weapon, if it's not already available. For the next minute, the dragon's acid becomes immensely more corrosive, ignoring acid resistance and treating acid immunity as acid resistance.

The dragon has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Caustic Surge (Costs 2 Actions). The dragon recharges its breath weapon.

Concentrated Decay (Costs 3 Actions). The dragon spits a highly concentrated blast of acid at one creature it can see within 90 feet. That creature is affected as if caught in the dragon's breath weapon, rolling to save as usual.

Variant: Black Dragon Spellcaster

A black dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 14): 3/day each: *fog cloud, pass without trace*

Adult (save DC 17): 3/day each: *legend lore, speak with dead*

Ancient (save DC 19): 1/day: *create undead, insect plague*

Great Wurm (save DC 19): 1/day: *time stop*

ADULT BLACK DRAGON CHALLENGE 17

LEGENDARY HUGE DRAGON 18,000 XP

AC 19 (natural armor)

HP 253 (22d12 + 110; bloodied 126)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR DEX CON INT WIS CHA

22 (+6) 14 (+2) 20 (+5) 14 (+2) 12 (+1) 16 (+3)

Proficiency +6; **Maneuver DC** 20

Saving Throws Dex +8, Con +11, Wis +7, Cha +9

Skills History +8, Perception +7 (+1d6), Stealth +8

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Ambusher. When submerged in water, the dragon has advantage on Stealth checks. If the dragon hits a creature that can't see it with its bite, it can deal piercing damage and grapple the target simultaneously.

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it sheds some of its scales, which turn to mud. If it has no more uses of this ability, its Armor Class is reduced to 17 until it finishes a long rest.

Ruthless (1/Round). After scoring a critical hit on its turn, the dragon can immediately make one claw attack.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Acid Spit.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) acid

damage. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 20), and a Large or smaller creature grappled in this way is restrained. While grappling a creature, the dragon can't bite or use Acid Spit against another target.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the dragon pushes the target 10 feet away.

Acid Spit. The dragon targets a creature within 60 feet, forcing it to make a DC 19 Dexterity saving throw. The creature takes 22 (4d10) acid damage on a failure or half damage on a success. A creature that fails the save also takes 5 (1d10) ongoing acid damage. A creature can use an action to end the ongoing damage.

Acid Breath (Recharge 5–6). The dragon exhales sizzling acid in a 60-foot-long, 5-foot-wide line. Each creature in that area makes a DC 19 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save or half damage on a success. A creature that fails the save is blinded until the end of its next turn.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Darkness. The dragon creates a 20-foot-radius sphere of magical darkness originating from a point it can see within 120 feet. Darkvision can't penetrate this darkness. The darkness lasts for 1 minute or until the dragon uses this action again.

Roar. Each creature of the dragon's choice within 120 feet that can hear it

makes a DC 17 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 20 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

YOUNG BLACK DRAGON CHALLENGE

9

LARGE DRAGON 5,000 XP

AC 18 (natural armor)

HP 144 (17d10 + 51; bloodied 72)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 16 (+3) 12 (+1) 12 (+1) 14 (+2)

Proficiency +4; **Maneuver DC** 16

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

Skills History +5, Perception +5 (+1d6), Stealth +6

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Ambusher. When submerged in water, the dragon has advantage on Stealth checks. If the dragon hits a creature that can't see it with its bite, it can deal piercing damage and grapple the target simultaneously.

Amphibious. The dragon can breathe air and water.

Ruthless (1/Round). After scoring a critical hit on its turn, the dragon can immediately make one claw attack.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 4 (1d8) acid damage. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 16), and a Medium or

smaller creature grappled in this way is restrained. While grappling a creature, the dragon can't bite another creature.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Acid Breath (Recharge 5–6). The dragon exhales sizzling acid in a 40-foot-long, 5-foot-wide line. Each creature in that area makes a DC 15 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save or half damage on a success. A creature that fails the save is blinded until the end of its next turn.

BLACK DRAGON WYRMLING

CHALLENGE 2

MEDIUM DRAGON 450 XP

AC 17 (natural armor)

HP 44 (8d8 + 6; bloodied 22)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 16 (+3) 12 (+1) 10 (+0) 10 (+0) 12 (+1)

Proficiency +2; **Maneuver DC** 12

Skills Perception +2, Stealth +5 (+1d6)

Damage Immunities acid

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

Languages Draconic

Ambusher. When submerged in water, the dragon has advantage on Stealth checks.

Amphibious. The dragon can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

Acid Breath (Recharge 5–6). The dragon exhales sizzling acid in a 20-foot-long, 5-foot-wide line. Each creature in that area makes a DC 11 Dexterity saving throw, taking 13 (3d8) acid damage on a failed save or half damage on a success.

ANCIENT BLUE DRAGON CHALLENGE

25

LEGENDARY GARGANTUAN DRAGON 75,000 XP

AC 22 (natural armor)

HP 407 (22d20 + 176; bloodied 203)

Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR DEX CON INT WIS CHA

28 (+9) 10 (+0) 26 (+8) 18 (+4) 16 (+3) 20 (+5)

Proficiency +8; **Maneuver DC** 25

Saving Throws Dex +8, Con +16, Wis +11, Cha +13

Skills Perception +11 (+1d6), Stealth +8, Survival +11

Damage Immunities lightning

Senses blindsight 60 ft., tremorsense 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic, two more
Desert Farer. The dragon ignores difficult terrain or obscurity caused by sand or gravel, even while flying. Additionally, it ignores the effects of extreme heat.

Dune Splitter. The dragon can remain submerged in sand and gravel for up to 4 hours. It has advantage on Stealth checks made to hide in this way, and Large or smaller creatures within 20 feet of its hiding place when it emerges must succeed on a DC 24 Dexterity saving throw or be blinded until the end of its next turn.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it sheds some of its scales, which turn to sand. If it has no more uses of this ability, its Armor Class is reduced to 20 until it finishes a long rest.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Arc Lightning.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. *Hit:* 31 (4d10 + 9) piercing damage plus 9 (2d8) lightning damage.

Claws. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage, and the dragon pushes the target 10 feet away.

Arc Lightning. The dragon targets a creature within 60 feet, forcing it to make a DC 24 Dexterity saving throw. The creature takes 22 (4d10) lightning damage on a failure or half damage on a success. Also on a failure, the lightning jumps. Choose a creature within 30 feet of the target that hasn't been hit by this ability on this turn, and repeat the effect against it, possibly causing the lightning to jump again.

Lightning Breath (Recharge 5–6). The dragon exhales a 120-foot-long, 10-foot-wide line of lightning. Each creature in that area makes a DC 24 Dexterity saving throw, taking 94 (17d10) lightning damage on a failed save or half damage on a success. A creature that fails the save can't take reactions until the end of its next turn.

Quake. While touching natural ground, the dragon sends pulses of thunder rippling through it. Creatures within 30 feet make a DC 24 Strength saving throw, taking 22 (4d10) bludgeoning damage and falling prone on a failure. If a Large or smaller creature that fails the save is standing on sand, it also sinks partially, becoming restrained as well. A creature restrained in this way can spend half its movement to escape.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 21 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a

saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 24 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Quake (Costs 2 Actions). The dragon uses its Quake action.

Ancient Blue Dragon Variant: Blue Great Wurm

The dragon is an elite monster, equivalent to two CR 25 monsters (150,000 XP). It has 814 (44d20 + 352; bloodied 407) hit points and the following trait:

High Voltage (1/Day). When the dragon is first bloodied, it immediately recharges its breath weapon, if it's not already available. After doing so, the air around it becomes electrically charged. A creature that starts its turn within 15 feet of the dragon or moves within 15 feet of it for the first time on a turn makes a DC 24 Dexterity saving throw. On a failure, it takes 11 (2d10) lightning damage and can't take reactions until the start of its next turn. Creatures in metal armor or wielding metal weapons have disadvantage on this saving throw.

The dragon has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Storm Surge (Costs 2 Actions). The dragon recharges its breath weapon.

Thunderstrike (Costs 3 Actions). The dragon strikes a creature within 120 feet with a blast of electricity. The creature is affected as if caught in the dragon's breath weapon, rolling to save as normal.

Variant: Blue Dragon Spellcaster

A blue dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 15): 3/day each: *blur*, *silent image*

Adult (save DC 18): 3/day each: *blight*, *hypnotic pattern*

Ancient (save DC 21): 1/day: *control water*, *mirage arcane*

Great Wurm (save DC 21): 1/day: *antipathy/sympathy*

ADULT BLUE DRAGON CHALLENGE 19 LEGENDARY HUGE DRAGON 22,000 XP

AC 19 (natural armor)

HP 275 (22d12 + 132; bloodied 137)

Speed 40 ft., burrow 30 ft., fly 80 ft., swim 30 ft.

STR DEX CON INT WIS CHA

24 (+7) 10 (+0) 22 (+6) 16 (+3) 14 (+2) 18 (+4)

Proficiency +6; **Maneuver DC** 21

Saving Throws Dex +6, Con +12, Wis +8, Cha +10

Skills Perception +8 (+1d6), Stealth +6, Survival +8

Damage Immunities lightning

Senses blindsight 60 ft., tremorsense 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic, one more

Desert Farer. The dragon ignores difficult terrain or obscurity caused by sand or gravel, even while flying. Additionally, it ignores the effects of extreme heat.

Dune Splitter. The dragon can remain submerged in sand and gravel for up to 4 hours.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it sheds some of its scales, which turn to sand. If it has no more uses of this ability, its Armor Class is reduced to 17 until it finishes a long rest.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can use Arc Lightning.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage plus 4 (1d8) lightning damage.

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

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage, and the dragon pushes the target 10 feet away.

Arc Lightning. The dragon targets a creature within 60 feet, forcing it to make a DC 20 Dexterity saving throw. The creature takes 16 (3d10) lightning damage on a failure or half damage on a success. Also on a failure, the lightning jumps. Choose a creature within 30 feet of the target that hasn't been hit by this ability on this turn, and repeat the effect against it, possibly causing the lightning to jump again.

Lightning Breath (Recharge 5–6). The dragon exhales a 90-foot-long, 5-foot wide-line of lightning. Each creature in that area makes a DC 20 Dexterity saving throw, taking 77 (14d10) lightning damage on a failed save or half damage on a success. A creature that fails the save can't take reactions until the end of its next turn.

Quake. While touching natural ground, the dragon sends pulses of thunder rippling through it. Creatures within 30 feet make a DC 20 Strength saving throw, taking 11 (2d10) bludgeoning damage and falling prone on a failure. If a Large or smaller creature that fails the save is standing on sand, it also sinks partially, becoming restrained as well. A creature restrained in this way can spend half its movement to escape.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 18 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 20 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Quake (Costs 2 Actions). The dragon uses its Quake action.

YOUNG BLUE DRAGON CHALLENGE 10

LARGE DRAGON 5,900 XP

AC 18 (natural armor)

HP 152 (16d10 + 64; bloodied 76)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 20 ft.

STR DEX CON INT WIS CHA

20 (+5) 10 (+0) 18 (+4) 14 (+2) 12 (+1) 16 (+3)

Proficiency +4; **Maneuver DC** 17

Saving Throws Dex +4, Con +8, Wis +5, Cha +7

Skills Perception +5 (+1d6), Stealth +4, Survival +5

Damage Immunities lightning

Senses blindsight 30 ft., tremorsense 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Desert Farer. The dragon ignores difficult terrain or obscurity caused by sand or gravel, even while flying. Additionally, it ignores the effects of extreme heat.

Dune Splitter. The dragon can remain submerged in sand and gravel for up to 4 hours. It has advantage on Stealth checks to hide in this way.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage plus 4 (1d8) lightning damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Lightning Breath (Recharge 5–6). The dragon exhales a 60-foot-long, 5-foot-wide line of lightning. Each creature in that area makes a DC 16 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save or half damage on a success. A creature that fails the save can't take reactions until the end of its next turn.

BLUE DRAGON WYRMLING

CHALLENGE 3

MEDIUM DRAGON 700 XP

AC 17 (natural armor)

HP 58 (9d8 + 18; bloodied 29)

Speed 30 ft., burrow 15 ft., fly 60 ft., swim 15 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 14 (+2) 12 (+1) 10 (+0) 14 (+2)

Proficiency +2; **Maneuver DC** 13

Skills Perception +2, Stealth +3 (+1d6), Survival +2

Damage Immunities lightning

Senses blindsight 10 ft., tremorsense 30 ft., darkvision 120 ft., passive Perception 12

Languages Common, Draconic

Desert Farer. The dragon ignores difficult terrain or obscurity caused by sand or gravel, even while flying. Additionally, it ignores the effects of extreme heat.

Dune Splitter. The dragon can remain submerged in sand and gravel for up to 4 hours. It has advantage on Stealth checks made to hide in this way.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage.

Lightning Breath (Recharge 5–6). The dragon exhales a 30-foot-long, 5-foot-wide line of lightning. Each creature in that area makes a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save or half damage on a success.

ANCIENT GREEN DRAGON

CHALLENGE 24

LEGENDARY GARGANTUAN DRAGON 62,000 XP

AC 21 (natural armor)

HP 420 (24d20 + 168; bloodied 210)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR DEX CON INT WIS CHA

26 (+8) 12 (+1) 24 (+7) 20 (+5) 16 (+3) 18 (+4)

Proficiency +7; **Maneuver DC** 23

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Deception +11 (+1d6), Insight +10, Perception +10 (+1d6), Persuasion +11, Stealth +8

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic, three more

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it sheds some of its scales, which turn into dry leaves and blow away. If it has no more uses of this ability, its Armor Class is reduced to 19 until it finishes a long rest.

Woodland Stalker. When in a forested area, the dragon has advantage on Stealth checks. Additionally, when it speaks in such a place, it can project its voice such that it seems to come from all around, allowing it to remain hidden while speaking.

Blood Toxicity (While Bloodied). The first time each turn a creature hits the dragon with a melee attack while within 10 feet of it, that creature makes a DC 22

Dexterity saving throw, taking 10 (3d6) poison damage on a failure.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can Spit Poison.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 9 (2d8) poison damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the dragon pushes the target 10 feet away.

Spit Poison. The dragon targets a creature within 60 feet, forcing it to make a DC 22 Dexterity saving throw. The creature takes 22 (4d10) poison damage on a failure or half damage on a success. A creature that fails the save is also poisoned for 1 minute. The creature repeats the saving throw at the end of each of its turns, taking 11 (2d10) poison damage on a failure and ending the effect on a success.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area makes a DC 22 Constitution saving throw, taking 80 (23d6) poison damage on a failed save or half damage on a success. A creature with immunity to poison damage that fails the save takes no damage, but its poison immunity is reduced to resistance for the next hour.

Honeyed Words. The dragon's words sow doubt in the minds of those who hear them. One creature within 60 feet who can hear and understand the dragon makes a DC 19 Wisdom saving throw. On a failure, the creature must use its reaction, if available, to make one attack against a creature of the dragon's choice with whatever weapon it has to do so, moving up to its speed as part of the reaction if necessary. It need not use any special class features (such as Sneak Attack or Divine Smite) when making this

attack. If it can't get in a position to attack the creature, it moves as far as it can toward the target before regaining its senses. A creature immune to being charmed is immune to this ability.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Honeyed Words. The dragon uses Honeyed Words.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 22 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Ancient Green Dragon Variant: Green Great Wyrms

The dragon is an elite monster, equivalent to two CR 24 monsters (124,000 XP). It has 840 (48d20 + 336; bloodied 420) hit points and the following trait:

Venomous Resurgence (1/Day). When the dragon is first bloodied, it immediately recharges its breath weapon, if it's not already available. After doing so, it emanates a green gas that extends in a 15-foot radius around it. When a creature enters this area for the first time on a turn or starts its turn there, it makes a DC 22 Constitution saving throw. On a failure, a

creature with resistance to poison damage loses it, and a creature without resistance or immunity to poison damage becomes vulnerable to poison damage instead. Either effect lasts until the start of the creature's next turn.

The dragon has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Toxic Surge (Costs 2 Actions). The dragon recharges its breath weapon.

Concentrated Blast (Costs 3 Actions). The dragon spits a congealed gob of venom at a creature it can see within 90 feet. The creature is affected as if caught in the dragon's breath weapon, rolling to save as usual.

Variant: Green Dragon Spellcaster

A green dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 14): 3/day each: *animal messenger, tongues*

Adult (save DC 17): 3/day each: *modify memory, scrying*

Ancient (save DC 19): 1/day: *mass suggestion, telepathic bond*

Great Wurm (save DC 19): 1/day: *glibness*

ADULT GREEN DRAGON CHALLENGE

18

LEGENDARY HUGE DRAGON 20,000 XP

AC 18 (natural armor)

HP 287 (25d12 + 125; bloodied 143)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR DEX CON INT WIS CHA

22(+6) 12(+1) 20(+5) 18(+4) 14(+2) 16(+3)

Proficiency +6; Maneuver DC 20

Saving Throws Dex +7, Con +11, Wis +8, Cha +9

Skills Deception +9 (+1d6), Insight +8, Perception +8 (+1d6), Persuasion +9, Stealth +7

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic, two more

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it sheds some of its scales, which turn into dry leaves and blow away. If it has no more uses of this ability, its Armor Class is reduced to 17 until it finishes a long rest.

Woodland Stalker. When in a forested area, the dragon has advantage on Stealth checks. Additionally, when it speaks in such a place, it can project its voice such that it seems to come from all around, allowing it to remain hidden while speaking.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can Spit Poison.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) poison damage.

Claws. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Tail. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the dragon pushes the target 10 feet away.

Spit Poison. The dragon targets a creature within 60 feet, forcing it to make a DC 19 Dexterity saving throw. The creature takes 22 (4d10) poison damage on a failure or half damage on a success. A creature that fails the save is also poisoned for 1 minute. The creature repeats the saving throw at the end of

each of its turns, taking 11 (2d10) poison damage on a failure and ending the effect on a success.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area makes a DC 19 Constitution saving throw, taking 63 (18d6) poison damage on a failed save or half damage on a success. A creature with immunity to poison damage that fails the save takes no damage, but its poison immunity is reduced to resistance for the next hour.

Honeyed Words. The dragon's words sow doubt in the minds of those who hear them. One creature within 60 feet who can hear and understand the dragon makes a DC 17 Wisdom saving throw. On a failure, the creature must use its reaction, if available, to make one attack against a creature of the dragon's choice with whatever weapon it has to do so, moving up to its speed as part of the reaction if necessary. It need not use any special class features (such as Sneak Attack or Divine Smite) when making this attack. If it can't get in a position to attack the creature, it moves as far as it can toward the target before regaining its senses. A creature immune to being charmed is immune to this ability.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Honeyed Words. The dragon uses Honeyed Words.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 17 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself

on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 19 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

YOUNG GREEN DRAGON CHALLENGE 10

LARGE DRAGON 5,900 XP

AC 17 (natural armor)

HP 161 (19d10 + 57; bloodied 80)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR DEX CON INT WIS CHA

18(+4) 12(+1) 16(+3) 16(+3) 12(+1) 14(+2)

Proficiency +4; **Maneuver DC** 16

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

Skills Deception +6 (+1d6), Insight +5, Perception +5 (+1d6), Persuasion +6, Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic, one more

Amphibious. The dragon can breathe air and water.

Woodland Stalker. When in a forested area, the dragon has advantage on Stealth checks.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 20 (3d10 + 4) piercing damage plus 4 (1d8) poison damage.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) slashing damage.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area makes a DC 15 Constitution saving throw, taking 42 (12d6) poison damage on a failed save or half damage on a success.

GREEN DRAGON WYRMLING

CHALLENGE 3

MEDIUM DRAGON 700 XP

AC 16 (natural armor)

HP 55 (10d8 + 10; bloodied 27)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR DEX CON INT WIS CHA

14(+2) 14(+2) 12(+1) 14(+2) 10(+0) 12(+1)

Proficiency +2; **Maneuver DC** 12

Skills Perception +2, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

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

Languages Draconic

Amphibious. The dragon can breathe air and water.

Woodland Stalker. When in a forested area, the dragon has advantage on Stealth checks.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 15-foot cone. Each creature in that area makes a DC 11 Constitution saving throw, taking 14 (4d6) poison damage on a failed save or half damage on a success.

ANCIENT RED DRAGON CHALLENGE

26

LEGENDARY GARGANTUAN DRAGON

90,000 XP

AC 22 (natural armor)

HP 448 (23d20 + 207; bloodied 224)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR DEX CON INT WIS CHA

30 (+10) 10 (+0) 28 (+9) 18 (+4) 16 (+3) 22 (+6)

Proficiency +8; **Maneuver DC** 26

Saving Throws Dex +8, Con +17, Wis +11, Cha +14

Skills Intimidation +14, Perception +11 (+1d6), Stealth +8

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic, two more

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it sheds some of its scales, which turn to charcoal. If it has no more uses of this ability, its Armor Class is reduced to 20 until it finishes a long rest.

Searing Heat. A creature that touches the dragon or hits it with a melee attack for the first time on a turn takes 14 (4d6) fire damage.

Volcanic Tyrant. The dragon is immune to the effects of poisonous gases caused by volcanic environments. It also ignores difficult terrain caused by lava.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can Spit Fire.

Bite. Melee Weapon Attack: +18 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage plus 9 (2d8) fire damage.

Claws. Melee Weapon Attack: +18 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Tail. Melee Weapon Attack: +18 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage, and the dragon pushes the target 10 feet away.

Cruel Tyranny. The dragon snarls and threatens its minions, driving them to immediate action. The dragon chooses one creature it can see and that can hear the dragon. The creature uses its reaction to make one weapon attack with advantage. If the dragon is bloodied, it can use this ability on three minions at once.

Spit Fire. The dragon targets a creature within 60 feet, forcing it to make a DC 22 Dexterity saving throw. The creature takes 22 (4d10) fire damage on a failure or half damage on a success. A creature that fails the save also takes 11 (2d10) ongoing fire damage. A creature can use an action to end the ongoing damage.

Fire Breath (Recharge 5–6). The dragon exhales a blast of fire in a 90-foot cone. Each creature in that area makes a DC 25 Dexterity saving throw, taking 98

(28d6) fire damage on a failed save or half damage on a success. A creature that fails the saving throw also takes 11 (2d10) ongoing fire damage. While affected by this ongoing damage, it is frightened of the dragon. A creature can use an action to end the ongoing damage.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Taskmaster. When a creature within 60 feet fails an ability check or saving throw, the dragon roars a command to it. The creature can roll a d10 and add it to the result of the roll, possibly turning the failure into a success.

LEGENDARY ACTIONS

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

Cruel Tyranny. The dragon uses its Cruel Tyranny action.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 22 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 25 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Ancient Red Dragon Variant: Red Great Wyrms

The dragon is an elite monster, equivalent to two CR 26 monsters (180,000 XP). It has 897 (46d20 + 414; bloodied 448) hit points and the following trait:

Seething Rage. When the dragon is first bloodied, it immediately recharges its breath weapon, if it's not already available. Its inner flame erupts, burning brightly in its eyes and mouth. After taking damage from its Searing Heat ability, a creature with resistance to fire damage loses it, and a creature with immunity to fire damage reduces it to resistance. Either effect lasts until the start of the creature's next turn.

The dragon has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Backdraft (Costs 2 Actions). The dragon recharges its breath weapon.

Plasma Blast (Costs 3 Actions). The dragon spits a ball of white-hot fire at a creature it can see within 90 feet. The creature is affected as if caught in the dragon's breath weapon, rolling to save as usual.

Variant: Red Dragon Spellcaster

A red dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 16): 3/day each:
command, hold person

Adult (save DC 19): 3/day each: *glyph of warding, wall of fire*

Ancient (save DC 22): 1/day: *antimagic field, dominate monster*

Great Wyrms (save DC 22): 1/day: *storm of vengeance*

ADULT RED DRAGON CHALLENGE 20 LEGENDARY HUGE DRAGON 25,000 XP

AC 19 (natural armor)

HP 310 (23d12 + 161; bloodied 155)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR DEX CON INT WIS CHA

26 (+8) 10 (+0) 24 (+7) 16 (+3) 14 (+2) 20 (+5)

Proficiency +6; **Maneuver DC** 22

Saving Throws Dex +6, Con +13, Wis +8, Cha +11

Skills Intimidation +11, Perception +9 (+1d6), Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic, one more

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it sheds some of its scales, which turn to sand. If it has no more uses of this ability, its Armor Class is reduced to 17 until it finishes a long rest.

Searing Heat. A creature that touches the dragon or hits it with a melee attack for the first time on a turn takes 7 (2d6) fire damage.

Volcanic Tyrant. The dragon is immune to the effects of poisonous gases caused by volcanic environments. It also ignores difficult terrain caused by lava.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can Spit Fire.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage plus 4 (1d8) fire damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage, and the dragon pushes the target 10 feet away.

Cruel Tyranny. The dragon snarls and threatens its minions, driving them to immediate action. The dragon chooses one creature it can see and that can hear the dragon. The creature uses its reaction to make one weapon attack with advantage.

Spit Fire. The dragon targets a creature within 60 feet, forcing it to make a DC 21 Dexterity saving throw. The creature takes 22 (4d10) fire damage on a failure or half damage on a success. A creature that fails the save also takes 5 (1d10) ongoing fire damage. A creature can use an action to end the ongoing damage.

Fire Breath (Recharge 5–6). The dragon exhales a blast of fire in a 60-foot cone. Each creature in that area makes a DC 21 Dexterity saving throw, taking 73 (21d6) fire damage on a failed save or half damage on a success. A creature that fails the saving throw also takes 5 (1d10) ongoing fire damage. While affected by this ongoing damage, it is frightened of the dragon. A creature can use an action to end the ongoing damage.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Cruel Tyranny. The dragon uses its Cruel Tyranny action.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 21 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

YOUNG RED DRAGON CHALLENGE 11

LARGE DRAGON 7,200 XP

AC 18 (natural armor)

HP 178 (17d10 + 85; bloodied 89)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR DEX CON INT WIS CHA

22 (+6) 10 (+0) 20 (+5) 14 (+2) 12 (+1) 18 (+4)

Proficiency +4; **Maneuver DC** 18

Saving Throws Dex +4, Con +9, Wis +5, Cha +8

Skills Intimidation +8, Perception +5 (+1d6), Stealth +4

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Searing Heat. A creature that starts its turn touching the dragon, or touches it or hits it with a melee attack for the first time on a turn, takes 3 (1d6) fire damage.

Volcanic Tyrant. The dragon is immune to the effects of poisonous gases caused by volcanic environments. It also ignores difficult terrain caused by lava.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) fire damage.

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

Fire Breath (Recharge 5–6). The dragon exhales a blast of fire that fills a 30-foot cone. Each creature in that area makes a DC 17 Dexterity saving throw, taking 52 (15d6) fire damage on a failed save or half damage on a success. A creature that fails the saving throw also takes 5 (1d10) ongoing fire damage. While affected by this ongoing damage, it is frightened of the dragon. A creature can use an action to end the ongoing damage.

RED DRAGON WYRMING CHALLENGE

4

MEDIUM DRAGON 1,100 XP

AC 17 (natural armor)

HP 75 (10d8 + 30; bloodied 37)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR DEX CON INT WIS CHA

18 (+4) 12 (+1) 16 (+3) 12 (+1) 10 (+0) 14 (+2)

Proficiency +2; **Maneuver DC** 14

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

Damage Immunities fire

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

Languages Draconic

Volcanic Tyrant. The dragon is immune to the effects of poisonous gases caused by volcanic environments. It also ignores difficult terrain caused by lava.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage.

Fire Breath (Recharge 5–6). The dragon exhales a blast of fire in a 15-foot cone. Each creature in that area makes a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save or half damage on a success.

ANCIENT WHITE DRAGON CHALLENGE

22

LEGENDARY GARGANTUAN DRAGON

41,000 XP

AC 20 (natural armor)

HP 370 (20d20 + 160; bloodied 185)

Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR DEX CON INT WIS CHA

26 (+8) 12 (+1) 26 (+8) 10 (+0) 16 (+3) 16 (+3)

Proficiency +7; **Maneuver DC** 23

Saving Throws Dex +8, Con +15, Wis +10, Cha +10

Skills Intimidation +10, Perception +10 (+1d6), Stealth +8

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Cold Mastery. The dragon's movement and vision is not hindered by cold, icy surfaces, snow, wind, or storms.

Additionally, the dragon can choose to

burrow through snow and ice without leaving a trace.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it sheds some of its scales, which turn to ice. If it has no more uses of this ability, its Armor Class is reduced to 18 until it finishes a long rest.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can Spit Ice.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 9 (2d8) cold damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the dragon pushes the target 10 feet away.

Spit Ice. The dragon targets a creature within 60 feet, forcing it to make a DC 23 Dexterity saving throw. On a failure, the target takes 22 (4d10) cold damage, and its speed is reduced to 0 until the end of its next turn. On a success, it takes half damage.

Cold Breath (Recharge 5–6). The dragon exhales a 90-foot cone of frost. Each creature in the area makes a DC 23 Constitution saving throw. On a failure, it takes 66 (19d6) cold damage, and its speed is reduced to 0 until the end of its next turn. On a success, it takes half damage.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 18 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turn, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 23 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Raging Storm (1/Day, Bloodied Only). For 1 minute, gusts of sleet emanate from the dragon in a 40-foot-radius sphere, spreading around corners. The area is lightly obscured, the ground is difficult terrain, and nonmagical flames are extinguished. The first time a creature other than the dragon moves on its turn while in the area, it must succeed on a DC 18 Dexterity saving throw or take 11 (2d10) cold damage and fall prone (or fall if it is flying).

Ancient White Dragon Variant: White Great Wurm

The dragon is an elite monster, equivalent to two CR 22 monsters (82,000 XP). It has 740 (40d20 + 320; bloodied 370) hit points and the following additional trait:

Heart of Winter. When the dragon is first bloodied, it immediately recharges its breath weapon, if it's not already available. Additionally, the damage from the dragon's Raging Storm is doubled.

The dragon has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Gathering Storm (Costs 2 Actions). The dragon recharges its breath weapon.

Snowball (Costs 3 Actions). The dragon spits a snowball at a creature it can see within 90 feet. That creature is affected as if caught in the dragon's breath weapon, rolling to save as usual.

Variant: White Dragon Spellcaster

A white dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 13): 3/day each: *animal friendship, sleet storm*

Adult (save DC 15): 3/day each: *dominate beast, fire shield*

Ancient (save DC 18): 1/day: *control weather, wall of ice*

Great Wurm (save DC 18): 1/day: *reverse gravity*

ADULT WHITE DRAGON CHALLENGE

16

LEGENDARY HUGE DRAGON 15,000 XP

AC 18 (natural armor)

HP 250 (20d12 + 120; bloodied 125)

Speed 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

STR DEX CON INT WIS CHA

22 (+6) 12 (+1) 22 (+6) 8 (-1) 14 (+2) 14 (+2)

Proficiency +5; **Maneuver DC** 19

Saving Throws Dex +6, Con +11, Wis +7, Cha +7

Skills Intimidation +7, Perception +7 (+1d6), Stealth +6

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Cold Mastery. The dragon's movement and vision is not hindered by cold, icy surfaces, snow, wind, or storms.

Additionally, the dragon can choose to burrow through snow and ice without leaving a trace.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can

choose to succeed instead. When it does, it sheds some of its scales, which turn to ice. If it has no more uses of this ability, its Armor Class is reduced to 16 until it finishes a long rest.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite attack, it can spit ice.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) cold damage.

Claws. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the dragon pushes the target 10 feet away.

Spit Ice. The dragon targets a creature within 60 feet, forcing it to make a DC 19 Dexterity saving throw. On a failure, the target takes 16 (3d10) cold damage, and its speed is reduced to 0 until the end of its next turn. On a success, it takes half damage.

Cold Breath (Recharge 5–6). The dragon exhales a 60-foot cone of frost. Each creature in the area makes a DC 19 Constitution saving throw. On a failure, it takes 52 (15d6) cold damage, and its speed is reduced to 0 until the end of its next turn. On a success, it takes half damage.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 15 Charisma saving throw. On a failure, it is frightened for 1 minute.

A creature repeats the saving throw at the end of its turn, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 19 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Raging Storm (1/Day, Bloodied Only).

For 1 minute, gusts of sleet emanate from the dragon in a 40-foot-radius sphere, spreading around corners. The area is lightly obscured and the ground is difficult terrain. The first time a creature moves on its turn while in the area, it must succeed on a DC 15 Dexterity saving throw or fall prone (or fall if it is flying).

YOUNG WHITE DRAGON CHALLENGE 9

LARGE DRAGON 5,000 XP

AC 17 (natural armor)

HP 152 (16d10 + 64; bloodied 76)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 18 (+4) 8 (-1) 12 (+1) 12 (+1)

Proficiency +4; **Maneuver DC** 16

Saving Throws Dex +4, Con +8, Wis +5, Cha +5

Skills History +3, Perception +5 (+1d6), Stealth +4

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Cold Mastery. The dragon is not hindered by cold, icy surfaces, snow, wind, or storms. Additionally, the dragon can choose to burrow through snow and ice without leaving a trace.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 4 (1d8) cold damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Cold Breath (Recharge 5–6). The dragon exhales a 30-foot cone of frost. Each creature in that area makes a DC 15 Constitution saving throw, taking 35 (10d6) cold damage on a failed save or half damage on a success.

WHITE DRAGON WYRMLING

CHALLENGE 2

MEDIUM DRAGON 450 XP

AC 16 (natural armor)

HP 45 (7d8 + 14; bloodied 22)

Speed 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 14 (+2) 6 (-2) 10 (+0) 10 (+0)

Proficiency +2; **Maneuver DC** 12

Skills Perception +2, Stealth +3

Damage Immunities cold

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

Languages Draconic

Cold Mastery. The dragon's movement and vision is not hindered by cold, icy surfaces, snow, wind, or storms.

Additionally, the dragon can choose to burrow through snow and ice without leaving a trace.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

Cold Breath (Recharge 5–6). The dragon exhales a 15-foot cone of frost. Each creature in that area makes a DC 12 Constitution saving throw, taking 10 (3d6) cold damage on a failed save or half damage on a success.

ANCIENT EARTH DRAGON CHALLENGE

24

LEGENDARY GARGANTUAN DRAGON

62,000 XP

AC 22 (natural armor)

HP 425 (23d20 + 184; bloodied 212)

Speed 40 ft., fly 40 ft., burrow 60 ft.

STR DEX CON INT WIS CHA

26 (+8) 14 (+2) 26 (+8) 16 (+3) 22 (+6) 14 (+2)

Proficiency +7; **Maneuver DC** 23

Saving Throws Str +15, Con +15, Int +10, Wis +13, Cha +9

Skills Athletics +15, Insight +13 (+1d6), Nature +10, Perception +13 (+1d6)

Damage Resistances damage from nonmagical weapons

Condition Immunities petrified

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 26

Languages Common, Draconic, Terran

Earth Glide. The dragon can burrow through nonmagical, unworked earth and stone without disturbing it.

False Appearance. While the dragon remains motionless within its linked area, it is indistinguishable from a natural rocky outcropping.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it becomes more like rock. Its Speed, burrow speed, and flying speed are halved until the end of its next turn.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its slam. In place of its bite attack, it can use Rock Spire.

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. **Hit:** 35 (5d10 + 8) piercing damage. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 23), and a Huge or smaller creature grappled in this way is restrained. While grappling a creature, the dragon can't bite another target.

Slam. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. **Hit:** 21 (3d8 + 8) bludgeoning damage, and the target is pushed up to 10 feet away, falling prone if it impacts a wall or other solid object. This attack deals an extra 9 (2d8) bludgeoning damage if the target was already prone.

Scouring Breath (Recharge 5–6). The dragon exhales scouring sand and stones in a 90-foot cone. Each creature in that area makes a DC 23 Dexterity saving throw, taking 70 (20d6) slashing damage on a failed save or half damage on a

success. A creature that fails the save is also blinded until the end of its next turn.

Rock Spire. A permanent, 25-foot-tall, 5-foot-radius spire of rock magically rises from a point on the ground within 60 feet. A creature in the spire's area when it appears makes a DC 21 Dexterity saving throw, taking 18 (4d8) piercing damage on a failure or half damage on a success. A creature that fails this saving throw by 10 or more is impaled and restrained at the top of the spire. A creature can use an action to make a DC 13 Strength check, freeing the impaled creature on a success. The impaled creature is also freed if the spire is destroyed. The spire is an object with AC 16, 30 hit points, and immunity to poison and psychic damage.

LEGENDARY ACTIONS

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

Shake the Foundation. The dragon causes the ground to roil, creating a permanent, 40-foot-radius area of difficult terrain centered on a point the dragon can see. If the dragon is bloodied, creatures in the area make a DC 23 Dexterity saving throw. On a failure, the creature takes 21 (6d6) slashing damage and falls prone. On a success, the creature takes half damage.

Slam Attack (Costs 2 Actions). The dragon makes a slam attack.

Entomb (While Bloodied, Costs 3 Actions). The dragon targets a creature on the ground within 60 feet, forcing it to make a DC 17 Dexterity saving throw. On a failure, the creature is magically entombed 5 feet under the earth. While entombed, the target is blinded, restrained, and can't breathe. A creature can use an action to make a DC 17 Strength check, freeing an entombed creature on a success.

Variant: Earth Dragon Spellcaster

An earth dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 12): 3/day each: *locate animals or plants, spike growth*

Adult (save DC 15): 3/day each: *stone shape, wall of stone*

Ancient (save DC 17): 1/day: *earthquake, move earth*

ADULT EARTH DRAGON CHALLENGE

18

LEGENDARY HUGE DRAGON 20,000 XP

AC 19 (natural armor)

HP 287 (23d12 + 138; bloodied 143)

Speed 40 ft., fly 40 ft., burrow 60 ft.

STR DEX CON INT WIS CHA

22 (+6) 14 (+2) 22 (+6) 14 (+2) 20 (+5) 12 (+1)

Proficiency +6; **Maneuver DC** 20

Saving Throws Str +12, Con +12, Int +8, Wis +8, Cha +7

Skills Athletics +12, Insight +8 (+1d6), Nature +12, Perception +8 (+1d6)

Damage Resistances damage from nonmagical weapons

Condition Immunities petrified

Senses darkvision 120 ft., tremorsense 90 ft., passive Perception 21

Languages Common, Draconic, Terran

Earth Glide. The dragon can burrow through nonmagical, unworked earth and stone without disturbing it.

False Appearance. While the dragon remains motionless within its linked area, it is indistinguishable from a natural rocky outcropping.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it becomes more like rock. Its movement is halved until the end of its next turn.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its slam. In place of its bite attack, it can use Rock Spire.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6)

piercing damage. Instead of dealing piercing damage, the dragon can grapple the target (escape DC 20), and a Large or smaller creature grappled in this way is restrained. While grappling a creature, the dragon can't bite another target.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Scouring Breath (Recharge 5–6). The dragon exhales scouring sand and stones in a 60-foot cone. Each creature in that area makes a DC 20 Dexterity saving throw, taking 56 (16d6) slashing damage on a failed save or half damage on a success. A creature that fails the save is also blinded until the end of its next turn.

Rock Spire. A permanent, 25-foot-tall, 5-foot-radius spire of rock magically rises from a point on the ground within 60 feet. A creature in the spire's area when it appears makes a DC 19 Dexterity saving throw, taking 13 (3d8) piercing damage on a failure or half damage on a success. A creature that fails this saving throw by 10 or more is impaled at the top of the spire. A creature can use an action to make a DC 12 Strength check, freeing the impaled creature on a success. The impaled creature is also freed if the spire is destroyed. The spire is an object with AC 16, 30 hit points and immunity to poison and psychic damage.

LEGENDARY ACTIONS

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

Shake the Foundation. The dragon causes the ground to roil, creating a permanent, 40-foot-radius area of difficult terrain centered on a point the dragon can see. If the dragon is bloodied, creatures in the area make a DC 20 Dexterity saving throw, falling prone on a failure.

Slam Attack (Costs 2 Actions). The dragon makes a slam attack.

Entomb (While Bloodied, Costs 3 Actions). The dragon targets a creature

on the ground within 60 feet, forcing it to make a DC 15 Dexterity saving throw. On a failure, the creature is magically entombed 5 feet under the earth. While entombed, the target is blinded, restrained, and can't breathe. A creature can use an action to make a DC 15 Strength check, freeing an entombed creature on a success.

YOUNG EARTH DRAGON CHALLENGE 10

LARGE DRAGON 5,900 XP

AC 18 (natural armor)

HP 161 (17d10 + 68; bloodied 80)

Speed 40 ft., fly 40 ft., burrow 60 ft.

STR DEX CON INT WIS CHA

18 (+4) 12 (+1) 18 (+4) 12 (+1) 16 (+3) 10 (+0)

Proficiency +4; **Maneuver DC** 16

Saving Throws Str +8, Con +8, Int +5, Wis +7, Cha +4

Skills Athletics +8, Insight +7 (+1d6), Nature +5, Perception +7 (+1d6)

Damage Resistances damage from nonmagical weapons

Condition Immunities petrified

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 20

Languages Common, Draconic, Terran

Earth Glide. The dragon can burrow through nonmagical, unworked earth and stone without disturbing it.

False Appearance. While the dragon remains motionless within its linked area, it is indistinguishable from a natural rocky outcropping.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its slam.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 22 (4d10 + 4) piercing damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Scouring Breath (Recharge 5–6). The dragon exhales scouring sand and stones in a 30-foot cone. Each creature in that area makes a DC 16 Dexterity saving throw, taking 38 (11d6) slashing damage

on a failed save or half damage on a success.

EARTH DRAGON WYRMLING

CHALLENGE 3

MEDIUM DRAGON 700 XP

AC 17 (natural armor)

HP 58 (9d8 + 18; bloodied 29)

Speed 30 ft., fly 30 ft., burrow 40 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 14 (+2) 12 (+1) 14 (+2) 10 (+0)

Proficiency +2; **Maneuver DC** 12

Skills Athletics +4, Insight +4, Nature +3, Perception +4

Damage Resistances damage from nonmagical weapons

Condition Immunities petrified

Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 14

Languages Draconic, Terran

Earth Glide. The dragon can burrow through nonmagical, unworked earth and stone without disturbing it.

False Appearance. While the dragon remains motionless within its linked area, it is indistinguishable from a natural rocky outcropping.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

Scouring Breath (Recharge 5–6). The dragon breathes scouring sand and stones in a 15-foot cone. Each creature in that area makes a DC 12 Dexterity saving throw, taking 10 (3d6) slashing damage on a failed save or half damage on a success.

ANCIENT RIVER DRAGON CHALLENGE

23

LEGENDARY GARGANTUAN DRAGON 50,000 XP

AC 20 (natural armor)

HP 372 (24d20 + 120; bloodied 186)

Speed 60 ft., fly 80 ft., swim 100 ft.

STR DEX CON INT WIS CHA

20 (+5) 24 (+7) 20 (+5) 16 (+3) 24 (+7) 20 (+5)

Proficiency +7; **Maneuver DC** 22

Saving Throws Dex +14, Con +12, Int +10, Wis +14, Cha +12

Skills Acrobatics +14, Deception +12, Insight +14, Nature +10, Perception +14, Stealth +14

Damage Resistances damage from nonmagical weapons

Condition Immunities fatigue

Senses darkvision 120 ft., tremorsense 300 ft. (only detects vibrations in water), passive Perception 24

Languages Aquan, Common, Draconic
Amphibious. The dragon can breathe air and water.

Flowing Grace. The dragon doesn't provoke opportunity attacks when it flies or swims out of an enemy's reach.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it loses coordination as white-crested waves run up and down its body. It loses its Flowing Grace and Shimmering Scales traits until the beginning of its next turn.

Shimmering Scales. While in water, the dragon gains three-quarters cover from attacks made by creatures more than 30 feet away.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Torrential Breath (Recharge 5–6). The dragon exhales water in a 90-foot-long, 10-foot-wide line. Each creature in the area makes a DC 20 Dexterity saving throw, taking 66 (19d6) bludgeoning damage on a failed save or half damage on a success. A creature that fails the save is also knocked prone and is pushed up to 60 feet away. A creature that impacts a solid object takes an extra 21 (6d6) bludgeoning damage.

BONUS ACTIONS

Whirlpool. A cylindrical, 15-foot-tall, 10-foot-radius whirlpool or waterspout

magically appears in the water or air, centered on a point within 60 feet.

Creatures in the area make a DC 20 Strength saving throw. On a failure, a creature takes 35 (10d6) bludgeoning damage and is knocked prone and pushed up to 15 feet. On a failure, a creature takes half damage.

REACTIONS

Snap Back (While Bloodied). When a creature the dragon can see hits it with a melee weapon attack, the dragon makes a bite attack against the attacker.

LEGENDARY ACTIONS

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

Dart Away. The dragon swims up to half its speed.

Lurk. The dragon takes the Hide action.

River Surge (Costs 2 Actions). The dragon generates a 20-foot-tall, 100-foot-wide wave on the surface of water within 120 feet. The wave travels up to 60 feet in any direction the dragon chooses and crashes down, carrying Huge or smaller creatures and vehicles with it. Vehicles moved in this way have a 25 percent chance of capsizing. Creatures that impact a solid object take 35 (10d6) bludgeoning damage.

Sudden Maelstrom (While Bloodied, 1/Day). The dragon magically surrounds itself with a 60-foot-radius maelstrom of surging wind and rain for 1 minute. A creature other than the dragon that starts its turn in the maelstrom or enters it for the first time on a turn makes a DC 20 Strength saving throw. On a failed save, the creature takes 28 (8d6) bludgeoning damage and is knocked prone and pushed 15 feet away from the dragon.

Variant: River Dragon Spellcaster

A river dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material

components. Each age category knows its own spells and those of younger age categories.

Young (save DC 13): 3/day each: *create or destroy water, fog cloud*

Adult (save DC 15): 3/day each: *control water, freedom of movement*

Ancient (save DC 20): 1/day: *control weather, wall of ice*

ADULT RIVER DRAGON CHALLENGE 17

LEGENDARY HUGE DRAGON 18,000 XP

AC 18 (natural armor)

HP 252 (24d12 + 96; bloodied 126)

Speed 60 ft., fly 80 ft., swim 90 ft.

STR DEX CON INT WIS CHA

18 (+4) 20 (+5) 18 (+4) 14 (+2) 20 (+5) 16 (+3)

Proficiency +6; **Maneuver DC** 19

Saving Throws Dex +9, Con +8, Int +6, Wis +9, Cha +7

Skills Acrobatics +8, Deception +7, Insight +9, Nature +6, Perception +9, Stealth +9

Damage Resistances damage from nonmagical weapons

Condition Immunities fatigue

Senses darkvision 120 ft., tremorsense 200 ft. (only detects vibrations in water), passive Perception 19

Languages Aquan, Common, Draconic

Amphibious. The dragon can breathe air and water.

Flowing Grace. The dragon doesn't provoke opportunity attacks when it flies or swims out of an enemy's reach.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it loses coordination as white-crested waves run up and down its body. It loses its Flowing Grace and Shimmering Scales traits until the beginning of its next turn.

Shimmering Scales. While in water, the dragon gains three-quarters cover from attacks made by creatures more than 30 feet away.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Claws. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Torrential Breath (Recharge 5–6). The dragon exhales water in a 60-foot-long, 5-foot-wide line. Each creature in the area makes a DC 18 Dexterity saving throw, taking 56 (16d6) bludgeoning damage on a failed save or half damage on a success. A creature that fails the save is also knocked prone and is pushed up to 30 feet away. A creature that impacts a solid object takes an extra 10 (3d6) bludgeoning damage.

BONUS ACTIONS

Whirlpool. A cylindrical, 15-foot-tall, 10-foot-radius whirlpool or waterspout magically appears in the water or air, centered on a point within 60 feet. Creatures in the area make a DC 18 Strength saving throw. On a failure, a creature takes 17 (5d6) bludgeoning damage and is knocked prone and pushed up to 15 feet. On a failure, a creature takes half damage.

REACTIONS

Snap Back (While Bloodied). When a creature the dragon can see hits it with a melee weapon attack, the dragon makes a bite attack against the attacker.

LEGENDARY ACTIONS

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

Dart Away. The dragon swims up to half its speed.

Lurk. The dragon takes the Hide action.

River Surge (Costs 2 Actions). The dragon generates a 20-foot-tall, 100-foot-wide wave on the surface of water within 90 feet. The wave travels up to 45 feet in any direction the dragon chooses and crashes down, carrying Huge or smaller creatures and vehicles with it. Vehicles moved in this way have a

25 percent chance of capsizing and creatures that impact a solid object take 21 (6d6) bludgeoning damage.

Sudden Maelstrom (While Bloodied, 1/Day). The dragon magically surrounds itself with a 60-foot-radius maelstrom of surging wind and rain for 1 minute. A creature other than the dragon that starts its turn in the maelstrom or enters it for the first time on a turn makes a DC 18 Strength saving throw. On a failed save, the creature is knocked prone and pushed 15 feet away from the dragon.

YOUNG RIVER DRAGON CHALLENGE 9

LARGE DRAGON 5,000 XP

AC 17 (natural armor)

HP 142 (19d10 + 38; bloodied 71)

Speed 60 ft., fly 80 ft., swim 80 ft.

STR DEX CON INT WIS CHA

14(+2) 16(+3) 14(+2) 12(+1) 16(+3) 12(+1)

Proficiency +4; **Maneuver DC** 19

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

Skills Acrobatics +6, Deception +5, Insight +7, Nature +5, Perception +7, Stealth +7

Damage Resistances damage from nonmagical weapons

Condition Immunities fatigue

Senses darkvision 120 ft., tremorsense 120 ft. (only detects vibrations in water), passive Perception 17

Languages Aquan, Common, Draconic
Amphibious. The dragon can breathe air and water.

Flowing Grace. The dragon doesn't provoke opportunity attacks when it flies or swims out of an enemy's reach.

Shimmering Scales. While in water, the dragon gains three-quarters cover from attacks made by creatures more than 30 feet away.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Torrential Breath (Recharge 5–6). The dragon exhales water in a 30-foot-long, 5-foot-wide line. Each creature in the area makes a DC 14 Dexterity saving throw, taking 42 (12d6) bludgeoning damage on a failed save or half damage on a success.

RIVER DRAGON WYRMLING

CHALLENGE 2

MEDIUM DRAGON 4500 XP

AC 16 (natural armor)

HP 44 (8d8 + 8; bloodied 22)

Speed 50 ft., fly 60 ft., swim 60 ft.

STR DEX CON INT WIS CHA

12 (+1) 14 (+2) 12 (+1) 10 (+0) 14 (+2) 10 (+0)

Proficiency +2; **Maneuver DC** 12

Skills Acrobatics +4, Deception +2, Insight +4, Nature +2, Perception +4, Stealth +4

Damage Resistances damage from nonmagical weapons

Condition Immunities fatigue

Senses darkvision 120 ft., tremorsense 90 ft. (only detects vibrations in water), passive Perception 14

Languages Aquan, Draconic

Amphibious. The dragon can breathe air and water.

Flowing Grace. The dragon doesn't provoke opportunity attacks when it flies or swims out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

Torrential Breath (Recharge 5–6). The dragon exhales water in a 15-foot-long, 5-foot-wide line. Each creature in the area makes a DC 11 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save or half damage on a success.

ANCIENT SHADOW DRAGON

CHALLENGE 25

LEGENDARY GARGANTUAN DRAGON 75,000 XP

AC 21 (natural armor)

HP 296 (16d20 + 128; bloodied 148)

Speed 40 ft., climb 40 ft., fly 80 ft., swim 40 ft.

STR DEX CON INT WIS CHA

26 (+8) 16 (+3) 26 (+8) 16 (+3) 16 (+3) 26 (+8)

Proficiency +7; **Maneuver DC** 23

Saving Throws Dex +10, Con +15, Int +10, Wis +10

Skills Deception +15, Insight +10, Nature +10, Perception +10, Stealth +10 (+1d6)

Damage Resistances acid, cold, fire, lightning, thunder; damage from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities fatigue, frightened, grappled, paralyzed, poisoned, prone, restrained

Senses darkvision 240 ft., passive Perception 20

Languages Common, Draconic, one more *Evil*. The dragon radiates an Evil aura.

Incorporeal Movement. The dragon can move through other creatures and objects. It takes 17 (3d10) force damage if it ends its turn inside an object.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it becomes more solid, losing its Incorporeal trait and its damage resistances, until the end of its next turn.

ACTIONS

Multiattack. The dragon uses Grasp of Shadows, then attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 9 (2d8) necrotic damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 9 (2d8) necrotic damage.

Grasp of Shadows. The dragon targets a creature within 60 feet, forcing it to make a DC 18 Dexterity saving throw. On a failure, it is grappled by tendrils of shadow (escape DC 23) and restrained while grappled this way. The effect ends if the dragon is incapacitated or uses this ability again.

Anguished Breath (Recharge 5–6). The dragon exhales a shadowy maelstrom of

anguish in a 90-foot cone. Each creature in that area makes a DC 23 Wisdom saving throw, taking 81 (18d8) necrotic damage and gaining a level of strife on a failed save or half damage on a success.

REACTIONS

Lash Out (While Bloodied). When a creature the dragon can see hits it with a melee weapon attack, the dragon makes a claw attack against the attacker.

LEGENDARY ACTIONS

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

Corrupting Presence. Each creature of the dragon's choice within 120 feet and aware of it must succeed on a DC 18 Wisdom saving throw or gain a level of strife. Once a creature has passed or failed this saving throw, it is immune to the dragon's Corrupting Presence for the next 24 hours.

Lurk. If the dragon is in dim light or darkness, it magically becomes invisible until it attacks, causes a creature to make a saving throw, or enters an area of bright light. It can't use this ability if it has taken radiant damage since the end of its last turn.

Slip Through Shadows. If the dragon is in dim light or darkness, it magically teleports up to 60 feet to an unoccupied space that is also in dim light or darkness. The dragon can't use this ability if it has taken radiant damage since the end of its last turn.

Horrid Whispers (Costs 2 Actions). A creature that can hear the dragon makes a DC 23 Wisdom saving throw. On a failure, the creature takes 18 (4d8) psychic damage, and the dragon regains the same number of hit points.

Variant: Shadow Dragon Spellcaster

A shadow dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material

components. Each age category knows its own spells and those of younger age categories.

Young (save DC 16): 3/day each:

darkness, detect evil and good

Adult (save DC 20): 3/day each: *bane, create undead*

Ancient (save DC 23): 1/day: *hallow, magic jar*

ADULT SHADOW DRAGON CHALLENGE 19

LEGENDARY HUGE DRAGON 22,000 XP

AC 18 (natural armor)

HP 212 (17d12 + 102; bloodied 106)

Speed 40 ft., climb 40 ft., fly 80 ft., swim 40 ft.

STR DEX CON INT WIS CHA

22 (+6) 14 (+2) 22 (+6) 14 (+2) 14 (+2) 22 (+6)

Proficiency +6; **Maneuver DC** 20

Saving Throws Dex +8, Con +12, Int +8, Wis +8

Skills Deception +12, Insight +8, Nature +8, Perception +8, Stealth +8 (+1d6)

Damage Resistances acid, cold, fire, lightning, thunder; damage from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities fatigue, frightened, grappled, paralyzed, poisoned, prone, restrained

Senses darkvision 240 ft., passive Perception 18

Languages Common, Draconic

Evil. The dragon radiates an Evil aura.

Incorporeal Movement. The dragon can move through other creatures and objects. It takes 11 (2d10) force damage if it ends its turn inside an object.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, it becomes more solid, losing its Incorporeal trait and its damage resistances, until the end of its next turn.

ACTIONS

Multiattack. The dragon uses Grasp of Shadows, then attacks once with its bite and twice with its claws.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) necrotic damage.

Claws. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage plus 4 (1d8) necrotic damage.

Grasp of Shadows. The dragon targets a creature within 60 feet, forcing it to make a DC 16 Dexterity saving throw. On a failure, it is grappled by tendrils of shadow (escape DC 20) and restrained while grappled this way. The effect ends if the dragon is incapacitated or uses this ability again.

Anguished Breath (Recharge 5–6). The dragon exhales a shadowy maelstrom of anguish in a 60-foot cone. Each creature in that area makes a DC 20 Wisdom saving throw, taking 67 (15d8) necrotic damage and gaining a level of strife on a failed save or half damage on a success.

LEGENDARY ACTIONS

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

Corrupting Presence. Each creature of the dragon's choice within 120 feet and aware of it must succeed on a DC 16 Wisdom saving throw or gain a level of strife. Once a creature has passed or failed this saving throw, it is immune to the dragon's Corrupting Presence for the next 24 hours.

Lurk. If the dragon is in dim light or darkness, it magically becomes invisible until it attacks, causes a creature to make a saving throw, or enters an area of bright light. It can't use this ability if it has taken radiant damage since the end of its last turn.

Slip Through Shadows. If the dragon is in dim light or darkness, it magically teleports up to 45 feet to an unoccupied space that is also in dim light or darkness. The dragon can't use this ability if it has

taken radiant damage since the end of its last turn.

Horrid Whispers (Costs 2 Actions). A creature that can hear the dragon makes a DC 21 Wisdom saving throw. On a failure, the creature takes 13 (3d8) psychic damage, and the dragon regains the same number of hit points.

YOUNG SHADOW DRAGON

CHALLENGE 10

LARGE DRAGON 5,900 XP

AC 17 (natural armor)

HP 114 (12d10 + 48; bloodied 57)

Speed 40 ft., climb 40 ft., fly 80 ft., swim 40 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 18 (+4) 12 (+1) 12 (+1) 18 (+4)

Proficiency +4; **Maneuver DC** 16

Saving Throws Dex +6, Con +8, Int +5, Wis +5

Skills Deception +8, Insight +5, Nature +5, Perception +5, Stealth +6

Damage Resistances acid, cold, fire, lightning, thunder; damage from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities fatigue, frightened, grappled, paralyzed, poisoned, prone, restrained

Senses darkvision 240 ft., passive Perception 15

Languages Common, Draconic

Evil. The dragon radiates an Evil aura.

Incorporeal Movement. The dragon can move through other creatures and objects. It takes 11 (2d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 4 (1d8) necrotic damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Anguished Breath (Recharge 5–6). The dragon exhales a shadowy maelstrom of

anguish in a 30-foot cone. Each creature in that area makes a DC 16 Wisdom saving throw, taking 40 (9d8) necrotic damage on a failed save or half damage on a success.

SHADOW DRAGON WYRMLING

CHALLENGE 3

MEDIUM DRAGON 700 XP

AC 16 (natural armor)

HP 52 (8d8 + 16; bloodied 26)

Speed 30 ft., climb 30 ft., fly 60 ft., swim 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 14 (+2) 10 (+0) 10 (+0) 14 (+2)

Proficiency +2; **Maneuver DC** 12

Skills Deception +4, Insight +2, Nature +2, Perception +2, Stealth +4

Damage Resistances acid, cold, fire, lightning, thunder; damage from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities fatigue, frightened, grappled, paralyzed, poisoned, prone, restrained

Senses darkvision 120 ft., passive Perception 12

Languages Draconic

Evil. The dragon radiates an Evil aura.

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 18 (3d10 + 2) piercing damage.

Anguished Breath (Recharge 5–6). The dragon exhales a shadowy maelstrom of anguish in a 15-foot cone. Each creature in that area makes a DC 12 Wisdom saving throw, taking 22 (4d8) necrotic damage on a failed save or half damage on a success.

ANCIENT AMETHYST DRAGON

CHALLENGE 23

LEGENDARY GARGANTUAN DRAGON 50,000 XP

AC 20 (natural armor)

HP 313 (19d20 + 114; bloodied 156)

Speed 40 ft., burrow 40 ft., fly 60 ft.

STR DEX CON INT WIS CHA

22 (+6) 24 (+7) 22 (+6) 26 (+8) 16 (+3) 24 (+7)

Proficiency +7; **Maneuver DC** 22

Saving Throws Con +13, Int +15, Wis +10, Cha +14

Skills Deception +14 (+1d6), Insight +10, Perception +10, Persuasion +14 (+1d6)

Damage Resistances force, psychic

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 20

Languages Common, Deep Speech, Draconic, Undercommon, telepathy 120 ft.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, its scales dull briefly, and it can't use telepathy or psionic abilities until the end of its next turn.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use Psionic Wave.

Bite. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. **Hit:** 28 (4d10 + 6) piercing damage plus 9 (2d8) force damage.

Claws. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 19 (3d8 + 6) slashing damage.

Psionic Wave. The dragon psionically emits a wave of crushing mental pressure. Each creature within 20 feet makes a DC 22 Wisdom saving throw, taking 22 (4d10) psychic damage on a failed save or half damage on a success. Creatures charmed by the dragon make this saving throw with disadvantage.

Concussive Breath (Recharge 5–6). The dragon psionically unleashes telekinetic energy in a 90-foot cone. Each creature in that area makes a DC 21 Constitution saving throw, taking 82 (15d10) force

damage on a failed save or half damage on a success.

REACTIONS

Assume Control (While Bloodied).

When a creature charmed by the dragon begins its turn, the dragon telepathically commands the charmed creature until the end of the creature's turn. If the dragon commands the creature to take an action that would harm itself or an ally, the creature makes a DC 22 Wisdom saving throw. On a success, the creature's turn immediately ends.

LEGENDARY ACTIONS

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

Charm. The dragon targets a creature within 60 feet, forcing it to make a DC 18 Wisdom saving throw. On a failure, the creature is charmed by the dragon for 24 hours, regarding it as a trusted friend to be heeded and protected. Although it isn't under the dragon's control, it takes the dragon's requests or actions in the most favorable way it can. At the end of each of the target's turns and at the end of any turn during which the dragon or its companions harmed the target, it repeats the saving throw, ending the effect on a success.

Stupefy. The dragon targets a creature within 60 feet. If the target is concentrating on a spell, it must make a DC 22 Constitution saving throw or lose concentration.

Psionic Wave (Costs 2 Actions). The dragon uses Psionic Wave.

Captivating Harmonics (1/Day). Each creature of the dragon's choice within 120 feet makes a DC 18 Wisdom saving throw. On a failure, it becomes psionically charmed by the dragon for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Variant: Amethyst Dragon Spellcaster

An amethyst dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no components. Each age category knows its own spells and those of younger age categories.

Young (save DC 15): 3/day each: *calm emotions, charm person*

Adult (save DC 19): 3/day each: *mass suggestion, modify memory*

Ancient (save DC 22): 1/day: *plane shift, project image*

ADULT AMETHYST DRAGON

CHALLENGE 17

LEGENDARY HUGE DRAGON 18,000 XP

AC 18 (natural armor)

HP 220 (21d12 + 84; bloodied 110)

Speed 40 ft., burrow 30 ft., fly 60 ft.

STR DEX CON INT WIS CHA

18 (+4) 20 (+5) 18 (+4) 22 (+6) 14 (+2) 20 (+5)

Proficiency +6; **Maneuver DC** 19

Saving Throws Con +10, Int +12, Wis +8, Cha +11

Skills Deception +11 (+1d6), Insight +8, Perception +8, Persuasion +11 (+1d6)

Damage Resistances force, psychic

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 18

Languages Common, Deep Speech, Draconic, Undercommon, telepathy 120 ft.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, its scales dull briefly, and it can't use telepathy or psionic abilities until the end of its next turn.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use Psionic Wave.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 4 (1d8) force damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Psionic Wave. The dragon psionically emits a wave of crushing mental pressure. Each creature within 20 feet makes a DC 19 Wisdom saving throw, taking 16 (3d10) psychic damage on a failed save or half damage on a success. Creatures charmed by the dragon make this saving throw with disadvantage.

Concussive Breath (Recharge 5–6). The dragon psionically unleashes telekinetic energy in a 60-foot cone. Each creature in that area makes a DC 18 Constitution saving throw, taking 60 (11d10) force damage on a failed save or half damage on a success.

REACTIONS

Assume Control (While Bloodied).

When a creature charmed by the dragon begins its turn, the dragon telepathically commands the charmed creature until the end of the creature's turn. If the dragon commands the creature to take an action that would harm itself or an ally, the creature makes a DC 19 Wisdom saving throw. On a success, the creature's turn immediately ends.

LEGENDARY ACTIONS

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

Charm. The dragon targets a creature within 60 feet, forcing it to make a DC 16 Wisdom saving throw. On a failure, the creature is charmed by the dragon for 24 hours, regarding it as a trusted friend to be heeded and protected. Although it isn't under the dragon's control, it takes the dragon's requests or actions in the most favorable way it can. At the end of each of the target's turns and at the end of any turn during which the dragon or its companions harmed the target, it repeats the saving throw, ending the effect on a success.

Stupefy. The dragon targets a creature within 60 feet. If the target is concentrating on a spell, it must make a DC 19 Constitution saving throw or lose concentration.

Psionic Wave (Costs 2 Actions). The dragon uses Psionic Wave.

Captivating Harmonics (1/Day). Each creature of the dragon's choice within 90 feet makes a DC 16 Wisdom saving throw. On a failure, it becomes psionically charmed by the dragon for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

YOUNG AMETHYST DRAGON

CHALLENGE 9

LARGE DRAGON 5,000 XP

AC 17 (natural armor)

HP 133 (14d10 + 56; bloodied 66)

Speed 40 ft., burrow 20 ft., fly 60 ft.

STR DEX CON INT WIS CHA

16 (+3) 16 (+3) 16 (+3) 18 (+4) 12 (+1) 16 (+3)

Proficiency +4; **Maneuver DC** 15

Saving Throws Con +7, Int +8, Wis +5, Cha +7

Skills Deception +7 (+1d6), Insight +5, Perception +5, Persuasion +7 (+1d6)

Damage Resistances force, psychic

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 15

Languages Common, Deep Speech, Draconic, Undercommon, telepathy 120 ft.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage plus 4 (1d8) force damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Concussive Breath (Recharge 5–6). The dragon psionically unleashes telekinetic energy in a 30-foot cone. Each creature in that area makes a DC 15 Constitution

saving throw, taking 44 (8d10) force damage on a failed save or half damage on a success.

AMETHYST DRAGON WYRMLING

CHALLENGE 2

MEDIUM DRAGON 450 XP

AC 16 (natural armor)

HP 45 (7d8 + 14; bloodied 22)

Speed 30 ft., burrow 15 ft., fly 50 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 14 (+2) 16 (+3) 10 (+0) 14 (+2)

Proficiency +2; **Maneuver DC** 12

Skills Deception +4, Insight +2, Perception +2, Persuasion +4

Damage Resistances force, psychic

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 12

Languages Deep Speech, Draconic, Undercommon, telepathy 120 ft.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

Concussive Breath (Recharge 5–6). The dragon psionically unleashes telekinetic energy in a 15-foot cone. Each creature in that area makes a DC 12 Constitution saving throw, taking 16 (3d10) force damage on a failed save or half damage on a success.

ANCIENT EMERALD DRAGON

CHALLENGE 24

LEGENDARY GARGANTUAN DRAGON

62,000 XP

AC 20 (natural armor)

HP 346 (21d20 + 126; bloodied 173)

Speed 40 ft., burrow 40 ft., fly 60 ft.

STR DEX CON INT WIS CHA

26 (+8) 26 (+8) 22 (+6) 26 (+8) 14 (+2) 22 (+6)

Proficiency +7; **Maneuver DC** 23

Saving Throws Con +13, Int +15, Wis +9, Cha +13

Skills Deception +13, History +15, Perception +9, Stealth +15

Damage Resistances psychic, thunder

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 19

Languages Common, Deep Speech, Draconic, Undercommon, telepathy 120 ft.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, its eyes flash red as it goes into a fit of rage. Until the end of its next turn, it makes melee attacks with advantage against the creature that triggered the saving throw and with disadvantage against all other creatures.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use Psionic Wave.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 9 (2d8) thunder damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Psionic Wave. The dragon psionically emits a wave of crushing mental pressure. Each creature within 20 feet makes a DC 21 Wisdom saving throw, taking 22 (4d10) psychic damage on a failed save or half damage on a success. Confused creatures make this saving throw with disadvantage.

Maddening Breath (Recharge 5–6). The dragon screams, stripping flesh from bones and reason from minds in a 90-foot cone. Each creature in that area makes a DC 21 Constitution saving throw, taking 88 (16d10) thunder damage on a failed save or half damage on a success. Creatures that fail this saving throw by 10 or more are also psionically confused until the end of their next turn.

REACTIONS

Spiteful Retort (While Bloodied). When a creature the dragon can see damages the dragon, the dragon lashes out with a psionic screech. The attacker makes a

DC 17 Wisdom saving throw, taking 27 (6d8) thunder damage on a failed save or half damage on a success. Confused creatures make this saving throw with disadvantage.

LEGENDARY ACTIONS

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

Paranoid Ranting. The dragon psionically rants nonsense at a creature that can hear it within 60 feet. The target makes a DC 18 Wisdom saving throw. On a failed save, the creature gains a randomly determined short-term mental stress effect or madness.

Pandorum (Costs 2 Actions). The dragon psionically targets one creature within 60 feet. The target makes a DC 17 Wisdom saving throw, becoming confused on a failure. While confused in this way, the target regards their allies as traitorous enemies. When rolling to determine its actions, treat a roll of 1 to 4 as a result of 8. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

Psionic Wave (Costs 2 Actions). The dragon uses Psionic Wave.

Maddening Harmonics (1/Day). Each creature of the dragon's choice that can hear it within 120 feet makes a DC 17 Wisdom saving throw. On a failure, a creature becomes psionically confused for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Variant: Emerald Dragon Spellcaster

An emerald dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no components. Each age category knows its own spells and those of younger age categories.

Young (save DC 15): 3/day each:
hideous laughter, suggestion

Adult (save DC 18): 3/day each:
confusion, dominate person

Ancient (save DC 21): 1/day: irresistible
dance, symbol

ADULT EMERALD DRAGON

CHALLENGE 17

LEGENDARY HUGE DRAGON 18,000 XP

AC 18 (natural armor)

HP 241 (23d12 + 92; bloodied 120)

Speed 40 ft., burrow 30 ft., fly 60 ft.

STR DEX CON INT WIS CHA

22 (+6) 22 (+6) 18 (+4) 22 (+6) 12 (+1) 18 (+4)

Proficiency +6; **Maneuver DC** 20

Saving Throws Con +10, Int +12, Wis +7, Cha +10

Skills Deception +10, History +12, Perception +7, Stealth +12

Damage Resistances psychic, thunder

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 17

Languages Common, Deep Speech, Draconic, Undercommon, telepathy 120 ft.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, its eyes flash red as it goes into a fit of rage. Until the end of its next turn, it makes melee attacks against the creature that triggered the saving throw with advantage and with disadvantage against all other creatures.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use Psionic Wave.

Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) thunder damage.

Claws. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Psionic Wave. The dragon psionically emits a wave of crushing mental pressure. Each creature within 20 feet makes a DC 18 Wisdom saving throw, taking 16 (3d10) psychic damage on a failed save or half damage on a success. Confused creatures make this saving throw with disadvantage.

Maddening Breath (Recharge 5–6). The dragon screams, stripping flesh from bones and reason from minds in a 60-foot cone. Each creature in that area makes a DC 18 Constitution saving throw, taking 71 (13d10) thunder damage on a failed save or half damage on a success. Creatures that fail this saving throw by 10 or more are also psionically confused until the end of their next turn.

REACTIONS

Spiteful Retort (While Bloodied). When a creature the dragon can see damages the dragon, the dragon lashes out with a psionic screech. The attacker makes a DC 15 Wisdom saving throw, taking 18 (4d8) thunder damage on a failed save or half damage on a success. Confused creatures make this saving throw with disadvantage.

LEGENDARY ACTIONS

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

Paranoid Ranting. The dragon psionically rants nonsense at a creature that can hear it within 60 feet. The target makes a DC 15 Wisdom saving throw. On a failed save, the creature gains a randomly determined short-term mental stress effect or madness.

Pandorum (Costs 2 Actions). The dragon psionically targets one creature within 60 feet. The target makes a DC 15 Wisdom saving throw, becoming confused on a failure. While confused in this way, the target regards their allies as traitorous enemies. When rolling to determine its actions, treat a roll of 1 to 4 as a result of 8. The target repeats the

saving throw at the end of each of its turns, ending the effect on a success.

Psionic Wave (Costs 2 Actions). The dragon makes a psionic wave attack.

Maddening Harmonics (1/Day). Each creature of the dragon's choice that can hear within 90 feet makes a DC 15 Wisdom saving throw. On a failure, a creature becomes psionically confused for 1 minute. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

YOUNG EMERALD DRAGON

CHALLENGE 9

LARGE DRAGON 5,000 XP

AC 17 (natural armor)

HP 133 (14d12 + 42; bloodied 66)

Speed 40 ft., burrow 20 ft., fly 60 ft.

STR DEX CON INT WIS CHA

18 (+4) 18 (+4) 16 (+3) 18 (+4) 12 (+1) 16 (+3)

Proficiency +4; **Maneuver DC** 16

Saving Throws Con +7, Int +8, Wis +5, Cha +7

Skills Deception +7, History +8, Perception +5, Stealth +8

Damage Resistances psychic, thunder

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 17

Languages Common, Deep Speech, Draconic, Undercommon, telepathy 120 ft.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 4 (1d8) thunder damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Maddening Breath (Recharge 5–6). The dragon screams, stripping flesh from bone in a 30-foot cone. Each creature in that area makes a DC 15 Constitution saving throw, taking 44 (8d10) thunder

damage on a failed save or half damage on a success.

EMERALD DRAGON WYRMING

CHALLENGE 2

MEDIUM DRAGON 450 XP

AC 16 (natural armor)

HP 45 (7d8 + 14; bloodied 22)

Speed 30 ft., burrow 15 ft., fly 50 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 12 (+1) 14 (+2) 10 (+0) 12 (+1)

Proficiency +2; **Maneuver DC** 12

Skills Deception +4, History +4, Perception +2, Stealth +4

Damage Resistances psychic, thunder

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 12

Languages Deep Speech, Draconic, Undercommon, telepathy 120 ft.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

Maddening Breath (Recharge 5–6). The dragon screams, stripping flesh from bone in a 15-foot cone. Each creature in that area makes a DC 11 Constitution saving throw, taking 16 (3d10) thunder damage on a failed save or half damage on a success.

ANCIENT SAPPHIRE DRAGON

CHALLENGE 25

LEGENDARY GARGANTUAN DRAGON

75,000 XP

AC 21 (natural armor)

HP 429 (26d20 + 156; bloodied 214)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR DEX CON INT WIS CHA

24 (+7) 24 (+7) 22 (+6) 26 (+8) 24 (+7) 20 (+5)

Proficiency +7; **Maneuver DC** 22

Saving Throws Con +13, Int +15, Wis +14, Cha +12

Skills Arcana +15, Deception +12, History +15, Insight +14 (+1d6), Perception +14 (+1d6), Persuasion +12

Damage Immunities psychic

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 27

Languages Common, Deep Speech, Draconic, Undercommon, telepathy 120 ft.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, its eyes dull as it briefly loses its connection to the future. Until the end of its next turn, it can't use *Foretell*, *Prognosticate*, or *Prophecy Doom*, and it loses its Predictive Harmonics trait.

Predictive Harmonics. The dragon is psionically aware of its own immediate future. The dragon cannot be surprised, and any time the dragon would make a roll with disadvantage, it makes that roll normally instead.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use Psionic Wave.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage plus 9 (2d8) psychic damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Psionic Wave. The dragon psionically emits a wave of crushing mental pressure. Each creature within 20 feet makes a DC 21 Wisdom saving throw, taking 22 (4d10) psychic damage on a failed save or half damage on a success. Creatures suffering ongoing psychic damage make this saving throw with disadvantage.

Discognitive Breath (Recharge 5–6). The dragon unleashes psychic energy in a 90-foot cone. Each creature in that area makes a DC 21 Intelligence saving throw, taking 66 (12d10) psychic damage and 22 (4d10) ongoing psychic damage on a failed save or half damage and no ongoing psychic damage on a success. The ongoing damage ends if a creature

falls unconscious. A creature can use an action to ground itself in reality, ending the ongoing damage.

Prognosticate (3/Day). The dragon psionically makes a prediction of an event up to 300 years in the future. This prediction has a 75 percent chance of being perfectly accurate and a 25 percent chance of being partially or wholly wrong. Alternatively, the dragon can choose to gain truesight to a range of 120 feet for 1 minute.

REACTIONS

Prophecy Doom (When Bloodied).

When a language-using creature suffering ongoing psychic damage targets the dragon with an attack or spell, the dragon telepathically prophesies the attacker's doom. The attacker makes a DC 20 Intelligence saving throw. On a failure, the target magically gains the doomed condition. It is aware that it will die due to some bizarre circumstance within 13 (2d12) hours. In addition to the normal means of removing the condition, this doom can be avoided by a spell that can predict the future, such as *augury*, *contact other plane*, or *foresight*. The dragon can end the effect as an action.

LEGENDARY ACTIONS

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

Foretell. The dragon psionically catches a glimpse of a fast-approaching moment and plans accordingly. The dragon rolls a d20 and records the number rolled. Until the end of the dragon's next turn, the dragon can replace the result of any d20 rolled by it or a creature within 120 feet with the foretold number. Each foretold roll can be used only once.

Psionic Wave (Costs 2 Actions). The dragon uses Psionic Wave.

Shatter Mind (Costs 2 Actions). The dragon targets a creature within 60 feet, forcing it to make a DC 23 Intelligence saving throw. On a failure, the target

takes 22 (4d10) ongoing psychic damage. An affected creature repeats the saving throw at the end of each of its turns, ending the ongoing psychic damage on a success. A creature can also use an action to ground itself in reality, ending the ongoing damage.

Variant: Sapphire Dragon Spellcaster

A sapphire dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no components. Each age category knows its own spells and those of younger age categories.

Young (save DC 14): 3/day each:

comprehend languages, detect thoughts

Adult (save DC 18): 3/day each:

telekinesis, wall of force

Ancient (save DC 20): 1/day:

etherealness, mind blank

ADULT SAPPHIRE DRAGON

CHALLENGE 19

LEGENDARY HUGE DRAGON 22,000 XP

AC 19 (natural armor)

HP 304 (29d12 + 116; bloodied 152)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR DEX CON INT WIS CHA

22 (+6) 22 (+6) 18 (+4) 22 (+6) 20 (+5) 16 (+4)

Proficiency +6; **Maneuver DC** 20

Saving Throws Con +10, Int +12, Wis +11, Cha +10

Skills Arcana +12, Deception +10, History +12, Insight +11 (+1d6), Perception +11 (+1d6), Persuasion +10

Damage Immunities psychic

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 24

Languages Common, Deep Speech, Draconic, Undercommon, telepathy 120 ft.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, its eyes dull as it briefly loses its connection to the future. Until the end of its next turn, it can't use Foretell, Prognosticate, or Prophecy Doom, and it loses its Predictive Harmonics trait.

Predictive Harmonics. The dragon is psionically aware of its own immediate future. The dragon cannot be surprised, and any time the dragon would make a roll with disadvantage, it makes that roll normally instead.

Psionic Powers. The dragon's psionic abilities are considered both magical and psionic.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use Psionic Wave.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) psychic damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Psionic Wave. The dragon psionically emits a wave of crushing mental pressure. Each creature within 20 feet makes a DC 18 Wisdom saving throw, taking 16 (3d10) psychic damage on a failed save or half damage on a success. Creatures suffering ongoing psychic damage make this saving throw with disadvantage.

Discognitive Breath (Recharge 5–6).

The dragon unleashes psychic energy in a 60-foot cone. Each creature in that area makes a DC 18 Intelligence saving throw, taking 60 (11d10) psychic damage and 11 (2d10) ongoing psychic damage on a failed save or half as much psychic damage and no ongoing psychic damage on a success. The ongoing damage ends if a creature falls unconscious. A creature can also use an action to ground itself in reality, ending the ongoing damage.

Prognosticate (3/Day). The dragon psionically makes a prediction of an event up to 100 years in the future. This prediction has a 67 percent chance of being perfectly accurate and a 33 percent chance of being partially or wholly wrong. Alternatively, the dragon can choose to gain truesight to a range of 90 feet for 1 minute.

LEGENDARY ACTIONS

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

Foretell. The dragon psionically catches a glimpse of a fast-approaching moment and plans accordingly. The dragon rolls a d20 and records the number rolled. Until the end of the dragon's next turn, the dragon can replace the result of any d20 rolled by it or a creature within 120 feet with the foretold number. Each foretold roll can be used only once.

Psionic Wave (Costs 2 Actions). The dragon uses Psionic Wave.

Shatter Mind (Costs 2 Actions). The dragon targets a creature within 60 feet, forcing it to make a DC 23 Intelligence saving throw. On a failure, the creature takes 22 (4d10) ongoing psychic damage. An affected creature repeats the saving throw at the end of each of its turns, ending the ongoing psychic damage on a success. A creature can also use an action to ground itself in reality, ending the ongoing damage.

YOUNG SAPPHIRE DRAGON

CHALLENGE 10

LARGE DRAGON 5,900 XP

AC 18 (natural armor)

HP 161 (19d10 + 57; bloodied 80)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR DEX CON INT WIS CHA

18 (+4) 18 (+4) 16 (+3) 18 (+4) 16 (+3) 14 (+2)

Proficiency +4; **Maneuver DC** 16

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

Skills Arcana +8, Deception +6, History +8, Insight +7 (+1d6), Perception +7 (+1d6), Persuasion +6

Damage Immunities psychic

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 20

Languages Common, Deep Speech, Draconic, Undercommon, telepathy 120 ft.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 4 (1d8) psychic damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Discognitive Breath (Recharge 5–6).

The dragon unleashes psychic energy in a 30-foot cone. Each creature in that area makes a DC 15 Intelligence saving throw, taking 49 (9d10) psychic damage on a failed save or half damage on a success.

SAPPHIRE DRAGON WYRMLING

CHALLENGE 3

MEDIUM DRAGON 700 XP

AC 17 (natural armor)

HP 58 (9d8 + 18; bloodied 29)

Speed 30 ft., burrow 15 ft., fly 60 ft.

STR DEX CON INT WIS CHA

16 (+3) 16 (+3) 14 (+2) 16 (+3) 14 (+2) 12 (+1)

Proficiency +2; **Maneuver DC** 13

Skills Arcana +4, Deception +3, History +4, Insight +4, Perception +4, Persuasion +3

Damage Immunities psychic

Condition Immunities fatigue

Senses darkvision 120 ft., passive Perception 14

Languages Deep Speech, Draconic, Undercommon, telepathy 120 ft.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage.

Discognitive Breath (Recharge 5–6).

The dragon unleashes psychic energy in a 15-foot cone. Each creature in that area makes a DC 12 Intelligence saving throw, taking 22 (4d10) psychic damage on a failed save or half damage on a success.

ANCIENT BRASS DRAGON

CHALLENGE 22

LEGENDARY GARGANTUAN DRAGON (SHAPECHANGER) 41,000 XP

AC 20 (natural armor)

HP 367 (21d20 + 147; bloodied 183)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR DEX CON INT WIS CHA

26 (+8) 10 (+0) 24 (+7) 20 (+5) 16 (+3) 18 (+4)

Proficiency +7; **Maneuver DC** 23

Saving Throws Dex +7, Con +14, Wis +10, Cha +11

Skills Arcana +12, History +12, Nature +12, Perception +10 (+1d6), Persuasion +11, Religion +12, Stealth +7

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic, three more

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales fall away and turn to sand. If it has no more uses of this ability, its Armor Class is reduced to 18 until it finishes a long rest.

Scholar of the Ages. The brass dragon gains a d4 expertise die on Intelligence checks made to recall lore. If it fails such a roll, it can expend one use of its Legendary Resistance trait to treat the roll as a 20.

Self-Sufficient. The brass dragon can subsist on only a quart of water and a pound of food per day.

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws. In place of its bite, it can use Molten Spit.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 9 (2d8) fire damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the dragon pushes the target 10 feet away.

Staff (Humanoid Form Only). *Melee Weapon Attack:* +15 to hit, reach 5 ft.,

one target. *Hit:* 12 (1d8 + 8) bludgeoning damage.

Molten Spit. The dragon targets a creature within 60 feet, forcing it to make a DC 22 Dexterity saving throw. The creature takes 22 (4d10) fire damage on a failure or half damage on a success. A creature that fails the saving throw also takes 11 (2d10) ongoing fire damage. A creature can use an action to end the ongoing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Molten Breath. The dragon exhales molten glass in a 90-foot-long, 10-foot-wide line. Each creature in the area makes a DC 22 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save or half damage on a success. A creature that fails the save is also blinded until the end of its next turn.

Sleep Breath. The dragon exhales sleep gas in a 90-foot cone. Each creature in the area makes a DC 22 Constitution saving throw. On a failure, a creature falls unconscious for 10 minutes or until it takes damage or someone uses an action to wake it.

Change Shape. The dragon magically takes the shape of a humanoid or beast or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Molten Spit, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its staff.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Analyze. The dragon evaluates one creature it can see within 60 feet. It learns the creature's resistances, immunities, vulnerabilities, and current and maximum hit points. That creature's next attack roll against the dragon before the start of the dragon's next turn is made with disadvantage.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 23 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Variant: Brass Dragon Spellcaster

A brass dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 14): 3/day each:
comprehend languages, identify

Adult (save DC 16): 3/day each:
commune, legend lore

Ancient (save DC 19): 1/day: teleport, true seeing

ADULT BRASS DRAGON CHALLENGE

16

LEGENDARY HUGE DRAGON

(SHAPECHANGER) 15,000 XP

AC 18 (natural armor)

HP 161 (14d12 + 70; bloodied 80)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR DEX CON INT WIS CHA

22 (+6) 10 (+0) 20 (+5) 18 (+4) 14 (+2) 16 (+3)

Proficiency +5; **Maneuver DC** 19

Saving Throws Dex +5, Con +10, Wis +7, Cha +8

Skills Arcana +9, History +9, Nature +9, Perception +7 (+1d6), Persuasion +8, Religion +9, Stealth +5

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, two more

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales fall away and turn to sand. If it has no more uses of this ability, its Armor Class is reduced to 16 until it finishes a long rest.

Scholar of the Ages. The brass dragon gains a d4 expertise die on Intelligence checks made to recall lore. If it fails such a roll, it can use a Legendary Resistance to treat the roll as a 20.

Self-Sufficient. The brass dragon can subsist on only a quart of water and a pound of food per day.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws. In place of its bite, it can use Molten Spit.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) fire damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the dragon pushes the target 10 feet away.

Staff (Humanoid Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage.

Molten Spit. The dragon targets a creature within 60 feet, forcing it to make a DC 18 Dexterity saving throw. The

creature takes 11 (2d10) fire damage on a failure or half damage on a success. A creature that fails the saving throw also takes 5 (1d10) ongoing fire damage. A creature can use an action to end the ongoing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Molten Breath. The dragon exhales molten glass in a 60-foot-long, 5-foot-wide line. Each creature in the area makes a DC 18 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save or half damage on a success. A creature that fails the save is also blinded until the end of its next turn.

Sleep Breath. The dragon exhales sleep gas in a 60-foot cone. Each creature in the area makes a DC 18 Constitution saving throw. On a failure, a creature falls unconscious for 10 minutes or until it takes damage or someone uses an action to wake it.

Change Shape. The dragon magically takes the shape of a humanoid or beast or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Molten Spit, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its staff.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's

turn. It regains spent legendary actions at the start of its turn.

Analyze. The dragon evaluates one creature it can see within 60 feet. It learns the creature's resistances, immunities, vulnerabilities, and current and maximum hit points. That creature's next attack roll against the dragon before the start of the dragon's next turn is made with disadvantage.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 16 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 19 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

YOUNG BRASS DRAGON CHALLENGE

9

LARGE DRAGON 5,000 XP

AC 17 (natural armor)

HP 153 (18d10 + 54; bloodied 76)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 16 (+3) 16 (+3) 12 (+1) 14 (+2)

Proficiency +4; **Maneuver** DC 16

Saving Throws Dex +4, Con +7, Wis +5, Cha +6

Skills Arcana +7, History +7, Nature +7, Perception +5 (+1d6), Persuasion +6, Religion +7, Stealth +4

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic, one more

Self-Sufficient. The brass dragon can subsist on only a quart of water and a pound of food per day.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 4 (1d8) fire damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Molten Breath. The dragon exhales molten glass in a 40-foot-long, 5-foot-wide line. Each creature in the area makes a DC 15 Dexterity saving throw, taking 38 (11d6) fire damage on a failed save or half damage on a success.

Sleep Breath. The dragon exhales sleep gas in a 30-foot cone. Each creature in the area makes a DC 15 Constitution saving throw. On a failure, a creature falls unconscious for 10 minutes or until it takes damage or someone uses an action to wake it.

BRASS DRAGON WYRMLING

CHALLENGE 2

MEDIUM DRAGON 450 XP

AC 16 (natural armor)

HP 38 (7d8 + 7; bloodied 19)

Speed 30 ft., burrow 15 ft., fly 60 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 12 (+1) 14 (+2) 12 (+1) 12 (+1)

Proficiency +2; **Maneuver DC** 12

Skills Arcana +4, History +4, Nature +4, Perception +3, Religion +4, Stealth +3

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Draconic

Self-Sufficient. The brass dragon can subsist on only a quart of water and a pound of food per day.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Molten Breath. The dragon exhales molten glass in a 20-foot-long, 5-foot-wide line. Each creature in the area makes a DC 11 saving throw, taking 10 (3d6) fire damage on a failed save or half damage on a success.

Sleep Breath. The dragon exhales sleep gas in a 15-foot cone. Each creature in the area makes a DC 11 Constitution saving throw. On a failure, a creature falls unconscious for 10 minutes or until it takes damage or someone uses an action to wake it.

ANCIENT BRONZE DRAGON

CHALLENGE 24

LEGENDARY GARGANTUAN DRAGON (SHAPECHANGER) 62,000 XP

AC 21 (natural armor)

HP 425 (23d20 + 184; bloodied 212)

Speed 40 ft., fly 80 ft., swim 80 ft.

STR DEX CON INT WIS CHA

28 (+9) 10 (+0) 26 (+8) 18 (+4) 16 (+3) 20 (+5)

Proficiency +7; **Maneuver DC** 24

Saving Throws Dex +7, Con +15, Wis +10, Cha +12

Skills Insight +10, Perception +10 (+1d6), Stealth +7

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic, two more
Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales fall away and dissolve into sea foam. If it has no more uses of this ability, its Armor Class is reduced to 19 until it finishes a long rest.

Oracle of the Coast. The dragon can accurately predict the weather up to 7 days in advance and is never considered surprised while conscious. Additionally, by submerging itself in a body of water and spending 1 minute in concentration, it can cast *scrying*, requiring no components. The scrying orb appears in a space in the same body of water.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws. In place of its bite, it can use Lightning Pulse.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 31 (4d10 + 9) piercing damage plus 9 (2d8) lightning damage.

Claws. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage, and the dragon pushes the target 10 feet away.

Trident (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +16 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (1d6 + 9) piercing damage.

Lightning Pulse. The dragon targets one creature within 60 feet, forcing it to make a DC 23 Dexterity saving throw. The creature takes 22 (4d10) lightning damage on a failure or half damage on a success. If the initial target is touching a body of water, all other creatures within 20 feet of it and touching the same body of water must also make the saving throw against this damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Lightning Breath. The dragon exhales lightning in a 120-foot-long, 10-foot-wide line. Each creature in the area makes a DC 23 Dexterity saving throw, taking 93 (16d10) lightning damage on a failed save or half damage on a success. A creature that fails the saving throw can't take reactions until the end of its next turn.

Ocean Surge. The dragon exhales a torrent of seawater in a 30-foot cone. Each creature in the area makes a DC 23 Strength saving throw. A creature that fails is pushed 40 feet away from the dragon and knocked prone, while one that succeeds is pushed only 20 feet away and isn't knocked prone.

BONUS ACTIONS

Change Shape. The dragon magically takes the shape of a humanoid or beast, or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Lightning Pulse, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its trident.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 20 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 24 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Foresight (Costs 2 Actions). The dragon focuses on the many sprawling futures before it and predicts what will come next. Until the start of its next turn, it gains advantage on saving throws, and attacks against it are made with disadvantage.

Variant: Bronze Dragon Spellcaster

A bronze dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 15): 3/day each: *fog cloud, speak with animals*

Adult (save DC 18): 3/day each: *commune with nature, speak with plants*

Ancient (save DC 20): 1/day: *control weather, etherealness*

ADULT BRONZE DRAGON CHALLENGE 18

LEGENDARY HUGE DRAGON (SHAPECHANGER) 20,000 XP

AC 18 (natural armor)

HP 287 (23d12 + 138; bloodied 143)

Speed 40 ft., fly 80 ft., swim 60 ft.

STR DEX CON INT WIS CHA

24 (+7) 10 (+0) 22 (+6) 16 (+3) 14 (+2) 18 (+4)

Proficiency +6; **Maneuver DC** 22

Saving Throws Dex +6, Con +12, Wis +8, Cha +10

Skills Insight +8, Perception +8 (+1d6), Stealth +6

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic, one more

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales fall away and turn to sea foam. If it has no more uses of this ability, its Armor Class is reduced to 16 until it finishes a long rest.

Oracle of the Coast. The dragon can accurately predict the weather up to 7 days in advance and is never considered surprised while conscious. Additionally, by submerging itself in a body of water and spending 1 minute in concentration, it can cast *scrying*, requiring no components. The scrying orb appears in a space in the same body of water.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws. In place of its bite, it can use Lightning Pulse.

Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage plus 4 (1d8) lightning damage.

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

Tail. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage, and the dragon pushes the target 10 feet away.

Trident (Humanoid Form Only). Melee or Ranged Weapon Attack: +13 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (1d6 + 7) piercing damage.

Lightning Pulse. The dragon targets one creature within 60 feet, forcing it to make a DC 20 Dexterity saving throw. The creature takes 22 (4d10) lightning damage on a failure or half damage on a success. If the initial target is touching a body of water, all other creatures within 20 feet of it and touching the same body of water must also make the saving throw against this damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Lightning Breath. The dragon exhales lightning in a 90-foot-long, 5-foot-wide line. Each creature in the area makes a DC 20 Dexterity saving throw, taking 69 (13d10) lightning damage on a failed save or half damage on a success. A creature that fails the saving throw can't take reactions until the end of its next turn.

Ocean Surge. The dragon exhales a torrent of seawater in a 30-foot cone. Each creature in the area makes a DC 20 Strength saving throw. A creature that fails is pushed 30 feet away from the dragon and knocked prone, while one that succeeds is pushed only 15 feet away.

Change Shape. The dragon magically takes the shape of a humanoid or beast,

or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Lightning Pulse, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its trident.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 18 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 21 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Foresight (Costs 2 Actions). The dragon focuses on the many sprawling futures before it and predicts what will come next. Attacks against it are made with disadvantage until the start of its next turn.

YOUNG BRONZE DRAGON CHALLENGE

10

LARGE DRAGON 5,900 XP

AC 17 (natural armor)

HP 152 (16d10 + 64; bloodied 76)

Speed 40 ft., fly 80 ft., swim 60 ft

STR DEX CON INT WIS CHA

20 (+5) 10 (+0) 18 (+4) 14 (+2) 12 (+1) 18 (+3)

Proficiency +4; **Maneuver DC** 17

Saving Throws Dex +4, Con +8, Wis +5, Cha +7

Skills Insight +5, Perception +5 (+1d6), Stealth +4

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Amphibious. The dragon can breathe air and water.

Oracle of the Coast. The dragon can accurately predict the weather up to 7 days in advance and is never considered surprised while conscious.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 21 (3d10 + 5) piercing damage plus 4 (1d8) lightning damage.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 14 (2d8 + 5) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Lightning Breath. The dragon exhales lightning in a 60-foot-long, 5-foot-wide line. Each creature in the area makes a DC 16 Dexterity saving throw, taking 54 (9d10) lightning damage on a failed save or half damage on a success. A creature that fails the saving throw can't take reactions until the end of its next turn.

Ocean Surge. The dragon exhales a torrent of seawater in a 30-foot cone. Each creature in the area makes a DC 16 Strength saving throw. A creature that fails is pushed 30 feet away from the dragon, while a creature that succeeds is pushed only 15 feet.

BRONZE DRAGON WYRMLING

CHALLENGE 3

MEDIUM DRAGON 700 XP

AC 16 (natural armor)

HP 39 (6d8 + 12; bloodied 19)

Speed 30 ft., fly 60 ft., swim 40 ft.

STR DEX CON INT WIS CHA

16 (+3) 10 (+0) 14 (+2) 12 (+1) 10 (+0) 14 (+2)

Proficiency +2; **Maneuver DC** 13

Skills Perception +2, Stealth +2

Damage Immunities lightning

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

Languages Draconic

Amphibious. The dragon can breathe air and water.

ACTIONS

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

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Lightning Breath. The dragon exhales lightning in a 30-foot-long, 5-foot-wide line. Each creature in the area makes a DC 12 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save or half damage on a success.

Ocean Surge. The dragon exhales a torrent of seawater in a 30-foot cone. Each creature in the area must succeed on a DC 12 Strength saving throw or be pushed 15 feet away from the dragon.

ANCIENT COPPER DRAGON

CHALLENGE 23

LEGENDARY GARGANTUAN DRAGON (SHAPECHANGER) 50,000 XP

AC 21 (natural armor)

HP 367 (21d20 + 147; bloodied 183)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR DEX CON INT WIS CHA

26 (+8) 12 (+1) 24 (+7) 20 (+5) 16 (+3) 18 (+4)

Proficiency +7; **Maneuver DC** 23

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Deception +11, Perception +10 (+1d6), Stealth +8

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic, three more

Flow Within the Mountain. The dragon has advantage on Stealth checks made to hide in mountainous regions. By spending 1 minute in concentration while touching a natural stone surface, the dragon can magically merge into it and emerge from any connected stone surface within a mile.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales fall away and turn to stone. If it has no more uses of this ability, its Armor Class is reduced to 19 until it finishes a long rest.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws. In place of its bite, it can use Acid Spit.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 9 (2d8) acid damage.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the dragon pushes the target 10 feet away.

War Pick (Humanoid Form Only). *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) piercing damage.

Acid Spit. The dragon targets a creature within 60 feet, forcing it to make a DC 22 Dexterity saving throw. The creature takes 22 (4d10) acid damage on a failure or half damage on a success. A creature that fails the save also takes 11 (2d10) ongoing acid damage. A creature can use an action to end the ongoing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Acid Breath. The dragon spits acid in a 90-foot-long, 10-foot-wide line. Each creature in the area makes a DC 22 Dexterity saving throw, taking 85 (19d8) acid damage on a failed save or half damage on a success. A creature that fails the save is blinded until the end of its next turn.

Slowing Breath. The dragon exhales toxic gas in a 90-foot cone. Each creature in the area makes a DC 22 Constitution saving throw, becoming slowed for 1 minute on a failure. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Change Shape. The dragon magically takes the shape of a humanoid or beast, or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Acid Spit, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its war pick.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself

on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 23 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Trickster's Gambit (Costs 2 Actions).

The dragon magically teleports to an unoccupied space it can see within 30 feet and creates two illusory duplicates in different unoccupied spaces within 30 feet. These duplicates have an AC of 11, and a creature that hits one with an attack can make a DC 19 Intelligence (Investigation) check, identifying it as a fake on a success. The duplicates disappear at the end of the dragon's next turn but otherwise mimic the dragon's actions perfectly, even moving according to the dragon's will.

Variant: Copper Dragon Spellcaster

A copper dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 14): 3/day each:

hideous laughter, suggestion

Adult (save DC 17): 3/day each: *mislead, polymorph*

Ancient (save DC 19): 1/day: *irresistible dance, mass suggestion*

ADULT COPPER DRAGON CHALLENGE

17

LEGENDARY HUGE DRAGON

(SHAPECHANGER) 18,000 XP

AC 18 (natural armor)

HP 253 (22d12 + 110; bloodied 126)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR DEX CON INT WIS CHA

22 (+6) 12 (+1) 20 (+5) 18 (+4) 14 (+2) 16 (+3)

Proficiency +6; **Maneuver DC** 20

Saving Throws Dex +7, Con +11, Wis +8, Cha +9

Skills Deception +10, Perception +9 (+1d6), Stealth +7

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, two more
Flow Within the Mountain. The dragon has advantage on Stealth checks made to hide in mountainous regions. By spending 1 minute in concentration while touching a natural stone surface, the dragon can merge into it and emerge from any connected stone surface within a mile.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales fall away and turn to stone. If it has no more uses of this ability, its Armor Class is reduced to 16 until it finishes a long rest.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws. In place of its bite, it can use Acid Spit.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) acid damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage, and the dragon pushes the target 10 feet away.

War Pick (Humanoid Form Only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Acid Spit. The dragon targets a creature within 60 feet, forcing it to make a DC 19 Dexterity saving throw. The creature takes 16 (3d10) acid damage on a failure or half damage on a success. A creature that fails the save also takes 5 (1d10) ongoing acid damage. A creature can use an action to end the ongoing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Acid Breath. The dragon exhales acid in a 60-foot-long, 5-foot-wide line. Each creature in the area makes a DC 19 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save or half damage on a success. A creature that fails the save is blinded until the end of its next turn.

Slowing Breath. The dragon exhales toxic gas in a 60-foot cone. Each creature in the area makes a DC 19 Constitution saving throw, becoming slowed for 1 minute on a failure. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically takes the shape of a humanoid or beast, or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Acid Spit, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its war pick.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 17 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a

saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 19 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Trickster's Gambit (Costs 2 Actions).

The dragon magically teleports to an unoccupied space it can see within 30 feet and creates two illusory duplicates in different unoccupied spaces within 30 feet. These duplicates have an AC of 11, and a creature that hits one with an attack can make a DC 16 Intelligence (Investigation) check, identifying it as a fake on a success. The duplicates disappear at the end of the dragon's next turn but otherwise mimic the dragon's actions perfectly, even moving according to the dragon's will.

YOUNG COPPER DRAGON CHALLENGE 9

LARGE DRAGON 5,000 XP

AC 17 (natural armor)

HP 144 (17d10 + 51; bloodied 72)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR DEX CON INT WIS CHA

18 (+4) 12 (+1) 16 (+3) 16 (+3) 12 (+1) 14 (+2)

Proficiency +4; **Maneuver DC** 16

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

Skills Deception +6, Perception +5, Stealth +5

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Common, Draconic

Flow Within the Mountain. The dragon has advantage on Stealth checks made to hide in mountainous regions.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d10 + 4) piercing damage plus 4 (1d8) acid damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Acid Breath. The dragon exhales acid in a 40-foot-long, 5-foot wide-line. Each creature in the area makes a DC 15 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save or half damage on a success.

Slowing Breath. The dragon exhales toxic gas in a 30-foot cone. Each creature in the area makes a DC 15 Constitution saving throw, becoming slowed for 1 minute on a failure. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

COPPER DRAGON WYRMING CHALLENGE 2

MEDIUM DRAGON 450 XP

AC 16 (natural armor)

HP 44 (8d8 + 8; bloodied 22)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR DEX CON INT WIS CHA

15 (+2) 12 (+1) 13 (+1) 14 (+2) 11 (+0) 13 (+1)

Proficiency +2; **Maneuver DC** 12

Skills Perception +2, Stealth +3

Damage Immunities acid

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 17

Languages Draconic

Flow Within the Mountain. The dragon has advantage on Stealth checks made to hide in mountainous regions.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Acid Breath. The dragon exhales acid in a 20-foot-long, 5-foot wide-line. Each creature in the area makes a DC 11 Dexterity saving throw, taking 13 (3d8)

acid damage on a failed save or half damage on a success.

Slowing Breath. The dragon exhales toxic gas in a 15-foot cone. Each creature in the area makes a DC 11 Constitution saving throw, becoming slowed for 1 minute on a failure. A creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

ANCIENT GOLD DRAGON CHALLENGE 26

LEGENDARY GARGANTUAN DRAGON (SHAPECHANGER) 90,000 XP

AC 22 (natural armor)

HP 487 (25d20 + 225; bloodied 243)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR DEX CON INT WIS CHA

30 (+10) 14 (+2) 28 (+9) 18 (+4) 16 (+3) 28 (+9)

Proficiency +8; **Maneuver DC** 26

Saving Throws Dex +10, Con +17, Wis +11, Cha +17

Skills Insight +11, Perception +11 (+1d6), Persuasion +17, Stealth +10

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic, two more

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales fall away, forming pools of molten gold. If it has no more uses of this ability, its Armor Class is reduced to 20 until it finishes a long rest.

Valor. Creatures of the dragon's choice within 30 feet gain a +3 bonus to saving throws and are immune to the charmed and frightened conditions.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage plus 9 (2d8) fire damage.

Claws. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage, and the dragon pushes the target 10 feet away.

Greatsword (Humanoid Form Only).

Melee Weapon Attack: +18 to hit, reach 5 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Molten Spit. The dragon targets one creature within 60 feet, forcing it to make a DC 25 Dexterity saving throw. The creature takes 27 (5d10) fire damage on a failure or half on a success. Liquid gold pools in a 5-foot-square occupied by the creature and remains hot for 1 minute. A creature that ends its turn in the gold or enters it for the first time on a turn takes 22 (4d10) fire damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Molten Breath. The dragon exhales molten gold in a 90-foot cone. Each creature in the area makes a DC 25 Dexterity saving throw, taking 88 (16d10) fire damage on a failed save or half damage on a success. A creature that fails the saving throw is covered in a shell of rapidly cooling gold, reducing its Speed to 0. A creature can use an action to break the shell, ending the effect.

Weakening Breath. The dragon exhales weakening gas in a 90-foot cone. Each creature in the area must succeed on a DC 25 Constitution saving throw or suffer disadvantage on weapon attack rolls for 1 minute. A weakened creature repeats the saving throw at the end of each of its turns, ending the effect on a success.

Change Shape. The dragon magically takes the shape of a humanoid or beast, or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Molten Spit, Breath Weapons, Tail Attack, or Wing Attack

except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its greatsword.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Vanguard. When another creature the dragon can see within 20 feet is hit by an attack, the dragon deflects the attack, turning the hit into a miss.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 25 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 26 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Fiery Reprisal (Costs 2 Actions). The dragon uses Molten Spit against the last creature to deal damage to it.

Ancient Gold Dragon Variant: Gold Great Wyrms

The Gold Great Wyrms is an elite monster, equivalent to two CR 26 creatures (180,000 XP). It has 975 (50d20 + 450; bloodied 487) hit points. It has the following trait:

Gleaming Brilliance (1/Day). When the dragon is first bloodied, it immediately

recharges its breath weapon, if it's not already available. After doing so, the dragon's golden scales melt, coating its body in a layer of molten gold. A creature that touches the dragon or hits it with a melee attack for the first time on a turn takes 10 (3d6) fire damage.

The dragon has the following additional legendary actions, which it can only use while bloodied:

Elite Recovery. The dragon ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Mortal Terror (Gaze). A creature within 120 feet makes a saving throw against Roar, even if it has already successfully saved within the past 24 hours.

Dragon Breath (Costs 2 Actions). The dragon uses its breath weapon.

Inner Crucible (Costs 2 Actions). The dragon recharges its breath weapon.

Variant: Gold Dragon Spellcaster

A gold dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 17): 3/day each: *bles*, *healing word*

Adult (save DC 21): 3/day each: *banishment*, *greater restoration*

Ancient (save DC 25): 1/day: *divine word*, *hallow*

Great Wyrms (save DC 25): 1/day: *holy aura*

ADULT GOLD DRAGON CHALLENGE 20

LEGENDARY HUGE DRAGON
(SHAPECHANGER) 25,000 XP

AC 19 (natural armor)

HP 324 (24d12 + 168; bloodied 162)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR DEX CON INT WIS CHA

26 (+8) 14 (+2) 24 (+7) 16 (+3) 14 (+2) 24 (+7)

Proficiency +6; **Maneuver DC** 22

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

Skills Insight +8, Perception +8 (+1d6), Persuasion +13, Stealth +8

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic, one more

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales melt away, forming pools of molten gold. If it has no more uses of this ability, its Armor Class is reduced to 17 until it finishes a long rest.

Valor. Creatures of the dragon's choice within 30 feet gain a +2 bonus to saving throws and are immune to the charmed and frightened conditions.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws. In place of its bite, it can use Molten Spit.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage plus 4 (1d8) fire damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage, and the dragon pushes the target 10 feet away.

Greatsword (Humanoid Form Only). *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Molten Spit. One creature the dragon can see within 60 feet makes a DC 21 Dexterity saving throw, taking 11 (2d10) fire damage on a failure or half on a success. Liquid gold pools in a 5-foot-square occupied by the creature and remains hot for 1 minute. A creature that ends its turn in the gold or enters it for the first time on a turn takes 11 (2d10) fire damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Molten Breath. The dragon exhales molten gold in a 60-foot cone. Each creature in the area makes a DC 21 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save or half damage on a success. A creature that fails the saving throw is covered in a shell of rapidly cooling gold, reducing its Speed to 0. A creature can use an action to break the shell, ending the effect.

Weakening Breath. The dragon exhales weakening gas in a 60-foot cone. Each creature in the area must succeed on a DC 21 Constitution saving throw or suffer disadvantage on weapon attack rolls for 1 minute. A weakened creature repeats the saving throw at the end of each of its turns, ending the effect on a success.

Change Shape. The dragon magically takes the shape of a humanoid or beast, or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Molten Spit, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its greatsword.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

Vanguard. When another creature the dragon can see within 15 feet is hit by an attack, the dragon deflects the attack, turning the hit into a miss.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's

turn. It regains spent legendary actions at the start of its turn.

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 21 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 22 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Fiery Reprisal (Costs 2 Actions). The dragon uses Molten Spit against the last creature to deal damage to it.

YOUNG GOLD DRAGON CHALLENGE

10

LARGE DRAGON 5,900 XP

AC 18 (natural armor)

HP 157 (15d10 + 75; bloodied 78)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR DEX CON INT WIS CHA

22 (+6) 14 (+2) 20 (+5) 16 (+3) 12 (+1) 20 (+5)

Proficiency +4; **Maneuver DC** 18

Saving Throws Dex +6, Con +9, Wis +5, Cha +9

Skills Insight +5, Perception +5 (+1d6), Persuasion +9, Stealth +6

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Valor. Creatures of the dragon's choice within 30 feet gain a +1 bonus to saving throws and are immune to the charmed and frightened conditions.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) fire damage.

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

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Molten Breath. The dragon exhales molten gold in a 30-foot cone. Each creature in the area makes a DC 17 Dexterity saving throw, taking 49 (9d10) fire damage on a failed save or half damage on a success.

Weakening Breath. The dragon exhales gas in a 30-foot cone. Each creature in the area must succeed on a DC 17 Constitution saving throw or suffer disadvantage on weapon attack rolls for 1 minute. A weakened creature repeats the saving throw at the end of each of its turns, ending the effect on a success.

GOLD DRAGON WYRMLING

CHALLENGE 4

MEDIUM DRAGON 1,100 XP

AC 17 (natural armor)

HP 75 (10d8 + 30; bloodied 37)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 16 (+3) 14 (+2) 12 (+1) 16 (+3)

Proficiency +2; **Maneuver DC** 14

Skills Perception +3, Stealth +4

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Draconic

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Molten Breath. The dragon exhales molten gold in a 15-foot cone. Each creature in the area makes a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save or half damage on a success.

Slowing Breath. The dragon exhales gas in a 15-foot cone. Each creature in the area must succeed on a DC 13 Strength saving throw or suffer disadvantage on weapon attack rolls for 1 minute. A weakened creature repeats the saving throw at the end of each of its turns, ending the effect on a success.

ANCIENT SILVER DRAGON

CHALLENGE 25

LEGENDARY GARGANTUAN DRAGON (SHAPECHANGER) 25,000 XP

AC 22 (natural armor)

HP 429 (22d20 + 198; bloodied 214)

Speed 40 ft., fly 80 ft.

STR DEX CON INT WIS CHA

30 (+10) 14 (+2) 28 (+9) 18 (+4) 14 (+2) 22 (+6)

Proficiency +7; **Maneuver DC** 25

Saving Throws Dex +9, Con +16, Wis +9, Cha +13

Skills Arcana +11, History +11, Perception +9 (+1d6), Stealth +9

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic, two more

Cloud Strider. The dragon suffers no harmful effects from high altitudes. When flying at high altitude, the dragon can, after 1 minute of concentration, disincorporate into clouds. In this form, it has advantage on Stealth checks, its fly speed increases to 300 feet, it is immune to all nonmagical damage, it has resistance to magical damage, and it can't take any actions except Hide. If it takes damage or descends more than 500 feet from where it transformed, it immediately returns to its corporeal form. The dragon can revert to its true form as an action.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales dissipate into clouds. If it has no more uses of this ability, its Armor Class is reduced to 20 until it finishes a long rest.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws. In place of its bite, it can use Spit Frost.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage plus 9 (2d8) cold damage.

Claws. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage, and the dragon pushes the target 10 feet away.

Rapier (Humanoid Form Only). *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 14 (1d8 + 10) piercing damage.

Spit Frost. The dragon targets a creature within 60 feet, forcing it to make a DC 24 Constitution saving throw. The target takes 22 (4d10) cold damage on a failure or half damage on a success. On a failure, the creature's Speed is also halved until the end of its next turn. Flying creatures immediately fall unless they are magically kept aloft.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Frost Breath. The dragon exhales freezing wind in a 90-foot cone. Each creature in the area makes a DC 24 Constitution saving throw, taking 90 (20d8) cold damage on a failed save or half damage on a success. On a failure, the creature is also slowed until the end of its next turn.

Paralyzing Breath. The dragon exhales paralytic gas in a 90-foot cone. Each creature in the area must succeed on a DC 24 Constitution saving throw or be paralyzed until the end of its next turn.

Change Shape. The dragon magically takes the shape of a humanoid or beast, or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (dragon's choice). In the new form, the

dragon's stats are unchanged except for its size. It can't use Spit Frost, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its rapier.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 21 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 25 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Windstorm (Costs 2 Actions). Pounding winds surround the dragon in a 20-foot radius. A creature in this area attempting to move closer to the dragon must spend 2 feet of movement for every 1 foot closer it moves, and ranged attacks against the dragon are made with disadvantage. A creature that starts its turn in the windstorm makes a DC 24 Constitution saving throw, taking 11 (2d10) cold damage on a failure. The windstorm lasts until the start of the dragon's next turn.

Variant: Silver Dragon Spellcaster

A silver dragon spellcaster's spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components. Each age category knows its own spells and those of younger age categories.

Young (save DC 16): 3/day each: *charm person, faerie fire*

Adult (save DC 19): 3/day each: *awaken, geas*

Ancient (save DC 21): 1/day: *heroes' feast, telepathic bond*

ADULT SILVER DRAGON CHALLENGE

19

LEGENDARY HUGE DRAGON (SHAPECHANGER) 22,000 XP

AC 19 (natural armor)

HP 283 (21d12 + 147; bloodied 141)

Speed 40 ft., fly 80 ft.

STR DEX CON INT WIS CHA

24 (+7) 14 (+2) 24 (+7) 16 (+3) 12 (+1) 20 (+5)

Proficiency +6; **Maneuver** DC 21

Saving Throws Dex +8, Con +13, Wis +7, Cha +11

Skills Arcana +9, History +9, Perception +7 (+1d6), Stealth +8

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, one more

Cloud Strider. The dragon suffers no harmful effects from high altitudes. When flying at high altitude, the dragon can, after 1 minute of concentration, disincorporate into clouds. In this form, it has advantage on Stealth checks, its fly speed increases to 300 feet, it is immune to all nonmagical damage, it has resistance to magical damage, and it can't take any actions except Hide. If it takes damage or descends more than 500 feet from where it transformed, it immediately returns to its corporeal form. It can revert to its true form as an action.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does, some of its scales dissipate into clouds. If it has no more uses of this ability, its

Armor Class is reduced to 17 until it finishes a long rest.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws. In place of its bite, it can use Spit Frost.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage plus 4 (1d8) cold damage.

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

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage, and the dragon pushes the target 10 feet away.

Rapier (Humanoid Form Only). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage.

Spit Frost. The creature targets one creature within 60 feet, forcing it to make a DC 21 Constitution saving throw. The creature takes 16 (3d10) cold damage on a failure or half damage on a success. On a failure, the creature's Speed is also halved until the end of its next turn. Flying creatures immediately fall unless they are magically kept aloft.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Frost Breath. The dragon exhales freezing wind in a 60-foot cone. Each creature in the area makes a DC 21 Constitution saving throw, taking 72 (16d8) cold damage on a failed save or half damage on a success. On a failure, the creature is also slowed until the end of its next turn.

Paralyzing Breath. The dragon exhales paralytic gas in a 60-foot cone. Each creature in the area must succeed on a DC 20 Constitution saving throw or be paralyzed until the end of its next turn.

Change Shape. The dragon magically takes the shape of a humanoid or beast, or changes back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is

absorbed or borne by the new form (dragon's choice). In the new form, the dragon's stats are unchanged except for its size. It can't use Spit Frost, Breath Weapons, Tail Attack, or Wing Attack except in dragon form. In beast form, it can attack only with its bite and claws, if appropriate to its form. If the beast form is Large or smaller, the reach of these attacks is reduced to 5 feet. In humanoid form, it can attack only with its rapier.

REACTIONS

Tail Attack. When a creature the dragon can see within 10 feet hits the dragon with a melee attack, the dragon makes a tail attack against it.

LEGENDARY ACTIONS

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

Roar. Each creature of the dragon's choice within 120 feet that can hear it makes a DC 19 Charisma saving throw. On a failure, it is frightened for 1 minute. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success. When it succeeds on a saving throw or the effect ends for it, it is immune to Roar for 24 hours.

Wing Attack. The dragon beats its wings. Each creature within 15 feet makes a DC 21 Dexterity saving throw. On a failure, it is pushed 10 feet away and knocked prone. The dragon can then fly up to half its fly speed.

Windstorm (Costs 2 Actions). Pounding winds surround the dragon in a 20-foot radius. A creature in this area attempting to move closer to the dragon must spend 2 feet of movement for every 1 foot closer it moves, and ranged attacks against the dragon are made with disadvantage. A creature that starts its turn in the windstorm makes a DC 20 Constitution saving throw, taking 5 (1d10) cold damage on a failure. The windstorm lasts until the start of the dragon's next turn.

YOUNG SILVER DRAGON CHALLENGE

10

LARGE DRAGON 5,900 XP

AC 18 (natural armor)

HP 157 (15d10 + 75; bloodied 78)

Speed 40 ft., fly 80 ft.

STR DEX CON INT WIS CHA

22 (+6) 14 (+2) 20 (+5) 14 (+2) 10 (+0) 18 (+4)

Proficiency +4; **Maneuver DC** 18

Saving Throws Dex +6, Con +9, Wis +4, Cha +8

Skills Arcana +6, History +6, Perception +4 (+1d6), Stealth +6

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Cloud Strider. The dragon suffers no harmful effects from high altitudes.

ACTIONS

Multiattack. The dragon attacks with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage plus 4 (1d8) cold damage.

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

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Frost Breath. The dragon exhales freezing wind in a 30-foot cone. Each creature in the area makes a DC 17 Constitution saving throw, taking 40 (9d8) cold damage on a failed save or half damage on a success.

Paralyzing Breath. The dragon exhales paralytic gas in a 30-foot cone. Each creature in the area must succeed on a DC 17 Constitution saving throw or be paralyzed until the end of its next turn.

SILVER DRAGON WYRMING CHALLENGE 3

MEDIUM DRAGON 700 XP

AC 17 (natural armor)

HP 60 (8d8 + 24; bloodied 30)

Speed 30 ft., fly 60 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 16 (+3) 12 (+1) 10 (+0) 14 (+2)

Proficiency +2; **Maneuver DC** 14

Skills Perception +2, Stealth +4

Damage Immunities cold

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

Languages Draconic

Cloud Strider. The dragon suffers no harmful effects from high altitude.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Frost Breath. The dragon exhales freezing wind in a 15-foot cone. Each creature in the area makes a DC 13 Constitution saving throw, taking 17 (5d6) cold damage on a failed save or half damage on a success.

Paralyzing Breath. The dragon exhales paralytic gas in a 15-foot cone. Each creature in the area must succeed on a DC 13 Constitution saving throw or be paralyzed until the end of its next turn.

Elementals

Spellcasters and other powerful beings draw upon the animating life force of the pure elements—air, earth, fire, and water—to manifest elementals.

Elemental Nature. An elemental doesn't require air, sustenance, or sleep.

AIR ELEMENTAL CHALLENGE 5

LARGE ELEMENTAL 1,800 XP

AC 14

HP 90 (12d10 + 24; bloodied 45)

Speed 0 ft., fly 90 ft.

STR DEX CON INT WIS CHA

10 (+0) 18 (+4) 14 (+2) 6 (–2) 10 (+0) 6 (–2)

Proficiency +3; **Maneuver DC** 15

Damage Resistances lightning, thunder; damage from nonmagical weapons

Damage Immunities poison
Condition Immunities fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Air Form. The elemental can enter and end its turn in other creatures' spaces and pass through an opening as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Whirlwind (Recharge 5–6). The elemental takes the form of a whirlwind, flies up to half of its fly speed without provoking opportunity attacks, and then resumes its normal form. When a creature shares its space with the whirlwind for the first time during this movement, that creature makes a DC 15 Strength saving throw. On a failure, the creature is carried inside the elemental's space until the whirlwind ends, taking 3 (1d6) bludgeoning damage for each 10 feet it is carried, and falls prone at the end of the movement. The whirlwind can carry one Large creature or up to four Medium or smaller creatures.

Combat

The elemental uses Whirlwind when it can scoop up at least three creatures. If possible, it ends this movement in the air so creatures inside it take additional falling damage. Otherwise, it makes a slam attack on creatures within its reach or sharing its space. Elementals retreat only if ordered to do so.

EARTH ELEMENTAL CHALLENGE 5

LARGE ELEMENTAL 1,800 XP

AC 17 (natural armor)

HP 114 (12d10 + 48; bloodied 57)

Speed 30 ft., burrow 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 18 (+4) 6 (–2) 10 (+0) 6 (–2)

Proficiency +3; Maneuver DC 15

Damage Vulnerabilities thunder

Damage Resistances damage from nonmagical weapons

Damage Immunities poison

Condition Immunities fatigue, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone without disturbing it.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Earth's Embrace. Melee Weapon Attack: +7 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d12 + 4) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the elemental can't burrow or use Earth's Embrace and its slam attacks are made with advantage against the grappled target.

Rock. Ranged Weapon Attack: +7 to hit, range 30/90 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Combat

The elemental grapples a creature with its Earth's Embrace and then makes slam attacks against that creature. If it can't reach a melee opponent, it burrows to engage a ranged attacker instead. Failing that, it makes a rock attack. Elementals retreat only if ordered to do so.

FIRE ELEMENTAL CHALLENGE 5

LARGE ELEMENTAL 1,800 XP

AC 14

HP 90 (12d10 + 24; bloodied 45)

Speed 50 ft.

STR DEX CON INT WIS CHA

10 (+0) 18 (+4) 14 (+2) 6 (–2) 10 (+0) 6 (–2)

Proficiency +3; Maneuver DC 15

Damage Resistances damage from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing.

Fiery Aura. A creature that ends its turn within 5 feet of the fire elemental takes 5 (1d10) fire damage. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. The elemental sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Water Weakness. The elemental takes 6 (1d12) cold damage if it enters a body of water or starts its turn in a body of water, is splashed with at least 5 gallons of water, or is hit by a water elemental's slam attack.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) fire damage, and the target suffers 5 (1d10) ongoing fire damage. A creature can use an action to end the ongoing damage.

Wildfire (Recharge 4–6). The elemental moves up to half its Speed without provoking opportunity attacks. It can enter the spaces of hostile creatures but not end this movement there. When a creature shares its space with the elemental for the first time during this movement, the creature is subject to the elemental's Fiery Aura and the elemental can make a slam attack against that creature.

Combat

The elemental uses Wildfire whenever it can move through the spaces of at least two enemies. It prioritizes enemies who are not

yet on fire. Elementals retreat only if ordered to do so.

WATER ELEMENTAL CHALLENGE 5

LARGE ELEMENTAL 1,800 XP

AC 14 (natural armor)

HP 114 (12d10 + 48; bloodied 57)

Speed 30 ft., swim 90 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 18 (+4) 6 (–2) 10 (+0) 6 (–2)

Proficiency +3; **Maneuver DC** 15

Damage Resistances acid; damage from nonmagical weapons

Damage Immunities poison

Condition Immunities fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Conductive. If the elemental takes lightning damage, each creature sharing its space takes the same amount of lightning damage.

Fluid Form. The elemental can enter and end its turn in other creatures' spaces and move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, its speed is reduced by 15 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

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

Whelm. The elemental targets each Large or smaller creature in its space. Each target makes a DC 15 Strength saving throw. On a failure, the target is grappled (escape DC 15). Until this grapple ends, the target is restrained and unable to breathe air. The elemental can move at full speed while carrying grappled creatures inside its space. It can grapple one Large creature or up to four Medium or smaller creatures.

Combat

The water elemental uses Whelm to drown two or more creatures, beating them with slam attacks while they're restrained in the elemental's space. While on dry land, the elemental seeks cover from mobile ranged attackers. Elementals retreat only if ordered to do so.

Elemental Variants: Giant Elementals

Giant Air or Fire Elemental. A giant air or fire elemental is CR 9 (5,000 XP) and is Huge. It has 127 (15d12 + 30; bloodied 63) hit points. Its slam attack deals an extra 10 (3d6) damage.

Giant Earth or Water Elemental. A giant earth or water elemental is CR 9 (5,000 XP) and is Huge. It has 157 (15d12 + 60; bloodied 78) hit points. Its slam attack deals an extra 9 (2d8) damage.

Ettercap

Making their homes in dense forests, deep caves, and abandoned ruins, ettercaps are often found in the company of spiders, which they tend as livestock or raise as pets.

ETTERCAP CHALLENGE 2

MEDIUM MONSTROSITY 450 XP

AC 13

HP 44 (8d8 + 8; bloodied 22)

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 16 (+3) 13 (+1) 8 (–1) 12 (+1) 8 (–1)

Proficiency +2; Maneuver DC 13

Saving Throws Dex +5

Skills Perception +3, Stealth +5, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Speak with Spiders. The ettercap can communicate with spiders that can hear it or that are touching the same web.

Spider Climb. The ettercap can use its climb speed even on difficult surfaces and upside down on ceilings.

Web Sense. While touching a web, the ettercap knows the location of other creatures touching that web.

Web Walker. The ettercap ignores movement restrictions imposed by webs.

ACTIONS

Multiattack. The ettercap attacks with its bite and claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) poison damage.

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

Strangle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature against which the ettercap has advantage on the attack roll. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the ettercap automatically hits the target with its strangle attack, and the target can't breathe.

BONUS ACTIONS

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webs. As an action, a creature can make a DC 11 Strength check, breaking the webs on a success. The effect also ends if the webs are destroyed. They have AC 10, 1 hit point, and immunity to all damage except slashing, fire, and force.

Combat

The ettercap attacks with surprise, using its web to restrain and then strangling an enemy. When its web isn't available, it uses its bite and claws. If outnumbered and bloodied, it flees.

Ettin

At 12 feet tall and weighing over 1,000 pounds, ettins are humanoid in shape but have two heads.

ETTIN CHALLENGE 4

LARGE GIANT 1,100 XP

AC 12 (natural armor)

HP 85 (10d10 + 30; bloodied 42)

Speed 40 ft.

STR DEX CON INT WIS CHA

20 (+5) 8 (–1) 16 (+3) 8 (–1) 10 (+0) 8 (–1)

Proficiency +2; **Maneuver DC** 15

Saving Throws Str +7, Con +5

Skills Perception +2 (+1d4)

Senses darkvision 60 ft., passive

Perception 12 (17 with Two Heads)

Languages Common, Giant, Orc

Reactive Heads. The ettin can take two reactions each round, but not more than one per turn.

Two Heads. While both heads are awake, the ettin has advantage on Perception checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious, and it can't be flanked.

Wakeful. When one of the ettin's heads is asleep, the other is awake.

ACTIONS

Multiattack. The ettin makes a battleaxe attack and a club attack.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature and the ettin is bloodied, the target makes a DC 15 Strength check and is knocked prone on a failure.

Rock. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Axe Whirl (1/Day). The ettin makes a battleaxe attack against each creature within 10 feet.

Combat

The ettin makes no effort to coordinate its attacks against the same opponent. The ettin uses Axe Whirl if it can target three or more creatures. Ettins rarely retreat.

Faeries

Faeries are luminous, elfin creatures with delicate wings resembling those of butterflies or dragonflies.

FAERIE NOBLE CHALLENGE 12

MEDIUM FEY 8,400 XP

AC 16 (mithral scale)

HP 165 (22d8 + 66; bloodied 82)

Speed 35 ft., fly 60 ft.

STR DEX CON INT WIS CHA

16 (+3) 20 (+5) 16 (+3) 16 (+3) 20 (+5) 20 (+5)

Proficiency +4; **Maneuver DC** 17

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

Skills Arcana +7, History +7, Insight +9, Nature +7, Perception +9, Persuasion +9

Condition Immunities charmed, paralyzed, poisoned, unconscious

Senses truesight 60 ft., passive Perception 19

Languages Common, Elvish, Sylvan, two more

Faerie Form. The noble can magically change its size between Large, Medium, and Tiny as an action. While Tiny, the bludgeoning, piercing, and slashing damage dealt by the noble's attacks is halved. Additionally, it has disadvantage on Strength checks and advantage on Dexterity checks. While Large, the noble has advantage on Strength checks. Its statistics are otherwise unchanged.

Faerie Light. As a bonus action, the noble can cast dim light for 30 feet, or extinguish its glow.

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

At will: *animal messenger, detect evil and good, detect magic, disguise self*

3/day each: *charm person, scrying, zone of truth*

1/day each: *dream, geas, heroes' feast, magic circle, polymorph (self only)*

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

ACTIONS

Multiattack. The noble makes two attacks.

Glittering Scimitar. Melee Weapon

Attack: +9 to hit, reach 5 ft., one target.

Hit: 8 (1d6 + 5) slashing damage plus 14 (4d6) cold, fire, lightning, or psychic damage (its choice).

Gleaming Longbow. Ranged Weapon

Attack: +9 to hit, range 150/600 ft., one target. This attack ignores half or

three-quarters cover. *Hit:* 9 (1d8 + 5) piercing damage plus 14 (4d6) cold, fire, lightning, or psychic damage (its choice).

Evil Eye (Gaze). The noble targets one creature not under the effect of a faerie's Evil Eye within 60 feet. The target makes a DC 17 Wisdom saving throw. On a failed saving throw, the noble chooses one of the following effects to magically impose on the target. Each effect lasts for 1 minute.

- The target falls asleep. This effect ends if the target takes damage or another creature uses an action to rouse it.
- The target is frightened. This effect ends if the target is ever 60 feet or more from the noble.
- The target is poisoned. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Faerie Step (Recharge 5–6). The noble magically teleports up to 60 feet to a space it can see.

REACTIONS

Riposte. When the noble is hit by a melee attack made by a creature it can see, it makes a glittering scimitar attack against the attacker.

Vengeful Eye. When the noble is hit by a ranged attack or targeted with a spell by a creature within 60 feet, it uses Evil Eye on the attacker if they can see each other.

Combat

The noble closes to fight in melee if possible. While doing so, it uses Vengeful Eye as its reaction to put isolated ranged attackers to sleep. If it feels outmatched by a strong melee opponent, it uses its reaction to make a glittering scimitar attack and then uses Faerie Step to move away on its turn. It flees when reduced to 55 hit points or fewer. Once out of sight, it casts *disguise self*.

Variant: Archfey

The archfey is an elite monster, equivalent to two CR 12 monsters (16,800 XP). It has 330 (44d8 + 132; bloodied 165) hit points. The archfey has the following additional traits:

Elite Recovery. At the end of each of its turns, the archfey can end one condition or effect on itself. It can do so as long as it has at least 1 hit point, even when unconscious or incapacitated.

Expanded Spell List. The archfey can cast *wish* with no material components three times per year. It can cast *weird* once per day.

Fey Madness. While bloodied, the archfey can take a reaction on each creature's turn and recharges Faerie Step on each of its own turns.

Mass Darkvision. The archfey and creatures it chooses within 120 feet have darkvision out to a range of 120 feet.

The archfey has the following additional actions:

Summon Midnight (1/Day). Night magically falls over a 5-mile-diameter area, lasting for 1 hour. As an action, the archfey can end this effect.

Weird (9th-Level; V, S, Concentration). The archfey terrifies creatures with their own worst nightmares. Each creature within 30 feet of a point within 120 feet makes a DC 17 Wisdom saving throw. On a failure, the creature is frightened for 1 minute. At the end of each of the creature's turns, the creature takes 22 (4d10) psychic damage and then repeats

the saving throw, ending the effect on itself on a success.

FEY KNIGHT CHALLENGE 4

MEDIUM FEY 1,100 XP

AC 16 (mithral scale)

HP 58 (9d8 + 18; bloodied 29)

Speed 35 ft., fly 60 ft. (maximum elevation 10 feet)

STR DEX CON INT WIS CHA

14 (+2) 18 (+4) 14 (+2) 12 (+1) 16 (+3) 16 (+3)

Proficiency +2; **Maneuver DC** 14

Saving Throws Dex +6, Wis +5, Cha +5

Skills Deception +5, Nature +3, Perception +5, Stealth +6, Survival +5

Condition Immunities charmed, unconscious

Senses passive Perception 15

Languages Common, Elvish, Sylvan

Faerie Form. The knight can magically change its size between Medium and Tiny as an action. While Tiny, the bludgeoning, piercing, and slashing damage dealt by the knight's attacks is halved. Additionally, it has disadvantage on Strength checks and advantage on Dexterity checks. Its statistics are otherwise unchanged.

Faerie Light. As a bonus action, the knight can cast dim light for 30 feet, or extinguish its glow.

ACTIONS

Multiattack. The knight makes two glittering scimitar attacks.

Glittering Scimitar. Melee Weapon

Attack: +6 to hit, reach 5 ft., one target.

Hit: 7 (1d6 + 4) slashing damage plus 7 (2d6) cold, fire, or lightning damage (its choice).

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. **Hit:** 8 (1d8 + 4) piercing damage plus 14 (4d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even if it regains hit points, and it is asleep while poisoned in this way.

Fey Glamour. The knight targets one humanoid within 30 feet. The target makes a DC 13 Wisdom saving throw. On

a failure, it is magically charmed by the knight for 1 day. If the knight or one of the knight's allies harms the target, the target repeats the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to this knight's Fey Glamour for a year and a day.

REACTIONS

Nature's Shield. When the knight would be hit by an attack while the knight is within 5 feet of a tree or other large plant, the knight's AC magically increases by 3 against that attack as the plant interposes branches or vines between the knight and the attacker.

Combat

If possible, the knight fights within the shielding reach of trees, and it ambushes opponents when it can. If its opponents can't fly, it flies at its maximum elevation of 10 feet, just out of reach of Medium creatures without ranged or reach weapons.

PIXIE CHALLENGE 1/4

TINY FEY 50 XP

AC 15

HP 2 (1d4; bloodied 1)

Speed 10 ft., fly 30 ft.

STR DEX CON INT WIS CHA

2 (-4) 20 (+5) 10 (+0) 10 (+0) 12 (+1) 14 (+2)

Proficiency +2; **Maneuver DC** 15

Skills Perception +3, Stealth +7

Senses passive Perception 13

Languages Sylvan

Faerie Light. As a bonus action, the pixie can cast dim light for 30 feet, or extinguish its glow.

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

ACTIONS

Thorn Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 10/30 ft., one target. **Hit:** 1 piercing damage.

Faerie Blessing (3/Day). The pixie targets a willing creature within 30 feet. The

target gains one of the following abilities for 1 hour:

- The target gains truesight out to a range of 120 feet.
- The target gains the benefit of the pixie's Magic Resistance trait.
- The target speaks Sylvan.

Faerie Curse. The pixie targets a creature within 30 feet not already under a Faerie Curse. The target makes a DC 12 Wisdom saving throw. On a failure, the target is subjected to a special magical curse for 1 hour. The curse ends if the pixie dies or is incapacitated, the pixie or one of its allies deals damage to the target, or the pixie spends an action to end the curse. Spells such as *remove curse*, *dispel magic*, and *lesser restoration* also end the curse. If a creature makes its saving throw or the condition ends for it, it is immune to any Faerie Curse for the next 24 hours.

When the target fails its saving throw against this effect, the pixie chooses one of the following effects to impose on the target.

- The target is blinded.
- The target is charmed by the pixie.
- If the target is already charmed by the pixie, the target falls asleep. It wakes if it is shaken awake as an action or if it takes damage.
- The target's head takes on the appearance of a beast's head (donkey, wolf, etc). The target's statistics don't change, but the target can no longer speak; it can only make animal noises.

BONUS ACTIONS

Invisibility. The pixie and any equipment it wears or carries magically turns invisible until the pixie attacks, casts a spell, becomes incapacitated, or uses a bonus action to become visible.

Combat

The pixie uses Faerie Curse on its foe and then turns invisible and flies to a new location. The pixie prefers to charm its enemies, although the beast's head curse is useful to silence spellcasters. The pixie uses its thorn dagger on creatures immune to its curse. When encountered in a group, pixies usually flee as soon as one of their number is killed.

SPRITE CHALLENGE 1/4

TINY FEY 50 XP

AC 14

HP 2 (1d4; bloodied 1)

Speed 10 ft., fly 40 ft.

STR DEX CON INT WIS CHA

2 (–4) 18 (+4) 10 (+0) 14 (+2) 12 (+1) 10 (+0)

Proficiency +2; **Maneuver DC** 14

Skills Perception +3, Stealth +6 (+1d4)

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Faerie Light. As a bonus action, the sprite can cast dim light for 30 feet, or extinguish its glow.

ACTIONS

Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 1 piercing damage plus 3 (1d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even if it regains hit points, and it is asleep while poisoned in this way.

Shortbow. Ranged Weapon Attack: +6 to hit, range 40/160 ft., one target. **Hit:** 1 piercing damage plus 3 (1d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even if it regains hit points, and it is asleep while poisoned in this way.

Gust. A 30-foot cone of strong wind issues from the sprite. Creatures in the area that fail a DC 10 Strength saving throw, and unsecured objects weighing 300 pounds or less, are pushed 10 feet away from the sprite. Unprotected flames in the area are extinguished and gas or vapor is

dispersed. Using Gust does not cause the sprite to become visible.

Heart Sight. The sprite touches a creature. The creature makes a DC 10 Charisma saving throw. On a failure, the sprite magically reads its mental state and surface thoughts and learns its alignment (if any). Celestials, fiends, and undead automatically fail the saving throw.

BONUS ACTIONS

Invisibility. The sprite and any equipment it wears or carries magically turns invisible until the sprite attacks, becomes incapacitated, or uses a bonus action to become visible.

Combat

The sprite attacks with its shortbow, turns invisible, and moves to conceal its location. It attacks with its rapier only if cornered. A group of sprites flee if half their number are defeated.

Faerie Dragon

Faerie dragons are the size of small house cats and sport bright, butterfly-like wings and impish grins.

FAERIE DRAGON CHALLENGE 1

TINY DRAGON (FEY) 200 XP

AC 15

HP 14 (4d4 + 4; bloodied 7)

Speed 10 ft., fly 60 ft.

STR DEX CON INT WIS CHA

3 (–4) 20 (+5) 12 (+1) 14 (+2) 12 (+1) 16 (+3)

Proficiency +2; **Maneuver DC** 15

Skills Arcana +4, Perception +3, Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages Draconic, Sylvan, telepathy 60 ft. (with other dragons only)

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast spells, requiring no material components. The dragon gains additional spells as it ages.

5 years old, at will: *dancing lights, mage hand, minor illusion*

10 years old, 1/day: *suggestion*

30 years old, 1/day: *major image*

50 years old, 1/day: *hallucinatory terrain*

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

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Euphoria Breath (Recharge 5–6). The dragon breathes an intoxicating gas at a creature within 5 feet. The target makes a DC 11 Wisdom saving throw. On a failure, the target is confused for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

Prismatic Light (3/Day). The dragon's scales pulse with light. Each creature within 15 feet that can see the dragon makes a DC 13 Wisdom saving throw. On a failure, the creature is magically blinded until the end of its next turn.

Beast Form (1/Day, 50+ Years Old Only). The dragon targets one creature within 15 feet. The target makes a DC 13 Wisdom saving throw. On a failure, it is magically transformed into a harmless Tiny beast, such as a mouse or a songbird, for 1 minute. While in this form, its statistics are unchanged, except it can't speak or take actions, reactions, or bonus actions. It gains movement modes appropriate to its form, such as a climb or fly speed, of up to 30 feet. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends if the target takes damage.

BONUS ACTIONS

Invisibility. The dragon and any equipment it wears or carries magically turns invisible. This invisibility ends if the dragon falls unconscious, dismisses the effect, or uses Bite, Euphoria Breath, Prismatic Light, or Beast Form.

Combat

Faerie dragons don't like to fight alone. When forced to do so, they use hit and run tactics, turning visible only to use an ability such as Euphoria Breath or Prismatic Light. When fighting alongside allies, they team up against a foe, turning invisible after each attack. A faerie dragon usually retreats as soon as it is wounded.

Variant: Faerie Dragon Familiar

A faerie dragon familiar gains the following trait:

Familiar. The dragon can communicate telepathically with its master while they are within 1 mile of each other. While the dragon is within 10 feet of its master, its master shares its Magic Resistance trait.

Flumph

The glowing and color-changing flumph is a strange, jellyfish-like creature commonly found in underground caverns.

FLUMPH CHALLENGE 1/8 SMALL ABERRATION 25 XP

AC 12

HP 7 (2d6; bloodied 3)

Speed 5 ft., fly 30 ft., swim 30 ft.

STR DEX CON INT WIS CHA

6 (-2) 14 (+2) 10 (+0) 14 (+2) 14 (+2) 10 (+0)

Proficiency +2; **Maneuver DC** 12

Damage Vulnerabilities psychic

Senses darkvision 60 ft., passive Perception 12

Languages understands Common and Undercommon but can't speak, telepathy 60 ft.

Amphibious. The flumph can breathe air and water.

Flumph Light. As a bonus action, the flumph can cast dim light for 30 feet, or extinguish its glow. The flumph can change the color of the light it casts at will.

Telepathic Spy. The flumph can perceive any telepathic messages sent or received

within 60 feet, and can't be surprised by creatures with telepathy. The flumph is also immune to divination and to any effect that would sense its emotions or read its thoughts, except for the Telepathic Spy feature of another flumph.

Tipplable. If a flumph is knocked prone, it lands upside down and is incapacitated. At the end of each of its turns, it can make a DC 10 Dexterity saving throw, flipping itself over and ending the incapacitated condition on a success.

ACTIONS

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

Stench Spray (1/Day). Each creature in a 15-foot cone makes a DC 10 Dexterity saving throw. On a failure, the creature exudes a horrible stench for 1 hour. While a creature exudes this stench, it and any creature within 5 feet of it are poisoned. A creature can remove the stench on itself by bathing during a rest.

Combat

When threatened, flumphs use their Stench Spray and flee. They attack with their tendrils only when cornered.

Variant: Flumph Familiar

A flumph familiar gains the following trait:

Familiar. The flumph can communicate telepathically with its master while they are within 1 mile of each other. While the flumph is within 10 feet of its master, its master gains telepathy out to a range of 60 feet.

Forgotten God

A god with few or no worshipers retains only a shred of its former glory.

FORGOTTEN GOD CHALLENGE 10 LEGENDARY LARGE CELESTIAL 5,900 XP

AC 17 (natural armor)

HP 161 (17d8 + 85; bloodied 80)

Speed 40 ft., fly 40 ft.

STR DEX CON INT WIS CHA

20 (+5) 18 (+4) 20 (+5) 10 (+0) 20 (+5) 20 (+5)

Proficiency +4; **Maneuver DC** 17

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

Skills Arcana +4, History +4, Intimidation +9,

Perception +9, Persuasion +9, Religion +9 (+1d6)

Damage Resistances poison, radiant; damage from nonmagical weapons

Condition Immunities fatigue, frightened, poisoned

Senses truesight 120 ft., passive

Perception 19

Languages All

Aligned. The forgotten god radiates a weak alignment aura, most often Lawful and Good, Chaotic and Good, Lawful and Evil, or Chaotic and Evil. Its behavior may not match its alignment.

Flawed Spellcasting. The god's innate spellcasting ability is Wisdom (save DC 17). The god can try to cast *flame strike* or *spirit guardians* at will with no material component. When the god tries to cast the spell, roll 1d6. On a 1, 2, or 3 on the die, the spell visibly fails and has no effect. The god's action for the turn is not wasted, but it can't be used to cast a spell.

Legendary Resistance (3/Day). When the god fails a saving throw, it can choose to succeed instead. When it does so, it seems to flicker and shrink, as if it is using up its essence.

ACTIONS

Divine Weapon. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) damage (damage type based on the form of the weapon or implement) plus 7 (2d6) radiant damage.

Stunning Gaze (Gaze). The god targets a creature within 60 feet. The target makes a DC 17 Charisma saving throw. On a failure, the target takes 10 (3d6) radiant damage and is stunned until the end of its next turn. On a success, the target is immune to Stunning Gaze for 24 hours.

Divine Wrath (1/Day, While Bloodied). Each creature of the god's choice within

60 feet makes a DC 17 Constitution saving throw, taking 28 (8d6) radiant damage on a failure or half damage on a success.

Spirit Guardians (3rd-Level; V, S, Concentration). Spirits of former divine servants surround the god in a 10-foot radius for 10 minutes. The god can choose creatures they can see to be unaffected by the spell. Other creatures treat the area as difficult terrain, and when a creature enters the area for the first time on a turn or starts its turn there, it makes a DC DC 17 Wisdom saving throw, taking 10 (3d6) radiant damage on a failed save or half damage on a success.

Flame Strike (5th-Level; V, S). A 10-foot-radius, 40-foot-high column of divine flame appears centered on a point the god can see within 60 feet. Each creature in the area makes a DC 17 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) radiant damage on a failed save, or half damage on a success.

LEGENDARY ACTIONS

The god can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Float. The god flies up to half its fly speed without provoking opportunity attacks.

Smite. The god makes a divine weapon attack.

Stunning Gaze. The god uses Stunning Gaze.

Combat

On its turn, the forgotten god prefers Flawed Spellcasting, surrounding itself with *spirit guardians* or blasting creatures with *flame strike*. It tries to be within 10 feet of an enemy so it can attack with its divine weapon if the spell fails. It uses Divine Wrath when available. The god reserves its legendary actions for Stunning Gaze, unless most targets have already made their saving throw against it.

Variants: Gods Of Other Domains

The forgotten god above was once a fire, light, or war god. The variants below are gods who presided over other divine domains.

Forgotten Death God. Instead of *flame strike*, this god casts *contagion* with Flawed Spellcasting.

Contagion (5th-Level; V, S). *Melee Spell Attack:* +9 to hit, reach 5 ft., one target.

The target contracts a flesh-rotting disease. It has disadvantage on Charisma ability checks and becomes vulnerable to all damage. The target makes a DC 17 Constitution saving throw at the end of each of its turns. After 3 failures, the target stops making saving throws, and the disease lasts for 7 days. After 3 successes, the effect ends. Any spell or magical effect that removes disease also ends the effect.

Forgotten Nature God. Instead of *flame strike*, this god casts *insect plague* with Flawed Spellcasting.

Insect Plague (5th-Level; V, S, Concentration). A 20-foot-radius sphere of biting and stinging insects appears centered on a point the god can see within 300 feet and remains for 10 minutes. The cloud spreads around corners and the area is lightly obscured. Each creature in the area when the cloud appears, and each creature that enters it for the first time on its turn, makes a DC 17 Constitution saving throw, taking 22 (4d10) piercing damage on a failed save, or half damage on a success. The god is immune to this damage.

Fungi

In lightless caverns and fey forests, fungi appear in every color and shape.

DEAD MAN'S FINGERS CHALLENGE 10

MEDIUM PLANT 5,900 XP

AC 15 (natural armor)

HP 190 (20d8 + 100; bloodied 95)

Speed 0 ft.

STR DEX CON INT WIS CHA

20 (+5) 10 (+0) 20 (+5) 1 (-5) 12 (+1) 1 (-5)

Proficiency +4; Maneuver DC 15

Saving Throws Int -1, Cha -1

Condition Immunities blinded, charmed, deafened, fatigue, frightened, prone, restrained, stunned

Senses blindsight 90 ft. (blind beyond this radius), passive Perception 11

Languages —

Ethereal and Material. The dead man's fingers lives simultaneously on the Ethereal and Material Planes. Its senses extend into both planes, and it can touch and be touched by creatures on both planes.

Ethereal Shift. When a creature on the Material Plane touches the dead man's fingers or hits it with a melee attack, the creature is magically transported to the Ethereal Plane. The creature can see and hear into both the Ethereal and Material Plane but is unaffected by creatures and objects on the Material Plane. It can be seen as a ghostly form by creatures on the Material Plane. It can move in any direction, with each foot of movement up or down costing 2 feet of movement.

If the creature is still on the Ethereal Plane when the dead man's fingers dies, the creature returns to the Material Plane. If this would cause a creature to appear in a space occupied by a solid object or creature, it is shunted to the nearest unoccupied space and takes 10 (3d6) force damage.

Flammable. After taking fire damage, the dead man's fingers catches fire and takes ongoing 11 (2d10) fire damage if it isn't already suffering ongoing fire damage. It can use an action or bonus action to extinguish this fire.

ACTIONS

Multiattack. The dead man's fingers makes two tendril attacks.

Tendrils (Ethereal or Material Plane).

Melee Weapon Attack: +9 to hit, reach 20 ft., one creature. *Hit:* 10 (1d10 + 5) bludgeoning damage plus 10 (3d6)

poison damage. A target on the Material Plane is subject to the Ethereal Shift trait.

Ethereal Spores (While Bloodied, Ethereal Plane Only). Each creature within 30 feet makes a DC 15 Constitution saving throw, taking 31 (9d6) necrotic damage on a failed save or half damage on a success. A creature reduced to 0 hit points by this damage dies. If a creature killed by this attack remains on the Ethereal Plane for 24 hours, its corpse disintegrates, and a new dead man's fingers sprouts from its place.

BONUS ACTIONS

Telekinetic Pull (Ethereal or Material Plane). One creature within 90 feet makes a DC 15 Strength saving throw. On a failure, it is magically pulled up to 60 feet straight towards the dead man's fingers.

Combat

The dead man's fingers uses Telekinetic Pull to move a distant creature near it. It uses Ethereal Spores if there are creatures within range on the Ethereal Plane.

SHRIEKER CHALLENGE 0

MEDIUM PLANT 10 XP

AC 5

HP 13 (3d8; bloodied 6)

Speed 0 ft.

STR DEX CON INT WIS CHA

1 (–5) 1 (–5) 10 (+0) 1 (–5) 2 (–4) 1 (–5)

Proficiency +2; Maneuver DC 7

Damage Vulnerabilities fire

Condition Immunities blinded, charmed, deafened, fatigue, frightened, prone, restrained, stunned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages —

False Appearance. While motionless, the shrieker is indistinguishable from a normal fungus.

ACTIONS

Shriek. If the shrieker perceives a creature within 30 feet, or if an area of bright light is within 30 feet, it shrieks loudly and continuously. The shriek is audible within 300 feet. The shrieker continues to shriek

for 1 minute after the creature or light has moved away.

Combat

The shrieker has no mind and no strategy; it shrieks in response to stimuli.

VIOLET FUNGUS CHALLENGE 1/4

MEDIUM PLANT 50 XP

AC 5

HP 18 (4d8; bloodied 9)

Speed 5 ft.

STR DEX CON INT WIS CHA

1 (–5) 1 (–5) 10 (+0) 1 (–5) 2 (–4) 1 (–5)

Proficiency +2; Maneuver DC 7

Damage Vulnerabilities fire

Condition Immunities blinded, charmed, deafened, fatigue, frightened, prone, restrained, stunned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages —

False Appearance. While motionless, the violet fungus is indistinguishable from a normal fungus.

ACTIONS

Multiattack. The fungus makes a rotting touch attack against two different creatures.

Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 15 ft., one target. *Hit:* 5 (1d10) necrotic damage.

Combat

The violet fungus has no mind and no strategy; it attacks the closest one or two creatures within range.