

Gargoyle

Gargoyles are winged beings made of elemental stone.

GARGOYLE CHALLENGE 2

MEDIUM ELEMENTAL 450 XP

AC 15 (natural armor)

HP 45 (6d8 + 18; bloodied 22)

Speed 30 ft., fly 60 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 12

Skills Perception +4

Saving Throws Str +4, Con +5

Damage Resistances piercing and slashing damage from nonmagical, non-adamantine weapons

Damage Immunities poison

Condition Immunities fatigue, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages Terran

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

ACTIONS

Multiattack. The gargoyle attacks with its bite and its claws.

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage, or 9 (2d6 + 2) slashing damage if the gargoyle started its turn at least 20 feet above the target.

Rock. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage.

Combat

Gargoyles prefer to attack their opponents from above. If space allows, they dive towards a foe, dealing extra claw damage, and then fly back up on the same turn. They accept opportunity attacks in order to gain

height on their opponent, especially when fighting a creature with a nonmagical bladed weapon.

Variant: Drainpipe Gargoyle

The drainpipe gargoyle has the following additional action:

Spit (Recharge 5–6). The gargoyle spits a stream of water 5 feet wide and 30 feet long. Each creature in the area makes a DC 12 Strength saving throw, taking 10 (3d6) bludgeoning damage and being pushed up to 15 feet from the gargoyle on a failure. On a success, a creature takes half damage.

Genies

Powerful spirits who command the elements as easily as a general might command a legion of soldiers, genies rule the Elemental Planes.

DIVI CHALLENGE 11

LARGE ELEMENTAL 7,200 XP

AC 18 (natural armor)

HP 172 (15d10 + 90; bloodied 86)

Speed 30 ft., burrow 30 ft., fly 30 ft.

STR DEX CON INT WIS CHA

22 (+6) 12 (+1) 22 (+6) 12 (+1) 14 (+2) 14 (+2)

Proficiency +4; **Maneuver DC** 18

Saving Throws Str +10, Con +10, Int +5, Wis +6, Cha +6

Skills Athletics +10, Perception +6

Damage Resistances acid

Condition Immunities petrified

Senses darkvision 120 ft., tremorsense 30 ft., passive Perception 16

Languages Terran

Earth Glide. The divi can burrow through nonmagical, unworked earth and stone without disturbing it.

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

At will: *alter self* (can assume Medium or Large form), *detect magic*, *stone shape*

3/day each: *creation*, *move earth*, *passwall*, *tongues*

1/day each: *conjure elemental* (earth elemental only), *plane shift* (to Elemental Plane of Earth only)

Siege Monster. The divi deals double damage to objects and structures.

ACTIONS

Multiattack. The divi makes two melee attacks.

Crushing Hand. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the divi can't use Crushing Hand on another target and has advantage on Crushing Hand attacks against this target, and the target can't breathe.

Stone Club. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage.

Quake (Recharge 5-6). Amid deafening rumbling, the ground shakes in a 10-foot radius around a point on an earth or stone surface within 90 feet. The area becomes difficult terrain. Each non-elemental creature in the area makes a DC 18 Constitution saving throw, taking 24 (7d6) thunder damage and falling prone on a failure or taking half damage on a success.

BONUS ACTIONS

Stone Wall (1/Day). A permanent stone wall magically rises from an earth or stone surface within 60 feet. The wall is 6 inches thick and can be up to 20 feet high and 30 feet long. If it appears in a creature's space, the creature can choose which side of the wall to move to. Each 10-foot-by-10-foot section of the wall is an object with AC 18 and 30 hit points.

Combat

Divi prefer to fight while standing on earth or stone. They attack with surprise and ambush ranged creatures using their burrow speed. A divi usually grabs spellcasters and ranged attackers in its crushing hand while

engaging melee combatants with its club. It uses Stone Wall to separate opponents so that it can fight them individually. A divi fights until pushed to the brink of defeat. It burrows to safety if reduced to 34 hit points or fewer.

Divi Variant: Divi Noble

The divi noble is an elite monster, equivalent to two CR 11 monsters (14,400 XP). It has 345 (30d10 + 180, bloodied 172) hit points. It has the following additional traits:

Elite Recovery. At the end of each of its turns while bloodied, the divi noble 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.

Magic Resistance. While bloodied, the divi noble has advantage on saving throws against spells and magical effects.

Wish. Three times per year, the divi noble can cast *wish* for a mortal, using no material components.

The divi noble has the following additional bonus actions, which it can use only while bloodied:

Quake. The divi uses Quake.

Meteor Fall (1/Day). Dozens of rocks fall from the sky or ceiling. Each creature of the divi's choice within 120 feet makes a DC 18 Constitution saving throw, taking 49 (14d6) bludgeoning damage on a failure or half damage on a success.

DJINNI CHALLENGE 11

LARGE ELEMENTAL 7,200 XP

AC 16

HP 172 (15d10 + 90; bloodied 86)

Speed 30 ft., fly 90 ft. (hover)

STR DEX CON INT WIS CHA

18 (+4) 22 (+6) 22 (+6) 14 (+2) 16 (+3) 20 (+5)

Proficiency +4; **Maneuver DC** 18

Saving Throws Dex +10, Int +6, Wis +7, Cha +9

Skills Acrobatics +10, Insight +7, Perception +7

Damage Resistances lightning, thunder

Senses darkvision 120 ft., passive Perception 17

Languages Auran

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

At will: *alter self* (can assume Medium or Large form), *detect magic*, *wind wall*

3/day each: *creation*, *major image*, *tongues*, *wind walk*

1/day each: *conjure elemental* (air elemental only), *control weather*, *create food and water* (10 supply), *plane shift* (to Elemental Plane of Air only)

ACTIONS

Multiattack. The djinni makes three scimitar attacks.

Scimitar. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 5 (1d10) lightning damage.

Lightning Blast. Ranged Spell Attack: +9 to hit, range 90 ft., one target. *Hit:* 35 (10d6) lightning damage.

Scimitar Sweep (1/Day, Giant Form Only). The djinni makes a scimitar attack against each creature of its choice within its reach.

BONUS ACTIONS

Giant Form (1/Day, While Not Bloodied). The djinni magically becomes a Huge, semi-substantial creature of billowing cloud. In this form, it gains resistance to nonmagical damage, and its scimitar attacks gain a reach of 10 feet. The effect ends after 1 minute, when the djinni is incapacitated, or if the djinni becomes bloodied.

Whirlwind (1/Day). A magical, 5-foot-wide, 30-foot-tall whirlwind appears in a space the djinni can see within 60 feet. The whirlwind may appear in another creature's space. If the whirlwind appears in another creature's space, or when it enters a creature's space for the first time on a turn, the creature makes a DC 18 Strength check, becoming restrained by the whirlwind on a failure. The whirlwind may restrain one creature at a time. A

creature within 5 feet of the whirlwind (including the restrained creature) can use an action to make a DC 18 Strength check, freeing the restrained creature on a success. A freed creature can move to an unoccupied space within 5 feet of the whirlwind.

As a bonus action, the djinni can move the whirlwind up to 30 feet, moving a restrained creature with it. The whirlwind disappears if the djinni loses sight of it, if the djinni dies or is incapacitated, or if the djinni dismisses it as an action.

Combat

The djinni begins combat by taking Giant Form, then using Scimitar Sweep if it can target four or more foes. Otherwise, it uses Whirlwind to move a melee attacker far away or draw a ranged attacker close.

Once the djinni is bloodied and can't use its Giant Form, it flies away unless it can complete some important objective by remaining.

Djinni Variant: Djinni Noble

The djinni noble is an elite monster, equivalent to two CR 11 monsters (14,400 XP). It has 344 (30d10 + 180, bloodied 172) hit points. It has the following additional traits:

Elite Recovery. At the end of each of its turns while bloodied, the djinni noble 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.

Magic Resistance. While bloodied, the djinni noble has advantage on saving throws against spells and magical effects.

Wish. Three times per year, the djinni noble can cast *wish* for a mortal, using no material components.

The djinni noble has the following additional reactions, which it can use only while bloodied:

Answering Scimitar. When a creature within 5 feet that the djinni can see misses the djinni noble with a melee attack, the djinni may make a scimitar

attack against its attacker. The djinni then flies up to its Speed without provoking opportunity attacks. At the end of this movement, the djinni can make a second scimitar attack.

Lightning Blast. When the djinni noble takes damage, it uses Lightning Blast.

EFREETI CHALLENGE 11

LARGE ELEMENTAL 7,200 XP

AC 17 (natural armor)

HP 172 (15d10 + 90; bloodied 86)

Speed 40 ft., fly 60 ft.

STR DEX CON INT WIS CHA

22 (+6) 18 (+4) 22 (+6) 14 (+2) 16 (+3) 16 (+3)

Proficiency +4; **Maneuver DC** 18

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

Skills Athletics +10, Intimidation +7, Perception +7

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 17

Languages Ignan

Innate Spellcasting. The efreeti's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *alter self* (can assume Medium or Large form), *detect magic*

3/day each: *creation*, *gaseous form*, *major image*, *tongues*

1/day each: *conjure elemental* (fire elemental only), *plane shift* (to Elemental Plane of Fire only)

ACTIONS

Multiattack. The efreeti makes two brass sword attacks or hurls flame twice. The efreeti can replace one attack with a kick.

Brass Sword. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 7 (2d6) fire damage.

Kick. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) bludgeoning damage, and the efreet pushes the target 10 feet away.

Hurl Flame. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 21 (6d6) fire damage.

BONUS ACTIONS

Fiery Wall (1/Day). An opaque wall of magical flame rises from the ground within 60 feet. The wall is 6 inches thick and can be up to 20 feet high and 30 feet long. Each creature within the wall when it appears makes a DC 15 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save or half damage on a success. A creature also takes 18 (4d8) fire damage when it enters the wall for the first time on a turn or ends its turn there. The wall disappears when the efreet is killed or incapacitated, or when it uses an action to dismiss it.

Combat

The efreeti prefers to fight in melee, although it will sometimes take to the sky and hurl flame at targets with inferior ranged options. It uses its Fiery Wall to burn at least two enemies. It uses Kick to push enemies into the wall or other hazards. Efreet are fearless and only retreat if doing so gives them a tactical advantage.

Efreeti Variant: Efreeti Noble

The efreeti noble is an elite monster, equivalent to two CR 11 monsters (14,400 XP). It has 344 (30d10 + 180, bloodied 172) hit points. It has the following additional traits:

Elite Recovery. At the end of each of its turns while bloodied, the efreeti noble 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.

Magic Resistance. While bloodied, the efreeti noble has advantage on saving throws against spells and magical effects.

Wish. Three times per year, the efreeti noble can cast *wish* for a mortal, using no material components.

The efreeti noble has the following additional bonus actions, which it can use only while bloodied:

Ball of Fire. Fire streaks from the efreeti to a point within 120 feet and explodes in a 20-foot-radius sphere, spreading around corners. Each creature in the area makes DC 15 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save or half damage on a success. Unattended flammable objects in the area catch on fire.

Flame's Curse (1/Day). The efreeti targets a creature within 60 feet that can hear the efreeti. The target magically gains a flickering aura of flame. If the target does not have immunity or resistance to fire, it gains vulnerability to fire. If the target is immune or resistant to fire, the efreeti's fire damage ignores that immunity or resistance. This effect lasts for 1 minute or until the target is reduced to 0 hit points.

MARID CHALLENGE 11

LARGE ELEMENTAL 7,200 XP

AC 17 (natural armor)

HP 172 (15d10 + 90; bloodied 86)

Speed 30 ft., fly 60 ft., swim 90 ft.

STR DEX CON INT WIS CHA

22 (+6) 16 (+3) 22 (+6) 16 (+3) 14 (+2) 16 (+3)

Proficiency +4; **Maneuver DC** 18

Saving Throws Con +10, Int +7, Wis +6, Cha +7

Skills Perception +6, Persuasion +7

Damage Resistances acid, cold, lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Aquan

Amphibious. The marid can breathe air and water.

Innate Spellcasting. The marid's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *alter self* (can assume Medium or Large form), *create or destroy water*, *detect magic*, *purify food and drink*

3/day each: *control water*, *creation*, *tongues*,

water breathing, *water walk*

1/day each: *conjure elemental* (water elemental only), *plane shift* (to Elemental Plane of Water only)

ACTIONS

Multiattack. The marid makes two trident attacks. One of these can be replaced with a net attack.

Trident. Melee or Ranged Weapon Attack: +10 to hit, reach 10 ft. or range 20/60 ft., one target. **Hit:** 13 (2d6 + 6) piercing damage plus 5 (1d10) lightning damage. If thrown, the trident returns to the marid's hand.

Net. Ranged Weapon Attack: +10 to hit, range 5/15 ft., one target. **Hit:** A Large, Medium, or Small target is restrained until it is freed. A creature can use its action to make a DC 18 Strength check, freeing itself or another creature within its reach on a success. The net is an object with AC 10, 20 hit points, vulnerability to slashing damage, and immunity to bludgeoning, poison, and psychic damage.

BONUS ACTIONS

Fog Cloud (1/Day). The marid magically creates a heavily obscured area of fog (or, if underwater, inky water) in a 30-foot radius around a point it can see within 60 feet. The fog spreads around corners and can be dispersed by a moderate wind or current (at least 10 miles per hour). Otherwise, it disperses after 10 minutes. The marid can see through this fog.

Water Jet (While Bloodied). The marid shoots water in a 5-foot-wide, 60-foot-long jet. Each creature in the area makes a DC 18 Dexterity saving throw. On a failure, a target takes 21 (6d6) bludgeoning damage and is pushed 20 feet away from the marid, to a maximum of 60 feet away, and knocked prone. On a success, a target takes half damage.

Combat

Marids begin combat by creating a fog cloud. Within this cloud, they have a tactical advantage against blinded foes, and will attack with their trident and water jet. When forced to fight outside their fog cloud, marids use their flight and swim speed to

stay away from slower melee opponents, and use Water Jet to push away creatures who are too close. They may use their net to restrain a foe and concentrate their attacks on that foe. Marids flee once bloodied, unless they have an overpowering reason to stand their ground.

Marid Variant: Marid Noble

The marid noble is an elite monster, equivalent to two CR 11 monsters (14,400 XP). It has 344 (30d10 + 180, bloodied 172) hit points. It has the following additional traits:

Elite Recovery. At the end of each of its turns while bloodied, the marid noble 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.

Magic Resistance. While bloodied, the marid noble has advantage on saving throws against spells and magical effects.

Reactive. The marid may take a reaction on each creature's turn.

Wish. Three times per year, the marid can cast *wish* for a mortal, using no material components.

The marid noble has the following additional reaction, which it can use only while bloodied:

Water Jet. When the marid takes damage, it uses Water Jet if it can include the attacker in the area.

Ghost

A ghost is the soul of a deceased humanoid tied to a specific location, item, or creature, doomed to haunt them until their spirit is laid to rest.

GHOST CHALLENGE 4

MEDIUM UNDEAD 1,100 XP

AC 11

HP 58 (13d8; bloodied 29)

Speed 0 ft., fly 40 ft.

STR DEX CON INT WIS CHA

8 (-1) 12 (+1) 10 (+0) 10 (+0) 12 (+1) 16 (+3)

Proficiency +2; Maneuver DC 11

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 11

Languages the languages it spoke in life

Ethereal Sight. The ghost can see into both the Material and Ethereal Plane.

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

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

Unquiet Spirit. If defeated in combat, the ghost returns in 24 hours. It can be put to rest permanently only by finding and casting *remove curse* on its remains or by resolving the unfinished business that keeps it from journeying to the afterlife.

ACTIONS

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 17 (4d6 + 3) necrotic damage. If the target is frightened, it is magically aged 1d4 x 10 years. The aging effect can be reversed with a *greater restoration* spell.

Ethereal Jaunt. The ghost magically shifts from the Material Plane to the Ethereal Plane or vice versa. If it wishes, it can be visible to creatures on one plane while on the other.

Horridifying Visage. Each non-undead creature within 60 feet and on the same plane of existence that can see the ghost makes a DC 13 Wisdom saving throw. On a failure, a creature is frightened for 1 minute. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, it is

immune to this ghost's Horrifying Visage for 24 hours.

Possession (Recharge 6). One humanoid within 5 feet makes a DC 13 Charisma saving throw. On a failure, it is possessed by the ghost. The possessed creature is unconscious. The ghost enters the creature's body and takes control of it. The ghost can be targeted only by effects that turn undead, and it retains its Intelligence, Wisdom, and Charisma. It grants its host body immunity to being charmed and frightened. It otherwise uses the possessed creature's statistics and actions instead of its own. It doesn't gain access to the creature's memories but does gain access to proficiencies, nonmagical class features and traits, and nonmagical actions. It can't use limited-used abilities or class traits that require spending a resource. The possession ends after 24 hours, when the body drops to 0 hit points, when the ghost ends it as a bonus action, or when the ghost is turned or affected by dispel evil and good or a similar effect. Additionally, the possessed creature repeats its saving throw whenever it takes damage. When the possession ends, the ghost reappears in a space within 5 feet of the body. A creature is immune to this ghost's Possession for 24 hours after succeeding on its saving throw or after the possession ends.

REACTIONS

Horrifying Visage. If the ghost takes damage from an attack or spell, it uses Horrifying Visage.

Combat

The ghost tries to possess a creature, not always with hostile intent. If it's attacked while possessing a creature, it fights back with the possessed creature's weapons. If it fails to possess a creature and is attacked, it uses its Horrifying Visage (as a reaction if possible) and then makes withering touch attacks against frightened enemies. If reduced to 40 hit points or fewer, it retreats to the Ethereal Plane.

Variant: Vengeful Ghost

The vengeful ghost is CR 8 (3,900 XP). It has the following trait:

Graveborn Strength. When not in sunlight, creatures make their saving throws against the ghost's Horrifying Visage and Possession abilities with disadvantage.

Variants: Other Ghost Abilities

You can give a ghost one or more of the actions below, in addition to its other actions.

Drain Heat. The ghost magically drains the heat from a 15-foot-radius area around it. Each creature in the area makes a DC 13 Constitution saving throw, taking 17 (5d6) cold damage on a failure or half damage on a success. A creature reduced to 0 hit points by this damage can't regain hit points until the start of the ghost's next turn.

Pyrokinesis. The ghost magically ignites up to three flammable, unattended, nonmagical objects it can see within 30 feet. Each creature within 5 feet of an object when it ignites makes a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failure or half damage on a success.

Spew Ectoplasm. The ghost vomits a spray of ectoplasm in a 15-foot cone. Each creature in the area makes a DC 13 Constitution saving throw. On a success, the creature is rattled until the end of its next turn. On a failure, the creature is poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Telekinetic Shove. The ghost targets one Large or smaller creature within 60 feet. The target makes a DC 13 Strength saving throw. On a failure, the ghost magically moves the target up to 30 feet in any direction, including upward. If the target strikes an object, such as a wall, it takes 10 (3d6) bludgeoning damage and falls prone. If the target would strike another creature, that creature must

succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

Ghouls

Undead cursed with an eternal hunger for humanoid flesh, ghouls prowl graveyards and the ruins of dead cities.

GHoul CHALLENGE 1

MEDIUM UNDEAD 200 XP

AC 12

HP 22 (5d8; bloodied 11)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; Maneuver DC 12

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, fatigue, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Radiant Sensitivity. When the ghoul takes radiant damage, it has disadvantage on attack rolls and on Perception checks that rely on sight until the end of its next turn.

ACTIONS

Paralyzing Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage. If the target is a living creature other than an elf, it makes a DC 10 Constitution saving throw. On a failure, the target is paralyzed for 1 minute. The target repeats the saving throw at the end of its turns, ending the effect on itself on a success. If the target's saving throw is successful or the effect ends for it, it is immune to any Paralyzing Claw for 24 hours.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one incapacitated creature. *Hit:* 6 (1d8 + 2) piercing damage.

Combat

Ghouls rarely attack when they are outnumbered. They prefer to swarm their

enemies, with at least two ghouls attacking one target, preferably an unarmored non-elf. They retreat if they take radiant damage but try to drag paralyzed victims with them.

Lacedon ghouls and lacedon ghouls have swim speeds of 30 feet.

GHAST CHALLENGE 2

MEDIUM UNDEAD 450 XP

AC 13

HP 36 (8d8; bloodied 18)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 16 (+3) 10 (+0) 10 (+0) 10 (+0) 8 (–1)

Proficiency +2; Maneuver DC 13

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, fatigue, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Stench. A creature that starts its turn within 5 feet of the ghast makes a DC 10 Constitution saving throw. On a failure, it is poisoned until the start of its next turn. On a success, it is immune to any ghast's Stench for 24 hours.

Turning Defiance. The ghast and any ghouls within 30 feet make saving throws against being turned with advantage.

ACTIONS

Paralyzing Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. If the target is a living creature, it makes a DC 10 Constitution saving throw. On a failure, the target is paralyzed for 1 minute. The target repeats the saving throw at the end of its turns, ending the effect on itself on a success. If the target's saving throw is successful or the effect ends for it, it is immune to any Paralyzing Claw for 24 hours.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one incapacitated creature. *Hit:* 8 (1d10 + 3) piercing damage.

Combat

Ghosts are bolder than ghouls and don't fear radiant damage or elves. A ghost retreats only if it sees another ghost defeated.

Variant: Lacedon

Lacedon ghouls and lacedon ghosts have swim speeds of 30 feet.

Giants

Giants tower over other mortals, standing between 15 and 30 feet tall.

CLOUD GIANT CHALLENGE 10

HUGE GIANT 5,900 XP

AC 14 (natural armor)

HP 187 (15d12 + 90; bloodied 93)

Speed 40 ft.

STR DEX CON INT WIS CHA

27 (+8) 10 (+0) 22 (+6) 12 (+1) 16 (+3) 16 (+3)

Proficiency +4; **Maneuver DC** 20

Saving Throws Str +12, Con +10, Wis +7, Cha +7

Skills Insight +7, Perception +7, Persuasion +7

Damage Resistances lightning, thunder

Senses passive Perception 17

Languages Common, Giant

Cloud Sight. Clouds and fog do not impair the giant's vision.

Innate Spellcasting. The giant's spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *detect magic, fog cloud, light*

3/day each: *feather fall, fly, misty step, telekinesis*

1/day each: *control weather, gaseous form*

Keen Smell. The giant has advantage on Perception checks that rely on smell.

ACTIONS

Multiattack. The giant attacks twice with its glaive.

Glaive. Melee Weapon Attack: +12 to hit, reach 15 ft., one target. *Hit:* 24 (3d10 + 8)

slashing damage. If the target is a Large or smaller creature, it makes a DC 20 Strength saving throw. On a failure, it is pushed up to 10 feet away from the giant and knocked prone.

Rock. Ranged Weapon Attack: +12 to hit, range 60/240 ft., one target. *Hit:* 39 (9d6 + 8) bludgeoning damage. If the target is a Large or smaller creature, it makes a DC 20 Strength saving throw, falling prone on a failure.

Fog Cloud (1st-Level; V, S,

Concentration). The giant creates a 20-foot-radius, heavily obscured sphere of fog centered on a point it can see within 120 feet. The fog spreads around corners and can be dispersed by a moderate wind (at least 10 miles per hour). It lasts for 1 hour.

BONUS ACTIONS

Gust. One creature within 10 feet makes a DC 15 Strength saving throw. On a failure, it is pushed up to 30 feet away from the giant.

Misty Step (2nd-Level; V). The giant teleports to an unoccupied space it can see within 30 feet. The giant can't cast this spell and a 1st-level or higher spell on the same turn.

Combat

The cloud giant prefers to fight from within a fog cloud, in which it can attack a blinded creature and then cast *misty step*. If bloodied while forced to fight in the open, it casts *fly* and retreats or tries to parley.

Variant: Cloud Giant Noble

The cloud giant noble is CR 12 (8,400 XP). It has the following additional actions:

Arc Lightning (1/Day). Up to three creatures within 60 feet that the giant can see make DC 15 Dexterity saving throws, taking 42 (12d6) lightning damage on a failure or half damage on a success.

Blinking Blades (1/Day). The giant magically teleports multiple times within a few seconds. The giant may make one glaive attack against each creature of its

choice within 30 feet, up to a maximum of 6 attacks.

Reverse Gravity (1/Day). Each creature of the giant's choice within 30 feet is magically hurled 60 feet in the air. If a creature hits an obstacle, it takes 21 (6d6) bludgeoning damage. The creatures then fall, taking falling damage as normal.

Silver Tongue (1/Day). One creature that can hear the giant within 30 feet makes a DC 15 Wisdom saving throw. On a failure, it is magically charmed by the giant for 1 hour. This effect ends if the giant or its allies harm the creature.

FIRE GIANT CHALLENGE 11

HUGE GIANT 7,200 XP

AC 18 (plate)

HP 162 (13d12 + 78; bloodied 81)

Speed 30 ft.

STR DEX CON INT WIS CHA

25 (+7) 10 (+0) 22 (+6) 10 (+0) 14 (+2) 12 (+1)

Proficiency +4; **Maneuver DC** 19

Saving Throws Str +11, Dex +4, Con +10, Cha +5

Skills Athletics +11, Perception +6, Intimidation +5

Damage Immunities fire

Senses passive Perception 16

Languages Giant

Cold Weakness. When the fire giant takes cold damage, its speed is reduced by 10 feet until the end of its next turn.

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage. If the target is a Large or smaller creature, it makes a DC 19 Strength saving throw. On a failure, it is pushed up to 10 feet away from the giant and knocked prone.

Rock. Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. *Hit:* 42 (10d6 + 7) bludgeoning damage. If the target is a Large or smaller creature, it makes a DC 19 Strength saving throw, falling prone on a failure.

Sword Sweep (1/Day, While Bloodied).

The giant makes a greatsword attack against each creature within 10 feet.

REACTIONS

Kick. When hit by a melee attack by a Medium or smaller creature the giant can see within 10 feet, the giant kicks its attacker. The attacker makes a DC 19 Dexterity saving throw. On a failure, it takes 14 (3d4 + 7) bludgeoning damage, is pushed up to 20 feet from the giant, and falls prone.

Combat

Fire giants close to melee as quickly as possible, throwing rocks only when they can't reach their opponents. The giant uses Sword Sweep when surrounded by three or more enemies, or four or more enemies and an ally. Fire giants rarely retreat or surrender, but will do so if reduced to 40 hit points or fewer, or if their enemy has shown the ability to deal consistent cold damage.

Variant: Fire Giant War Priest

The fire giant war priest is CR 12 (8,400 XP). It has the following actions:

Ignite Blades (1/Day). The greatswords of each fire giant of the giant's choice within 30 feet magically kindle into flame. For the next minute, each of their greatsword attacks deal an extra 7 (2d6) fire damage.

Pillar of Flame (1/Day). Each creature within a 10-foot-radius, 40-foot-high cylinder centered on a point within 60 feet that the fire giant can see makes a DC 18 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save or half damage on a success. Unattended flammable objects are ignited.

FROST GIANT CHALLENGE 9

HUGE GIANT 5,000 XP

AC 15 (patchwork armor)

HP 138 (12d12 + 60; bloodied 69)

Speed 40 ft.

STR DEX CON INT WIS CHA

22 (+6) 8 (-1) 20 (+5) 10 (+0) 10 (+0) 12 (+1)

Proficiency +4; **Maneuver DC** 18

Saving Throws Str +10, Con +9, Wis +4, Cha +5

Skills Athletics +10, Perception +4, Survival +4

Damage Immunities cold

Senses passive Perception 14

Languages Common, Giant

Fire Fear. When the giant takes fire damage, it is rattled until the end of its next turn.

ACTIONS

Multiattack. The giant makes two melee weapon attacks.

Battleaxe. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage. If the target is a Large or smaller creature, it makes a DC 18 Strength saving throw, falling prone on a failure.

Rock. Ranged Weapon Attack: +10 to hit, range 60/240 ft., one target. *Hit:* 37 (9d6 + 6) bludgeoning damage. If the target is a Large or smaller creature, it makes a DC 18 Strength saving throw, falling prone on a failure. In lieu of a rock, the giant can throw a grappled Medium or smaller creature up to 40 feet. On a hit, the target and the thrown creature both take 19 (4d6 + 5) bludgeoning damage. On a miss, only the thrown creature takes the damage. The thrown creature falls prone in an unoccupied space 5 feet from the target.

BONUS ACTIONS

Grab. One creature within 5 feet makes a DC 11 Dexterity saving throw. On a failure, it is grappled (escape DC 18). Until this grapple ends, the giant can't grab another target, and it makes battleaxe attacks with advantage against the grappled target.

Stomp (1/Day). Melee Weapon Attack: +10 to hit, reach 10 ft., one prone target. *Hit:* 13 (3d4 + 6) bludgeoning damage.

Combat

The frost giant prefers melee, using its battleaxe and grabbing or stomping when it can. The frost giant only flees if it takes fire damage while it is bloodied.

Variant: Frost Giant Jarl

The frost giant jarl is CR 12 (8,400 XP). It has 184 (16d12 + 80; bloodied 92) hit points and the following additional bonus action:

Icy Gaze. One creature the giant can see within 60 feet makes a DC 17 Constitution saving throw. On a failure, it takes 21 (6d6) cold damage, and its Speed is halved until the end of its next turn. On a success, it takes half as much damage.

HILL GIANT CHALLENGE 6

HUGE GIANT 2,300 XP

AC 13 (natural armor)

HP 105 (10d12 + 40; bloodied 52)

Speed 40 ft.

STR DEX CON INT WIS CHA

20 (+5) 8 (-1) 18 (+4) 6 (-2) 10 (+0) 6 (-2)

Proficiency +3; **Maneuver DC** 16

Saving Throws Str +8, Con +7

Senses passive Perception 10

Languages Giant

Gullible. The giant makes Insight checks with disadvantage.

ACTIONS

Multiattack. The giant attacks twice with its greatclub.

Greatclub. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it makes a DC 16 Strength saving throw, falling prone on a failure.

Rock. Ranged Weapon Attack: +8 to hit, range 60/240 ft., one target. *Hit:* 26 (6d6 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it makes a DC 16 Strength saving throw, falling prone on a failure. In lieu of a rock, the giant can throw a grappled Medium or smaller creature up to 30 feet. On a hit, the target and the thrown creature both take 15 (3d6 + 5) bludgeoning damage. On a miss, only the thrown creature takes the damage. The thrown creature falls prone in an unoccupied space 5 feet from the target.

Greatclub Sweep (1/Day, While

Bloodied). Each creature within 10 feet makes a DC 16 Dexterity saving throw.

On a failure, a creature takes 18 (3d8 + 5)

bludgeoning damage, is pushed 10 feet away from the giant, and falls prone.

BONUS ACTIONS

Grab. One creature within 5 feet makes a DC 10 Dexterity saving throw. On a failure, it is grappled (escape DC 16). Until this grapple ends, the giant can't grab another target, and it makes greatclub attacks with advantage against the grappled target.

Combat

The giant uses its greatclub and grabs opponents whenever it can. When it has a creature grabbed, it's not always clever enough to focus its attacks on that target. The giant might surrender if it's damaged by a particularly flashy magical effect while it's bloodied.

Variant: Hill Giant Chief

The hill giant chief is CR 8 (3,900 XP) and has 126 (12d12 + 48; bloodied 63) hit points. It has the following additional bonus actions:

Body Slam (1/Day). The giant jumps up to 15 feet horizontally without provoking opportunity attacks and falls prone in a space containing one or more creatures. Each creature in its space when it lands makes a DC 15 Dexterity saving throw, taking 19 (3d8 + 6) bludgeoning damage and falling prone on a failure. On a success, the creature takes half damage and is pushed 5 feet to an unoccupied space of its choice. If that space is occupied, the creature falls prone.

Muddy Ground (1/Day). Areas of unworked earth within 60 feet magically become swampy mud for 1 minute or until the giant dies. These areas become difficult terrain. Prone creatures in the area when the mud appears or that fall prone in the area make a DC 15 Strength saving throw. On a failure, the creature's Speed drops to 0 as it becomes stuck in the mud. A creature can use its action to make a DC 15 Strength check, freeing itself on a success.

Stomp (1/Day). The giant stamps its foot, causing the ground to tremble. Each creature within 60 feet makes a DC 15 Dexterity saving throw. On a failure, it falls prone.

STONE GIANT CHALLENGE 8

HUGE GIANT 3,900 XP

AC 17 (natural armor)

HP 126 (11d12 + 55; bloodied 63)

Speed 40 ft.

STR DEX CON INT WIS CHA

23 (+6) 14 (+2) 20 (+5) 10 (+0) 12 (+1) 10 (+0)

Proficiency +3; **Maneuver DC** 17

Saving Throws Str +9, Dex +5, Con +8, Wis +4

Skills Athletics +9 (+1d4), Perception +4, Stealth +5

Damage Resistances acid

Condition Immunities petrified

Senses passive Perception 14

Languages Giant

Camouflage. The giant has advantage on Stealth checks made to hide in rocky terrain.

ACTIONS

Multiattack. The giant attacks twice with its greatclub or twice with rocks.

Greatclub. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. **Hit:** 19 (3d8 + 6) bludgeoning damage. If the target is a Large or smaller creature, it makes a DC 19 Strength saving throw, falling prone on a failure.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. **Hit:** 20 (4d6 + 6) bludgeoning damage. If the target is a Large or smaller creature, it makes a DC 19 Strength saving throw. On a failure, it is pushed 10 feet away from the giant and knocked prone. In lieu of a rock, the giant can throw a grappled Medium or smaller creature up to 30 feet. On a hit, the target and the thrown creature both take 15 (3d6 + 5) bludgeoning damage. On a miss, only the thrown creature takes the damage. The thrown creature falls prone in an unoccupied space 5 feet from the target.

BONUS ACTIONS

Grab. One creature within 5 feet makes a DC 13 Dexterity saving throw. On a failure, it is grappled (escape DC 17). Until this grapple ends, the giant can't grab another target, and it makes greatclub attacks with advantage against the grappled target.

REACTIONS

Rock Catching. If a rock or other Small or larger projectile is hurled or fired at the giant, the giant makes a DC 10 Dexterity saving throw. On a success, the giant catches the projectile, takes no bludgeoning or piercing damage from it, and is not pushed or knocked prone by it.

Combat

Stone giants prefer ranged combat: they don't close to melee range unless they're out of rocks. On the other hand, they don't retreat from melee. A stone giant will die in battle to protect its home. Otherwise, it parleys or surrenders once bloodied.

Variant: Stone Giant Stonetalker

The stone giant stonetalker is CR 8 (3,900 XP). It has the following trait:

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

At will: *stone shape, telekinesis*

3/day each: *meld into stone, move earth, passwall*

1/day each: *augury, scrying*
(underground only)

The giant has the following additional actions:

Stone Spikes. Magical spikes of stone explode from a point on a flat surface of unworked stone within 60 feet. Each creature within 10 feet of this point makes a Dexterity saving throw, taking 28 (8d6) piercing damage on a failed save or half the damage on a success.

Avalanche (1/Day). The stone giant magically creates an avalanche on a hill or mountainside centered on a point within 120 feet. Stones cascade down

sloped or sheer stone surfaces within 60 feet of that point. Each non-stone giant creature within the affected area makes a Strength saving throw. On a failure, a creature takes 17 (5d6) bludgeoning damage, is knocked prone, and moves with the avalanche until they reach a flat surface or the edge of the area. On a success, the creature takes half damage.

STORM GIANT CHALLENGE 14

HUGE GIANT 11,500 XP

AC 16 (scale)

HP 230 (20d12 + 100; bloodied 115)

Speed 50 ft., swim 50 ft.

STR DEX CON INT WIS CHA

29 (+9) 14 (+2) 20 (+5) 16 (+3) 18 (+4) 18 (+4)

Proficiency +5; Maneuver DC 22

Saving Throws Str +14, Con +10, Wis +9, Cha +9

Skills Arcana +8, Athletics +14, History +8, Insight +9, Perception +9

Damage Resistances cold

Damage Immunities lightning, thunder

Senses passive Perception 19

Languages Common, Giant

Amphibious. The giant can breathe air and water.

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

At will: *detect magic, feather fall, levitate, light*

3/day each: *control water, control weather, water breathing*

1/day: *commune*

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

ACTIONS

Multiattack. The giant attacks twice with its greatsword.

Greatsword. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage.

Rock. Ranged Weapon Attack: +12 to hit, range 60/240 ft., one target. *Hit:* 44 (10d6 + 9) bludgeoning damage. If the target is

a Large or smaller creature, it makes a DC 22 Strength saving throw, falling prone on a failure.

Lightning Strike (Recharge 5–6). The giant throws a lightning bolt at a point it can see within 500 feet. Each creature within 10 feet of that point makes a DC 18 Dexterity saving throw, taking 56 (16d6) lightning damage on a success or half the damage on a failure.

Sword Sweep (While Bloodied). The giant makes a greatsword attack against each creature within 10 feet. Each creature hit with this attack makes a DC 22 Strength saving throw, falling prone on a failure.

BONUS ACTIONS

Stomp. Melee Weapon Attack: +14 to hit, reach 5 ft., one Medium or smaller prone target. **Hit:** 19 (3d6 + 9) bludgeoning damage.

Combat

The storm giant attacks with Lightning Strike at every opportunity. It is willing to fight at either close or long range. Storm giants are often too proud to surrender or flee but may offer a ceasefire if close to death.

Variant: Storm Giant Monarch

The storm giant monarch is an elite monster, equivalent to two CR 14 creatures (23,000 XP). It has 460 (40d12 + 200; bloodied 230) hit points. The giant has the following bonus actions, which it can only use while bloodied:

Elite Recovery. The giant 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.

Lightning Sword. The giant moves or swims up to its Speed without provoking opportunity attacks and makes a greatsword attack. On a hit, the target takes 28 (8d6) extra lightning damage.

Lightning Strikes (1/Day). The giant recharges and uses Lightning Strike.

Twister (1/Day). A Large or smaller creature the giant can see within 120 feet makes a DC 18 Strength saving throw.

On a failure, it takes 42 (12d6) bludgeoning damage and is caught within a whirlwind or water funnel and restrained for 1 minute. On a success, it takes half damage. A creature can use an action to make a DC 18 Strength saving throw, freeing itself or a creature within its reach from the twister on a success.

Gibbering Moulder

An invader from some mad alternate reality, the gibbering moulder is a horrid, amorphous mass of mouths and eyes.

GIBBERING Moulder CHALLENGE 2 MEDIUM ABERRATION 450 XP

AC 9

HP 67 (9d8 + 27; bloodied 33)

Speed 20 ft., swim 20 ft.

STR DEX CON INT WIS CHA

10 (+0) 8 (–1) 16 (+3) 2 (–4) 10 (+0) 6 (–2)

Proficiency +2; **Maneuver DC** 10

Damage Resistances psychic

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Amphibious. The moulder can breathe air and water.

Gibbering Mouths. A living non-aberration creature that starts its turn within 30 feet and can hear its gibbering makes a DC 10 Intelligence saving throw. On a failure, the creature is confused until the start of its next turn.

Reality Eater. The ground within 15 feet of the moulder is the consistency of sucking mud and is difficult terrain to all creatures except the moulder. Each non-aberrant creature that starts its turn in the area or enters it for the first time on its turn makes a DC 10 Strength saving throw. On a failure, its Speed is reduced to 0 until the start of its next turn.

ACTIONS

Multiattack. The moulder makes two bite attacks.

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. **Hit:** 7 (2d6)

piercing damage, and the target makes a DC 10 Strength saving throw, falling prone on a failure. If the target is killed by this attack, it is absorbed into the moulder.

BONUS ACTIONS

Blinding Bile (Recharge 5–6). Ranged *Weapon Attack*: +2 to hit, range 20/60 ft., one creature. *Hit*: 3 (1d6) acid damage, and the target is blinded until the end of the moulder's next turn.

Combat

The gibbering moulder spits bile and bites the closest creature. The moulder is not above biting unconscious opponents, and it does not retreat.

MURMURING WORM CHALLENGE 12 HUGE ABERRATION 8,400 XP

AC 16 (natural armor)

HP 195 (17d12 + 85; bloodied 97)

Speed 40 ft., burrow 20 ft., climb 40 ft., swim 40 ft.

STR DEX CON INT WIS CHA

20 (+5) 12 (+1) 20 (+5) 8 (–1) 14 (+2) 18 (+4)

Proficiency +4; **Maneuver DC** 17

Damage Immunities psychic

Condition Immunities prone

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12

Languages —

Amphibious. The worm can breathe air and water.

Locate Mind. The worm is aware of the location and relative intelligence of all creatures with Intelligence scores greater than 3 within 500 feet.

Maddening Murmurs. A non-aberrant creature that starts its turn within 30 feet and can hear its murmurs makes a DC 14 Intelligence saving throw. On a failure, the creature takes 10 (3d6) psychic damage and is confused until the start of its next turn.

ACTIONS

Multiattack. The worm constricts once and attacks once with its bite.

Constrict. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one creature. *Hit*: 21 (3d10

+ 5) bludgeoning damage. The target is grappled (escape DC 17) and restrained while grappled.

Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one creature. *Hit*: 21 (3d10 + 5) piercing damage. If the target is killed by this attack, the worm eats its head.

BONUS ACTIONS

Mental Summons. One creature with an Intelligence score greater than 3 within 120 feet makes a DC 16 Wisdom saving throw. On a failure, it uses its reaction to move up to its Speed towards the worm by the shortest route possible, avoiding hazards but not opportunity attacks. This is a magical charm effect.

Combat

The worm approaches the creature with the highest Intelligence score while using its Mental Summons on that creature. On the way to its intended victim, it attacks any creature next to it, targeting the smartest creature available on its turn. It fights to the death, retreating only if it can't reach any prey.

Gnolls

Gnolls are hyena-headed, demon-worshiping humanoids whose chilling laughter terrifies the quarry of their bloody hunts.

GNOLL CHALLENGE 1/2 MEDIUM HUMANOID (FIEND, GNOLL) 100 XP

AC 14 (hide armor)

HP 22 (5d8; bloodied 11)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 12

Senses darkvision 60 ft., passive Perception 9

Languages Gnoll

Pack Tactics. The gnoll has advantage on attack rolls against a creature if at least one of the gnoll's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

BONUS ACTIONS

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

Combat

Gnolls attack fearlessly, preferring to target bloodied creatures. If no such target is present, they attack whichever enemy is nearest.

Gnoll Variant: Gnoll Pack Leader

A gnoll pack leader is CR 2 (450 XP) and has 45 (10d8; bloodied 22) hit points and a Speed of 40 feet. The gnoll pack leader has the following additional action:

Multiattack. The gnoll attacks twice with its spear.

Gnoll Variant: Cannibal Reaver

A cannibal reaver's type is Medium humanoid (fiend, any).

GNOLL DEMONFANG CHALLENGE 4 MEDIUM HUMANOID (FIEND, GNOLL) 1,100 XP

AC 15 (hide armor)

HP 65 (10d8 + 20; bloodied 32)

Speed 40 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 13

Saving Throws Con +4, Wis +2, Cha +3

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 10

Languages Abyssal, Gnoll

Aligned. The gnoll radiates a Chaotic and Evil aura.

Possessed. If the gnoll demonfang is turned or affected by *dispel evil and good* or a similar effect, it transforms into an ordinary gnoll. Any damage it has taken

carries over to its new form. If this damage exceeds its maximum hit points, it dies.

ACTIONS

Multiattack. The gnoll attacks three times with its Charging Claw.

Charging Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, or 10 (2d6 + 3) slashing damage if this is the gnoll's first attack on this target this turn. The gnoll may then move up to 10 feet without provoking opportunity attacks.

Combat

The gnoll charges the largest group of enemies and attacks three different targets if it can, using the extra movement granted by its attack. It fights to the death, and gnolls in its presence are likely to do the same.

Goblins

From the wildest forests to the most sprawling metropolises, there's no place in the world you won't find goblins.

GOBLIN CHALLENGE 1/4 SMALL HUMANOID (GOBLINOID) 50 XP

AC 13 (leather armor)

HP 10 (3d6; bloodied 5)

Speed 30 ft.

STR DEX CON INT WIS CHA

8 (-1) 12 (+1) 10 (+0) 10 (+0) 10 (+0) 10 (+0)

Proficiency +2; **Maneuver DC** 11

Skills Stealth +3 (+1d4)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

BONUS ACTIONS

Nimble Escape. The goblin takes the Disengage or Hide action.

Combat

Goblins attack only when they outnumber their opponents. They employ ambush, firing arrows from hiding and then using Nimble Escape to hide elsewhere. When they can, they turn an aspect of the battle to their advantage, attacking in darkness or from above or amongst traps and hazards. If a goblin is engaged in melee while not in an advantageous position, it attacks with its shortsword and then disengages. Unless a powerful leader forces them to stand their ground, goblins retreat once they no longer outnumber their enemy.

Variants: Goblin Specialists

All goblin specialists are CR 1/2 (100 XP).

Goblin Alchemist. The goblin has two vials of alchemist's fire. (You can substitute acid by altering the damage type.) It has the following additional action:

Throw Vial. *Ranged Weapon Attack:* +3 to hit, range 20/40 ft., one target. *Hit:* 3 (1d6) ongoing fire damage. A creature can use an action to douse the fire on a target, ending all ongoing damage being dealt by alchemist's fire.

Goblin Dreadnought. The goblin has AC 17 (scale mail, buckler shield) and wields a sabre. It has the following additional action:

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

Goblin Musketeer. Two goblin musketeers together can operate a musket. If one uses its action to assist, the other gains the following additional action:

Musket. *Ranged Weapon Attack:* +3 to hit, range 60/180 ft., one target. *Hit:* 10 (2d8 + 1) piercing damage.

Goblin Shieldbearer. A goblin shieldbearer acts as a bodyguard to a chief or as a partner to other goblins. It uses a large shield and has the following additional action:

Shield Wall. The goblin and a goblin within 5 feet of it gain three-quarters cover.

Goblin Skulker. The goblin deals an extra 3 (1d6) damage when it attacks with advantage or when one of its allies is within 5 feet of its target and isn't incapacitated.

GOBLIN BOSS CHALLENGE 1

SMALL HUMANOID (GOBLINOID) 200 XP

AC 16 (chain shirt, buckler shield)

HP 24 (7d6; bloodied 12)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 12

Skills Stealth +4 (+1d4), Intimidation +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

ACTIONS

Multiattack. The goblin attacks twice with its scimitar.

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Command Minions. Up to 3 goblins within 30 feet that can hear or see it use their reactions to make a single melee attack each.

BONUS ACTIONS

Nimble Escape. The goblin takes the Disengage or Hide action.

Combat

A goblin boss drives its minions into melee combat. It fights behind the front lines, commanding its goblin foot soldiers to attack. If a goblin boss is attacked in melee, it disengages, retreats, and orders a counterattack. When its allies are depleted or it is seriously wounded, the boss expects its remaining minions to cover its retreat while it escapes with the treasure.

GOBLIN WARLOCK CHALLENGE 1

SMALL HUMANOID (GOBLINOID) 200 XP

AC 15 (chain shirt)

HP 21 (6d6; bloodied 10)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 12

Skills Arcana +3, Stealth +4 (+1d4), Intimidation +4

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Silver Fire. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 7 (2d6) fire damage and 7 (2d6) ongoing fire damage. A creature can use an action to douse the fire on a target, ending the ongoing damage.

Clinging Illusion. The warlock creates a magical illusion of an unmoving Medium or smaller object in a space it can see within 30 feet. The illusion can hide a smaller object in the same space. The illusion lasts 24 hours, until a creature touches it, or until the warlock uses Clinging Illusion again. A creature can take an action to make a DC 12 Investigation check to disbelieve the illusion. On a success, the illusion appears transparent to the creature.

REACTIONS

Quick Switch. When the warlock is hit by an attack, it magically teleports, switching places with a goblin ally within 30 feet. The goblin ally is hit by the triggering attack and suffers its effects.

Combat

A goblin warlock uses Clinging Illusion to hide traps and other nasty surprises. It stays near allies so that it can use Quick Switch while making silver fire attacks.

Variants: Other Goblin Warlock Spells

You can replace one or more of the warlock's actions with one of the abilities below.

Last Resort (1/Week). The warlock touches a willing goblin ally and permanently turns it into a hobgoblin or bugbear.

Surprise Sacrifice. A living goblin ally the warlock can see within 60 feet explodes, dying instantly. Each creature within 10 feet of the exploding goblin makes a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failure or half damage on a success.

Turn Weapon. A nonmagical melee weapon the warlock can see within 60 feet attacks the creature wielding it. The weapon makes a melee weapon attack with a +5 bonus, and deals damage as if wielded by a creature with Strength and Dexterity scores of 16 (+3).

Gorgon

The gorgon is a large, muscular bull with overlapping plates of iron for skin and viscous oils for blood and sweat.

GORGON CHALLENGE 6

LARGE MONSTROSITY 1,800 XP

AC 19 (natural armor)

HP 110 (13d10 + 39; bloodied 55)

Speed 50 ft.

STR DEX CON INT WIS CHA

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

Proficiency +3; **Maneuver DC** 16

Skills Perception +4

Condition Immunities petrified

Senses passive Perception 14

Languages —

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage, and the target makes a DC 16 Strength saving throw, falling prone on a failure. If the gorgon moves at least 20 feet straight towards the target before the attack, the attack deals an extra 6 (1d12) piercing damage.

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

Petrifying Breath (Recharge 5–6). The gorgon exhales petrifying gas in a 30-foot cone. Each creature in the area makes a DC 14 Constitution saving throw. On a failure, a creature is restrained as it begins to turn to stone. At the start of the gorgon's next turn, the creature repeats the saving throw. On a success, the effect ends. On a failure, the creature is petrified. This petrification can be removed with *greater restoration* or similar magic.

BONUS ACTIONS

Trample Underfoot. The gorgon attacks a prone creature with its hooves.

Combat

If the gorgon can charge more than 20 feet at an enemy without provoking an opportunity attack, it does so. Otherwise, it uses Petrifying Breath if it can. As a last resort, it attacks with its gore without charging. The gorgon flees only if it can't reach any enemies.

Gricks

An invasive species from a nightmarish plane, the grick is a nasty ambush predator that lurks in lightless environments near watering holes or clusters of edible fungi.

GRICK CHALLENGE 2

MEDIUM MONSTROSITY 200 XP

AC 14 (natural armor)

HP 33 (6d8 + 12; bloodied 16)

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 14 (+2) 2 (–4) 14 (+2) 5 (–3)

Proficiency +2; **Maneuver DC** 12

Skills Stealth +4

Damage Resistances damage from nonmagical weapons

Senses darkvision 60 ft., passive Perception 12

Languages —

Camouflage. The grick has advantage on Stealth checks made to hide in rocky terrain.

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

ACTIONS

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the grick can't attack a different target with its tentacles.

BONUS ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature grappled by the grick. *Hit:* 9 (2d6 + 2) piercing damage.

Combat

The grick tries to attack with surprise, seizing its prey with its tentacles and attacking with its beak. It climbs to safety if it's bloodied and not grappling a creature.

Variant: Wallflower

The wallflower's type is plant, and it has a Speed and climb speed of 20 feet. It has the following trait instead of Camouflage:

Luring Scent. When a beast, humanoid or fey creature begins its turn within 30 feet, the creature makes a DC 12 Constitution saving throw. On a failure, it moves as close as it can to the wallflower and ends its turn. Creatures immune to being charmed are immune to this effect. A creature that succeeds on the saving throw is immune to the Luring Scent of all wallflowers for 24 hours.

GIANT GRICK CHALLENGE 6

LARGE MONSTROSITY 2,900 XP

AC 17 (natural armor)

HP 90 (12d10 + 24; bloodied 45)

Speed 40 ft., climb 40 ft.

STR DEX CON INT WIS CHA

20 (+5) 14 (+2) 14 (+2) 2 (–4) 14 (+2) 5 (–3)

Proficiency +3; **Maneuver DC** 16

Skills Stealth +5

Damage Resistances damage from nonmagical weapons

Senses darkvision 60 ft., passive Perception 12

Languages —

Camouflage. The grick has advantage on Stealth checks made to hide in rocky terrain.

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

ACTIONS

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 20 ft., one or two targets. *Hit:* 23 (4d8 + 5) bludgeoning damage, and if the target is a creature it makes a DC 16 Strength saving throw. On a failure, the creature is pulled to within 5 feet of the grick and grappled (escape DC 16). Until the grapple ends, the creature is restrained. The grick can grapple up to two Medium or smaller creatures or one Large creature.

BONUS ACTIONS

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature grappled by the grick. *Hit:* 14 (2d8 + 5) piercing damage.

Combat

The giant grick usually lurks 20 feet up on walls and ceilings. If it can, it waits for two creatures to be within 20 feet of it before it springs its ambush. It reels its victims in, often pulling them up into the air, and gnaws them with its beak. If it's reduced to 20 hit points or fewer, it releases its victims and tries to escape.

Griffon

A griffon is an aerial predator with the head, talons, and wings of an eagle and the hindquarters of a lion.

GRIFFON CHALLENGE 3

LARGE MONSTROSITY 700 XP

AC 12

HP 57 (6d10 + 24; bloodied 28)

Speed 30 ft., fly 80 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 14

Skills Perception +5

Senses passive Perception 15

Languages —

Keen Sight. The griffon has advantage on Perception checks that rely on sight.

ACTIONS

Multiattack. The griffon attacks once with its beak and once with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage, or 11 (2d6 + 4) slashing damage if the griffon started its turn at least 20 feet above the target, and the target is grappled (escape DC 14). Until this grapple ends, the griffon can't attack a different target with its talons.

Combat

Griffons dive on their prey from above. If horses are present, they target them first. If a griffon catches a Large or smaller creature in its talons, it flies at least 30 feet in the air and drops it, or it brings the victim back to its lair. If reduced to 15 hit points or fewer and not in the presence of horses, it retreats.

Variant: Flying Lion

The flying lion's beak attack is instead a bite attack. Instead of Keen Sight, it has the following trait:

Keen Smell. The flying lion has advantage on Perception checks that rely on smell.

Grimlock

Grimlocks are the blind, subterranean descendants of ancient humans.

GRIMLOCK CHALLENGE 1/4

MEDIUM HUMANOID (GRIMLOCK) 50 XP

AC 12

HP 13 (2d8 + 4; bloodied 6)

Speed 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 14(+2) 14 (+2) 10 (+0) 8 (–1)

Proficiency +2; **Maneuver DC** 12

Skills Athletics +4, Engineering +4, Perception +2 (+1d4), Stealth +4

Condition Immunities blinded

Senses blindsight 30 ft., or 10 ft. while deafened (blind beyond this radius), passive Perception 14

Languages Undercommon

Camouflage. The grimlock has advantage on Stealth checks made to hide in rocky terrain.

Keen Hearing and Smell. The grimlock has advantage on Perception checks that rely on hearing or smell.

ACTIONS

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

Throttle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) bludgeoning damage, and the target is grappled (escape DC 12) and can't breathe. Until this grapple ends, the grimlock can't use any attack other than throttle and only against the grappled target, and it makes this attack with advantage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Combat

Grimlocks stealthily approach a group of foes, throttling and dragging them off one at a time. In a pitched battle, grimlocks are adept at determining which creatures are moving hesitantly (blinded by darkness or other effects) and attacking those targets. After two rounds of face-to-face combat, grimlocks retreat, tracking their foes from a distance and attacking again when surprise is on their side.

Variant: Grimlock Technical

The grimlock technical is CR 1/2 (100 XP). It has the following additional actions:

Lightning Stick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5

(1d6 + 2) bludgeoning damage plus 3 (1d6) lightning damage.

Silenced Blunderbuss. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage. The blunderbuss fires with a cloud of smoke and a quiet pop that can be heard from 30 feet away. It requires an action to reload the blunderbuss.

Smoke Bomb (3/Day). The grimlock throws a vial at a point up to 20 feet away. The area within 30 feet of that point is heavily obscured for 1 minute or until cleared by a strong wind.

Variant: Revilock

The grimlock revilock is CR 2 (450 XP) and has 39 (6d8 + 12; bloodied 19) hit points. It has telepathy out to a range of 60 feet. It has the following additional trait:

Psionic Spellcasting. The revilock's spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *mage armor, mage hand, minor illusion* (sound only)

3/day each: *gust of wind, invisibility*

The revilock has the following additional reactions, which can only target creatures the revilock can sense with its blindsense:

Psychic Camouflage. When the revilock would be targeted by an attack or spell, the attacker makes a DC 12 Intelligence saving throw. On a failure, the attacker momentarily forgets the revilock's existence. The attacker must choose a new target or a different action that doesn't target the revilock. Creatures with telepathy or an Intelligence of 3 or less are immune to this effect.

Shared Pain. When the revilock takes damage from an attack or spell, the attacker or spellcaster makes a DC 12 Intelligence saving throw, taking 10 (3d6) psychic damage on a failure. Creatures with telepathy make the saving throw with disadvantage.

Guardians

Guardians, sometimes called golems, are animated constructs made from various materials: moldable clay, rigid stone, mighty iron, and even stitched flesh.

Constructed Nature. Guardians don't require air, sustenance, or sleep.

CLAY GUARDIAN CHALLENGE 9

LARGE CONSTRUCT 5,000 XP

AC 14 (natural armor)

HP 133 (14d10 + 56; bloodied 66)

Speed 25 ft.

STR DEX CON INT WIS CHA

20 (+5) 10 (+0) 18 (+4) 3 (–4) 10 (+0) 1 (–5)

Proficiency +4; **Maneuver DC** 17

Damage Immunities acid, poison, psychic; damage from nonmagical, non-adamantine weapons

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

Senses darkvision 60 ft., passive Perception 10

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

Acid Absorption. When the guardian is subjected to acid damage, it instead regains hit points equal to the acid damage dealt.

Berserk. When the guardian starts its turn while bloodied, roll a d6. On a 6, the guardian goes berserk. While berserk, the guardian attacks the nearest creature it can see. If it can't reach a creature, it attacks an object. The guardian stays berserk until it is destroyed or restored to full hit points.

Bloodied Haste. While the guardian is bloodied, its speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it can use its slam as a bonus action.

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

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

ACTIONS

Multiattack. The guardian attacks twice with its slam.

Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it makes a DC 15 Constitution saving throw. On a failure, its hit point maximum is reduced by an amount equal to the damage dealt. The target dies if its hit point maximum is reduced to 0. A *greater restoration* spell or similar magic removes the reduction.

Combat

The guardian's strategy is determined by its programming. It may attack the closest enemy, or it may be instructed to attack only certain targets, such as the first one to touch an item it was protecting.

FLESH GUARDIAN CHALLENGE 5

MEDIUM CONSTRUCT 1,800 XP

AC 9

HP 93 (11d8 + 44; bloodied 46)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 8 (–1) 18 (+4) 6 (–2) 10 (+0) 5 (–3)

Proficiency +3; **Maneuver DC** 15

Damage Immunities lightning, poison; damage from nonmagical, non-adamantine weapons

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

Senses darkvision 60 ft., passive Perception 10

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

Berserk. When the guardian starts its turn while bloodied, roll a d6. On a 6, the guardian goes berserk. While berserk, the guardian attacks the nearest creature it can see. If it can't reach a creature, it attacks an object. The guardian stays berserk until it is destroyed or restored to full hit points.

If a berserk guardian can see and hear its creator, the creator can use an action to try to calm it by making a DC 15 Persuasion check. On a success, the guardian is no longer berserk.

Fire Fear. When the guardian takes fire damage, it is rattled until the end of its next turn.

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

Lightning Absorption. When the guardian is subjected to lightning damage, it instead regains hit points equal to the lightning damage dealt.

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

ACTIONS

Multiattack. The guardian attacks twice with its slam.

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

Hurl Object. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage.

Lightning Bolt (1/Day, While Bloodied). An 80-foot-long, 5-foot-wide lightning bolt springs from the guardian's chest. Each creature in the area makes a DC 15 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save or half damage on a success.

Combat

A flesh guardian prefers to slam creatures in melee. When its Lightning Bolt is available, it uses it immediately, without much regard for catching multiple creatures in the blast. It tends to use its Lightning Bolt on distant and flying attackers. It throws objects only if it can't reach any foes. A flesh guardian possesses a greater sense of self-preservation than most guardians. It avoids fire when it can and may retreat from a battle to save itself.

HOUD GUARDIAN CHALLENGE 1

MEDIUM CONSTRUCT 200 XP

AC 15 (natural armor)

HP 32 (5d8 + 10; bloodied 16)

Speed 50 ft.

STR DEX CON INT WIS CHA

16 (+3) 10 (+0) 14 (+2) 2 (–4) 12 (+1) 6 (–2)

Proficiency +2; **Maneuver DC** 13

Skills Perception +3

Damage Immunities poison; damage from nonmagical, non-adamantine weapons

Condition Immunities charmed, fatigued, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

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

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

Keen Hearing and Smell. The guardian has advantage on Perception checks that rely on hearing or smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage. If the target is a creature, it makes a DC 13 Strength saving throw, falling prone on a failure.

REACTIONS

Protective Bite. When a creature within 5 feet hits the guardian's owner with a melee attack, the guardian bites the attacker.

Combat

The hound guardian follows its owner's orders. If not given orders, it moves to stay within 60 feet of its master and attacks anyone who threatens its master or itself (in that order).

IRON GUARDIAN CHALLENGE 14

LARGE CONSTRUCT 11,500 XP

AC 20 (natural armor)

HP 210 (20d10 + 100; bloodied 105)

Speed 30 ft.

STR DEX CON INT WIS CHA

24 (+7) 12 (+1) 20 (+5) 3 (–4) 12 (+1) 1 (–5)

Proficiency +5; **Maneuver DC** 20

Damage Immunities fire, poison, psychic; damage from nonmagical, non-adamantine weapons

Condition Immunities charmed, fatigued, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive
Perception 11

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

Fire Absorption. When the guardian is subjected to fire damage, it instead regains hit points equal to the fire damage dealt.

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

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

ACTIONS

Multiattack. The guardian makes two sword attacks.

Sword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 29 (4d10 + 7) slashing damage.

Poison Breath (Recharge 5–6). The guardian exhales poisonous gas in a 15-foot cone. Each creature in the area makes a DC 18 Constitution saving throw, taking 45 (10d8) poison damage on a failure or half damage on a success.

REACTIONS

Deflection. When missed by a ranged attack by a creature the guardian can see, the guardian redirects the attack against a creature within 60 feet that it can see. The original attacker must reroll the attack against the new target.

Combat

The iron guardian's strategy is determined by its programming. It may attack the closest enemy, or it may be instructed to attack only certain targets, such as the first one to touch an item it was protecting. It uses its poison breath whenever it can include two or more creatures in the blast. It uses its Deflection reaction to target either the least-armored creature within range or its preferred target.

SHIELD GUARDIAN CHALLENGE 7

LARGE CONSTRUCT 2,900 XP

AC 17 (natural armor)

HP 133 (14d10 + 56; bloodied 66)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 18 (+4) 6 (–2) 10 (+0) 3 (–4)

Proficiency +3; **Maneuver DC** 15

Damage Immunities poison

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

Senses darkvision 60 ft., passive
Perception 10

Languages understands all languages but can't speak

Amulet. The guardian is magically bound to an amulet. It knows the distance and direction to the amulet while it is on the same plane of existence. Whoever wears the amulet becomes the guardian's master and can magically command the guardian to travel to it.

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

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

Spell Storing. A spellcaster wearing the guardian's amulet can use the guardian to store a spell. The spellcaster casts a spell using a 4th-level or lower spell slot on the guardian, choosing any spell parameters. The spell has no effect when thus cast. The guardian can cast this spell once, using no components, when ordered to do so by its master or under other pre-defined circumstances. When a spell is stored in the guardian, any previously stored spell is lost.

ACTIONS

Multiattack. The guardian attacks twice with its fist.

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

Self-Repair. The guardian regains 15 hit points.

REACTIONS

Absorb Damage. If the guardian is within 60 feet of its master when the master takes damage, half the damage (rounded up) is transferred to the guardian.

Shield. If the guardian is within 5 feet of its master when the master is attacked, the

guardian grants a +3 bonus to its master's AC.

Combat

The shield guardian follows its master's orders. If not given orders, it moves to stay within 60 feet of its master and attacks anyone who attacks its master or itself (in that order). If no one is wearing its amulet, it defends itself and performs self-repair but takes no other actions.

STONE GUARDIAN CHALLENGE 10

LARGE CONSTRUCT 5,900 XP

AC 17 (natural armor)

HP 178 (17d10 + 85; bloodied 89)

Speed 30 ft.

STR DEX CON INT WIS CHA

22 (+6) 10 (+0) 20 (+5) 3 (–4) 12 (+1) 1 (–5)

Proficiency +4; **Maneuver DC** 18

Damage Immunities poison, psychic; damage from nonmagical, non-adamantine weapons

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

Senses darkvision 120 ft., passive Perception 11

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

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

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

ACTIONS

Multiattack. The guardian attacks twice with its slam.

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

Rock. Ranged Weapon Attack: +10 to hit, range 60/240 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage. The target makes a DC 18 Strength saving throw, falling prone on a failure.

BONUS ACTIONS

Slow (Recharge 5–6). The guardian targets one or more creatures within 30 feet. Each target makes a DC 17 Wisdom saving throw. On a failure, the target is

slowed for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Combat

The stone guardian's strategy is determined by its programming. Most commonly, it attacks the closest enemy first. It moves to include at least two creatures within range before using Slow. It throws a rock or other object if it can't reach an enemy on its turn.

Stone Guardian Variant: Stone Colossus

The stone colossus is a legendary CR 16 (15,000 XP) monster. It is Gargantuan, has 263 (17d20 + 85; bloodied 131) hit points, and has the following additional traits:

Legendary Resistance (2/Day). If the colossus fails a saving throw, it can choose to succeed instead. When it does so, it crumbles and cracks, losing 20 hit points.

Siege Monster. The colossus deals double damage to objects and structures.

The colossus 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.

Seize. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 16 (4d4 + 6) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the colossus can't seize a different creature.

Fling. The colossus throws one Large or smaller object or creature it is grappling up to 60 feet. The target lands prone and takes 21 (6d6) bludgeoning damage. If the colossus throws the target at another creature, that creature makes a DC 18 Dexterity saving throw, taking the same damage on a failure.

Stomp. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage. If the target is a Large or smaller creature, it makes a DC

18 Strength check, falling prone on a failure.

Bolt from the Blue (Costs 2 Actions). If the colossus is outside, it calls a bolt of energy down from the sky, hitting a point on the ground or water within 120 feet. Each creature in a 10-foot-radius, sky-high cylinder centered on that point makes a DC 17 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save or half damage on a success. The colossus can choose to make the bolt deal fire or radiant damage instead of lightning.

Hags

Although hags appear humanoid, they are in fact fey creatures that prey upon humanoid and faerie folk alike.

GREEN HAG CHALLENGE 3

MEDIUM FEY 700 XP

AC 14 (natural armor)

HP 71 (11d8 + 22; bloodied 35)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 14 (+2) 14 (+2) 16 (+3)

Proficiency +2; **Maneuver DC** 13

Saving Throws Con +4, Wis +4

Skills Arcana +4, Deception +5, Insight +4, Perception +4, Stealth +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *disguise self*, *invisibility*, *minor illusion*

1/day: *geas*

Mimicry. The hag can mimic voices and animal sounds. Recognizing the sounds

as imitation requires a DC 13 Insight check.

ACTIONS

Multiattack. The hag attacks with its claws and uses Hex.

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

Hex (Gaze). A creature within 60 feet that is not already under a hag's hex makes a DC 13 Wisdom saving throw. A creature under an obligation to the hag automatically fails this saving throw. On a failed saving throw, the target is cursed with a magical hex that lasts 30 days. The curse ends early if the target suffers harm from the hag or if the hag ends it as an action. Roll 1d4:

1. **Charm Hex.** The target is charmed by the hag.
2. **Fear Hex.** The target is frightened of the hag.
3. **Ill Fortune Hex.** The hag magically divines the target's activities. Whenever the target attempts a long-duration task such as a craft or downtime activity, the hag can cause the activity to fail.
4. **Sleep Hex.** The target falls unconscious. The curse ends early if the target takes damage or if a creature uses an action to shake it awake.

Invisibility (2nd-Level; V, S, Concentration). The hag is invisible for 1 hour. The spell ends if the hag attacks, uses Hex, or casts a spell.

Combat

The green hag uses Hex. If it's successful, it uses its claws on a different target if one is available. If bloodied, the hag turns invisible and tries to escape.

Variant: Coven Green Hag

The coven green hag is CR 5 (1,800 XP). Its type is fey (shapechanger). It has 97

(15d8 + 30; bloodied 48) hit points and the following additional actions:

Multiattack. The hag attacks twice with its claws and then uses Hex if not in beast form.

Beast Form. The hag magically transforms into a Large or smaller beast or back into its true form. While in beast form, it retains its game statistics, can't cast spells, can't use Hex, and can't speak. The hag's Speed increases by 10 feet, and when appropriate to its beast form it gains a climb, fly, or swim speed of 40 feet. Any equipment the hag is wearing or wielding merges into its new form.

NIGHT HAG CHALLENGE 5 MEDIUM FEY (FIEND, SHAPECHANGER) 1,800 XP

AC 17 (natural armor)

HP 105 (14d8 + 42; bloodied 52)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +3; **Maneuver DC** 15

Saving Throws Con +6, Wis +5

Skills Arcana +6, Deception +6, Insight +5, Perception +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal

Curse. A creature touched by the hag's claws is magically cursed for 30 days. While under this curse, the target has disadvantage on attack rolls made against the hag.

Evil. The hag radiates an Evil aura.

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

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) slashing damage, and the target is subject to the hag's Curse trait.

Sleep Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* The target falls asleep for 4 hours or until it takes damage or is shaken awake. Once

the hag successfully hits a target, it can't make this attack again until it finishes a long rest.

Shapeshift. The hag magically polymorphs into a Small or Medium humanoid. Equipment it is carrying isn't transformed. It retains its claws in any form. It has no true form and remains in its current form when it dies.

Planar Travel (3/Day). The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. Alternatively, the hag is magically transported to the Material Plane, Hell, or the Abyss, arriving within 10 miles of its desired destination.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping creature that is under the night hag's Curse and is not protected by a magic circle or *protection from evil and good* spell or similar magic. As long as the touch persists, the target has terrible nightmares. If the nightmares last for 1 hour, the target gains a level of strife and gains no benefit from the rest, and its hit point maximum is reduced by 5 (1d10) until the curse ends. If this effect reduces the target's hit points maximum to 0, the target dies and the hag captures its soul. The reduction to the target's hit point maximum lasts until removed by *greater restoration* or similar magic.

Combat

The night hag hits as many creatures as possible with its claws and then escapes to the Ethereal Plane. Its goal in combat isn't to kill but to curse. It returns later to haunt victims of its curse.

When a night hag reduces a lone creature to 0 hit points with its claws, it often knocks the creature out rather than killing it. It prefers Nightmare Haunting to mere killing.

Variant: Coven Night Hag

The coven night hag is CR 7 (2,900 XP). It has 120 (16d8 + 48; bloodied 60) hit points and the following additional bonus action:

Fragmentary Dream. The hag creates a terrifying illusion visible only to one creature that it can see within 120 feet. The creature makes a DC 14 Wisdom saving throw. It takes 22 (4d10) psychic damage and becomes frightened until the end of its turn on a failure, or takes half damage on a success.

The night hag can use the following reaction:

Steal Magic (3/Day). When a creature the hag can see within 60 feet casts a spell using a 3rd-level or lower spell slot, the hag attempts to steal its power. The caster makes a DC 14 saving throw using its spellcasting ability. On a failure, the spell fails, and the hag gains 5 (1d10) temporary hit points per level of the spell slot used.

SEA HAG CHALLENGE 2

MEDIUM FEY 450 XP

AC 14 (natural armor)

HP 52 (7d8 + 21; bloodied 26)

Speed 30 ft., swim 40 ft.

STR DEX CON INT WIS CHA

16 (+3) 12 (+1) 16 (+3) 12 (+1) 12 (+1) 16 (+3)

Proficiency +2; **Maneuver DC** 13

Saving Throws Con +5, Wis +3

Skills Arcana +3, Deception +5, Insight +3

Senses darkvision 60 ft., passive Perception 11

Languages Aquan, Common, Giant

Amphibious. The hag can breathe air and water.

Curse. A creature that makes a bargain with the hag is magically cursed for 30 days. While it is cursed, the target automatically fails saving throws against the hag's *scrying* and *geas* spells, and the hag can cast *control weather* centered on the creature.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *disguise self*
1/day: *control weather*, *geas*, *scrying*

ACTIONS

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

Death Glare (Gaze). One frightened creature within 30 feet makes a DC 11 Wisdom saving throw. On a failed saving throw, the creature drops to 0 hit points. On a success, the creature takes 7 (2d6) psychic damage.

BONUS ACTIONS

Horrific Transformation. The hag briefly takes on a terrifying form or reveals its true form. Each creature within 30 feet that can see the hag makes a DC 11 Wisdom saving throw. A creature under the hag's curse automatically fails this saving throw. On a failure, the creature is frightened until the end of its next turn. If a creature's saving throw is successful, it is immune to the hag's Horrific Transformation for 24 hours.

Combat

The hag uses Horrific Transformation to frighten as many creatures as possible and then uses Death Glare on one of them. If no creatures are frightened or if it is bloodied, the hag flees, using its swim speed if possible. It attacks with its claws only if cornered.

Variant: Coven Sea Hag

The coven sea hag is CR 4 (1,100 XP). It has 75 (10d8 + 30; bloodied 37) hit points and the following additional actions:

Multiattack. The hag attacks twice with its claws.

Lightning Blast (Recharge 5–6). An 80-foot-long, 5-foot-wide lightning bolt springs from the hag's extended claw. Each creature in the area makes a DC 13 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save or half damage on a success.

WINTER HAG CHALLENGE 7

MEDIUM FEY (SHAPECHANGER) 2,900 XP

AC 17 (natural armor)

HP 120 (16d8 + 48; bloodied 60)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 16 (+3) 16 (+3) 16 (+3) 16 (+3) 18 (+4)

Proficiency +3; **Maneuver DC** 15

Saving Throws Con +6, Wis +6

Skills Arcana +6, Deception +7, Insight +6, Perception +6, Stealth +6

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic, Sylvan

Curse. A creature that accepts a gift from the hag is magically cursed for 30 days. While it is cursed, the target automatically fails saving throws against the hag's *charm person*, *geas*, and *scrying* spells, and the hag can cast control weather centered on the creature.

Icy Travel. The hag is not hindered by cold weather, icy surfaces, snow, wind, or storms. Additionally, the hag and her allies leave no trace when walking on snow or ice.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *charm person*, *dancing lights*, *invisibility*, *minor illusion*, *passwall* (ice only)
1/day: *control weather* (extreme cold), *geas*, *scrying*

ACTIONS

Multiattack. The hag attacks once with its claws and once with its ice bolt.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Ice Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one creature. *Hit:* 15 (2d10 + 4) cold damage, and the target makes a DC 15 Constitution saving throw. A creature under the hag's curse automatically fails this saving throw. On a failure, the creature is restrained as it begins to turn to ice. At the end of the creature's next turn, the creature repeats the saving throw. On a success, the effect ends. On a failure, the creature is petrified

into ice. This petrification can be removed with *greater restoration* or similar magic.

Shapeshift. The hag magically polymorphs into a Small or Medium humanoid or back into its true form. Its statistics are the same in each form. Equipment it is carrying isn't transformed. It retains a streak of white hair in any form. It returns to its true form if it dies.

Invisibility (2nd-Level; V, S, Concentration). The hag is invisible for 1 hour. The spell ends if the hag attacks or casts a spell.

REACTIONS

Ice Shield. The hag adds 3 to its AC against one melee attack that would hit it made by a creature it can see. If the attack misses, the attacker takes 14 (4d6) cold damage.

Combat

If the hag has allies to protect it, it attacks with ice bolt from a distance. If alone, it attacks melee combatants with its claws while firing ice bolts against a ranged attacker. When the hag is reduced to 40 hit points or fewer, it turns invisible and tries to escape.

Variant: Coven Winter Hag

The coven winter hag is CR 9 (5,000 XP). It has 135 (18d8 + 54; bloodied 67) hit points and the following additional trait:

Expanded Spell List. The hag can cast *cone of cold* and *wall of ice* once per day each.

The hag has the following additional actions:

Cone of Cold (5th-Level; V, S). Frost blasts from the hag in a 60-foot cone. Each creature in the area makes a DC 15 Constitution saving throw, taking 36 (8d8) cold damage on a failure or half damage on a success.

Wall of Ice (6th-level; V, S, Concentration). The hag magically creates a wall of ice on a solid surface it can see within 120 feet. The wall is flat, 1 foot thick, and can be up to 50 feet long and 20 feet high. The wall lasts for 10

minutes. Each 10-foot section has AC 12, 30 hit points, vulnerability to fire damage, and immunity to cold, poison, and psychic damage. Destroying a 10-foot section of wall leaves behind a sheet of frigid air in the space the section occupied. A creature moving through the sheet of frigid air for the first time on a turn makes a Constitution saving throw, taking 17 (5d6) cold damage on a failed save or half damage on a success.

If the wall enters a creature's space when it appears, the creature is pushed to one side of the wall (hag's choice). The creature then makes a Dexterity saving throw, taking 35 (10d6) cold damage on a failed save or half damage on a success.

Half-Dragons

When draconic blood flows through the veins of a non-dragon, that creature comes to exhibit dragon-like characteristics.

Half-Dragon Template

A beast, humanoid, giant, or monstrosity can become a half-dragon. It keeps its statistics, except as follows.

Languages. If the half-dragon knows languages, it speaks Draconic in addition to the ones it knows.

Senses. The half-dragon gains blindsight out to a distance of 10 feet and darkvision out to a distance of 60 feet.

Resistances. The half-dragon gains resistance to a damage type dealt by the breath weapon of its dragon half.

Breath Weapon. The half-dragon uses the Breath Weapon attack of the oldest dragon of its type that has a Challenge Rating equal to or lower than the half-dragon's Challenge Rating (minimum wyrmling).

Wings. If the half-dragon's Challenge Rating is 9 or higher, it gains wings and a fly speed of 60.

HALF-RED DRAGON CHALLENGE 3 VETERAN MEDIUM HUMANOID 700 XP

AC 16 (hauberk)

HP 58 (9d8 + 18; bloodied 29)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 13

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

Damage Resistances fire

Skills Athletics +5, Intimidation +2 (+1d4), Perception +2, Survival +2

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Draconic plus any two

ACTIONS

Multiattack. The veteran makes two melee attacks.

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

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Fire Breath (Recharge 5–6). The veteran exhales a blast of fire that fills 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. A creature who fails the saving throw also suffers 5 (1d10) ongoing fire damage. At the end of each of its turns, it can repeat the saving throw, ending the ongoing damage on a success. This fire can also be put out in typical ways, such as immersion in water, and a creature who uses an action to drop prone can put out the fire with a DC 10 Dexterity saving throw.

BONUS ACTIONS

Tactical Movement. Until the end of the veteran's turn, its Speed is halved and its movement doesn't provoke opportunity attacks.

REACTIONS

Off-Hand Counter. When the veteran is missed by a melee attack by an attacker it can see within 5 feet, the veteran makes a shortsword attack against the attacker.

HALF-SHADOW CHALLENGE 7 DRAGON ASSASSIN

MEDIUM HUMANOID 3,900 XP

AC 16 (leather brigandine)

HP 97 (15d8 + 30; bloodied 48)

Speed 35 ft.

STR DEX CON INT WIS CHA

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

Proficiency +3; **Maneuver DC** 14

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

Skills Acrobatics +6 (+1d6), Deception +4 (+1d6), Perception +4, Stealth +6 (+1d6)

Damage Resistances necrotic

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic plus any two

Assassinate. During the first turn of combat, the assassin has advantage on attack rolls against any creature that hasn't acted. On a successful hit, each creature of the assassin's choice that can see the assassin's attack is rattled until the end of the assassin's next turn.

Dangerous Poison. As part of making an attack, the assassin can apply a dangerous poison to their weapon (included below). The assassin carries 3 doses of this poison. A single dose can coat one melee weapon or up to 5 pieces of ammunition.

Evasion. When the assassin makes a Dexterity saving throw against an effect that deals half damage on a success, they take no damage on a success and half damage on a failure.

Sneak Attack (1/Turn). The assassin deals an extra 21 (6d6) damage when they hit with a weapon attack while they have advantage on the attack, or when the assassin's target is within 5 feet of an ally of the assassin while the assassin doesn't have disadvantage on the attack.

ACTIONS

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

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:*

6 (1d6 + 3) piercing damage plus 10 (3d6) poison damage.

Anguished Breath (Recharge 5–6). The assassin 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.

BONUS ACTIONS

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

Rapid Attack. The assassin attacks with their shortsword.

Harpy

Harpies are humanoids with raptor features: wings in place of arms, talons for feet, and feathered torsos and legs.

HARPY CHALLENGE 1

MEDIUM MONSTROSITY 200 XP

AC 11

HP 38 (7d8 + 7; bloodied 19)

Speed 20 ft., fly 40 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 11

Saving Throws Wis +2

Senses passive Perception 10

Languages Common

ACTIONS

Multiattack. The harpy attacks twice with its claw.

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

BONUS ACTIONS

Luring Song. The harpy sings a magical song. Each humanoid and giant within 300 feet that can hear it makes a DC 12 Wisdom saving throw. On a failure, a creature becomes charmed until the harpy fails to use its bonus action to continue the song. While charmed by the harpy, a creature is incapacitated and ignores other harpy songs. On each of its

turns, the creature moves towards the harpy by the most direct route, not avoiding opportunity attacks or hazards. The creature repeats its saving throw whenever it is damaged and before it enters damaging terrain such as lava. If a saving throw is successful or the effect ends on it, it is immune to any harpy's song for the next 24 hours.

Combat

The harpy uses its Luring Song continuously whenever enemies are within 300 feet. It prefers to attack creatures charmed by it and evade creatures that attack it in melee. It flees if it is bloodied while no creatures are charmed by it.

Variant: Siren

A siren has a swim speed of 40, no fly speed, and can breathe and sing both in air and underwater.

Hell Hound

Hell hounds guard profane sites, such as gateways to Hell, but they are most infamous for hunting down mortals who anger their masters.

HELL HOUND CHALLENGE 3

MEDIUM FIEND 700 XP

AC 15 (natural armor)

HP 52 (7d8 + 21; bloodied 26)

Speed 50 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 16 (+3) 6 (–2) 12 (+1) 8 (–1)

Proficiency +2; **Maneuver DC** 13

Skills Perception +3 (+1d4)

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak

Keen Hearing and Smell. The hound has advantage on Perception checks that rely on hearing and smell.

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

Pack Tactics. The hound has advantage on attack rolls against a creature if at least one of the hound's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 8 (1d10 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area makes a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half damage on a success.

Combat

The hound attacks with its fire breath when it's available. It chases down enemies who try to flee.

Hippogriff

A hippogriff is a lean, lightly built horse with an eagle's wings and head.

HIPPOGRIFF CHALLENGE 1

LARGE MONSTROSITY 200 XP

AC 12 (natural armor)

HP 39 (6d10 + 6; bloodied 19)

Speed 40 ft., fly 60 ft.

STR DEX CON INT WIS CHA

16 (+3) 13 (+1) 12 (+1) 2 (–4) 12 (+1) 8 (–1)

Proficiency +2; **Maneuver DC** 13

Skills Perception +3 (+1d4)

Senses passive Perception 15

Languages —

Keen Sight. The hippogriff has advantage on Perception checks that rely on sight.

ACTIONS

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

Combat

The hippogriff swoops in to attack and then flies away, risking opportunity attacks. It flees when bloodied.

Hobgoblins

Hobgoblins resemble tall, brawny humanoids with pointed ears and fanged teeth.

HOBGOBLIN CHALLENGE 1/2 MEDIUM HUMANOID (GOBLINOID) 100 XP

AC 16 (leather brigandine, medium shield)
HP 19 (3d8 + 6; bloodied 9)
Speed 30 ft.

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

Proficiency +2; **Maneuver DC** 11

Skills Perception +2, Survival +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Formation Movement. If the hobgoblin begins its turn within 5 feet of an ally that is not incapacitated, its movement doesn't provoke opportunity attacks.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 10 (2d8 + 1) slashing damage if within 5 feet of an ally that is not incapacitated.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Combat

Hobgoblins try to move and attack in formation, staying within 5 feet of an ally. The first hobgoblin to approach an enemy often readies an action to attack when it's joined by an ally. Hobgoblins look for advantages that can be found from cover, darkness, flanking, or terrain. Hobgoblins retreat only when ordered to or when all superiors are killed and they are reduced to half their original number. Even when retreating, one hobgoblin sometimes remains behind to hold off an enemy while the others withdraw.

HOBGOBLIN CAPTAIN CHALLENGE 3

MEDIUM HUMANOID (GOBLINOID) 700 XP

AC 18 (full plate)

HP 52 (8d8 + 16; bloodied 26)

Speed 30 ft.

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

Proficiency +2; **Maneuver DC** 13

Saving Throws Str +5, Wis +3

Skills Athletics +5, Engineering +4, Intimidation +4, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Formation Movement. If the hobgoblin begins its turn within 5 feet of an ally that is not incapacitated, its movement doesn't provoke opportunity attacks.

ACTIONS

Multiattack. The hobgoblin attacks twice with its greatsword.

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

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

Officer's Command (1/Day). The hobgoblin inspires creatures of its choice within 30 feet that can hear and understand it and that have a Challenge Rating of 2 or lower. For the next minute, inspired creatures gain an expertise die (1d4) on attack rolls and saving throws. A creature can benefit from only one Officer's Command at a time.

Combat

The hobgoblin captain uses its Officer's Command as soon as melee combat begins. It enters melee combat as soon as it can, staying close to allies. It looks for advantages that can be found from cover, darkness, flanking, or terrain. It organizes a safe retreat if it thinks it can fight more effectively later.

Variant: Hobgoblin Warlord

The hobgoblin warlord is an elite monster, equivalent to two CR 3 creatures (1,400 XP). It has 104 (16d8 + 32; bloodied 52) hit points. The hobgoblin has the following additional traits:

Bloodied Rage. While bloodied, the warlord can attack four times with its greatsword or twice with its javelin when it uses Multiattack but no longer gains the benefit of its Military Training trait.

Elite Recovery. At the end of each of its turns, while bloodied, the hobgoblin can end one condition or effect on itself. It can do this even when unconscious or incapacitated.

Military Training. The hobgoblin has advantage on ability checks to make a tactical, strategic, or political decision.

Homunculus

Alchemists create homunculi by adding a drop of their own blood to a vat of viscous, primordial ooze.

HOMUNCULUS CHALLENGE 0

TINY CONSTRUCT 10 XP

AC 13

HP 5 (2d4; bloodied 2)

Speed 20 ft., fly 40 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 13

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Telepathic Bond. While they are on the same plane, the homunculus and its creator can communicate telepathically at any distance.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target makes a DC 10 Constitution saving throw. On a failure, it is poisoned. At the end of its next turn, it repeats the saving throw. On a success,

the effect ends. On a failure, it falls unconscious for 1 minute. If it takes damage or a creature uses an action to shake it awake, it wakes up, and the poisoned effect ends.

Combat

The homunculus hides or avoids combat unless ordered to fight.

Hydra

Hydras are aquatic, serpentine creatures with multiple heads.

HYDRA CHALLENGE 9

LEGENDARY HUGE MONSTROSITY 5,000 XP

AC 16 (natural armor)

HP 172 (15d12 + 75; bloodied 86)

Speed 30 ft., swim 30 ft.

STR DEX CON INT WIS CHA

20 (+5) 12 (+1) 20 (+5) 2 (–4) 12 (+1) 6 (–2)

Proficiency +4; **Maneuver DC** 17

Skills Perception +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages —

Hold Breath. The hydra can hold its breath for 1 hour.

Legendary Resistance (3/Day). When the hydra fails a saving throw, it can choose to succeed instead. When it does so, its heads lose coordination. It is rattled until the end of its next turn.

Multiple Heads. While the hydra has more than one head, it 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.

Reactive Heads. For each head it has, the hydra can take one reaction per round, but not more than one per turn.

Regenerating Heads. The hydra has five heads. Whenever the hydra takes 25 or more damage in one turn, one of its heads dies. If all of its heads die, the hydra dies. At the end of its turn, it grows

2 heads for each head that was killed since its last turn, unless it has taken fire damage since its last turn.

Toxic Secretions. Water within 1 mile of the hydra's lair is poisoned. A creature other than the hydra that is immersed in the water or drinks the water makes a DC 17 Constitution saving throw. On a failure, the creature is poisoned for 24 hours. On a success, the creature is immune to this poison for 24 hours.

Wakeful. When some of the hydra's heads are asleep, others are awake.

ACTIONS

Multiattack. The hydra bites once with each of its heads.

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

LEGENDARY ACTIONS

The hydra 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.

Rush. The hydra moves or swims up to half its Speed without provoking opportunity attacks. If this movement would pass through the space of creatures that are not incapacitated or prone, each creature makes a DC 17 Strength saving throw. On a failure, the creature is knocked prone and the hydra can enter its space without treating it as difficult terrain. On a success, the hydra can't enter the creature's space, and the hydra's movement ends. If this movement ends while the hydra is sharing a space with a creature, the creature is pushed to the nearest unoccupied space.

Wrap. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one Medium or smaller creature. *Hit:* The target is grappled (escape DC 17) and restrained until this grapple ends. The hydra can grapple one creature for each of its heads. When one of the hydra's heads is killed while it is grappling a creature, the creature that killed the head can choose one

creature to free from the grapple.

Combat

The hydra prefers not to venture more than 30 feet from the water and attacks with surprise if it can. It doesn't coordinate all its attacks against a single melee opponent if there are several targets available. In melee, it usually uses one legendary action to wrap an opponent and another to rush, escaping with its grappled prey or chasing dangerous ranged attackers. It retreats into deep water if it's taking excessive damage from ranged attackers it can't reach.

Variant: Pyrohydra

The pyrohydra is CR 13 (10,000 XP), has 218 (19d12 + 95; bloodied 109) hit points, and is immune to fire damage. Its Regenerating Heads trait is replaced with the following trait:

Regenerating Heads. The hydra has seven heads. Whenever the hydra takes 30 or more damage in one turn, one of its heads dies. If all of its heads die, the hydra dies. At the end of its turn, it grows 2 heads for each head that was killed since its last turn, unless it has taken at least 20 cold damage since its last turn.

The pyrohydra has the following additional action:

Fire Breath (Recharge 5–6). If the pyrohydra has at least four heads, it breathes fire in all directions. Each creature within 30 feet makes a DC 18 Dexterity saving throw, taking 59 (17d6) fire damage on a failure or half damage on a success.

Intellect Devourer

The intellect devourer resembles a scuttling, disembodied brain.

INTELLECT DEVOURER CHALLENGE 3 TINY ABERRATION 700 XP

AC 14 (natural armor)

HP 36 (8d4 + 16; bloodied 18)

Speed 40 ft.

STR DEX CON INT WIS CHA

6 (-2) 16 (+3) 14 (+2) 16 (+3) 14 (+2) 14 (+2)

Proficiency +2; **Maneuver DC** 13

Saving Throws Int +5, Wis +4, Cha +4

Skills Deception +4, Insight +4, Stealth +5

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages understands Deep Speech but can't speak, telepathy 120 ft.

ACTIONS

Multiattack. The intellect devourer attacks with its claws and uses Ego Whip.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage, and the target gains one level of Strife. If this attack causes the target to reach 3 levels of Strife, the target loses all memories of its past life (not including proficiencies, class features, known spells, and so on) and the intellect devourer gains these memories. A creature regains its memories if it is subject to *greater restoration* or the intellect devourer is killed.

Ego Whip. The intellect devourer targets a creature with a brain within 60 feet. The target makes a DC 13 Intelligence saving throw. On a failure, it takes 14 (4d6) psychic damage and is rattled for 1 minute. If it is already rattled by Ego Whip, it is also stunned. The target repeats the saving throw at the end of each of its turns, ending both effects on a success.

Body Thief. The intellect devourer enters the nose and mouth of an incapacitated humanoid within 5 feet. The target must be Small or larger, have a brain, and have an Intelligence of 4 or higher. The intellect devourer eats the target's brain and takes control of the target. The intellect devourer leaves the body if the target is reduced to 0 hit points, if the target is affected by *dispel evil and good* or another effect that ends possession, or voluntarily as a bonus action. A creature killed by the intellect devourer can be

restored to life by resurrection or similar magic.

While the intellect devourer is in control of the target, the intellect devourer retains its own Intelligence, Wisdom, and Charisma, its telepathy, and its knowledge of Deep Speech. It otherwise uses the target's statistics, including proficiencies, languages, class features, and spells. It has vague knowledge about the target's life but must make a DC 15 Intelligence check to recall specific facts.

Combat

The intellect devourer prefers to ambush lone or outnumbered creatures. It uses Ego Whip on whichever opponent it believes has the best combination of low intelligence and high combat ability. Once a creature is stunned, it devours its brain. The intellect devourer flees if it and its allies are outnumbered or if it's bloodied.

Invisible Stalker

An invisible stalker is an invisible creature from the Elemental Plane of Air.

INVISIBLE STALKER CHALLENGE 6

MEDIUM ELEMENTAL 2,300 XP

AC 14

HP 104 (16d8 + 32; bloodied 52)

Speed 50 ft., fly 50 ft. (hover)

STR DEX CON INT WIS CHA

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

Proficiency +3; **Maneuver DC** 15

Skills Perception +5, Stealth +7 (+1d4)

Damage Resistances damage from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 15

Languages Auran, Common

Invisibility. The stalker is invisible.

Creatures that see invisible creatures see the stalker as a vague humanoid outline.

Wind Tracker. If given a quarry by a summoner, the stalker knows the direction and distance to the quarry as long as they are on the same plane of existence and not sealed from each other by a barrier that doesn't allow air to pass.

ACTIONS

Multiattack. The stalker makes two melee attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage. On a critical hit, the target is pushed up to 15 feet and knocked prone.

BONUS ACTIONS

Gust (Recharge 6). The stalker briefly turns into a gust of wind and moves up to its Speed without provoking opportunity attacks. It is able to pass through an opening as narrow as 1 inch wide without squeezing.

Combat

The invisible stalker single-mindedly targets its quarry. If it's getting the worst of combat, it retreats but does not give up. It stalks its target, replacing its direct assaults with hit-and-run raids spread out over days: attacking when its quarry is alone, setting up traps, pushing its enemy off a cliff, and the like.

Variant: Invisible Render

The invisible render is CR 8 (3,900 XP) and has 123 (19d8 + 38; bloodied 61) hit points. Its Intelligence is 3 (−4) and it cannot speak or understand any languages. It has the following trait:

Pack Tactics. The render has advantage on attack rolls against a creature if at least one of the render's allies is within 5 feet of the creature and not incapacitated.

The render replaces Slam with the following action, which it can use as part of a multiattack:

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 3) piercing damage. If the target is a creature, it makes a DC 14 Strength

saving throw. On a failure, it is knocked prone.

Jackalwere

Jackalweres are evil shapechanging jackals that adopt humanoid forms in order to beguile and murder travelers.

JACKALWERE CHALLENGE 1/2 MEDIUM FIEND 100 XP (HUMANOID, SHAPECHANGER)

AC 12

HP 18 (4d8; bloodied 9)

Speed 40 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 12

Skills Deception +4 (+1d6), Perception +2, Stealth +4

Damage Resistances damage from nonmagical, non-silvered weapons

Senses darkvision 60 ft., passive Perception 12

Languages Common (can't speak in jackal form)

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

Keen Hearing and Smell. The jackalwere has advantage on Perception checks that rely on hearing and smell.

Pack Tactics. The jackalwere has advantage on attack rolls against a creature if at least one of the jackalwere's allies is within 5 feet of the creature and not incapacitated.

Truth Aversion. The jackalwere is incapable of making a completely true statement.

ACTIONS

Bite (Jackal or Hybrid Form Only).

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

Scimitar (Human or Hybrid Form Only).

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

Sleep Gaze (Gaze, Hybrid Form Only).

One creature within 30 feet of the jackalwere makes a DC 10 Wisdom saving throw. On a failed save, the target is magically charmed. At the beginning of the jackalwere's next turn, the target repeats the saving throw. On a success, the effect ends. On a failure, the creature falls unconscious for 10 minutes. Both the charmed and unconscious conditions end if the target takes damage or a creature within reach of the target uses an action to shake the target back to its senses. If the target successfully saves against Sleep Gaze, it is immune to Sleep Gaze for 24 hours. Undead and creatures immune to charm aren't affected by it.

BONUS ACTIONS

Shapeshift. The jackalwere magically changes its form, along with its equipment, to that of a specific Medium humanoid or a jackal-human hybrid or its true form, which is a Small jackal. While shapeshifted, its statistics are otherwise unchanged. It reverts to its true form if it dies.

Combat

The jackalwere shifts to hybrid form and uses Sleep Gaze on an unsuspecting target. It then fights with its scimitar, staying next to at least one ally. A jackalwere is fearless when facing enemies armed with mundane weapons, but it retreats if it is outnumbered by enemies capable of bypassing its resistances.

Variant: Jackalwere Pack Leader

The jackalwere pack leader is CR 2 (450 XP) and has 36 (8d8) hit points. It has the following action:

Multiattack. The jackalwere makes two scimitar attacks or makes one scimitar attack and uses Sleep Gaze.

Khalkoi

Khalkoi, more commonly known as mind wasps, are parasitic predators that feed on

the cosmic principles of good and evil, law and chaos.

Disease: Brain Larvae

A khalkos can infect an intelligent creature with a horrifying disease, injecting khalkos larvae directly into the creature's skull.

While infected with this disease, the host undergoes the following changes:

Telepathy. The host gains telepathy out to a radius of 120 feet. Additionally, the host can telepathically communicate with the khalkos that infected it over any distance, as long as they are on the same plane.

Trust. Whenever a khalkos makes a Charisma check to convince the host of its good intentions, it does so with advantage. If it succeeds, the host becomes friendly to it no matter its previous attitude.

After 10 (3d6) days, the host develops a splitting headache and is incapacitated for 24 hours. At the end of this time, the host dies, and 2 or 3 khalkos spawn burst out of the host's skull after 1 round. Each khalkos spawn gains the host's languages and memories.

This disease can only be detected or cured by a spell cast with a 5th-level or higher spell slot. It can't be cured by effects that don't require a spell slot. Creatures without a head are immune to this disease.

KHALKOS CHALLENGE 9

MEDIUM ABERRATION 5,000 XP

AC 16 (natural armor)

HP 130 (20d8 + 40; bloodied 65)

Speed 30 ft., fly 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +4; **Maneuver DC** 15

Saving Throws Int +8, Wis +7, Cha +7

Skills Deception +7, Insight +7,

Perception +7,

Persuasion +7, Religion +8

Damage Resistances fire, psychic, radiant

Condition Immunities charmed

Senses darkvision 60 ft., passive
Perception 17

Languages Abyssal, Celestial, Infernal, Khalkos (scent-based), telepathy 120 ft.

Detect Alignment. The khalkos can detect the presence of creatures within 30 feet that have an alignment trait, and knows the alignment of such creatures.

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

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

1/day each: *alter self*, *plane shift* (self only), *telekinesis*, *teleportation circle*

ACTIONS

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 10 (3d6) poison damage.

Chaos Pheromones. The khalkos emits a cloud of pheromones in a 20-foot radius. The cloud spreads around corners. Each non-khalkos creature in the area makes a DC 14 Intelligence saving throw. Creatures with an alignment trait make this save with disadvantage. On a failure, the creature is confused for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature makes its saving throw or the condition ends for it, it is immune to this khalkos's Chaos Pheromones for the next 24 hours.

Psionic Sting. The khalkos targets a creature within 30 feet, forcing it to make a DC 16 Intelligence saving throw. On a failure, the target takes 28 (8d6) psychic damage and is stunned until the end of its next turn.

BONUS ACTIONS

Brain Jab. Melee Weapon Attack: +7 to hit, reach 5 ft., one incapacitated creature with a brain and an Intelligence of 6 or higher. *Hit:* 5 (1d4 + 3) piercing damage, and the target becomes diseased with brain larvae. Once the khalkos has used this attack successfully, it can't use it again for 24 hours.

REACTIONS

Telekinetic Shield. When the khalkos is hit by an attack made by a creature that it can see or sense with its Detect Alignment trait, it gains a +4 bonus to AC against the triggering attack.

Combat

The khalkos starts combat by using Chaos Pheromones on clusters of enemies, and then uses Psionic Sting on either a creature with an alignment or a creature likely to fail an Intelligence saving throw. Once an enemy is stunned, the khalkos uses Brain Jab. The khalkos retreats once it has infected a target with brain larvae (possibly using *plane shift* if it hasn't already today).

KHALKOS SPAWN CHALLENGE 2

TINY ABERRATION 450 XP

AC 16 (natural armor)

HP 27 (6d4 + 12; bloodied 13)

Speed 30 ft., fly 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 13

Saving Throws Int +5, Wis +4, Cha +3

Damage Resistances fire, psychic, radiant

Condition Immunities charmed

Senses darkvision 60 ft., passive
Perception 12

Languages Khalkos (scent-based), telepathy 120 ft.

Detect Alignment. The khalkos can detect the presence of creatures within 30 feet that have an alignment trait, and knows the alignment of such creatures.

ACTIONS

Chaos Pheromones. The khalkos emits a cloud of pheromones into the air in a 10-foot radius. The cloud spreads around corners. Each non-khalkos creature in the area makes a DC 12 Intelligence saving throw. On a failure, the creature is confused for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature makes its saving throw or the condition ends for it, it is

immune to this khalkos spawn's Chaos Pheromones for the next 24 hours.

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

Combat

The khalkos spawn starts combat by using Chaos Pheromones on clusters of enemies and then stings a creature, preferably one affected by its pheromones.

SWARM OF KHALKOS SPAWN

CHALLENGE 4

MEDIUM SWARM OF TINY

ABERRATIONS 1,100 XP

AC 16 (natural armor)

HP 71 (11d8 + 22; bloodied 35)

Speed 30 ft., fly 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 13

Saving Throws Int +5, Wis +4, Cha +3

Damage Resistances fire, psychic, radiant; bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 12

Languages Khalkos (scent-based), telepathy 120 ft.

Detect Alignment. The swarm knows the alignment of creatures within 30 feet.

Swarm. The swarm can occupy another creature's space and move through any opening large enough for a Tiny creature. It can't gain hit points or temporary hit points.

ACTIONS

Sting. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 13 (4d4+3) piercing damage plus 14 (4d6) poison damage, or 8 (2d4+3) piercing damage plus 7 (2d6) poison damage if the swarm is bloodied.

Chaos Pheromones. The swarm emits a cloud of pheromones in the air in a 10-foot-radius. The cloud spreads around

corners. Each non-khalkos creature in the area makes a DC 12 Intelligence saving throw. On a failure, the creature is confused for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Kobolds

Kobolds are small, reptilian humanoids that blend the features of large dogs and tiny, wingless dragons.

KOBOLD CHALLENGE 1/8

SMALL HUMANOID 25 XP

AC 12

HP 7 (3d6 - 3; bloodied 3)

Speed 30 ft.

STR DEX CON INT WIS CHA

6 (–2) 14 (+2) 8 (–1) 10 (+0) 8 (–1) 10 (+0)

Proficiency +2; **Maneuver DC** 12

Senses darkvision 60 ft., passive Perception 9

Languages Common, Draconic

Pack Tactics. The kobold has advantage on attack rolls against a creature if at least one of the kobold's allies is within 5 feet of the creature and not incapacitated.

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

ACTIONS

Shiv. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 3 (1d3 + 2) piercing damage.

Sling. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. **Hit:** 4 (1d4 + 2) bludgeoning damage.

KOBOLD SORCERER CHALLENGE 1

SMALL HUMANOID 200 XP

AC 12 (15 with *mage armor*)

HP 27 (5d6 + 10; bloodied 13)

Speed 30 ft.

STR DEX CON INT WIS CHA

6 (–2) 14 (+2) 14 (+2) 10 (+0) 10 (+0) 14 (+2)

Proficiency +2

Skills Arcana +2, Intimidation +4

Senses darkvision 60 ft., passive

Perception 10

Languages Common, Draconic

Innate Spellcasting. The kobold's innate spellcasting ability is Charisma (save DC 12). It can innately cast the following spells, requiring no material components:

At will: *mage hand, mending*

1/day each: *charm person, expeditious retreat,*

mage armor

Pack Tactics. The kobold has advantage on attack rolls against a creature if at least one of the kobold's allies is within 5 feet of the creature and not incapacitated.

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

ACTIONS

Multiattack (2/day). The kobold sorcerer makes three flame bolt attacks.

Flame Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

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

BONUS ACTIONS

Expeditious Retreat (1st-Level; V, S, Concentration). When casting this spell and as a bonus action on subsequent turns for 10 minutes, the kobold sorcerer can take the Dash action.

KOBOLD BROODGUARD CHALLENGE 2

SMALL HUMANOID 450 XP

AC 16 (hide armor, spiked buckler shield)

HP 44 (8d6 + 16; bloodied 22)

Speed 25 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 12

Senses darkvision 60 ft., passive

Perception 10

Languages Common, Draconic

Pack Tactics. The kobold has advantage on attack rolls against a creature if at

least one of the kobold's allies is within 5 feet of the creature and not incapacitated.

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

ACTIONS

Multiattack. The kobold makes a bill hook attack and a spiked shield attack.

Bill Hook. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage, and if the target is a Medium or smaller creature, it makes a DC 12 Strength saving throw, falling prone on a failure.

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

REACTIONS

Rally! (1/Day, While Bloodied). When the kobold takes damage, it shouts a rallying cry. All kobolds within 30 feet that can hear it gain immunity to the frightened condition for 1 minute, and their next attack roll made before this effect ends deals an extra an extra 2 (1d4) damage.

Variants: Dragon Servitors

Dragon servitors gain the following traits:

Dragon's Blood. The kobold gains resistance to the damage type of its master's breath weapon.

Ominous Shadow. The kobold loses its Sunlight Sensitivity trait while within 60 feet of its master.

Potent Energies (Sorcerer only). The damage type of the sorcerer's flame bolt attack changes to match the damage type of its master's breath weapon, and each flame bolt deals additional damage equal to the sorcerer's Charisma modifier (+2).

Draconic Smite (Broodguard only). If the broodguard has advantage on a melee weapon attack, the attack deals an extra 2 (1d4) damage. This bonus damage is the same type as its master's breath weapon.

The kobold and kobold broodguard don't change their CR due to gaining this trait. The kobold sorcerer dragon servitor increases its CR to 2 (450 XP).

Kraken

Horrors from the depths of civilization's memory, krakens are destruction incarnate, imbued with the essence of violent ocean storms and armed with grasping tentacles and all-devouring maws.

KRAKEN CHALLENGE 25 GARGANTUAN MONSTROSITY (TITAN) 75,000 XP

AC 20 (natural armor)

HP 444 (24d20 + 192; bloodied 222)

Speed 20 ft., swim 60 ft.

STR DEX CON INT WIS CHA

30 (+10) 10 (+0) 26 (+8) 22 (+6) 18 (+4) 18 (+4)

Proficiency +8; **Maneuver DC** 26

Saving Throws Str +18, Con +16, Dex +8, Int +14, Wis +12

Damage Immunities lightning; damage from nonmagical weapons

Damage Resistances cold, fire, thunder

Senses truesight 120 ft., passive Perception 14

Languages understands Primordial but can't speak, telepathy 120 ft.

Amphibious. The kraken can breathe air and water.

Legendary Resistance (3/Day). If the kraken fails a saving throw, it can choose to succeed instead. When it does so, it can use its reaction, if available, to attack with its tentacle.

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

Siege Monster. The kraken deals double damage to objects and structures.

ACTIONS

Bite. Melee Weapon Attack: +18 to hit, reach 5 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a Huge or smaller creature grappled by the kraken, the target is swallowed. A

swallowed creature is blinded and restrained, its Speed is 0, it has total cover from attacks from outside the kraken, and it takes 42 (12d6) acid damage at the start of each of the kraken's turns.

If a swallowed creature deals 50 or more damage to the kraken in a single turn, or if the kraken dies, the kraken vomits up the creature.

Ink Cloud. While underwater, the kraken exudes a cloud of ink in a 90-foot-radius sphere. The ink extends around corners, and the area is heavily obscured until the end of the kraken's next turn or until a strong current dissipates the cloud. Each non-kraken creature in the area when the cloud appears makes a DC 24

Constitution saving throw. On a failure, it takes 27 (5d10) poison damage and is poisoned for 1 minute. On a success, it takes half damage. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Summon Storm (1/Day). Over the next 10 minutes, storm clouds magically gather. At the end of 10 minutes, a storm rages for 1 hour in a 5-mile radius.

Lightning (Recharge 5–6). If the kraken is outside and the weather is stormy, three lightning bolts crack down from the sky, each of which strikes a different target within 120 feet of the kraken. A target makes a DC 24 Dexterity saving throw, taking 28 (8d6) lightning damage or half damage on a save.

Tentacle. Melee Weapon Attack: +18 to hit, reach 30 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage, and the target is grappled (escape DC 26). Until this grapple ends, the target is restrained. A tentacle can be targeted individually by an attack. It shares the kraken's hit points, but if 30 damage is dealt to the tentacle, it releases a creature it is grappling. The kraken can grapple up to 10 creatures.

Fling. One Large or smaller object or creature grappled by the kraken is thrown up to 60 feet in a straight line. The target lands prone and takes 21 (6d6)

bludgeoning damage. If the kraken throws the target at another creature, that creature makes a DC 26 saving throw, taking the same damage on a failure.

LEGENDARY ACTIONS

The kraken 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.

Tentacle. The kraken makes one tentacle attack.

Fling. The kraken uses Fling.

Squeeze (Costs 2 Actions). The kraken ends any magical effect that is restraining it or reducing its movement and then swims up to half its swim speed without provoking opportunity attacks. During this movement, it can fit through gaps as narrow as 10 feet wide without squeezing.

Combat

The kraken summons a lightning storm and doesn't attack until the storm has arrived. On its turn, it takes actions in this order of preference: it uses Lightning if it can hit 3 threatening targets, bites if it has a creature grappled, or uses Ink Cloud if underwater. Otherwise, it bites. With its legendary actions, it attacks with its tentacle, or uses Fling if it already has two creatures grappled (saving one of the creatures to bite and swallow). It uses Squeeze to escape confinement and escapes in an Ink Cloud if reduced to 111 hit points or fewer.

Variant: Titanic Kraken

The Kraken is an elite monster, equivalent to two CR 25 monsters (150,000 XP). It is Titanic in size and has 888 (48d20 + 384) hit points. The Kraken has the following additional trait:

Bloodied Ichor. While the Kraken is bloodied and in the water, black ichor leaks from it in a 60-foot radius, spreading around corners but not leaving the water. The area is lightly obscured to all creatures except the Kraken. A creature

that starts its turn in the area takes 10 (3d6) acid damage.

The Kraken has the following additional actions, which it can use only while bloodied:

Elite Recovery. The Kraken 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.

Tentacle Flail. The Kraken makes a tentacle attack against each creature of its choice within its reach.

Maelstrom. The Kraken summons a whirlpool and hurricane winds. Each creature within 90 feet of the kraken that isn't secured to an immovable object makes a DC 26 Strength check. On a failure, the creature takes 35 (10d6) bludgeoning damage, is pulled 45 feet straight towards the Kraken, and falls prone. Unsecured objects are pulled 45 feet straight towards the Kraken.

Thundercrack (1/Day). If the Kraken is outside and not underwater, a 10-foot-radius, sky-high column of lightning strikes a point the Kraken can see. Each creature and object in the area makes a DC 26 Dexterity saving throw, taking 35 (10d6) lightning damage and 35 (10d6) thunder damage on a failure or half damage on a success. All creatures other than the Kraken within 120 feet of the area that can see the lightning, including creatures inside the area, make a DC 26 Constitution saving throw. On a failure, a creature is blinded until the beginning of the Kraken's next turn.

Lamia

A lamia has the upper body of a humanoid and the lower half of a lion.

LAMIA CHALLENGE 4

LARGE MONSTROSITY (FIEND) 1,100 XP

AC 13

HP 85 (10d10 + 30; bloodied 42)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 13

Skills Deception +6, Perception +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common

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

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

At will: *charm person, disguise self* (humanoid form), *major image, misty step*

1/day each: *geas, hallucinatory terrain, hypnotic pattern, scrying*

ACTIONS

Dizzying Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* The target is magically charmed for 1 hour or until it takes damage. While charmed in this way, it has disadvantage on Wisdom saving throws and ability checks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target makes a DC 13 Constitution saving throw. On a failure, the target takes 10 (3d6) poison damage and is poisoned for 1 hour.

Hypnotic Pattern (3rd-Level; S, Concentration). A swirling pattern of light appears at a point within 120 feet. Each creature within 10 feet of the pattern that can see it makes a DC 14 Wisdom saving throw. On a failure, the creature is charmed for 1 minute. While charmed, the creature is incapacitated and its Speed is 0. The effect ends on a creature if it takes damage or if another creature uses an action to shake it out of its daze.

BONUS ACTIONS

Misty Step (2nd-Level; V). The lamia teleports to an unoccupied space it can see within 30 feet. The lamia can't cast this spell and a 1st-level or higher spell on the same turn.

Combat

Lamias avoid melee combat, sending their servants to fight for them while they use *hypnotic pattern* and throw daggers at their enemies from a distance. When cornered, they claw their foe and escape with *misty step*.

Variant: Snake Lamia

A snake lamia has the following action in place of its claws:

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the lamia can't constrict a different target.

Variant: Giant Lanternfish

A giant lanternfish can breathe water but not air and has a swim speed of 30 feet.

Lich

A spellcaster who seeks knowledge above all else may turn to fell rituals to transcend the limitations of mortality, becoming a lich, an undead being of immense power.

Soul Vessels. A lich binds its soul within a specially prepared object inscribed with magical sigils of power, warding, and binding. This soul vessel maintains the lich's existence and ensures its survival. Should a lich's body be destroyed, the soul vessel regenerates it, restoring the lich's mind and will. Breaking a soul vessel is the only way to permanently destroy a lich. Most liches go to great lengths to protect these objects. Some soul vessels are nearly invulnerable and can be destroyed only by a specific method, such as bathing it in elemental fire. Others are carefully concealed or hidden in plain sight, though their magic nature is

apparent to anyone who can detect magic. Some powerful liches even create several soul vessels scattered throughout their domain.

LICH CHALLENGE 21

LEGENDARY MEDIUM UNDEAD 33,000 XP

AC 18 (natural armor)

HP 170 (20d8 + 80; bloodied 85)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +7; **Maneuver DC** 18

Saving Throws Con +11, Int +12, Wis +10

Skills Arcana +12 (+1d6), History +12, Insight +10, Perception +10, Religion +12

Damage Resistances cold, lightning

Damage Immunities necrotic, poison; damage from nonmagical weapons

Condition Immunities charmed, fatigue, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 20

Languages any six

Legendary Resistance (3/Day). The lich's body or vestments are warded with three protective runes. When the lich fails a saving throw, it can choose to succeed instead. When it does so, one of its protective runes disappears.

Rejuvenation. If it has a soul vessel, a destroyed lich gains a new body in 1d10 days, regaining all its hit points. The new body forms within 10 feet of the soul vessel.

Spellcasting. The lich is a 16th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mage hand, prestidigitation*

1st-level (4 slots): *detect magic, shield, silent image, thunderwave*

2nd-level (3 slots): *blur, detect thoughts, locate object*

3rd-level (3 slots): *animate dead, dispel magic, fireball*

4th-level (3 slots): *confusion, dimension door*

5th-level (2 slots): *geas, scrying*

6th-level (1 slot): *create undead, disintegrate*

7th-level (1 slot): *finger of death, teleport*

8th-level (1 slot): *power word stun*

Tongueless Utterance. Unless a spell has only a vocal component, the lich can cast the spell without providing a vocal component.

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

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

ACTIONS

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one target. **Hit:** 19 (4d6 + 5) cold damage. The target makes a DC 18 Constitution saving throw. On a failure, it is paralyzed until the end of its next turn.

Arc Lightning. The lich targets up to 3 creatures within 60 feet. Each target makes a DC 18 Dexterity saving throw. On a failure, the target takes 28 (8d6) lightning damage.

Fire Bolt (Cantrip; S). Ranged Spell Attack: +12 to hit, range 120 ft., one target. **Hit:** 16 (3d10) fire damage.

Thunderwave (1st-Level; S). Thunder rolls from the lich in a 15-foot cube. Each creature in the area makes a DC 20 Constitution saving throw. On a failure, a creature takes 9 (2d8) thunder damage and is pushed 10 feet from the lich. On a success, a creature takes half damage and is not pushed.

Blur (2nd-Level; V, Concentration). The lich's form is blurred for 1 minute. Attack rolls against it are made with disadvantage unless the attacker has senses that allow them to perceive without sight or to see through illusions (like blindsight or truesight).

Fireball (3rd-Level; S, M). Fire streaks from the lich to a point within 120 feet and explodes in a 20-foot radius, spreading around corners. Each creature in the area

makes a DC 20 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half damage on a success.

Confusion (4th-Level; S, M, Concentration). Each creature within 10 feet of a point the lich can see within 120 feet makes a DC 20 Wisdom saving throw, becoming rattled until the end of its next turn on a success. On a failure, a creature is confused for 1 minute and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Disintegrate (6th-Level; S, M). The lich disintegrates a target within 60 feet. A Large or smaller nonmagical object or creation of magical force, or a 10-foot-cube section thereof, is automatically destroyed. A creature makes a DC 20 Dexterity saving throw, taking 75 (10d6 + 40) force damage on a failed save. If reduced to 0 hit points, the creature and its nonmagical gear are disintegrated, and the creature can be restored to life only with *true resurrection* or *wish*.

Finger of Death (7th-Level; S). A creature within 60 feet makes a DC 20 Constitution saving throw, taking 61 (7d8 + 30) necrotic damage on a failed saving throw or half damage on a success. A humanoid killed by this spell turns into a zombie under the lich's control at the start of the lich's next turn.

Power Word Stun (8th-Level; V). The lich targets a creature within 60 feet. If the target has more than 150 hit points, it is rattled until the end of its next turn. Otherwise, it is stunned. It can make a DC 20 Constitution saving throw at the end of each of its turns, ending the effect on a success.

BONUS ACTIONS

Eldritch Aura. The lich surrounds itself with a magical, rune-covered, glowing, translucent aura in a 10-foot radius. The aura moves with the lich and casts dim light inside its area. The aura disappears at the beginning of the lich's next turn.

Death Aura. The aura casts purple light. Each living creature that ends its turn

inside the aura takes 17 (5d6) necrotic damage, and the lich regains the same number of hit points.

Shield Aura. The aura casts orange light. It has 35 hit points. Whenever the lich would take damage, the aura takes the damage instead, and the aura visibly weakens. If the damage reduces the aura to 0 hit points, the aura disappears, and the lich takes any excess damage.

Spell Shield Aura. The aura casts blue light. Any spell cast with a 5th-level or lower spell slot from outside the aura can't affect anything inside the aura. Using a spell to target something inside the aura or include the aura's space in an area has no effect on anything inside.

REACTIONS

Sabotage Spell. When a creature within 60 feet casts a spell that targets the lich, the lich attempts to interrupt it. The lich makes an Intelligence check against a DC of 10 + the spell's level. On a success, the spell fails, and the caster takes 10 (3d6) necrotic damage.

Shield (1st-Level; V, S). When the lich is hit by an attack or targeted by *magic missile*, it gains a +5 bonus to AC (including against the triggering attack) and immunity to magic missile. These benefits last until the beginning of its next turn.

LEGENDARY ACTIONS

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

Cast Spell. The lich casts a cantrip or a 1st-level spell. The lich can use 2 legendary actions to cast a 2nd-level spell or 3 legendary actions to cast a 3rd-level spell.

Paralyzing Touch (Costs 2 Actions). The lich uses Paralyzing Touch.

Arc Lightning (Costs 3 Actions). The lich uses Arc Lightning.

Combat

With its bonus action, the lich uses Eldritch Aura to foil its most dangerous foes, using Death Aura against melee attackers, Shield Aura against ranged attackers, and Spell Shield against spellcasters. It uses its legendary actions to target groups of foes with Arc Lightning or uses Paralyzing Touch against creatures that might fail the Constitution saving throw. It might also cast *Blur*.

With its action, the lich casts *confusion* or *fireball* against a cluster of enemies; *disintegrate* against a creature that might fail a Dexterity saving throw; *finger of death* against a creature that might fail a Constitution saving throw; or *power word stun* against any dangerous opponent. When bloodied, it uses *dimension door* to escape unless defending its soul vessel. If it defeats a group, it prefers to leave several foes alive, using *geas* to impose a dangerous quest that furthers its research.

Lizardfolk

Lizardfolk are reptilian humanoids who dwell in isolated communities in jungles and swamps.

LIZARDFOLK CHALLENGE 1/2 MEDIUM HUMANOID (LIZARDFOLK) 100 XP

AC 14 (natural armor, buckler shield)

HP 22 (4d8 + 4; bloodied 11)

Speed 30 ft., swim 30 ft.

STR DEX CON INT WIS CHA

14 (+2) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 8 (-1)

Proficiency +2; **Maneuver DC** 12

Skills Perception +2, Stealth +3 (+1d4), Survival +2

Senses passive Perception 12

Languages Draconic

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

ACTIONS

Multiattack. The lizardfolk attacks with its club and shield.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage if the attack is made with advantage.

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

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

Combat

Lizardfolk hide underwater, making bite attacks with advantage when possible. Otherwise, they attack with club and shield. Outside their territory, they retreat once half their number are defeated. When protecting their territory, they fight to the death.

Lizardfolk Variant: Lizardfolk Druid

The lizardfolk druid is a CR 2 (450 XP) humanoid (lizardfolk, shapechanger). It has the following additional trait:

Spellcasting. The lizardfolk druid is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 10, +2 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame*

1st-level (4 slots): *fog cloud, purify food and drink*

2nd-level (3 slots): *heat metal, pass without trace*

3rd-level (2 slots): *conjure animals, plant growth*

The lizardfolk druid has the following additional actions:

Bite (Crocodile Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the lizardfolk can't bite a different creature.

Shapeshift. The lizardfolk magically changes its form into a Large crocodile or back into its true form. Its statistics are the same in each form, but it can't speak or cast spells in crocodile form. Any equipment the lizardfolk is wearing or wielding merges into its new form. It reverts to its true form if it dies.

Produce Flame (Cantrip; V, S). *Ranged Spell Attack:* +2 to hit, range 30 ft, one target. *Hit:* 9 (2d8) fire damage.

Heat Metal (2nd-Level; V, S, M, Concentration). The lizardfolk heats a metal object within 60 feet. A creature touching the item takes 9 (2d8) fire damage when the spell is cast. On subsequent turns for 1 minute, the lizardfolk can use a bonus action to inflict the same damage. If a creature is holding the object, it makes a DC 10 Constitution saving throw or drops the object. If it can't or won't drop the object, it has disadvantage on attack rolls and ability checks until the start of the lizardfolk's next turn.

Conjure Animals (3rd-Level; V, S, Concentration). The lizardfolk summons 1 swarm of poisonous snakes or 3 crocodiles, which appear in spaces the lizardfolk can see within 60 feet and remain for 1 hour or until killed. The beasts are allies that act on the lizardfolk's turn under its control.

LIZARDFOLK CHALLENGE 4

CHOSEN ONE

MEDIUM HUMANOID 1,100 XP
(FIEND OR CELESTIAL, LIZARDFOLK)

AC 15 (natural armor, buckler shield)

HP 75 (10d8 + 30; bloodied 37)

Speed 30 ft., swim 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 13

Saving Throws Con +5, Wis +3

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

Senses passive Perception 15

Languages Draconic

Aligned. The lizardfolk radiates either an Evil or Good aura.

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

ACTIONS

Multiattack. The lizardfolk attacks once with its shield and twice with its trident.

Shield. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target makes a DC 13 Strength saving throw. On a failure, it is knocked prone.

Trident. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the lizardfolk gains temporary hit points equal to half the damage dealt.

REACTIONS

Supernatural Rebuke (1/Day). When the lizardfolk is dealt damage by a creature it can see within 60 feet, its attacker makes a DC 13 Dexterity saving throw. On a failure, the attacker takes 11 (2d10) fire or radiant damage (the lizardfolk's choice).

Lycanthropes

A lycanthrope is a humanoid who transforms into an animal during the full moon.

WEREBEAR CHALLENGE 5

MEDIUM HUMANOID (SHAPECHANGER)
1,800 XP

AC 11 (natural armor, or cloth in humanoid form)

HP 135 (18d8 + 54; bloodied 67)

Speed 30 ft. (40 ft., climb 30 ft. in bear or hybrid form)

STR DEX CON INT WIS CHA

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

Proficiency +3; **Maneuver DC** 15

Skills Perception +4 (+1d4)

Damage Immunities damage from nonmagical, non-silvered weapons

Senses passive Perception 16

Languages Common

Keen Smell. The werebear has advantage on Perception checks that rely on smell.

ACTIONS

Multiattack. The werebear makes two claw attacks, two greataxe attacks, or two handaxe attacks.

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Handaxe (Humanoid or Hybrid Form Only). *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Claw (Bear or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the werebear can't use its greataxe and can't attack a different target with its claw.

Bite (Bear or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a humanoid, it makes a DC 14 Constitution saving throw. On a failure, it is cursed with werebear lycanthropy.

BONUS ACTIONS

Shapeshift. The werebear changes its form to a Large bear, a Large bear-humanoid hybrid, or into its true form, which is a humanoid. While shapeshifted, its statistics are unchanged except for its size. It can't speak in bear form. Its equipment is not transformed. It reverts to its true form if it dies.

Frenzied Bite (While Bloodied, Bear or Hybrid Form Only). The werebear makes a bite attack.

Combat

If it wishes to hide its nature or avoid infecting others, the werebear fights with axes in humanoid form. Otherwise, it attacks with its claws in hybrid form. When bloodied, it instinctively shifts to hybrid form and attacks with its claws and bite, fighting to the death.

WEREBOAR CHALLENGE 4

MEDIUM HUMANOID (SHAPECHANGER)
1,100 XP

AC 12 (natural armor, or leather in humanoid form)

HP 78 (12d8 + 24; bloodied 39)

Speed 30 ft. (40 ft. in boar form)

STR DEX CON INT WIS CHA

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

Proficiency +2; Maneuver DC 13

Skills Perception +2

Damage Immunities damage from nonmagical, non-silvered weapons

Senses passive Perception 12

Languages Common

Relentless (1/Day). If the wereboar takes 14 or less damage that would reduce it to 0 hit points, it is instead reduced to 1 hit point.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The wereboar makes two attacks, only one of which can be with its tusks.

Maul (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Tusks (Boar or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. If the boar moves at least 20 feet straight towards the target before the attack, the attack deals an extra 7 (2d6) slashing damage. If the target is a creature, it makes a DC 13 Strength saving throw, falling prone on a failure. If the target is a humanoid, it makes a DC 12 Constitution saving throw. On a failure, it is cursed with wereboar lycanthropy.

BONUS ACTIONS

Shapeshift. The wereboar changes its form to a boar, a boar-humanoid hybrid, or into its true form, which is a humanoid. While shapeshifted, its statistics are unchanged. It can't speak in boar form. Its equipment is not transformed. It reverts to its true form if it dies.

Frenzied Tusks (While Bloodied, Boar or Hybrid Form Only). The wereboar attacks with its tusks.

Combat

The boar nearly always fights in hybrid form. Even if it's trying to hide its identity, it's likely to shift to hybrid form and use Frenzied Tusks when bloodied. It fights in a rage; unless given breathing room to calm down, it fights to the death.

WERERAT CHALLENGE 2

MEDIUM HUMANOID SHAPECHANGER

450 XP

AC 12

HP 33 (6d8 + 6; bloodied 16)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 12

Skills Perception +2, Stealth +4

Damage Resistances damage from nonmagical, non-silvered weapons

Senses darkvision 60 ft. (rat or hybrid form only), passive Perception 12

Languages Common

Keen Smell. The wererat has advantage on Perception checks that rely on smell.

Pack Tactics. The wererat has advantage on attack rolls against a creature if at least one of the wererat's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 12 (3d6 + 2) piercing damage if the attack is made with advantage.

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 12 (3d6 + 2) piercing damage if the attack is made with advantage.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it makes a DC 11 Constitution saving throw. On a failure, it is cursed with wererat lycanthropy.

BONUS ACTIONS

Shapeshift. The wererat changes its form to a giant rat, a rat-humanoid hybrid, or into its true form, which is a humanoid. While shapeshifted, its statistics are unchanged. It can't speak in rat form. Its equipment is not transformed. It reverts to its true form if it dies.

Frenzied Bite (While Bloodied, Rat or Hybrid Form Only). The wererat makes a bite attack.

Combat

The wererat prefers to fight in hybrid form, in darkness if possible. If its enemy has no obvious silver weapon or magical attack, it strikes with its shortsword, preferably using Pack Tactics; otherwise it attacks with its crossbow from hiding. It flees if bloodied and only uses Frenzied Bite if cornered.

WERETIGER CHALLENGE 4

MEDIUM HUMANOID SHAPECHANGER

1,100 XP

AC 13

HP 90 (12d8 + 36; bloodied 45)

Speed 30 ft. (40 ft. in tiger form)

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 13

Skills Perception +3 (+1d4), Stealth +5

Damage Immunities damage from nonmagical, non-silvered weapons

Senses darkvision 60 ft. (tiger or hybrid form only), passive Perception 15

Languages Common

Keen Hearing and Smell. The weretiger has advantage on Perception checks that rely on hearing or smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The weretiger makes two attacks, neither of which can be a bite.

Longsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Longbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +5 to hit,

range 150/600 ft., one target. *Hit*: 7 (1d8 + 3) piercing damage.

Claw (Tiger or Hybrid Form Only). *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage. If the weretiger moves at least 20 feet straight towards the target before the attack, the target makes a DC 13 Strength saving throw, falling prone on a failure.

Bite (Tiger or Hybrid Form Only). *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 8 (1d10 + 3) piercing damage. If the target is a humanoid, it makes a DC 13 Constitution saving throw. On a failure, it is cursed with weretiger lycanthropy.

BONUS ACTIONS

Shapeshift. The weretiger changes its form to a Large tiger, a tiger-humanoid hybrid, or into its true form, which is a humanoid. While shapeshifted, its statistics are unchanged except for its size. It can't speak in tiger form. Its equipment is not transformed. It reverts to its true form if it dies.

Opportune Bite (Tiger or Hybrid Form Only). The weretiger makes a bite attack against a prone creature.

Frenzied Bite (While Bloodied, Tiger or Hybrid Form Only). The weretiger makes a bite attack.

Combat

The weretiger prefers to fight in either humanoid or tiger form, but it may switch to hybrid form and use Frenzied Bite when bloodied. It resists this urge if hiding its identity or trying to avoid spreading lycanthropy.

WEREWOLF CHALLENGE 3 MEDIUM HUMANOID (SHAPECHANGER) 700 XP

AC 12

HP 58 (9d8 + 18; bloodied 29)

Speed 30 ft. (40 ft. in wolf form)

STR DEX CON INT WIS CHA

14 (+2) 14 (+2) 14 (+2) 10 (+0) 10 (+0) 10 (+0)

Proficiency +2; **Maneuver DC** 12

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

Damage Immunities damage from nonmagical, non-silvered weapons

Senses darkvision 30 ft. (wolf or hybrid form only), passive Perception 14

Languages Common

Keen Hearing and Smell. The werewolf has advantage on Perception checks that rely on hearing or smell.

Pack Tactics. The werewolf has advantage on attack rolls against a creature if at least one of the werewolf's allies is within 5 feet of the creature and not incapacitated.

ACTIONS

Multiattack. The werewolf makes two melee attacks, only one of which can be with its bite.

Greatclub (Humanoid or Hybrid Form Only). *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 6 (1d8 + 2) bludgeoning damage.

Claw (Wolf or Hybrid Form Only). *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 6 (1d8 + 2) slashing damage.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 6 (1d8 + 2) piercing damage. If the target is a humanoid, it makes a DC 12 Constitution saving throw. On a failure, it is cursed with werewolf lycanthropy.

BONUS ACTIONS

Shapeshift. The werewolf changes its form to a wolf, a wolf-humanoid hybrid, or into its true form, which is a humanoid. While shapeshifted, its statistics are unchanged. It can't speak in wolf form. Its equipment is not transformed. It reverts to its true form if it dies.

Frenzied Bite (While Bloodied, Wolf or Hybrid Form Only). The werewolf makes a bite attack.

Combat

Most werewolves prefer to fight in humanoid or wolf form, but some fight openly in hybrid form. The werewolf prefers to attack with surprise or alongside allies. When bloodied, a werewolf lacking self-control instinctively switches to hybrid form and uses Frenzied

Bite. A werewolf flees when reduced to 15 hit points or fewer.

Variant: Alpha Werewolf

The alpha werewolf is CR 6 (2,300 XP) and has 104 (16d8 + 32; bloodied 52) hit points. It is immune to damage from nonmagical, non-silvered weapons. It has the following traits:

Cursed Wounds. Each of the werewolf's claw and bite attacks deals an additional 7 (2d6) 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.

Magmin

Magmins are diminutive lava creatures native to the Plane of Fire.

MAGMIN CHALLENGE 1/2

SMALL ELEMENTAL 100 XP

AC 14 (natural armor)

HP 14 (4d6; bloodied 7)

Speed 30 ft.

STR DEX CON INT WIS CHA

8 (–1) 14 (+2) 10 (+0) 8 (–1) 10 (+0) 10 (+0)

Proficiency +2; **Maneuver DC** 12

Damage Resistances damage from nonmagical weapons

Damage Immunities cold, fire

Senses passive Perception 10

Languages Ignan

Blazing Blood. When the magmin takes damage that doesn't kill it, or when it is subjected to fire damage, its magma shell cracks and it is set ablaze. While ablaze, the magmin sheds bright light for 10 feet and dim light for an additional 10 feet. If the magmin is subjected to cold damage while ablaze, this flame is extinguished. The magmin can also set itself ablaze or extinguish itself as an action.

Death Burst. If the magmin dies while ablaze, it explodes in a burst of magma.

Each creature within 10 feet makes a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save. Unattended flammable objects in the area are ignited.

Elemental Nature. A magmin doesn't require air, sustenance, or sleep.

ACTIONS

Touch. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) fire damage. If the magmin is ablaze and the target is a creature, the target suffers 5 (1d10) ongoing fire damage until a creature takes an action to extinguish the flame on the target.

Spurt Magma (Ablaze Only). Ranged Weapon Attack: +5 to hit, range 30 ft., one target. **Hit:** 5 (1d6 + 2) fire damage.

Combat

A magmin with an intact shell tries to avoid combat. While ablaze, it sets enemies on fire with its touch, using Spurt Magma when it can't reach melee range.

Malcubus

Malcubi, also called incubi or succubi, are winged fiends native to the Lower Planes.

MALCUBUS CHALLENGE 4

MEDIUM FIEND (SHAPECHANGER)

1,100 XP

AC 14 (natural armor)

HP 78 (12d8 + 24; bloodied 39)

Speed 30 ft., fly 60 ft. (true form only)

STR DEX CON INT WIS CHA

10 (+0) 16 (+3) 14 (+2) 14 (+2) 16 (+3) 20 (+5)

Proficiency +2; **Maneuver DC** 13

Skills Deception +7 (+1d4), Insight +5, Perception +5, Persuasion +7 (+1d4), Stealth +5

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

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Cloaked Mind. When subjected to a divination effect that detects fiends or alignment, the malcubus makes a DC 15 Charisma saving throw. On a success, the malcubus's nature is not detected.

Evil. The malcubus radiates an Evil aura.

Telepathic Bond. The malcubus can communicate telepathically with a charmed creature over any distance, even on a different plane of existence.

ACTIONS

Claw (Malcubus Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

Charm. The malcubus targets one humanoid on the same plane of existence within 30 feet, forcing it to make a DC 15 Wisdom saving throw. On a failure, the target is magically charmed for 1 day or until the malcubus charms another creature. The charmed creature obeys the malcubus's commands. The creature repeats the saving throw whenever it takes damage or if it receives a suicidal command. If a creature's saving throw is successful or the effect ends for it, it is immune to any malcubus's Charm for 24 hours.

Draining Kiss. The malcubus kisses a willing or charmed creature. The target makes a DC 15 Constitution saving throw, taking 22 (4d10) psychic damage on a failed save or half damage on a success. The target's hit point maximum is reduced by the same amount until it finishes a long rest, and the malcubus regains hit points equal to the same amount. If the target is charmed by the malcubus, the charm ends.

Etherealness. The malcubus magically travels to the Ethereal Plane. While on the Ethereal Plane, the malcubus can see and hear into the Material Plane and can choose to make itself audible and hazily visible to creatures on the Material Plane. If a humanoid on the Material Plane invites the malcubus to do so, the malcubus can use an action to magically travel from the Ethereal Plane to the Material Plane.

Dream (1/Day). While on the Ethereal Plane, the malcubus magically touches a sleeping humanoid that is not protected by a *magic circle* or *protection from evil and good* spell or similar magic. While the touch persists, the malcubus appears in the creature's dreams. The creature can end the dream at any time. If the dream lasts for 1 hour, the target gains a level of strife and gains no benefit from the rest, and the malcubus can use Charm on the creature even if it's on a different plane of existence.

BONUS ACTIONS

Shapeshift. The malcubus magically changes its form to a Medium or Small humanoid or into its true form. It can fly only in its true form. While shapeshifted, its statistics are unchanged except for its size and speed. Its equipment is not transformed. It reverts to its true form if it dies.

REACTIONS

Living Shield. When a creature the malcubus can see hits it with an attack, the malcubus can give an order to a creature charmed by it within 5 feet. The charmed creature uses its reaction, if available, to swap places with the malcubus. The attack hits the charmed creature instead of the malcubus.

Combat

The malcubus tries to avoid combat. When it can't, it charms an opponent, giving orders to it and using it as a living shield. Once it has charmed a creature, it uses its claws. When bloodied, it uses Charming Kiss. It flees to the Ethereal Plane only in dire straits, since it may have difficulty returning.

Manticore

Terrible amalgamations of lion and dragon, manticores have tails tipped with clusters of bony spikes and the faces of scowling humanoids.

MANTICORE CHALLENGE 3

LARGE MONSTROSITY 700 XP

AC 14 (natural armor)

HP 68 (8d10 + 24; bloodied 34)

Speed 30 ft., fly 50 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 13**Senses** darkvision 60 ft., passive Perception 11**Languages** Common**ACTIONS****Multiattack.** The manticore attacks with its bite and its claws.**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. If the manticore moves at least 20 feet straight towards the target before the attack, the target makes a DC 13 Strength saving throw, falling prone on a failure.**Tail.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.**Tail Spike Volley (4/Day).** The manticore fires tail spikes in a 5-foot-wide, 60-foot-long line. Each creature in the area makes a DC 12 Dexterity saving throw, taking 14 (4d6) piercing damage on a failure or half damage on a success.**REACTIONS****Tail Whip.** If a creature the manticore can see hits it with a melee attack, the manticore attacks the attacker with its tail. If it hits, it can fly up to half its fly speed without provoking opportunity attacks from the attacker.**Combat**

The manticore fires a tail spike volley from a distance, preferably from the air. It then flies past an opponent, attacking with its tail from 10 feet away to avoid opportunity attacks. Finally, it charges at least 20 feet and attacks with its claws and bite. If bloodied, it falls back and uses the rest of its tail spikes. It flees only if its tail spike volleys have been depleted.

Variant: Adamanticore

The adamanticore is CR 4 (1,100 XP) and has 85 (10d10 + 30; bloodied 42) hit points.

A creature that takes damage from the adamanticore's Tail Spike Volley also suffers 5 (1d10) ongoing damage from blood loss. The ongoing damage lasts until a creature uses an action to remove the spikes.

Medusa

Every creature who gazes into a medusa's eyes, including another medusa, transforms into a lifeless statue.

MEDUSA CHALLENGE 7**MEDIUM MONSTROSITY 2,900 XP****AC** 14**HP** 120 (16d8 + 48; bloodied 60)**Speed** 30 ft.**STR DEX CON INT WIS CHA**

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

Proficiency +3; **Maneuver DC** 15**Skills** Deception +5, Insight +5, Perception +5, Stealth +7**Senses** darkvision 60 ft., passive Perception 15**Languages** Common

Petrifying Gaze. When a creature starts its turn within 60 feet of the medusa and can see the medusa's eyes, it can choose to avert its eyes until the beginning of its next turn unless it is surprised or incapacitated. Otherwise, the medusa uses its petrifying gaze on the creature. If the medusa sees its own reflection and doesn't avert its eyes, it is subject to its own gaze.

A creature subject to the medusa's petrifying gaze makes a DC 14 Constitution saving throw. If it rolls a natural 1 on the save, it is petrified instantly. If it otherwise fails the save, it is restrained as it begins to be petrified. The creature repeats the saving throw at the end of its turn, ending the effect on itself on a success and becoming petrified on a failure. The petrification can be removed with *greater restoration* or similar powerful magic.

ACTIONS

Multiattack. The medusa makes any combination of two attacks with its snake hair and longbow.

Snake Hair. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage, plus an additional 3 (1d6) piercing damage if the target is a creature that is surprised or that can't see the medusa.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage.

Combat

The medusa ambushes (or otherwise reveals its eyes suddenly) so its opponents can't avert their gaze. It makes melee attacks against creatures with averted eyes. When bloodied, it hides if possible, setting up further ambushes.

Variant: Medusa Queen

The medusa queen is a legendary monster and is CR 11 (7,200 XP) with 153 (18d10 + 54; bloodied 76) hit points. It has one legendary action it can take at the end of another creature's turn, choosing from the options below. The medusa queen regains the spent legendary action at the start of its turn.

Hide. The medusa moves up to half its Speed and hides.

Snake Hair. The medusa makes a snake hair attack.

Frenzy of Snakes (1/Day, When Bloodied). The medusa makes a snake hair attack against each creature within 5 feet.

Imperious Command. A creature with averted or covered eyes within 60 feet that can hear the medusa makes a DC 13 Wisdom saving throw. On a failure, it looks at the medusa, making itself the target of Petrifying Gaze if it and the medusa can see each other. On a success, the creature is immune to Imperious Command for 24 hours. This is a charm effect.

Mephits

Mephits are impish, elemental beings that embody mischief, chaos, and destruction.

DUST MEPHIT CHALLENGE 1/2

SMALL ELEMENTAL 100 XP

AC 12

HP 17 (5d6; bloodied 8)

Speed 30 ft., fly 30 ft.

STR DEX CON INT WIS CHA

6 (–2) 14 (+2) 10 (+0) 8 (–1) 10 (+0) 10 (+0)

Proficiency +2; **Maneuver DC** 12

Skills Perception +2, Stealth +4

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive

Perception 12

Languages Auran, Terran

Death Burst. When the mephit dies, it explodes into dust. Each creature within 5 feet makes a DC 10 Constitution saving throw. On a failure, the creature is blinded until the end of its next turn.

False Appearance. While motionless, the mephit is indistinguishable from a pile of dirt.

ACTIONS

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

Blinding Breath (1/Day). The mephit exhales a 15-foot cone of dust. Each creature in the area makes a DC 10 Constitution saving throw. On a failure, the creature is blinded for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sleep Sand (1/Day). The closest creature within 60 feet with 20 hit points or fewer falls asleep for 1 minute. It awakens early if it takes damage or a creature uses an action to shake it awake. Constructs and undead are immune to this effect.

Combat

The mephit uses Sleep Sand and then Blinding Breath. If outnumbered by

conscious and non-blind opponents, it flees. Otherwise, it attacks with its claws.

ICE MEPHIT CHALLENGE 1/2 SMALL ELEMENTAL 100 XP

AC 12

HP 21 (6d6; bloodied 10)

Speed 30 ft., fly 30 ft.

STR DEX CON INT WIS CHA

8 (–1) 14 (+2) 10 (+0) 8 (–1) 10 (+0) 10 (+0)

Proficiency +2; **Maneuver DC** 12

Skills Perception +2, Stealth +4

Damage Vulnerabilities bludgeoning, fire

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Auran

Death Burst. When the mephit dies, it explodes into ice shards. Each creature within 5 feet makes a DC 10 Constitution saving throw, taking 4 (1d8) slashing damage on a failed save or half damage on a success.

False Appearance. While motionless, the mephit is indistinguishable from a shard of ice.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 2 (1d4) cold damage.

Fog (1/Day). The mephit exhales a cloud of fog, creating a 20-foot-radius sphere of fog centered on the mephit. The fog is heavily obscured to non-mephits. The fog cloud is immobile, spreads around corners, and remains for 10 minutes or until dispersed by a strong wind.

Freezing Breath (1/Day). The mephit exhales a 15-foot cone of ice. Each creature in the area makes a DC 10 Constitution saving throw, taking 5 (2d4) cold damage on a failed save or half damage on a success.

Combat

The mephit uses Freezing Breath and then uses Fog. It attacks opponents at an advantage in the fog and uses the fog to help it flee if reduced to 7 hit points or fewer.

MAGMA MEPHIT CHALLENGE 1/2 SMALL ELEMENTAL 100 XP

AC 11

HP 21 (6d6; bloodied 10)

Speed 30 ft., fly 30 ft.

STR DEX CON INT WIS CHA

8 (–1) 12 (+1) 10 (+0) 8 (–1) 10 (+0) 10 (+0)

Proficiency +2; **Maneuver DC** 11

Skills Perception +2, Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Ignan, Terran

Death Burst. When the mephit dies, it explodes into lava. Each creature within 5 feet makes a DC 10 Constitution saving throw, taking 4 (1d8) fire damage on a failed save or half damage on a success.

False Appearance. While motionless, the mephit is indistinguishable from a small magma flow.

ACTIONS

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

Heat Metal (1/Day). *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 10 Constitution saving throw, dropping the object on a failure.

Fire Breath (1/Day). The mephit exhales a 15-foot cone of fire. Each creature in the area makes a DC 10 Constitution saving throw, taking 7 (2d6) fire damage on a failed save or half damage on a success.

Combat

The mephit uses Fire Breath and then uses Heat Metal, prioritizing creatures that have threatened it with metal weapons. It flees only if it takes cold damage.

SPARK MEPHIT CHALLENGE 1/2 SMALL ELEMENTAL 100 XP

AC 12

HP 17 (5d6; bloodied 8)

Speed 30 ft., fly 30 ft.

STR DEX CON INT WIS CHA

8 (-1) 14 (+2) 10 (+0) 10 (+0) 10 (+0) 12 (+1)

Proficiency +2; **Maneuver DC** 12

Damage Immunities lightning, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Ignan

Death Burst. When the mephit dies, its Spark Form recharges, and the mephit uses it before it dies.

ACTIONS

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 2 (1d4) lightning damage.

Spark Form (Recharge 6). The mephit transforms into an arc of lightning and flies up to 20 feet without provoking opportunity attacks. During this movement, the mephit can pass through other creatures' spaces. Whenever it moves through another creature's space for the first time during this movement, that creature makes a DC 12 Dexterity saving throw, taking 5 (2d4) lightning damage on a failed save or half damage on a success. The mephit then reverts to its original form.

Faerie Flame (1/Day). Each creature within 10 feet of the mephit makes a DC 11 Dexterity saving throw. On a failure, the creature is magically outlined in blue light for 1 minute. While outlined, the creature gains no benefit from being invisible and attack rolls against it are made with advantage.

Combat

The mephit uses Spark Form and then attacks with its claws. If multiple spark mephits are present, one uses Faerie Flame. It fights to the death.

STEAM MEPHIT CHALLENGE 1/4

SMALL ELEMENTAL 50 XP

AC 10

HP 21 (6d6; bloodied 10)

Speed 30 ft., fly 30 ft.

STR DEX CON INT WIS CHA

6 (-2) 10 (+0) 10 (+0) 10 (+0) 10 (+0) 10 (+0)

Proficiency +2; **Maneuver DC** 10

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Ignan

Death Burst. When the mephit dies, it explodes into steam. Each creature within 5 feet makes a DC 10 Constitution saving throw, taking 4 (1d8) fire damage on a failed save.

ACTIONS

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

Blurred Form (1/Day, Bloodied Only).

The mephit uses magical illusion to blur its form. For 1 minute, attacks against the mephit are made with disadvantage.

Steam Breath (1/Day). The mephit exhales a 15-foot cone of steam. Each creature in the area makes a DC 10 Constitution saving throw, taking 4 (1d8) fire damage on a failed save or half damage on a success.

Combat

The mephit uses Steam Breath and then attacks with its claws. It uses Blurred Form as soon as it's bloodied. It retreats when reduced to 5 hit points or fewer.

Merfolk

Aquatic humanoids with the torsos of humans and the tails of fish, merfolk build societies beneath the waves that few land-dwellers ever encounter.

MERFOLK CHALLENGE 1/8

MEDIUM HUMANOID (MERFOLK) 25 XP

AC 11

HP 11 (2d8 + 2; bloodied 5)

Speed 10 ft., swim 40 ft.

STR DEX CON INT WIS CHA

10 (+0) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

Proficiency +2; **Maneuver DC** 11

Skills Perception +2

Senses darkvision 30 ft., passive
Perception 12

Languages Aquan, Common

Amphibious. The merfolk can breathe air and water.

ACTIONS

Trident. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d8) piercing damage if used with two hands to make a melee attack, or 3 (1d6) piercing damage if thrown.

Combat

The merfolk attacks with its trident. Small groups of merfolk flee from monsters and powerful enemies.

Merfolk Template

A merfolk NPC retains all its statistics except as noted below.

Speed. The merfolk has a Speed of 10 feet and a swim speed of 40 feet.

Senses. The merfolk gains darkvision with a radius of 30 feet.

Languages. The merfolk speaks Aquan and Common.

Amphibious. The merfolk can breathe air and water.

If the merfolk's Challenge Rating is 2 or higher and it is wielding a trident, it can take the following additional bonus action:

Trident. The merfolk makes a trident attack.

MERFOLK KNIGHT CHALLENGE 3 MEDIUM HUMANOID (MERFOLK) 700 XP

AC 15 (scale)

HP 52 (8d8 + 16; bloodied 26)

Speed 10 ft., swim 40 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 13

Saving Throws Str +5, Con +4, Wis +2

Skills Athletics +5, Perception +2

Senses darkvision 30 ft., passive
Perception 12

Languages Aquan, Common

Amphibious. The knight can breathe air and water.

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two trident attacks.

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

Lance (Mounted Only). *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage. If the knight moves at least 20 feet straight towards the target before the attack, it deals an extra 6 (1d12) piercing damage, and the target makes a DC 13 Strength saving throw, falling prone on a failure.

This attack is made at disadvantage against targets within 5 feet of the knight.

Knightly Inspiration (1/Day). The knight inspires creatures of its choice within 30 feet that can hear and understand it. For the next minute, inspired creatures gain an expertise die (1d4) on attack rolls and saving throws. A creature can benefit from only one Knightly Inspiration at a time, and the knight cannot target itself.

BONUS ACTIONS

Trident. The knight makes a trident attack.

Combat

If mounted, the merfolk knight charges with its lance. It then switches to its trident. It uses Knightly Inspiration only if it can affect at least three allies. The knight fights to the death unless ordered to retreat.

Merrow

Once the gifted servants of ancient demigods, merrows are former merfolk made monstrous by the destructive essence of their primeval patrons.

MERROW CHALLENGE 2

LARGE MONSTROSITY 450 XP

AC 13 (natural armor)

HP 45 (6d10 + 12; bloodied 22)

Speed 10 ft., swim 40 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 14

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Aquan, Giant, Primordial

Amphibious. The merrow can breathe air and water.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the merrow can't attack a different creature with its claws.

Harpoon. *Melee or Ranged Weapon Attack:* +6 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. The target makes a DC 14 Strength saving throw. On a failure, the merrow pulls the target up to 20 feet toward the merrow.

BONUS ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, or 9 (2d4 + 4) piercing damage if the target is grappled.

Combat

The merrow grabs creatures in its claws and then bites them. If an enemy is up to 20 feet away, it uses its harpoon and pulls the enemy into its reach. It uses its claws for opportunity attacks so that it can grapple fleeing creatures.

Variant: Merrow Mage

The merrow mage is a CR 4 (1,100 XP) monstrosity (shapechanger). Its Charisma is 14 (+2). It has the following additional traits:

Innate Spellcasting. The mage's innate spellcasting ability is Charisma (spell

save DC 12). It can innately cast the following spells, requiring no material components:

At will: *darkness, invisibility*

1/day: *charm person*

Regeneration. The merrow regains 10 hit points at the beginning of each of its turns as long as it has at least 1 hit point.

The mage has the following additional actions:

Mage Bolt (3/Day). The mage targets a creature within 30 feet. The target makes a DC 12 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save or half damage on a success.

Shapeshift. The mage changes its form to that of a Medium merfolk or back into its true form. While shapeshifted, it can't use its bite attack but its statistics are otherwise unchanged except for its size. It reverts to its true form if it dies.

Darkness (2nd-Level; V, S, Concentration). Magical darkness spreads from a point within 60 feet of the mage, 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.

Invisibility (2nd-Level; V, S, Concentration). The mage is invisible for 1 hour or until it attacks, uses Mage Bolt, or casts a spell.

Mimic

Mimics are shape-shifting predators that disguise themselves as inanimate objects.

MIMIC CHALLENGE 2

MEDIUM MONSTROSITY (SHAPECHANGER) 450 XP

AC 12

HP 52 (8d8 + 16; bloodied 26)

Speed 30 ft. (15 ft. in object form)

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 14 (+2) 6 (–2) 14 (+2) 8 (–1)

Proficiency +2; **Maneuver DC** 14

Skills Stealth +4

Condition Immunities grappled, prone
Senses darkvision 60 ft., passive
Perception 12

Languages —

False Appearance. While the mimic is motionless, it is indistinguishable from an inanimate object.

Sticky. A creature, object, or weapon that touches the mimic is stuck to the mimic. A creature can use an action to make a DC 14 Strength check, freeing itself or an object or creature within reach on a success. The effect also ends when the mimic chooses to end it or when the mimic dies.

Telepathic Sense. A mimic telepathically senses the presence of humanoids within 120 feet and gains a mental image of any inanimate object desired by any of the creatures it senses. This ability is blocked by 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead.

Water Soluble. If the mimic is splashed with at least 1 gallon of water, it assumes its true form and the DC to escape its Sticky trait is reduced to 10 until the end of its next turn.

ACTIONS

Multiattack. The mimic makes a bite attack and a pseudopod attack.

Pseudopod. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage, and the target is subjected to the mimic's Sticky trait.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature stuck to the mimic. *Hit:* 9 (2d4 + 4) piercing damage, and the target is restrained until it is no longer stuck to the mimic. While a creature is restrained by the mimic, the mimic can't bite a different creature.

Swallow. The mimic makes a bite attack against a Medium or smaller creature restrained by it. If the attack hits and the mimic has not swallowed another creature, the target is swallowed and no longer stuck to the mimic. A swallowed creature has total cover from attacks from outside the mimic, is blinded and restrained, and takes 5 (2d4) acid

damage at the start of each of the mimic's turns.

If a swallowed creature deals 10 or more damage to the mimic in a single turn, or if the mimic dies, the target falls prone in an unoccupied space of its choice within 5 feet of the mimic and is no longer swallowed.

BONUS ACTIONS

Shapeshift. The mimic changes its form to resemble an inanimate object of its approximate size or changes into its true form, which is an amorphous blob. Objects it is carrying or stuck to are not transformed. While shapeshifted, its statistics are unchanged. It reverts to its true form if it dies.

Combat

The mimic waits in object form for a creature to touch it and then uses its bite. If a creature within 5 feet of it shows no inclination to touch it, it attacks with its pseudopod and then bites the stuck target. The mimic tries to swallow creatures it has restrained, using its pseudopod to defend itself against other assailants. If the mimic swallows a creature, it shifts to its true form and tries to escape.

Variant: Mirage Monster

The mirage monster is a Huge legendary monster. It is CR 4 (1,100 XP) and has 76 (9d12 + 18; bloodied 38) hit points. It has the following trait:

Legendary Resistance (1/Day). If the mirage monster fails a saving throw, it can choose to succeed instead. When it does so, it immediately shapeshifts into its true form if it has not already done so.

The mirage monster 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.

Grasping Pseudopod. The mirage monster makes a pseudopod attack with a range of 15 feet. On a hit, the target makes a DC 14 Strength saving throw.

On a failure, the target is pulled up to 15 feet towards the mirage monster.

Bite (Costs 2 Actions). The mirage monster attacks with its bite.

Minotaurs

Although demonic in origin, the half-humanoid, half-bull minotaurs have spread throughout the mortal world, championing chaos or patrolling the lairs of dark and twisted masters.

MINOTAUR CHALLENGE 4

LARGE MONSTROSITY 1,100 XP

AC 14 (natural armor)

HP 76 (9d10 + 27; bloodied 38)

Speed 40 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 14

Skills Perception +5 (+1d6)

Senses darkvision 60 ft., passive Perception 18

Languages Abyssal, Undercommon

Labyrinthine Recall. The minotaur can perfectly recall any route it has traveled.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage. The minotaur can choose to make the attack with advantage. If it does so, attacks against it have advantage until the start of its next turn.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the minotaur moves at least 10 feet straight towards the target before the attack, the attack deals an extra 9 (2d8) damage, and the target makes a DC 16 Strength saving throw, being pushed up to 10 feet away and falling prone on a failure.

BONUS ACTIONS

Roar of Triumph. If the minotaur reduced a living creature to 0 hit points since the end of its last turn, it roars and gains 10 (3d6) temporary hit points.

Combat

The minotaur gores if it can charge without incurring an opportunity attack. Otherwise it attacks with its greataxe. The minotaur retreats if it is bloodied and it can't reach a foe on its turn.

MINOTAUR CHAMPION CHALLENGE 16

HUGE MONSTROSITY (FIEND) 15,000

XP

AC 19 (natural armor)

HP 262 (21d12 + 126; bloodied 131)

Speed 50 ft.

STR DEX CON INT WIS CHA

22 (+6) 10 (+0) 22 (+6) 10 (+0) 16 (+3) 14 (+2)

Proficiency +5; **Maneuver DC** 19

Saving Throws Str +11, Dex +5, Con +11, Wis +8

Skills Perception +8 (+1d6)

Senses darkvision 120 ft., passive Perception 21

Languages Abyssal, Undercommon

Labyrinthine Recall. The minotaur can perfectly recall any route it has traveled.

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

ACTIONS

Multiattack. The minotaur gores once and attacks twice with its greataxe.

Gore. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage, and the target makes a DC 19 Strength saving throw, being pushed up to 5 feet away and falling prone on a failure. If the minotaur moves at least 10 feet straight towards the target before the attack, the attack deals an extra 13 (3d8) damage.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage. The champion can choose to make the attack with advantage. If it does so, attacks against it have advantage until the start of its next turn.

Fire Breath (Recharge 5–6). The minotaur exhales fire in a 30-foot cone. Each creature in the area makes a DC 19 Dexterity saving throw, taking 55 (10d10)

fire damage on a failed save or half damage on a success.

BONUS ACTIONS

Roar of Triumph. If the minotaur reduced a living creature to 0 hit points since the end of its last turn, it roars and gains 35 (10d6) temporary hit points.

Combat

The minotaur champion charges and goes whenever possible, flinging enemies with its horns and then attacking prone creatures with its axe. It uses Fire Breath if it can include at least two enemies in its area.

Mummies

Cloth wrappings and preservative ointments protect a mummy's body from rot, even as mystic rituals ensure its spirit remains bound to the mortal realm for all eternity.

Heart and Amulet. A mummy lord's magical defenses are not limited to guards and booby-traps. Shortly after death, each mummy lord has its heart removed and hidden somewhere in its burial chamber. Until this still-beating heart is silenced, a mummy lord can't truly be defeated. Even if its body is reduced to ashes, the mummy lord reforms inside its inner sanctum a few days later.

Furthermore, each mummy lord wears a blessed scarab amulet that protects it from harm. When the mummy would fall victim to a deadly hazard, the amulet suffers the consequences instead.

Curse: Mummy Rot. A mummy's touch inflicts a dreadful curse called mummy rot. A cursed creature can't regain hit points, and its hit point maximum decreases by an amount equal to the creature's total number of Hit Dice for every 24 hours that elapse. If this curse reduces the target's hit point maximum to 0, the target dies and crumbles to dust.

MUMMY CHALLENGE 3

MEDIUM UNDEAD 700 XP

AC 11 (natural armor)

HP 67 (9d8 + 27; bloodied 33)

Speed 20 ft.

STR DEX CON INT WIS CHA

16 (+3) 8 (-1) 16 (+3) 10 (+0) 10 (+0) 12 (+1)

Proficiency +2; Maneuver DC 13

Saving Throws Wis +2

Damage Resistances damage from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, fatigue, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Flammable. After taking fire damage, the mummy catches fire and takes 5 (1d10) ongoing fire damage if it isn't already suffering ongoing fire damage. A creature can use an action to extinguish this fire.

ACTIONS

Multiattack. The mummy uses Dreadful Glare and then attacks with its rotting fist.

Dreadful Glare (Gaze). The mummy targets a creature within 60 feet. The target makes a DC 11 Wisdom saving throw. On a failure, it is magically frightened until the end of the mummy's next turn. If the target fails the save by 5 or more, it is paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of mummies (but not mummy lords) for 24 hours.

Rotting Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it makes a DC 13 Constitution saving throw. On a failure, it is cursed with Mummy Rot.

Combat

The mummy moves towards the closest enemy. It uses Dreadful Glare on the closest creature it hasn't yet targeted with that attack and uses its rotting fist on a creature it can reach, preferring frightened or paralyzed targets.

MUMMY LORD CHALLENGE 15

LEGENDARY MEDIUM UNDEAD 13,000 XP

AC 17 (natural armor)

HP 221 (26d8 + 104; bloodied 110)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +5; **Maneuver DC** 17

Saving Throws Con +9, Int +6, Wis +9, Cha +8

Skills History +6, Religion +6

Damage Immunities necrotic, poison; damage from nonmagical weapons

Condition Immunities charmed, fatigue, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Flammable. After taking fire damage, the mummy lord catches fire and takes 11 (2d10) ongoing fire damage if it isn't already suffering ongoing fire damage. A creature can use an action or legendary action to extinguish this fire.

Legendary Resistance (1/Day). If the mummy lord fails a saving throw while wearing its scarab amulet, it can choose to succeed instead. When it does so, the scarab amulet shatters. The mummy lord can create a new amulet when it finishes a long rest.

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

Rejuvenation. If its heart is intact, a destroyed mummy lord gains a new body in 1d4 days, regaining all its hit points. The new body forms within 10 feet of the heart.

Spellcasting. The mummy lord is an 11th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared, which it can cast without material components:

Cantrips (at will): *guidance*, *thaumaturgy*

1st-level (4 slots): *create or destroy water*, *detect magic*

2nd-level (3 slots): *augury*, *gentle repose*

3rd-level (3 slots): *animate dead*, *dispel magic*

4th-level (3 slots): *divination*

5th-level (2 slots): *contagion*

6th-level (1 slot): *harm*

ACTIONS

Multiattack. The mummy lord uses Dreadful Glare and then attacks with its rotting fist.

Dreadful Glare (Gaze). The mummy lord targets a creature within 60 feet. The target makes a DC 16 Wisdom saving throw. On a failure, it is magically frightened until the end of the mummy lord's next turn. If the target fails the save by 5 or more, it is paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of mummies and mummy lords for 24 hours.

Rotting Fist. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it makes a DC 17 Constitution saving throw. On a failure, it is cursed with Mummy Rot.

Guardian of Faith (2/Day). A Large, indistinct spectral guardian appears within an unoccupied space within 30 feet and remains for 8 hours. Creatures of the mummy lord's choice that move to a space within 10 feet of the guardian for the first time on a turn make a DC 17 Dexterity saving throw, taking 20 radiant or necrotic damage (mummy lord's choice) on a failed save or half damage on a success. The guardian disappears when it has dealt 60 total damage.

Dispel Magic (3rd-Level; V, S). The mummy lord scours the magic from one creature, object, or magical effect it can see within 120 feet. A spell ends if it was cast with a 3rd-level or lower spell slot. For spells using a 4th-level or higher spell slot, the mummy lord makes a Wisdom ability check (DC 10 + the spell's level) for each one, ending the effect on a success.

Contagion (5th-Level; V, S). *Melee Spell*
Attack: +9 to hit, reach 5 ft., one creature.
Hit: 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.

Harm (6th-Level; V, S). The mummy lord targets a creature within 60 feet. The target makes a DC 17 Constitution saving throw. On a failure, the creature is diseased, taking 49 (14d6) necrotic damage. Its hit point maximum is reduced by the same amount for 1 hour or until the effect is removed with a spell that removes diseases. On a successful save, the creature takes half the damage. The spell's damage can't reduce a target to less than 1 hit point.

REACTIONS

Blasphemous Counterspell. When the mummy lord is targeted by a spell using a 4th-level or lower spell slot, the attacker makes a DC 16 Constitution saving throw. On a failure, the spell is wasted, and the caster takes 3 (1d6) necrotic damage per level of the spell slot.

LEGENDARY ACTIONS

The mummy lord 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.

Channel Negative Energy. A

60-foot-radius aura of magical negative energy surrounds the mummy lord until the end of its next turn, spreading around corners. Creatures in the aura can't regain hit points.

Whirlwind of Sand. The mummy lord, along with its equipment, magically transforms into a whirlwind of sand and moves up to 60 feet without provoking opportunity attacks, and then reverts to its normal form.

Attack (Costs 2 Actions). The mummy lord uses Dreadful Glare or attacks with its rotting fist.

Blasphemous Word (Costs 2 Actions). Each non-undead creature within 10 feet of the mummy lord that can hear its magical imprecation makes a DC 16 Constitution saving throw. On a failure, a creature is stunned until the end of the mummy lord's next turn.

Dispel Magic (Costs 2 Actions). The mummy lord casts *dispel magic*.

Combat

If the mummy lord expects a battle, it uses its guardian of faith action. It begins combat with *contagion*, and then targets the contagion victim with *harm*. Otherwise it uses its Multiattack. With its legendary actions, the mummy either uses Whirlwind of Sand (to get close to foes) or Channel Negative Energy, and then uses either Blasphemous Word (if near multiple non-stunned enemies) or Attack (targeting stunned or paralyzed foes with its rotting fists).

Nagas

In remote corners across the world, nagas guard repositories of arcane knowledge and religious wisdom.

Immortal Nature. A naga doesn't require air, sustenance, or sleep.

GUARDIAN NAGA CHALLENGE 10

LARGE MONSTROSITY
(SHAPECHANGER) 5,900 XP

AC 18 (natural armor)

HP 136 (16d10 + 48; bloodied 68)

Speed 40 ft., swim 40 ft.

STR DEX CON INT WIS CHA

16 (+3) 18 (+4) 16 (+3) 16 (+3) 18 (+4) 18 (+4)

Proficiency +4; **Maneuver DC** 16

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

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive
Perception 14

Languages Abyssal, Celestial, Common
Forbiddance. The naga's lair is under the *forbiddance* spell. Until it is dispelled, creatures in the lair can't teleport or use planar travel. Fiends and undead that are not the naga's allies take 27 (5d10) radiant damage when they enter or start their turn in the lair.

Rejuvenation. If it dies, the naga gains a new body in 1d6 days, regaining all its hit points. This trait can be removed with a *wish* spell.

Spellcasting. The naga is an 11th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16). The naga has the following cleric spells prepared, which it can cast with only vocalized components:

Cantrips (at will): *mending, thaumaturgy*
1st-level (4 slots): *command, cure wounds*

2nd-level (3 slots): *calm emotions, hold person*

3rd-level (3 slots): *clairvoyance, create food and water*

4th-level (3 slots): *divination, freedom of movement*

5th-level (2 slots): *flame strike, geas*

6th-level (1 slot): *forbiddance*

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. The target makes a DC 15 Constitution saving throw, taking 35 (10d6) poison damage on a failure or half damage on a success.

Spit Poison. *Melee Weapon Attack:* +8 to hit, range 20/60 ft., one creature. *Hit:* The target makes a DC 15 Constitution saving throw, taking 35 (10d6) poison damage on a failure or half damage on a success.

Command (1st-Level; V). One living creature within 60 feet that the naga can see and that can hear and understand it makes a DC 16 Wisdom saving throw. On a failure, the target uses its next turn to move as far from the naga as possible, avoiding hazardous terrain.

Hold Person (2nd-Level; V, Concentration). One humanoid the naga can see within 60 feet makes a DC 16 Wisdom saving throw. On a failure, the target is paralyzed for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on a success.

Flame Strike (5th-Level; V). A column of divine flame fills a 10-foot-radius, 40-foot-high cylinder within 60 feet. Creatures in the area make a DC 16 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) radiant damage on a failure or half damage on a success.

BONUS ACTIONS

Shapeshift. The naga changes its form to that of a specific Medium humanoid, a Medium snake-human hybrid with the lower body of a snake, or its true form, which is a Large snake. While shapeshifted, its statistics are unchanged except for its size. It reverts to its true form if it dies.

Combat

The guardian naga casts *flame strike* on groups of enemies. Otherwise it either bites or spits poison. It might cast *hold person* against a creature immune to poison or one it believes has a low Wisdom. The guardian naga dies in defense of its lair.

SPIRIT NAGA CHALLENGE 6

LARGE MONSTROSITY 2,900 XP

AC 16 (natural armor)

HP 85 (10d10 + 30; bloodied 42)

Speed 40 ft., swim 40 ft.

STR DEX CON INT WIS CHA

16 (+3) 16 (+3) 16 (+3) 16 (+3) 14 (+2) 16 (+3)

Proficiency +3; **Maneuver** DC 14

Saving Throws Dex +6, Con +6, Wis +5, Cha +6

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive
Perception 12

Languages Abyssal, Celestial, Common
Rejuvenation. If it dies, the naga gains a new body in 1d6 days, regaining all its hit

points. This trait can be removed with a *wish* spell.

Spellcasting. The naga is a 9th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14). The naga has the following wizard spells prepared, which it can cast with only vocalized components:

Cantrips (at will): *mage hand*, *minor illusion*

1st-level (4 slots): *charm person*, *shield*

2nd-level (3 slots): *detect thoughts*, *levitate*

3rd-level (3 slots): *hypnotic pattern*, *lightning bolt*

4th-level (3 slots): *arcane eye*, *blight*

5th-level (1 slots): *dominate person*

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. The target makes a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failure or half damage on a success.

Hypnotic Pattern (3rd-Level; V, Concentration). A swirling pattern of light appears at a point within 120 feet of the naga. Each creature within 10 feet of the pattern that can see it makes a DC 14 Wisdom saving throw. On a failure, the creature is charmed for 1 minute. While charmed, the creature is incapacitated and its Speed is 0. The effect ends on a creature if it takes damage or if another creature uses an action to shake it out of its daze.

Lightning Bolt (3rd-Level; V). A bolt of lightning 5 feet wide and 100 feet long arcs from the naga. Each creature in the area makes a DC 14 Dexterity saving throw, taking 28 (8d6) lightning damage on a failure or half damage on a success.

Blight (4th-Level; V, Concentration). The naga targets a living creature or plant within 30 feet, draining moisture and vitality from it. The target makes a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failure or half damage on a success. Plant creatures have disadvantage on their saving throw

and take maximum damage. A nonmagical plant dies.

REACTIONS

Shield (1st-Level; V). When the naga is hit by an attack or targeted by *magic missile*, it gains a +5 bonus to AC (including against the triggering attack) and immunity to *magic missile*. These benefits last until the beginning of its next turn.

Combat

The spirit naga tries to cast *charm person* and *dominate person* before combat starts. In combat, it casts *hypnotic pattern* or *lightning bolt* if it can target two or more opponents. Otherwise, it bites in melee or casts *blight* from a distance. It casts *shield* whenever necessary. It fights to the death.

Naga Variant: Accursed Naga

The accursed naga's CR increases by 2. Its type is monstrosity (fiend). It loses its Rejuvenation trait and gains the following traits:

Expanded Spell List. The naga has the following additional spells prepared: *false life*, *locate object* (objects it once guarded within 100 miles), *scrying*

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

The naga gains the following additional actions:

Multiattack. The naga casts a spell and uses its vampiric bite.

Vampiric Bite. The naga attacks with its bite. If it hits and the target fails its saving throw against poison, the naga magically gains temporary hit points equal to the poison damage dealt.

Nightmare

A nightmare is a monstrous horse of shadow and flame.

NIGHTMARE CHALLENGE 3

LARGE FIEND 700 XP

AC 13 (natural armor)

HP 68 (8d10 + 24; bloodied 34)

Speed 60 ft., fly 90 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 14

Damage Immunities fire

Senses passive Perception 11

Languages understands Abyssal,

Common, and Infernal but can't speak

Evil. The nightmare radiates an Evil aura.

Fiery Hooves. The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The nightmare leaves charred hoofprints.

Fire Resistance. The nightmare can grant fire resistance to a rider.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage. If the horse moves at least 20 feet straight towards the target before the attack, the target makes a DC 14 Strength saving throw, falling prone on a failure. The nightmare can move through the space of a prone creature as long as it does not end its turn there.

Ethereal Shift (Recharge 5–6). The nightmare and a rider magically pass from the Ethereal Plane to the Material Plane or vice versa.

Combat

The nightmare charges foes, battering them with its hooves and galloping over them.

Variant: Fell Nightmare

The fell nightmare is CR 5 (1,800 XP) and has 93 (11d10 + 33; bloodied 46) hit points. It gains the following additional traits:

Fiery Trail. When the nightmare moves along the ground, it can choose to leave behind a trail of fire 10 feet wide and 10 feet tall, which lasts until the beginning of the nightmare's next turn. A creature that begins its turn in the fire or enters it for the first time on a turn takes 10 (3d6) fire damage. The trail ignites flammable objects.

Telepathy. The nightmare gains telepathy with a range of 120 feet. It can telepathically communicate with the fiend that trained it over any distance as long as they are on the same plane of existence.

Ogres

Standing some 10 feet tall and weighing nearly 1,000 pounds, ogres look like massive, barrel-chested humanoids with wide, fanged jaws.

OGRE CHALLENGE 2

LARGE GIANT 450 XP

AC 12 (natural armor)

HP 59 (7d10 + 21; bloodied 29)

Speed 40 ft.

STR DEX CON INT WIS CHA

19 (+4) 8 (–1) 16 (+3) 10 (+0) 10 (+0) 8 (–1)

Proficiency +2; **Maneuver DC** 14

Senses darkvision 60 ft., passive Perception 10

Languages Common, Giant

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and if the target is a Medium or smaller creature, it makes a DC 14 Strength saving throw, falling prone on a failure.

Sweeping Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., all creatures within 5 feet. *Hit:* 8 (1d8 + 4) bludgeoning damage, and if the target is a Medium or smaller creature, it makes a DC 14 Strength saving throw. On a failure, it is pushed 10 feet away from the ogre.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Combat

Against foes it deems small and weak, the ogre charges into a group and uses its Sweeping Strike. It attacks a lone foe, or one that has proven itself to be a threat, with its greatclub.

Variant: Cave Ogre

The cave ogre is an elite monster, equivalent to two CR 2 creatures (900 XP). It has 119 (14d10 + 42; bloodied 59) hit points and the following trait:

Elite Recovery. At the end of each of its turns while bloodied, the ogre can end one condition or effect on itself. It can do this even when unconscious or incapacitated.

The cave ogre has the following additional action, which it can use only while bloodied:

Rock. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage, and if the target is a Medium or smaller creature, it makes a DC 14 Strength saving throw, falling prone on a failure.

The ogre has the following reactions, which it can use only while bloodied:

Reflexive Swat. When a creature the ogre can see within 5 feet hits it with a melee attack, the ogre makes a greatclub attack against it.

Furious Smash (1/Day). When it takes damage or is targeted by a spell, the cave ogre roars and smashes the ground, a tree, or another object, sending debris flying in a 30-foot radius around the ogre. Each creature in the area makes a DC 14 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save or half damage on a success. Until the debris is cleared, the area becomes difficult terrain, which the cave ogre ignores.

OGREKIN CHALLENGE 1

MEDIUM HUMANOID (GIANT) 200 XP

AC 11

HP 32 (5d8 + 10; bloodied 16)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 13

Skills Athletics +5, Perception +2, Survival +2

Senses darkvision 30 ft., passive Perception 12

Languages Common, Giant

Giant Build. The ogrekin counts as one size larger when determining carrying capacity and the weight it can push, drag, or lift. Its melee and thrown weapons deal an extra die of damage on a hit (included below).

ACTIONS

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

Handaxe. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Combat

Ogrekin take advantage of their terrain and suit their strategy to their opponents. They throw handaxes at well-armored and slow opponents, and they charge spellcasters and lightly-armored foes. They can often be provoked into single combat. They flee when half their number have fallen.

OGRE MAGE CHALLENGE 7

LARGE GIANT (SHAPECHANGER) 2,900 XP

AC 16 (chain mail)

HP 102 (12d10 + 36; bloodied 51)

Speed 30 ft., fly 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +3; **Maneuver DC** 15

Skills Arcana +5 (+1d4), Deception +6, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant

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

At will: *darkness, invisibility*

1/day: *charm person, cone of cold, gaseous form, hold person*

Iron Magic Resistance. While wielding its iron club, the ogre mage has advantage

on saving throws against spells and magical effects. Whenever the ogre mage rolls a saving throw against a spell or magical effect, the iron club emits visible sparks even if the ogre mage is invisible.

Regeneration. The ogre mage regains 10 hit points at the beginning of its turn as long as it has at least 1 hit point.

ACTIONS

Multiattack. The ogre makes two melee attacks.

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

Iron Club. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) bludgeoning damage, or 10 (1d12 + 4) bludgeoning damage in Small or Medium form. When the ogre hits or touches a target with its club, it can end any spell on the target that was cast with a 3rd-level or lower spell slot.

Read Scroll (1/Day). The ogre casts a spell from a magical scroll without expending the scroll's magic.

Darkness (2nd-Level; V, S, Concentration). Magical darkness spreads from a point within 30 feet of the ogre, 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.

Hold Person (2nd-Level; V, S, Concentration). One humanoid the ogre can see within 60 feet makes a DC 14 Wisdom saving throw. On a failure, the target is paralyzed for 1 minute, repeating the saving throw at the end of each of its turns, ending the effect on a success.

Invisibility (2nd-Level; V, S, Concentration). The ogre is invisible for 1 hour. The spell ends if the ogre attacks or casts a spell.

Gaseous Form (3rd-Level; V, S, Concentration). The ogre and its gear becomes a hovering cloud of gas for 1 hour. Its Speed is 0, and its fly speed is 30. It can't attack, use or drop objects, talk, or cast spells. It can enter another creature's space and pass through small

holes and cracks but can't pass through liquid. It is resistant to nonmagical damage, has advantage on Strength, Dexterity and Constitution saving throws, and can't fall.

Cone of Cold (5th-Level; V, S). Frost blasts from the ogre in a 60-foot cone. Each creature in the area makes a DC 14 Constitution saving throw, taking 36 (8d8) cold damage on a failure or half damage on a success.

BONUS ACTIONS

Shapeshift. The ogre changes its form into a Small or Medium humanoid, or back into its true form, which is a Large giant. Other than its size, its statistics are the same in each form. Its iron club, armor, and clothing change size with it. It reverts to its true form when it dies.

Combat

The ogre mage attacks with surprise, either invisibly or using a harmless-seeming guise. It casts *cone of cold* against closely-packed enemies and *hold person* against a ranged attacker. It then fights with its iron club. When bloodied, it casts *invisibility*, *darkness*, or *gaseous form* and flies away. Once its hit points have regenerated, it tries to ambush the group that defeated it.

Oozes

Shapeless blobs capable of squeezing through even the narrowest spaces, they are mindless scavengers that dissolve metal and organic matter to fuel their strange metabolisms.

Ooze Nature. An ooze doesn't require air or sleep.

Sunlight Sensitivity. While in sunlight, the pudding has disadvantage on attack rolls.

BLACK PUDDING CHALLENGE 4

LARGE OOZE 1,100 XP

AC 7

HP 85 (10d10 + 30; bloodied 42)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR DEX CON INT WIS CHA

16 (+3) 4 (-3) 16 (+3) 1 (-5) 6 (-2) 1 (-5)

Proficiency +2; Maneuver DC 13

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, fatigue, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Amorphous. The pudding can pass through an opening as narrow as 1 inch wide without squeezing.

Corrosive Body. A creature that touches the pudding or hits it with a melee attack while within 5 feet takes 9 (2d8) acid damage. A nonmagical weapon made of metal or wood that hits the black pudding corrodes after dealing damage, taking a permanent -1 penalty to damage rolls per hit. If this penalty reaches -5, the weapon is destroyed. Wooden or metal nonmagical ammunition is destroyed after dealing damage. Any other nonmagical metal or organic object that touches it takes 9 (2d8) acid damage.

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

ACTIONS

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) acid damage. Nonmagical armor worn by the target corrodes, taking a permanent -1 penalty to its AC protection per hit. If the penalty reduces the armor's AC protection to 10, the armor is destroyed.

REACTIONS

Split. When a Medium or larger pudding with at least 10 hit points is subjected to lightning or slashing damage, it splits into two puddings that are each one size smaller. Each new pudding has half the original's hit points (rounded down).

Combat

The pudding lurks on walls or ceilings or conceals itself in shadows. It attacks creatures who venture into range and pursues the closest creature. It retreats only if exposed to sunlight, in which case it tries to climb away or squeeze into a crack.

Black Pudding Variant: Elder Black Pudding

The elder black pudding is CR 8 (3,900 XP). It is Huge and has 171 (18d12 + 54; bloodied 85) hit points. It has the following additional attack:

Multiattack. The pudding makes two pseudopod attacks. The pudding can't use Multiattack after it splits for the first time.

GELATINOUS CUBE CHALLENGE 2

LARGE OOZE 450 XP

AC 6

HP 76 (8d10 + 32; bloodied 38)

Speed 15 ft., swim 15 ft.

STR DEX CON INT WIS CHA

16 (+3) 2 (-4) 18 (+4) 1 (-5) 6 (-2) 1 (-5)

Proficiency +2; Maneuver DC 13

Condition Immunities blinded, charmed, deafened, fatigue, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Engulfing Body. A creature that enters the cube's space is subjected to the saving throw and consequences of its Engulf attack.

Transparent. While the cube is motionless, creatures unaware of its presence must succeed on a DC 15 Perception check to spot it.

ACTIONS

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

Engulf. The cube moves up to its Speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature makes a DC 13 Dexterity saving throw. If the creature is unaware of the cube's presence, it makes its saving throw against Engulf with disadvantage. On a success, the creature may use its reaction, if available, to move up to half its Speed without provoking opportunity attacks. If the creature doesn't move, it is engulfed by the cube.

A creature engulfed by the cube takes 10 (3d6) acid damage, can't breathe, is

restrained, and takes 10 (3d6) acid damage at the start of each of the cube's turns. It can be seen but has total cover. It moves with the cube. The cube can hold as many creatures as fit in its space without squeezing.

An engulfed creature can escape by using an action to make a DC 13 Strength check. On a success, the creature moves to a space within 5 feet of the cube. A creature within 5 feet can take the same action to free an engulfed creature, but takes 10 (3d6) acid damage in the process.

Combat

The cube moves constantly, stopping only when its blindsight detects moving creatures. It then waits motionless for creatures to blunder into it. It pursues creatures that move away from it, either Dashing or using the extra movement from its Engulf action. It retreats only if it's full (containing four Medium creatures or one Large creature) or if it's exposed to sunlight.

Gelatinous Cube Variant: Gelatinous Wall

The gelatinous wall is CR 7 (2,900 XP). It is Huge and has 136 (13d12 + 52; bloodied 68) hit points. Its Speed is 30 feet. Whenever it deals acid damage (including to engulfed creatures), it also deals 9 (2d6 + 2) bludgeoning damage.

GRAY OOZE CHALLENGE 1/2

MEDIUM OOZE 100 XP

AC 8

HP 22 (3d8 + 9; bloodied 11)

Speed 15 ft., climb 15 ft., swim 15 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 11

Damage Resistances acid, cold, fire

Condition Immunities blinded, charmed, deafened, fatigue, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Amorphous. The ooze can pass through an opening as narrow as 1 inch wide without squeezing.

Corrosive Body. A creature or a metal object that touches the ooze takes 5 (2d4) acid damage. A nonmagical weapon made of metal that hits the black pudding corrodes after dealing damage, taking a permanent -1 penalty to damage rolls per hit. If this penalty reaches -5, the weapon is destroyed. Metal nonmagical ammunition is destroyed after dealing damage.

False Appearance. While motionless, the ooze is indistinguishable from wet stone.

ACTIONS

Pseudopod. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 3 (1d4 + 1) bludgeoning damage plus 5 (2d4) acid damage. Nonmagical metal armor worn by the target corrodes, taking a permanent -1 penalty to its AC protection per hit. If the penalty reduces the armor's AC protection to 10, the armor is destroyed.

Combat

The ooze slides along damp stone walls or floors. It pauses when it senses prey approaching. It chases the closest creature it can reach, but flees from sunlight.

OCHRE JELLY CHALLENGE 2

LARGE OOZE 450 XP

AC 8

HP 45 (6d10 + 12; bloodied 22)

Speed 15 ft., climb 15 ft., swim 15 ft.

STR DEX CON INT WIS CHA

14 (+2) 6 (-2) 14 (+2) 1 (-5) 6 (-2) 1 (-5)

Proficiency +2; **Maneuver DC** 12

Damage Immunities acid, lightning, slashing

Condition Immunities blinded, charmed, deafened, fatigue, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Amorphous. The jelly can pass through an opening as narrow as 1 inch wide without squeezing.

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

ACTIONS

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage, and the target is grappled (escape DC 12). A grappled target takes 3 (1d6) acid damage at the start of each of the jelly's turns.

REACTIONS

Split. When a Medium or larger jelly with at least 10 hit points is subjected to lightning or slashing damage, it splits into two jellies that are each one size smaller, freeing any grappled targets. Each new jelly has half the original's hit points (rounded down).

Combat

The ochre jelly grapples passing creatures with its pseudopods. Given time, it will grab as many creatures as approach within 5 feet of it. It flees from sunlight.

Otyugh

An otyugh is a fleshy, three-legged creature with a central maw filled with rows of sharp teeth.

OTYUGH CHALLENGE 6

LARGE ABERRATION 2,300 XP

AC 14 (natural armor)

HP 110 (13d10 + 39; bloodied 55)

Speed 30 ft., swim 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 10 (+0) 16 (+3) 6 (–2) 14 (+2) 5 (–3)

Proficiency +3; **Maneuver DC** 14

Saving Throws Str +6, Con +6

Senses darkvision 120 ft., passive Perception 12

Languages telepathy 120 ft. (can transmit but not receive thoughts and images)

ACTIONS

Multiattack. The otyugh makes two tentacle attacks.

Tentacle. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14) and restrained until the

grapple ends. The otyugh has two tentacles, each of which can grapple one target and can't attack a different target while doing so.

Tentacle Slam. The otyugh slams any creatures it is grappling into a hard surface or into each other. Each creature makes a DC 14 Strength saving throw. On a failure, the target takes 10 (2d6 + 3) bludgeoning damage, is stunned until the end of the otyugh's next turn, and is pulled up to 5 feet towards the otyugh. On a success, the target takes half damage.

BONUS ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it makes a DC 14 Constitution saving throw. On a failure, the target contracts a disease. While diseased, the target is poisoned. The target repeats the saving throw every 24 hours, reducing its hit point maximum by 5 (1d10) on a failure (to a minimum of 1 hit point) and becoming cured on a success. The reduction in hit points lasts until the disease is cured.

Swallow. If the otyugh has no other creature in its stomach, the otyugh bites a Medium or smaller creature that is stunned. On a hit, the creature is swallowed. A swallowed creature has total cover from attacks from outside the otyugh, is blinded and restrained, and takes 10 (3d6) acid damage at the start of each of the otyugh's turns.

If a swallowed creature deals 15 or more damage to the otyugh in a single turn, or if the otyugh dies, the otyugh vomits up the creature.

Combat

The otyugh grasps creatures with its tentacles. If it has two creatures grappled, it uses its Tentacle Slam. If it stuns a target, it swallows it. It retreats once it has swallowed a creature or when it is bloodied.

Variant: Ur-Otyugh

The ur-otyugh is a legendary CR 10 (5,900 XP) monster. It has 144 (17d10 + 51; bloodied 72) hit points, a Speed and a swim speed of 50, and the following additional traits:

Legendary Resistance (2/Day). If the ur-otyugh fails a saving throw, it can choose to succeed instead. When it does so, it becomes more sluggish. Each time the ur-otyugh uses Legendary Resistance, its Speed and swim speed decrease by 10 and it loses one of its legendary actions on each of its turns.

The ur-otyugh 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.

Mad Dash. The ur-otyugh moves up to half its Speed.

Tentacle. The ur-otyugh makes a tentacle attack. This attack has a range of 15 feet.

Mental Fuzz (Costs 2 Actions). The ur-otyugh transmits a burst of psionic static. Each non-aberration within 30 feet makes a DC 14 Intelligence saving throw. On a failure, a creature takes 14 (4d6) psychic damage and is stunned until the end of the ur-otyugh's next turn. On a success, the creature takes half damage.

Owlbear

The owlbear has the powerful build of a grizzly bear and the sharp, hooked beak of a bird of prey.

OWLBEAR CHALLENGE 3 LARGE MONSTROSITY 700 XP

AC 13 (natural armor)

HP 59 (7d10 + 21; bloodied 29)

Speed 40 ft., climb 20 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 14

Skills Perception +3, Stealth +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Keen Sight and Smell. The owlbear has advantage on Perception checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear attacks with its beak and claws.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 9 (1d10 + 4) piercing damage.

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

Combat

The owlbear attacks the closest creature. It retreats if it's bloodied and not within 5 feet of an enemy.

Variant: Owlbear Recluse

The owlbear recluse is an elite monster, equivalent to two CR 3 monsters (1,400 XP). It has 119 (14d10 + 42; bloodied 59) hit points and has the following additional bonus actions, which it uses only while bloodied:

Elite Recovery. The owlbear 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.

Flapping Fury. If it's not grappling a creature, the owlbear jumps up to half its Speed without provoking opportunity attacks and then makes a claws attack with advantage.

Owlbear Hug. The owlbear attacks a Medium or smaller creature with its claws. On a hit, the target is grappled (escape DC 14). Until this grapple ends, the target is restrained. The owlbear can grapple one creature at a time.

Peck. The owlbear makes two beak attacks against a creature it is grappling.

Pegasus

Pegasi are celestial creatures that appear as beautiful white horses with magnificent feathered wings.

PEGASUS CHALLENGE 2

LARGE CELESTIAL 450 XP

AC 13

HP 57 (6d10 + 24; bloodied 28)

Speed 60 ft., fly 80 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 14

Saving Throws Dex +5, Wis +4, Cha +3

Skills Perception +4 (+1d6)

Senses passive Perception 17

Languages understands Celestial, Common, Elvish, and Sylvan, but can't speak

Good. The pegasus radiates a Good aura.

Divine Mount. Over the course of a short rest, a willing pegasus can form a bond with a rider. Once this bond is formed, the rider suffers no penalties for riding the pegasus without a saddle. Additionally, if an effect forces both the pegasus and its rider to roll a saving throw, the pegasus automatically succeeds if the rider succeeds. If the pegasus bonds with a new rider, the previous bond ends.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a Large or smaller creature and the pegasus moves at least 20 feet toward it before the attack, the target makes a DC 14 Strength saving throw, falling prone on a failure.

Combat

The pegasus charges an enemy. If it knocks its foe down, it flies away and charges again on its next turn. Otherwise, it continues to attack with its hooves.

Peryton

A peryton resembles a magnificent colourful bird with the head of a fox or wolf and the antlers of a stag.

PERYTON CHALLENGE 2

LARGE MONSTROSITY 450 XP

AC 13

HP 34 (4d10 + 12; bloodied 17)

Speed 30 ft., fly 60 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 13

Skills Perception +3

Damage Resistances damage from nonmagical weapons

Senses passive Perception 13

Languages understands Common and Sylvan but can't speak

Keen Sight and Smell. The peryton has advantage on Perception checks that rely on sight or smell.

ACTIONS

Multiattack. The peryton attacks with its gore and talons.

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. This attack scores a critical hit on a roll of 18, 19, or 20. If this critical hit reduces a humanoid to 0 hit points, the peryton can use a bonus action to rip the target's heart out with its teeth, killing it.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 10 (2d6 + 3) damage if the peryton moves at least 20 feet straight towards the target before the attack.

Combat

The peryton dives at humanoid prey. It continues fighting in melee until it rips out a creature's heart, and then flies away with the heart.

Phase Monster

With bat wings and a scabrous goat body, the phase monster cloaks itself with an illusion that masks its true location, so that even those who muster the courage to attack it hit nothing but empty air.

PHASE MONSTER CHALLENGE 4

LARGE MONSTROSITY

(SHAPECHANGER) 1,100 XP

AC 13 (natural armor)

HP 85 (10d10 + 30; bloodied 42)

Speed 30 ft., fly 50 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 14

Saving Throws Dex +4

Skills Perception +4, Stealth +4

Senses darkvision 60 ft., passive

Perception 14

Languages —

Mirror Image. A magical illusion cloaks the phase monster, creating a reflection of the monster elsewhere in its space and concealing its precise location. While the monster is not incapacitated, attack rolls against it have disadvantage. When a creature hits the phase monster with an attack, this trait stops working until the end of the phase monster's next turn.

ACTIONS

Multiattack. The phase monster attacks with its horns and its claws.

Horns. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage. If the target is a creature and the phase monster moves at least 20 feet straight towards the target before the attack, the target takes an additional 5 (2d4) bludgeoning damage and makes a DC 14 Strength saving throw, falling prone on a failure.

Claws (True Form Only). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage, plus an additional 5 (2d4) slashing damage if the target is prone.

Blood-Curdling Scream (Recharge 5–6).

The phase monster unleashes a horrific screech. Each creature within 60 feet that can hear it makes a DC 13 Wisdom saving throw. On a failure, it is frightened for 1 minute. While frightened by Blood-Curdling Scream, a creature must take the Dash action and move away from the phase monster by the safest available route on each of its turns, unless there is nowhere to move. If the

creature ends its turn in a location where it doesn't have line of sight to the phase monster, the creature makes a Wisdom saving throw. On a successful save, it is no longer frightened.

BONUS ACTIONS

Shapeshift. The phase monster magically changes its form to that of a Small goat or into its true form. While in goat form, it loses its fly speed and Mirror Image trait. Its statistics, other than its size and speed, are unchanged in each form.

Combat

The phase monster begins combat by using Blood-Curdling Scream. It then charges a foe, preferably one not frightened by its scream. On subsequent turns, if its Mirror Image trait is active, it charges a second foe that's at least 20 feet away, even if that means triggering an opportunity attack. If its Mirror Image trait is inactive, it instead stands and fights its current opponent. If the phase monster starts its turn bloodied and its Mirror Image trait is inactive, it flies away.

Pseudodragon

Pseudodragons are distant relatives of the true dragons, and bear a striking resemblance to draco nobilis, save that they rarely grow larger than a house cat.

PSEUDODRAGON CHALLENGE 1/4

TINY DRAGON 50 XP

AC 13 (natural armor)

HP 7 (2d4 + 2; bloodied 3)

Speed 15 ft., fly 60 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 12

Skills Perception +3 (+1d6), Stealth +4 (+1d6)

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages understands Common and Draconic but can't speak

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically to any creature within 10 feet of it.

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

ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned. At the end of its next turn, it repeats the saving throw. On a success, the effect ends. On a failure, it falls unconscious for 1 hour. If it takes damage, or a creature uses an action to shake it awake, it wakes up, and the effect ends.

Telepathic Static (3/Day). The pseudodragon targets one creature it can see within 10 feet, forcing it to make a DC 11 Charisma saving throw. On a failure, it's magically stunned until the end of its next turn as it suffers a barrage of telepathic imagery.

Combat

When alone, the pseudodragon uses Telepathic Static and then flees, stinging only if cornered. When fighting alongside allies, the pseudodragon uses Telepathic Static and its sting on an enemy that is engaged in melee with an ally.

Variant: Pseudodragon Familiar

A pseudodragon familiar gains the following trait:

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

Purple Worm

Purple worms are massive, burrowing, subterranean predators.

PURPLE WORM CHALLENGE 15

GARGANTUAN MONSTROSITY 13,000 XP

AC 18 (natural armor)

HP 247 (15d20 + 90; bloodied 123)

Speed 50 ft., burrow 20 ft.

STR DEX CON INT WIS CHA

28 (+9) 8 (–1) 22 (+6) 2 (–4) 10 (+0) 4 (–3)

Proficiency +5; **Maneuver DC** 22

Saving Throws Str +14, Con +11, Int +1, Wis +5, Cha +2

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 15

Languages —

Tunneler. The worm can tunnel through earth and solid rock, leaving behind a 10-foot-diameter tunnel.

ACTIONS

Multiattack. The worm attacks two different targets with its bite and its tail stinger.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage. If the target is a Large or smaller creature, it makes a DC 19 Dexterity saving throw. On a failure, the target is swallowed. A swallowed creature is blinded and restrained, it has total cover from attacks from outside the worm, and it takes 24 (7d6) acid damage at the start of each of the worm's turns.

If a swallowed creature deals 35 or more damage to the worm in a single turn, or if the worm dies, the worm vomits up all swallowed creatures.

Tail Stinger. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. *Hit:* 19 (3d6 + 9) piercing damage, and the target makes a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save or half damage on a success.

REACTIONS

Fighting Retreat. When a creature makes an opportunity attack on the worm, the worm attacks with either its bite or its tail stinger.

Combat

The purple worm usually attacks the foe that makes the most noise, though it may also try to swallow a creature that badly injures it. If attacked from one end while in one of

its narrow tunnels, it burrows in a tight circle so it can attack with both its bite and stinger. In melee, it retreats and advances in order to get both its attacks in play and to make use of its Fighting Retreat reaction.

Variant: Ice Worm

The ice worm is resistant to cold damage and immune to fire damage. It has the following trait:

Sense Heat. The worm senses warm-blooded creatures and warm objects within 60 feet.

Variant: Sand Worm

The sand worm gains its proficiency bonus (+5) and an expertise die (+1d6) on Stealth checks. It has the following trait:

Sand Cascade. When the worm emerges from under sand, each creature within 30 feet makes a DC 24 Constitution saving throw, falling prone on a failure.

Rakshasa

In their true forms, rakshasas appear as humanoids with an animal's head and one or more other abnormalities, such as backward-facing hands or mismatched limbs.

RAKSHASA CHALLENGE 13

MEDIUM FIEND (SHAPECHANGER)

10,000 XP

AC 16 (natural armor)

HP 161 (19d8 + 76; bloodied 80)

Speed 40 ft.

STR DEX CON INT WIS CHA

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

Proficiency +5; **Maneuver DC** 16

Skills Deception +10, Insight +8

Damage Resistances bludgeoning and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal, one other

Innate Spellcasting. The rakshasa's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *detect magic, mage hand, major image*

3/day each: *charm person, dominate person, fly (self only), invisibility (self only), modify memory, true seeing*

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

Limited Magic Immunity. Any spell that would target or detect the rakshasa, or cause the rakshasa to make a saving throw, fails unless the spell is 5th-level or higher, or the rakshasa voluntarily allows it to be cast.

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

ACTIONS

Multiattack. The rakshasa makes two attacks.

Claw (True Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) slashing damage. If the target is a creature, it is cursed.

Whenever a cursed creature takes a long rest, it is troubled by terrible visions and dreams and gains no benefit from the rest.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Sweet Promises. The rakshasa targets a creature that can hear it within 60 feet, offering something the target covets. The target makes a DC 18 Wisdom saving throw. On a failure, the target is charmed until the end of its next turn, and stunned while charmed in this way.

Invisibility (2nd-Level; V, S, Concentration). The rakshasa is invisible for 1 hour or until it attacks or casts a spell.

Fly (3rd-Level; V, S, Concentration). The rakshasa gains a fly speed of 60 feet.

BONUS ACTIONS

Quickened Spell. The rakshasa casts *invisibility* or *fly*.

Read Thoughts. The rakshasa magically reads the surface thoughts of one creature within 60 feet that it can see. Until the end of the rakshasa's turn, it has advantage on attack rolls and on Deception, Insight, Intimidation, and Persuasion checks against the creature.

Shapeshift. The rakshasa magically changes its form to that of any Medium or Small humanoid or to its true form. While shapeshifted, its statistics are unchanged.

REACTIONS

Counterproposal. The rakshasa uses Sweet Promises on a creature that attacked it or targeted it with a spell.

Combat

The rakshasa avoids fighting powerful enemies, preferring instead to cause mischief from afar. If forced into battle, it fights with its claws while confounding enemies with Counterproposal and Read Thoughts. The rakshasa has no interest in dying and uses Quickened Spell to fly away or flee invisibly when bloodied.

Remorhazes

Remorhazes are fearsome predators native to cold climates.

REMORHAZ CHALLENGE 12

HUGE MONSTROSITY 8,400 XP

AC 17 (natural armor)

HP 195 (17d12 + 85; bloodied 97)

Speed 30 ft., burrow 20 ft.

STR DEX CON INT WIS CHA

22 (+6) 12 (+1) 20 (+5) 4 (–3) 12 (+1) 5 (–3)

Proficiency +4; **Maneuver DC** 18

Saving Throws Intelligence +1, Wisdom +5

Damage Immunities cold, fire

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages —

Heated Body. A creature that starts its turn grappled by the remorhaz, touches it, or hits it with a melee attack while within 5 feet takes 10 (3d6) fire damage, or 21 (6d6) fire damage if the remorhaz is

bloodied. A creature can take this damage only once on a turn. If the remorhaz has been subjected to cold damage since the end of its last turn, this trait doesn't function.

ACTIONS

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

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 16 (3d6 + 6) piercing damage plus 10 (3d6) fire damage. If the target is a Medium or smaller creature grappled by the remorhaz, the target is swallowed. A swallowed creature is blinded and restrained, it has total cover from attacks from outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns.

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

Constrict. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 16 (3d6 + 6) bludgeoning damage, and the target is subjected to the remorhaz's Heated Body trait. The target is grappled (escape DC 18) and restrained while grappled. The remorhaz can grapple three creatures at once.

Combat

The remorhaz ambushes prey, biting and then constricting. It bites and swallows a constricted creature whenever possible. When reduced to 30 hit points or fewer, it releases any creatures it is constricting and plays dead.

REMORHAZ SPAWN CHALLENGE 5

LARGE MONSTROSITY 1,800 XP

AC 14 (natural armor)

HP 95 (10d10 + 40; bloodied 47)

Speed 30 ft., burrow 20 ft.

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 18 (+4) 4 (–3) 12 (+1) 5 (–3)

Proficiency +3; **Maneuver DC** 15

Saving Throws Intelligence +0, Wisdom +4

Damage Immunities cold, fire

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages —

Heated Body. A creature that starts its turn grappled by the remorhaz, touches it, or hits it with a melee attack while within 5 feet takes 3 (1d6) fire damage. A creature can take this damage only once on a turn. If the remorhaz has taken cold damage since the end of its last turn, this trait doesn't function.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 3 (1d6) fire damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is subjected to the remorhaz's Heated Body trait. The target is grappled (escape DC 15) and restrained while grappled. Until this grapple ends, the remorhaz can't grapple another creature.

Combat

The remorhaz spawn ambushes prey, biting and then constricting. It flees when bloodied.

Revenant

A person unjustly killed may find their soul transformed into a revenant, a vengeful spirit that seeks to punish its murderers.

REVENANT CHALLENGE 5

MEDIUM UNDEAD 1,800 XP

AC 13

HP 110 (13d8 + 52; bloodied 55)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +7, Con +7, Wis +4, Cha +7

Damage Resistances necrotic, psychic

Damage Immunities poison

Condition Immunities charmed, fatigue, frightened, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 11

Languages the languages it knew in life

Fearsome Pursuit. The revenant can spend 1 minute focusing on a creature against which it has sworn vengeance. If the creature is dead or on another plane of existence, it learns that. Otherwise, after focusing, it knows the distance and direction to that creature, and so long as it's moving in pursuit of that creature, it ignores difficult terrain. This effect ends if the revenant takes damage or ends its turn without moving for any reason.

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

Rapid Recovery. If the revenant goes 1 minute without taking damage, it regains all its missing hit points.

Relentless. When the revenant is reduced to 0 hit points, its body turns to dust. One minute later, its spirit inhabits a recently-dead humanoid corpse of its choice on the same plane of existence, regaining all its hit points.

ACTIONS

Multiattack. The revenant uses Burning Hatred, if available, and then makes two strangle attacks.

Strangle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 15) if it's a Large or smaller creature. Until this grapple ends, the creature can't breathe, and the revenant can't strangle any other creature.

Burning Hatred (Recharge 4–6). The revenant targets the focus of its Fearsome Pursuit, assuming the creature is within 30 feet. The target makes a DC 15 Wisdom saving throw. On a failure, it takes 14 (4d6) psychic damage and is paralyzed until the end of its next turn. On a success, it takes half damage and is frightened until the end of its next turn.

Combat

The revenant uses Burning Hatred and strangles its chosen enemy. It strangles anyone that tries to stop it from reaching its enemy.

Ropers

A roper's rocky, conical body gives it the appearance of an enormous stalagmite, but it's alive, and hungry.

PIERCER CHALLENGE 1/4

SMALL MONSTROSITY 50 XP

AC 17 (natural armor)

HP 9 (2d6 + 2; bloodied 4)

Speed 0 ft.

STR DEX CON INT WIS CHA

0 (+0) 10 (+0) 12 (+1) 1 (–5) 6 (–2) 2 (–4)

Proficiency +2; **Maneuver DC** 10

Senses blindsight 30 ft. (blind beyond that radius), passive Perception 8

Languages —

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

ACTIONS

Pierce. Melee Weapon Attack: +2 to hit, one target directly underneath the piercer. **Hit:** 10 (3d6) piercing damage. This attack has disadvantage against a creature that is protecting its head with a shield or similar object. If the attack misses, the piercer dies.

Combat

The piercer drops on anything that moves directly under it. After falling, the only action it can perform is feeding on a creature that it killed.

ROPER CHALLENGE 5

LARGE MONSTROSITY 1,800 XP

AC 20 (natural armor)

HP 93 (11d10 + 33; bloodied 46)

Speed 10 ft., climb 10 ft.

STR DEX CON INT WIS CHA

18 (+4) 8 (–1) 16 (+3) 6 (–2) 14 (+2) 4 (–3)

Proficiency +3; **Maneuver DC** 15

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages —

False Appearance. While motionless, the roper is indistinguishable from a normal stalactite or stalagmite.

Spider Climb. The roper can climb even on difficult surfaces and upside down on ceilings.

Tendrils. The roper has eight tendrils. Each tendril has AC 20, 15 hit points, vulnerability to slashing damage, and immunity to psychic damage. A creature can also break a tendril by taking an action to make a DC 15 Strength check. A tendril takes no damage from sources other than attacks. The roper grows back any destroyed tendrils after a long rest.

ACTIONS

Multiattack. The roper makes up to four tendril attacks, then uses Reel, then attacks with its bite.

Tendril. Melee Weapon Attack: +7 to hit, reach 50 ft., one target. **Hit:** The target is grappled (escape DC 15). Until this grapple ends, the target is restrained and the roper can't use this tendril on another target.

Reel. The roper pulls each creature it is grappling up to 25 feet straight towards it.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) piercing damage plus 9 (2d8) acid damage.

Combat

The roper keeps its eye closed, remaining immobile and nearly undetectable, until a creature approaches within 30 feet (the range of its blindsight). It then opens its eyes and attacks as many creatures as possible within range of its tendrils. It fights to the death.

Roper Variant: Tentacle Tree

The tentacle tree is a Large plant with a speed of 0. It has the following trait:

Flammable. The tree's tendrils are vulnerable to fire damage. After taking fire damage, the tree catches fire and takes 5

(1d10) ongoing fire damage if it isn't already suffering ongoing fire damage. At the end of each of its turns, it makes a DC 15 Constitution saving throw, ending the ongoing damage on a success.

Rust Monster

Rust monsters are subterranean pests that feed on metal.

RUST MONSTER CHALLENGE 1/2

MEDIUM MONSTROSITY 100 XP

AC 15 (natural armor)

HP 27 (5d8 + 5; bloodied 13)

Speed 40 ft.

STR DEX CON INT WIS CHA

12 (+1) 12 (+1) 12 (+1) 2 (-4) 12 (+1) 6 (-2)

Proficiency +2; **Maneuver DC** 11

Senses darkvision 60 ft., passive

Perception 11

Languages —

Metal Detection. The rust monster can smell metal within 30 feet.

Rust Metal. A nonmagical weapon made of metal that hits the rust monster corrodes after dealing damage, taking a permanent -1 penalty to damage rolls per hit. If this penalty reaches -5, the weapon is destroyed. Metal nonmagical ammunition is destroyed after dealing damage.

ACTIONS

Antennae. The rust monster corrodes a nonmagic metal object within 5 feet. It can destroy up to a 1-foot-square portion of an unattended object. If the object is worn or carried, the object's owner makes a DC 11 Dexterity saving throw, avoiding the rust monster's antennae on a success.

Metal shields or armor the rust monster touches with its antennae corrode, taking a permanent -1 penalty to its AC protection per hit. If the penalty reduces the armor's AC protection to 10, the armor is destroyed. If a metal weapon is touched, it is subject to the Rust Metal trait.

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

REACTIONS

Defensive Bite. When the rust monster is hit by a melee attack made by a creature it can see within 5 feet, it bites the attacker.

Combat

On its turn, the rust monster uses its antennae if there is any metal nearby. Otherwise, it runs away. It also runs away if bloodied. It uses its reaction to bite if attacked.

Sahuagin

Sahuagin are aquatic humanoids with a strong resemblance to—and affinity for—sharks.

SAHUAGIN CHALLENGE 1/2

MEDIUM HUMANOID (SAHUAGIN) 100 XP

AC 12 (sharkskin leather)

HP 22 (4d8 + 4; bloodied 11)

Speed 30 ft., swim 40 ft.

STR DEX CON INT WIS CHA

12 (+1) 10 (+0) 12 (+1) 10 (+0) 12 (+1) 10 (+0)

Proficiency +2; **Maneuver DC** 11

Skills Perception +3

Senses darkvision 120 ft., passive

Perception 13

Languages Sahuagin

Blood Frenzy. The sahuagin has advantage on melee attack rolls against creatures that don't have all their hit points.

Limited Amphibiousness. The sahuagin can breathe air and water. When breathing air, it must immerse itself in water once every 4 hours or begin to suffocate.

Shark Telepathy. The sahuagin can command any shark within 120 feet of it using magical telepathy.

ACTIONS

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

Trident. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) if wielded in two hands in melee.

BONUS ACTIONS

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

Combat

A sahuagin warrior usually carries one trident. After throwing it, the sahuagin closes to melee and attacks with its claws and bite. It rarely retreats while within 5 feet of a bloodied opponent.

Sahuagin Template

A sahuagin NPC retains all its statistics except as noted below.

Speed. The sahuagin gains a swim speed of 40 feet.

Senses. The sahuagin gains darkvision with a radius of 120 feet.

Languages. The sahuagin speaks Sahuagin.

Blood Frenzy. The sahuagin has advantage on melee attack rolls against creatures that don't have all their hit points.

Limited Amphibiousness. The sahuagin can breathe air and water. When breathing air, it must immerse itself in water once every 4 hours or begin to suffocate.

Shark Telepathy. The sahuagin can command any shark within 120 feet of it using magical telepathy.

The sahuagin has the following additional action:

Claw. *Melee Weapon Attack:* proficiency bonus plus Strength bonus to hit, reach 5 ft., one target. *Hit:* 1d8 + Strength bonus slashing damage.

The sahuagin has the following additional bonus action:

Bite. *Melee Weapon Attack:* proficiency bonus plus Strength bonus to hit, reach 5

ft., one target. *Hit:* 1d4 + Strength bonus piercing damage.

SAHUAGIN CHAMPION CHALLENGE 5 MEDIUM HUMANOID (SAHUAGIN) 1,800 XP

AC 16 (sharkskin leather)

HP 90 (12d8 + 36; bloodied 45)

Speed 40 ft., swim 40 ft.

STR DEX CON INT WIS CHA

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

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +7, Dex +7, Con +6, Wis +4

Skills Athletics +7, Intimidation +5, Perception +4, Stealth +7, Survival +4

Senses darkvision 120 ft., passive Perception 14

Languages Sahuagin

Blood Frenzy. The sahuagin has advantage on melee attack rolls against creatures that don't have all their hit points.

Limited Amphibiousness. The sahuagin can breathe air and water. When breathing air, it must immerse itself in water once every 4 hours or begin to suffocate.

Shark Telepathy. The sahuagin can command any shark within 120 feet of it using magical telepathy.

ACTIONS

Multiattack. The sahuagin attacks twice.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) if wielded in two hands in melee.

BONUS ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Combat

The sahuagin champion fights in melee with its trident and bite. It almost never throws its trident, except at a fleeing foe.

Salamanders

Natives of the Elemental Plane of Fire, salamanders are sinuous, snake-like beings with glowing yellow eyes and beaked faces.

SALAMANDER CHALLENGE 6 LARGE ELEMENTAL 2,300 XP

AC 15 (natural armor)

HP 90 (12d10 + 24; bloodied 45)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +3; **Maneuver DC** 15

Saving Throws Con +5, Wis +3

Damage Resistances damage from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Heated Body. A creature that starts its turn grappled by the salamander, touches it, or hits it with a melee attack while within 5 feet takes 7 (2d6) fire damage. A creature can take this damage only once per turn. If the salamander has taken cold damage since the end of its last turn, this trait doesn't function.

ACTIONS

Multiattack. The salamander makes a tail attack and a pike attack.

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 9 (2d4 + 4) bludgeoning damage, the target is subjected to the salamander's Heated Body trait, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, the salamander automatically hits the target with its tail attack, and the salamander can't attack a different target with its tail.

Pike. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 15 (2d10 + 4) piercing damage plus 3 (1d6) fire damage.

Combat

The salamander attacks the same opponent with its tail and pike. It retreats if it takes

cold damage while bloodied. Salamanders move about the battlefield without regard for opportunity attacks.

Salamander Variant: Salamander Noble

The salamander noble is CR 8 (3,900 XP). It is Huge and has 136 (16d12 + 32; bloodied 68) hit points. It has the following additional action:

Fire Breath. The salamander exhales fire in a 30-foot cone. Each creature in the area makes a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half damage on a success.

SALAMANDER NYMPH CHALLENGE 1 MEDIUM ELEMENTAL 200 XP

AC 14 (natural armor)

HP 27 (5d8 + 5; bloodied 13)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 12

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages understands Ignan but can't speak

Heated Body. A creature that starts its turn grappled by the salamander, touches it, or hits it with a melee attack while within 5 feet takes 3 (1d6) fire damage. A creature can take this damage only once per turn. If the salamander has taken cold damage since its last turn, this trait doesn't function.

ACTIONS

Tail. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. **Hit:** 4 (1d4 + 2) bludgeoning damage, and the target is subjected to the salamander's Heated Body trait.

Satyr

Satyrs are boisterous fey that resemble humans with furry lower bodies and the cloven hooves of goats.

SATYR CHALLENGE 1/2

MEDIUM FEY 100 XP

AC 13 (natural armor)

HP 22 (5d8; bloodied 11)

Speed 40 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 12

Skills Perception +2, Performance +5, Stealth +4

Senses passive Perception 12

Languages Common, Elvish, Sylvan

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

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, or 8 (2d6 + 1) bludgeoning damage if the satyr moves at least 20 feet straight towards the target before the attack.

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dance Tune. Each humanoid, fey, or giant within 30 feet that can hear the satyr makes a DC 13 Wisdom saving throw. On a failure, it is magically charmed and must dance until the beginning of the satyr's next turn. While dancing, its movement speed is halved, and it has disadvantage on attack rolls. Satyrs don't suffer the negative consequences of dancing.

Combat

The satyr rams and uses its rapier. In a group, one satyr uses Dance Tune while the others attack.

Scarecrows

Made of tattered clothes stuffed with hay, scarecrows are constructs spellcasters employ as guards.

SCARECROW CHALLENGE 1

MEDIUM CONSTRUCT (UNDEAD) 200 XP

AC 12

HP 31 (7d8; bloodied 15)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 12

Damage Resistances bludgeoning, piercing

Damage Immunities poison

Condition Immunities charmed, fatigued, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

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

False Appearance. While motionless, the scarecrow is indistinguishable from an ordinary scarecrow.

Flammable. After taking fire damage, the scarecrow catches fire and takes 5 (1d10) ongoing fire damage if it isn't already suffering ongoing fire damage. A creature can spend an action to extinguish this fire.

Local Spirit. The scarecrow is destroyed if it travels more than a mile from the place it was created.

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

ACTIONS

Multiattack. The scarecrow uses Scare and makes two slam attacks.

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

Scare. Each creature of the scarecrow's choice within 30 feet that can see the scarecrow makes a DC 12 Wisdom saving throw. On a failure, it is magically frightened for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, it is immune to Scare for 24 hours.

Hat of Illusion (1/Day). While wearing a hat or other head covering, the scarecrow takes on the illusory appearance of the last living humanoid to wear that hat. It

requires a DC 12 Insight or Perception check to recognize the illusion. The illusion ends when the scarecrow is touched, takes damage, attacks, or uses Scare, or when the scarecrow chooses to end it as a bonus action.

Combat

The scarecrow uses Scare and then slams a target, preferably a frightened one. Most scarecrows guard a particular person or place and don't chase a fleeing enemy.

Scarecrow Variant: Sandling

Instead of Flammable, the sandling has the following trait:

Water Soluble. If soaked with water, the sandling takes 5 (1d10) ongoing acid damage if it isn't already suffering ongoing acid damage. The sandling can spend an action to end this damage if it has access to dry sand to repair itself.

Instead of Scare, the sandling has the following action:

Sandstorm. Each creature within 30 feet makes a DC 12 Constitution saving throw. On a failure, it is blinded until the end of its next turn.

Scarecrow Variant: Snowman

Instead of Flammable, the snowman has the following trait:

Meltable. If it takes fire damage, or is exposed to warm temperatures for an hour or more, the snowman's size is reduced to Small. If it is exposed to fire or warm temperatures while Small, it is destroyed. While Small, the snowman can spend an action to restore itself to Medium size if it has access to snow.

Instead of Scare, the snowman has the following action:

Snowball. Ranged Weapon Attack: +4 to hit, range 30/60 ft., one target. *Hit:* 9 (2d6 + 2) cold damage.

SCARECROW HARVESTER CHALLENGE 4

MEDIUM CONSTRUCT (UNDEAD) 1,100 XP

AC 14

HP 67 (9d8 + 27; bloodied 33)

Speed 40 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 14

Damage Resistances bludgeoning, piercing

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 12

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

Flammable. After taking fire damage, the scarecrow catches fire and takes 5 (1d10) ongoing fire damage if it isn't already suffering ongoing fire damage. A creature can spend an action to extinguish this fire.

Spell-created. The DC for *dispel magic* to disable this creature is 19. A disabled scarecrow is inanimate. After 1 hour, it animates again unless its body is destroyed.

ACTIONS

Multiattack. The scarecrow uses Scare and makes two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 3 (1d6) necrotic damage.

Scare. Each creature of the scarecrow's choice within 30 feet that can see the scarecrow makes a DC 13 Wisdom saving throw. On a failure, it is magically frightened for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, it is immune to Scare for 24 hours.

Fire Breath (Recharge 4–6). The scarecrow exhales fire in a 30-foot cone. Each creature in the area makes a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save or half damage on a success.

Pumpkin Head (1/Day). The scarecrow throws its head up to 60 feet. Each creature within 20 feet of the head makes a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half damage on a success. After using this action, the scarecrow no longer has a head. It can still use its senses but can no longer use Fire Breath. It can create a new head when it finishes a long rest.

Invisibility (1/Day). The scarecrow, along with any mount it is riding, is invisible for 1 hour or until it attacks or uses Scare, Fire Breath, or Pumpkin Head.

Combat

The scarecrow uses Scare. It then uses Fire Breath when it can and its claws when it can't. When it's bloodied, it uses Pumpkin Head. If its enemies aren't close to defeat at this point, it uses Invisibility and tries to escape.

Scorpionfolk

Scorpionfolk are desert nomads with humanoid upper bodies and the lower bodies of giant scorpions.

SCORPIONFOLK CHALLENGE 3

LARGE MONSTROSITY 700 XP

AC 15 (natural armor)

HP 52 (7d10 + 14; bloodied 26)

Speed 40 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 12

Skills Perception +2, Stealth +3, Survival +2

Senses passive Perception 12

Languages Common, Scorpionfolk

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target is grappled (escape DC 12). Until this grapple ends, the scorpionfolk can't attack a different target with its claw.

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.

BONUS ACTIONS

Sting. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target makes a DC 12 Constitution saving throw, taking 16 (3d10) poison damage on a failure or half damage on a success.

Combat

The scorpionfolk has one javelin, which it hurls as it rushes into battle. It grips a foe with its claw and then stings that opponent. Scorpionfolk offer truces but rarely flee from battle.

Variant: Scorpionfolk Imperator

The scorpionfolk imperator possesses a spellbook containing rare spells. By studying this book, a wizard can learn *venomous fireball* and *burning gust of wind*.

The scorpionfolk imperator is CR 5 (1,800 XP). Its Intelligence is 18 (+4) and it gains proficiency in Arcana, History, and Religion. It has the following trait:

Spellcasting. The imperator is a 5th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14). It has the following cleric and wizard spells prepared:

Cantrips (at will): *light, sacred flame*

1st-level (4 slots): *create or destroy water, healing word*

2nd-level (3 slots): *burning gust of wind, lesser restoration*

3rd-level (2 slots): *major image, venomous fireball*

The scorpionfolk imperator has the following additional actions:

Sacred Flame (Cantrip; V, S). One creature the imperator can see within 60 feet makes a DC 14 Dexterity saving throw, taking 9 (2d8) radiant damage on a failure. This spell ignores cover.

Cure Wounds (1st-Level; V, S). The imperator touches a willing living creature, restoring 8 (1d8 + 4) hit points to it.

Burning Gust of Wind (2nd-Level: V, S, M). A hot blast of wind erupts from the imperator's claw in a line 10 feet wide and 60 feet long. It extinguishes small fires and disperses vapors. For 1 minute or until the imperator's concentration is broken, each creature that starts its turn in the area or moves into the area must succeed on a DC 14 Strength saving throw or be pushed 15 feet directly away and take 7 (2d6) fire damage. A creature in the area must spend 2 feet of movement for every foot moved towards the imperator. The imperator can change the direction of the gust with a bonus action.

Venomous Fireball (3rd-Level; V, S, M). Green fire streaks from the imperator to a point within 120 feet and explodes in a 20-foot radius, spreading around corners. Each creature in the area makes a DC 14 Dexterity saving throw, taking 21 (6d6) poison damage on a failed save or half damage on a success. A creature that fails the save is also poisoned until the end of its next turn.

Sea Serpent

Longer than any sailing vessel, the sea serpent is a scaled snake with a dragon-like head.

SEA SERPENT CHALLENGE 16
GARGANTUAN MONSTROSITY 15,000
XP

AC 17 (natural armor)

HP 247 (15d20 + 90; bloodied 123)

Speed 10 ft., swim 50 ft.

STR DEX CON INT WIS CHA

28 (+9) 10 (+0) 22 (+6) 4 (–3) 14 (+2) 8 (–1)

Proficiency +5; **Maneuver DC** 22

Saving Throws Con +11, Dex +5, Int +2, Wis +7, Cha +4

Senses darkvision 60 ft., passive Perception 12

Languages —

Amphibious. The serpent can breathe air and water.

Reactive. The serpent can take two reactions per round, one with its tail and one with its bite. It can't take two reactions on the same turn.

Sinuous. The serpent can share the space of other creatures and objects.

ACTIONS

Coils. Melee Weapon Attack: +14 to hit, reach 5 ft., one Large or larger target in its space. **Hit:** 51 (4d20 + 9) bludgeoning damage. If the target is a creature, it is grappled (escape DC 22). If the target is an object, it is held. Until the grapple or hold ends, the target's speed is reduced to 0, and the sea serpent's coils attack automatically hits the target. If an attacker subjects the serpent to a critical hit, this grapple or hold ends.

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. **Hit:** 27 (4d8 + 9) bludgeoning damage. If the target is a creature, it makes a DC 22 Strength saving throw. On a failure, it is pushed up to 15 feet away from the serpent and knocked prone.

Bite. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. **Hit:** 31 (4d10 + 9) piercing damage.

Thrash (While Bloodied). The serpent moves up to its speed and then attacks with its tail and its bite.

Recover (1/Day, While Bloodied). The serpent ends one condition or effect on itself.

REACTIONS

Reactive Bite. If the serpent takes 15 damage or more from a melee attack made by a creature it can see, it bites the attacker.

Reactive Tail. If the serpent takes 15 damage or more from an attack made by a creature or object it can see, it makes a tail attack against the attacker.

Vehicle Combat

The serpent attacks a Huge or larger target, such as a ship. It moves into the target's space and attacks with its coils. It ignores small targets, such as passengers, unless it takes 15 damage or more from a single hit.

It bites melee combatants and tail-swipes ranged attackers, such as archers or ballistas, trying to knock them into the water. The serpent temporarily disengages when it is subjected to a melee critical hit, but it doesn't flee the battle until it is bloodied. If it takes significant damage while it's fleeing, it fights to the death with its Thrash action, targeting the Large and smaller creatures that torment it.

Underwater Combat

The serpent ignores Large or smaller creatures unless attacked. If antagonized, it uses its action to bite and its two reactions to further punish attackers. It won't retreat but allows creatures to flee once it's bloodied.

Shadow

Darkness given form and will, imbued with a hunger for light and the warmth of the living, shadows are dreadful undead born from those who die in the dark.

SHADOW CHALLENGE 1 MEDIUM UNDEAD 200 XP

AC 12

HP 18 (4d8; bloodied 9)

Speed 40 ft.

STR DEX CON INT WIS CHA

6 (–2) 14 (+2) 10 (+0) 8 (–1) 10 (+0) 14 (+2)

Proficiency +2; **Maneuver DC** 12

Skills Stealth +4

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 120 ft., passive Perception 10

Languages —

Amorphous. The shadow can pass through an opening as narrow as 1 inch wide without squeezing.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

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

ACTIONS

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 9 (2d6 + 2) necrotic damage, and the target makes a DC 12 Constitution saving throw. On a failure, the target is cursed until it finishes a short or long rest or is the subject of *remove curse* or a similar spell. While cursed, the target makes attack rolls, Strength checks, and Strength saving throws with disadvantage. If the target dies while cursed, a new undead shadow rises from the corpse in 1d4 hours, the corpse no longer casts a natural shadow, and the target can't be raised from the dead until the new shadow is destroyed.

BONUS ACTIONS

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

Combat

If in shadow or darkness, the shadow attacks, hides, and then moves away from its target. If in bright light, the shadow flees to a darker area. Shadows only attack creatures in bright light if they outnumber their foe two to one or more. If a shadow retreats, it follows a creature it has cursed.

Shambling Mound

Shambling mounds look (and smell) like ambulatory piles of rotting vegetation.

SHAMBLING MOUND CHALLENGE 6 LARGE PLANT 2,300 XP

AC 15 (natural armor)

HP 123 (13d10 + 52; bloodied 61)

Speed 20 ft., swim 20 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 18 (+4) 6 (–2) 12 (+1) 6 (–2)

Proficiency +3; **Maneuver DC** 15

Skills Stealth +3

Damage Resistances cold, fire, piercing

Damage Immunities lightning
Condition Immunities blinded, deafened, fatigue
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages —

Lightning Absorption. When the shambling mound is subjected to lightning damage, it instead regains hit points equal to the lightning damage dealt.

ACTIONS

Multiattack. The shambling mound makes two slam attacks. If both attacks hit one Medium or smaller creature, the target is grappled (escape DC 15), and the shambling mound uses Engulf against it.

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

Engulf. The shambling mound absorbs a Medium or smaller grappled creature into its body. The engulfed creature is blinded, restrained, can't breathe, and moves with the shambling mound. At the start of each of the shambling mound's turns, the target takes 11 (2d6 + 4) bludgeoning damage. When the grapple ends, the creature is no longer engulfed. The shambling mound can have only one creature engulfed at a time.

Combat

The shambling mound can rarely catch fleeing enemies, so it tries to attack from hiding. It makes both its slam attacks against a single creature and then Engulfs that opponent. If reduced to 30 hit points or fewer, it wilts and pretends to be dead.

Skeletons

Skeletons are fleshless corpses imbued by necromantic energies with a mockery of life.

SKELETON CHALLENGE 1/4

MEDIUM UNDEAD 50 XP

AC 13 (armor scraps)

HP 13 (2d8 + 4; bloodied 6)

Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) 14 (+2) 6 (–2) 8 (–1) 5 (–3)

Proficiency +2; **Maneuver DC** 12

Damage Vulnerabilities bludgeoning

Damage Immunities poison
Condition Immunities fatigue, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages it knew in life but can't speak

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Skeleton Template

A skeletal creature retains all its statistics except as noted below.

Type. The skeleton's type is undead. It does not require air, sustenance, or sleep.

Ability Scores. The skeleton's mental ability scores are reduced to the following scores (unless they are already lower): Int 6 (–2), Wis 8 (–1), Cha 5 (–3).

Skills. The skeleton loses all skills.

Vulnerability. The skeleton gains vulnerability to bludgeoning damage.

Immunities. The skeleton gains immunity to poison damage and to fatigue and the poisoned condition.

Senses. The skeleton gains darkvision out to a distance of 60 feet.

Languages. The skeleton understands the languages it knew in life but can't speak. It can't take any action that requires speech or vocalization.

Traits. The skeleton loses all traits.

Magical Abilities. The skeleton loses all spellcasting abilities and any actions that create magical effects.

SKELETAL CHAMPION CHALLENGE 3

MEDIUM UNDEAD 700 XP

AC 15 (armor scraps)

HP 58 (9d8 + 18; bloodied 29)

Speed 30 ft.

STR DEX CON INT WIS CHA

16 (+3) 16 (+3) 14 (+2) 6 (–2) 8 (–1) 5 (–3)

Proficiency +2; **Maneuver DC** 13

Saving Throws Str +5, Dex +5, Con +4

Damage Vulnerabilities bludgeoning

Damage Immunities poison

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

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

ACTIONS

Multiattack. The skeleton makes two melee attacks.

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

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

REACTIONS

Shielding Riposte. When a creature within the skeleton's reach misses with a melee attack against the skeleton or a creature within 5 feet, the skeleton makes a longsword attack against the attacker. The skeleton must be wielding a longsword to use this reaction.

SKELTON HORDE CHALLENGE 4 LARGE GROUP OF MEDIUM UNDEAD 1,100 XP

AC 13 (armor scraps)

HP 65 (10d8 + 20; bloodied 32)

Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) 14 (+2) 6 (-2) 8 (-1) 5 (-3)

Proficiency +2; **Maneuver DC** 12

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities fatigue, poisoned

Senses darkvision 60 ft., passive

Perception 9

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

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

Horde. The horde is composed of 5 or more skeletons. 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 horde can move through any opening large enough for one Medium creature without squeezing.

Horde Dispersal. When the horde is reduced to 0 hit points, it turns into 2 (1d4) skeletons with 6 hit points each.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 27 (5d6 + 10) piercing damage, or half damage if the horde is bloodied.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 27 (5d6 + 10) piercing damage, or half damage if the horde is bloodied.

SKELTON CHALLENGE 8 TYRANNOSAURUS REX

HUGE UNDEAD 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) 8 (-1) 5 (-3)

Proficiency +3; **Maneuver DC** 17

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities fatigue, poisoned

Senses darkvision 60 ft., passive

Perception 9

Languages —

ACTIONS

Multiattack. The skeleton makes a bite attack and a tail attack against two different targets.

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 skeleton 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.

SKELTON WARHORSE CHALLENGE 1/2

LARGE UNDEAD 100 XP

AC 11

HP 30 (4d10 + 8; bloodied 15)

Speed 50 ft.

STR DEX CON INT WIS CHA

18 (+4) 12 (+1) 14 (+2) 3 (–4) 8 (–1) 5 (–2)

Proficiency +2; **Maneuver DC** 14

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities fatigue, poisoned

Senses darkvision 60 ft., passive

Perception 9

Languages —

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. If the skeleton moves at least 20 feet straight towards the target before the attack, the target makes a DC 14 Strength saving throw, falling prone on a failure.

Specter

A specter is an angry, undead spirit that has been prevented from moving on to the afterlife.

SPECTER CHALLENGE 1

MEDIUM UNDEAD 200 XP

AC 12

HP 22 (5d8; bloodied 11)

Speed 0 ft., fly 50 ft. (hover)

STR DEX CON INT WIS CHA

2 (–4) 14 (+2) 10 (+0) 10 (+0) 10 (+0) 14

(+2)

Proficiency +2; **Maneuver DC** 12

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive

Perception 10

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

Incorporeal. The specter can move through creatures and objects. It takes 5 (1d10) force damage if it ends its turn inside an object. If it takes radiant damage or is exposed to sunlight, it loses this trait until the end of its next turn.

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

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

ACTIONS

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage, and the target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Hurl. The specter targets a Medium or smaller creature, or an object weighing no more than 150 pounds, within 30 feet of it. A creature makes a DC 12 Strength saving throw. On a failure, it is hurled up to 30 feet in any direction (including upwards), taking 3 (1d6) damage for every 10 feet it is hurled. An object is launched up to 30 feet in a straight line, and a creature in its path makes a DC 12 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failure. On a success, the creature takes no damage, and the object keeps flying past it.

Fade. While not in sunlight, the specter turns invisible and takes the Hide action. It remains invisible for 1 minute or until it uses Life Drain or takes damage. If the specter takes radiant damage or is exposed to sunlight, it can't use this action until the end of its next turn.

Combat

The specter attacks invisibly, using Hurl on its first turn and then becoming visible as it uses Life Drain. It retreats if it takes radiant damage while bloodied.

Sphinx

Sphinxes have the legs, torso, and tail of a lion, the wings of a giant eagle, and the head of a humanoid.

SPHINX CHALLENGE 11
LEGENDARY LARGE MONSTROSITY
7,200 XP

AC 20 (natural armor)

HP 142 (15d10 + 60; bloodied 71)

Speed 40 ft., fly 60 ft.

STR DEX CON INT WIS CHA

22 (+6) 14 (+2) 18 (+4) 18 (+4) 22 (+6) 20 (+5)

Proficiency +4; **Maneuver DC** 18

Saving Throws Dex +6, Con +8, Int +8, Wis +10

Skills Arcana +8, History +8 (+1d6), Perception +10, Religion +8

Damage Immunities psychic; damage from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, stunned

Senses truesight 120 ft., passive Perception 20

Languages Celestial, Common, telepathy 120 ft.

Inscrutable. The sphinx is immune to divination and to any effect that would sense its emotions or read its thoughts. Insight checks made to determine the sphinx's intentions are made with disadvantage.

Innate Spellcasting. The sphinx's spellcasting ability is Wisdom (spell save DC 18). It can cast the following spells, requiring no material components:

At will: *detect evil and good, detect magic, minor illusion, spare the dying*
3/day each: *dispel magic, identify, lesser restoration, remove curse, scrying, tongues, zone of truth*

1/day each: *contact other plane, flame strike, freedom of movement, greater restoration, legend lore, heroes' feast*

ACTIONS

Multiattack. The sphinx attacks twice with its claw.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 17 (2d10 + 6) slashing damage.

Dispel Magic (3rd-Level; V, S). The sphinx scours the magic from one creature, object, or magical effect within 120 feet that it can see. A spell ends if it was cast with a 3rd-level or lower spell

slot. For spells using a 4th-level or higher spell slot, the sphinx makes a Wisdom ability check (DC 10 + the spell's level) for each one, ending the effect on a success.

Flame Strike (5th-Level; V, S). A column of divine flame fills a 10-foot-radius, 40-foot-high cylinder within 60 feet. Creatures in the area make a DC 18 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) radiant damage on a failure or half damage on a success.

BONUS ACTIONS

Speed Time (1/Day, While Bloodied). For 1 minute, the sphinx's Speed and flying speed are doubled, opportunity attacks against it are made with disadvantage, and it can attack three times with its claw (instead of twice) when it uses Multiattack.

Planar Jaunt (1/Day). The sphinx targets up to eight creatures it can see within 300 feet. The targets are magically transported to a different place, plane of existence, demiplane, or time. This effect ends after one hour or when the sphinx takes a bonus action to end it. When the effect ends, the creatures reappear in their original locations, along with any items they acquired on their jaunt. While the effect lasts, the sphinx can communicate telepathically with the targets. The sphinx chooses one of the following destinations:

Different Location or Plane of

Existence. The creatures appear in empty spaces of the sphinx's choice anywhere on the Material Plane or on a different plane altogether.

Demiplane. The creatures appear in empty spaces of the sphinx's choice on a demiplane. The demiplane can be up to one square mile in size. The demiplane can appear to be inside, outside, or underground, and can contain terrain, nonmagical objects, and magical effects of the sphinx's choosing. The sphinx may populate it with creatures and hazards with a total Challenge Rating equal to or less than the sphinx's Challenge Rating.

Time. The creatures appear in empty spaces of the sphinx's choosing anywhere on the Material Plane, at any time from 1,000 years in the past to 1,000 years in the future. At the Narrator's discretion, changes made in the past may alter the present.

LEGENDARY ACTIONS

The sphinx 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.

Slow Time. The sphinx targets a creature within 60 feet, forcing it to make a DC 17 Constitution saving throw. On a failure, it is slowed until the end of its next turn.

Claw (Costs 2 Actions). The sphinx attacks with its claw.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Combat

The sphinx uses Planar Jaunt to banish its foes if it can. Otherwise, it uses its action to cast *flame strike* on the first turn of combat and then uses its claws on successive turns. It speeds time for itself as soon as it's bloodied. With its legendary actions, the sphinx attacks with its claw if it can reach an enemy or uses Teleport if it can't, and then uses Slow Time with its remaining legendary action each turn. The sphinx doesn't retreat.

Variant: Greater Sphinx

The greater sphinx is CR 17 (18,000 XP). It is Huge and has 220 (21d12 + 84; bloodied 110) hit points. It has the following trait:

Legendary Resistance (1/Day). Each greater sphinx wears a piece of jewelry, such as a crown, headdress, or armband. When the greater sphinx fails a saving throw, it can choose to succeed instead. When it does so, its jewelry shatters. The

sphinx can create a new piece of jewelry when it finishes a long rest.

The greater sphinx has the following additional action:

Roar (3/Day). The sphinx unleashes a magical roar. Each time it roars before taking a long rest, its roar becomes more powerful. Each creature within 300 feet of the sphinx that can hear it makes a DC 18 Constitution saving throw with the following consequences:

First Roar: A creature that fails the saving throw is frightened for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Roar: A creature that fails the saving throw takes 22 (4d10) thunder damage and is frightened for 1 minute. On a success, the creature takes half damage. While frightened by this roar, the creature is paralyzed. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Third Roar: A creature that fails the saving throw takes 44 (8d10) thunder damage and is knocked prone. On a success, the creature takes half damage.

Stirge

Stirges resemble a horrific mix of mosquito and bat.

STIRGE CHALLENGE 1/8

TINY BEAST 25 XP

AC 13 (10 while attached)

HP 2 (1d4; bloodied 1)

Speed 10 ft., fly 40 ft.

STR DEX CON INT WIS CHA

4 (-3) 16 (+3) 10 (+0) 2 (+0) 8 (-1) 4 (-3)

Proficiency +2; **Maneuver** DC 13

Senses darkvision 60 ft., passive

Perception 9

Languages —

ACTIONS

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1

piercing damage, and the stirge attaches to the target. A creature can use an action to detach it, and it can detach itself as a bonus action.

Blood Drain. The stirge drains blood from the creature it is attached to. The creature loses 4 (1d8) hit points. After the stirge has drained 8 hit points, it detaches itself and can't use Blood Drain again until it finishes a rest.

Combat

A flock of stirges doesn't focus on a single target, but spreads out to attack all nearby creatures. A stirge retreats only when sated with blood.

Tarrasque

The tarrasque is an enormous, horned creature with a rock-hard shell and a gaping maw of saw-bladed teeth.

TARRASQUE CHALLENGE 30
ELITE LEGENDARY
TITANIC MONSTROSITY (TITAN) 310,000 XP

AC 25 (natural armor)

HP 1,230 (60d20 + 600; bloodied 615)

Speed 60 ft., burrow 30 ft.

STR DEX CON INT WIS CHA

30 (+10) 12 (+1) 30 (+10) 4 (-3) 14 (+2) 14 (+2)

Proficiency +9; **Maneuver DC** 27

Saving Throws Str +19, Dex +10, Con +19, Int +6,

Wis +11, Cha +11

Damage Immunities fire, poison; damage from nonmagical weapons

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses blindsight 120 ft., tremorsense 60 ft., passive Perception 12

Languages —

Astounding Leap. The tarrasque's high jump distance is equal to its Speed.

Bloodied Regeneration. While the tarrasque is bloodied, it regains 50 hit points at the start of each of its turns. A

wish spell can suppress this trait for 24 hours. The tarrasque dies only if it starts its turn with 0 hit points and doesn't regenerate.

Immortal Nature. The tarrasque doesn't require air, sustenance, or sleep.

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

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

Reflective Carapace. When the tarrasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 3, the tarrasque is unaffected. On a 4 to 6, the tarrasque is unaffected, and the spell is reflected back, targeting the caster as if it originated from the tarrasque.

Siege Monster. The tarrasque deals double damage to objects and structures.

ACTIONS

Multiattack. The tarrasque attacks with its bite, claw, horns, and tail. It can use Swallow instead of its bite. If it's bloodied, it also recharges and then uses Radiant Breath.

Bite. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. *Hit:* 42 (5d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 27). Until this grapple ends, the target is restrained and the tarrasque can't bite a different creature.

Claw. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. *Hit:* 32 (5d8 + 10) slashing damage.

Horns. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. *Hit:* 37 (5d10 + 10) piercing damage.

Tail. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. *Hit:* 27 (5d6 + 10) bludgeoning damage. If the target is a Huge or smaller creature, it falls prone.

Swallow. The tarrasque makes a bite attack against a Large or smaller creature it is grappling. If the attack hits, the target is swallowed and the grapple ends. A swallowed creature has total cover from attacks from outside the tarrasque, it is

blinded and restrained, and it takes 35 (10d6) acid damage and 35 (10d6) bludgeoning damage at the start of each of the tarrasque's turns.

If a swallowed creature deals 70 or more damage to the tarrasque in a single turn, or if the tarrasque dies, the tarrasque vomits up all swallowed creatures.

Radiant Breath (Recharge 5–6). The tarrasque exhales radiant energy in a 90-foot cone. Each creature in the area makes a DC 27 Constitution saving throw, taking 105 (30d6) radiant damage on a failed save or half damage on a success.

LEGENDARY ACTIONS

The tarrasque 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.

Attack. The tarrasque attacks with its claw or tail.

Move. The tarrasque moves up to half its Speed.

Roar. Each creature of the tarrasque's choice within 120 feet 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, with disadvantage if the tarrasque is in line of sight, ending the effect on itself on a success. If it succeeds on a saving throw or the effect ends on it, it is immune to the tarrasque's Roar for 24 hours.

Elite Recovery (While Bloodied). The tarrasque 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.

Chomp (Costs 2 Actions). The tarrasque makes a bite attack or uses Swallow.

Inescapable Earth (Costs 3 Actions). Each flying creature or object within 300 feet falls and its flying speed is reduced to 0 until the start of the tarrasque's next turn.

Combat

The tarrasque's preferred mode of combat is to use its multiattack and then to use a legendary action to Chomp a target. It uses its Radiant Breath, when available, on three or more creatures that have seriously hurt it. It uses its Astounding Leap and Radiant Breath (sometimes together) to deal with flying enemies. If it still can't reach flying creatures, it uses Inescapable Earth.

When the tarrasque is first bloodied, it tries to retreat and find a new, faraway land to devastate. If pursued or prevented from escaping, it fights to the death.

Titans

Titans are towering demigods with divine blood coursing through their veins.

EMPYREAN CHALLENGE 22 LEGENDARY GARGANTUAN CELESTIAL (TITAN) 41,000 XP

AC 21 (breastplate)

HP 328 (16d20 + 160; bloodied 164)

Speed 60 ft., fly 60 ft.

STR DEX CON INT WIS CHA

30 (+10) 24 (+7) 30 (+10) 22 (+6) 24 (+7)
26 (+8)

Proficiency +7; **Maneuver DC** 25

Saving Throws Str +17, Con +17, Int +13,
Wis +14, Cha +15

Damage Immunities radiant; damage
from nonmagical weapons

Senses truesight 120 ft., passive
Perception 17

Languages Celestial, Common, six more

Divine Grace. If the empyrean 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. Furthermore, while wearing medium armor, the empyrean adds its full Dexterity bonus to its Armor Class (already included).

Innate Spellcasting. The empyrean's innate spellcasting ability is Charisma (spell save DC 23). It can innately cast the following spells, requiring no material components:

At will: *charm person, command, telekinesis*

3/day: *flame strike, hold monster, lightning bolt*

1/day: *commune, greater restoration, heroes' feast, plane shift* (self only, can't travel to or from the Material Plane)

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

Regeneration. The empyrean regains 10 hit points at the beginning of its turn as long as it has at least 1 hit point.

ACTIONS

Maul. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 38 (8d6 + 10) bludgeoning damage plus 14 (4d6) radiant damage, and the target makes a DC 25 Strength saving throw. On a failure, the target is pushed up to 30 feet away and knocked prone.

Lightning Bolt (3rd-Level; V, S). A bolt of lightning 5 feet wide and 100 feet long arcs from the empyrean. Each creature in the area makes a DC 23 Dexterity saving throw, taking 28 (8d6) lightning damage on a failure or half damage on a success.

Flame Strike (5th-Level; V, S). A column of divine flame fills a 10-foot-radius, 40-foot-high cylinder within 60 feet. Creatures in the area make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) radiant damage on a failure or half damage on a success.

Hold Monster (5th-Level; V, S, Concentration). One creature the empyrean can see within 60 feet makes a DC 23 Wisdom saving throw. On a failure, the target is paralyzed for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

BONUS ACTIONS

Immortal Form. The empyrean magically changes its size between Gargantuan and Medium. While Medium, the empyrean has disadvantage on Strength checks. Its statistics are otherwise unchanged.

LEGENDARY ACTIONS

The empyrean can take 1 legendary action, 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.

Attack. The empyrean makes a weapon attack.

Cast Spell. The empyrean casts a spell. The empyrean can't use this option if it has cast a spell since the start of its last turn.

Fly. The empyrean flies up to half its fly speed.

Shout (Recharge 5–6). Each creature within 120 feet that can hear the empyrean makes a DC 25 Constitution saving throw. On a failure, a creature takes 24 (7d6) thunder damage and is stunned until the end of the empyrean's next turn. On a success, a creature takes half damage.

Combat

The empyrean flies at least 50 feet in the air, raining *lightning bolts* and *flame strikes* on land-bound foes. It attacks flying enemies with its maul. It uses Shout whenever it can and then attacks stunned creatures with its maul. If not on the Material Plane, it uses *plane shift* when reduced to 100 hit points or fewer.

Empyrean Variant: Aklea

Aklea is an elite monster, equivalent to two CR 22 monsters (82,000 XP). She has 656 (32d20 + 320; bloodied 328) hit points and the following traits:

Blind Rage. While bloodied, Aklea can take 3 legendary actions instead of 1. While bloodied and in line of sight of other creatures, she must use each of her actions and legendary actions to either make a weapon attack against a creature she can see within range or fly towards the closest creature she can see.

Elite Recovery. At the end of her turn, Aklea ends one negative effect currently affecting her. She can do so as long as

she has at least 1 hit point, even while unconscious or incapacitated.

Empyrean Variant: King Fomor

King Fomor is an elite monster, equivalent to two CR 22 monsters (82,000 XP). He has 656 (32d20 + 320; bloodied 328) hit points and the following traits:

Expanded Spell List. King Fomor can cast *arcane eye* and *scrying* at will, requiring no material components.

Eye Vulnerability. A creature can target King Fomor's eye with an attack. This attack is made with disadvantage. If the attack hits and deals at least 20 damage to King Fomor, the fire in King Fomor's eye is extinguished until the end of his next turn. While the fire is extinguished, King Fomor can't use his Burning Gaze attack.

King Fomor has the following additional bonus actions:

Burning Gaze. A line of fire 5 feet wide and 60 feet long blasts from King Fomor's eye. Each creature in the area makes a DC 23 Constitution saving throw, taking 35 (10d6) fire damage and 35 (10d6) radiant damage on a failure or half damage on a success. When King Fomor is bloodied, his Burning Gaze's shape is a 60-foot cone instead of a line.

Elite Recovery (While Bloodied). King Fomor ends one negative effect currently affecting him. He can do so as long as he has at least 1 hit point, even while unconscious or incapacitated.

FOMORIAN CHALLENGE 8 HUGE FEY (SHAPECHANGER, TITAN) 3,900 XP

AC 15 (natural armor)

HP 138 (12d12 + 60; bloodied 69)

Speed 30 ft.

STR DEX CON INT WIS CHA

20 (+5) 10 (+0) 20 (+5) 10 (+0) 14 (+2) 18 (+4)

Proficiency +3; **Maneuver DC** 16

Skills Persuasion +7

Damage Immunities psychic; damage from nonmagical, non-silvered weapons

Senses darkvision 120 ft., passive Perception 12

Languages Celestial, Common, Giant, Sylvan

Eye Vulnerability. A creature can target the fomorian's eye with an attack. This attack is made with disadvantage. If the attack hits and deals at least 10 damage to the fomorian, creatures affected by the fomorian's Charming and Mesmerizing Gaze are freed from those effects.

ACTIONS

Multiattack. The fomorian attacks twice with its warhammer.

Warhammer. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

BONUS ACTIONS

Charming Gaze (Gaze). A creature within 60 feet makes a DC 15 Wisdom saving throw. On a failure, the creature is magically charmed by the fomorian. The creature repeats the saving throw every 24 hours and whenever it takes damage. On a successful saving throw or if the effect ends for it, the creature is immune to the fomorian's Charming Gaze for the next 24 hours.

Mesmerizing Gaze (Gaze, True Form Only). A creature within 60 feet makes a DC 15 Wisdom saving throw. On a failure, the creature is magically restrained. The creature repeats the saving throw at the end of its next turn, ending the effect on itself on a success and becoming paralyzed on a failure. While the fomorian is not in line of sight, a paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. On a successful saving throw or if the effect ends for it, the creature is immune to the fomorian's Mesmerizing Gaze for 24 hours.

Immortal Form. While in its lair, the fomorian magically changes into a specific Medium humanoid resembling a human or back to its true form. Apart from its size, its statistics are unchanged. The fomorian reverts to its true form when it dies, is incapacitated, or leaves its lair.

Combat

The fomorian uses Mesmerizing Gaze on a new target every turn and then attacks with its war-hammer, prioritizing non-paralyzed targets. It uses Charming Gaze on creatures that have made their saving throws against Mesmerizing Gaze. Once all targets are paralyzed or charmed, the fomorian carries its prey to its lair. It flees if an attack hits its eye while it is bloodied.

Treant

Closely resembling the trees they once were, treants are roused when their forest is threatened, bringing to bear the strength of nature itself against their foes.

TREANT CHALLENGE 9

HUGE PLANT 5,000 XP

AC 18 (natural armor)

HP 138 (12d12 + 60; bloodied 69)

Speed 30 ft.

STR DEX CON INT WIS CHA

22 (+6) 8 (–1) 20 (+5) 12 (+1) 20 (+5) 12 (+1)

Proficiency +4; **Maneuver DC** 18

Damage Resistances bludgeoning, piercing

Senses darkvision 60 ft., passive Perception 15

Languages Common, Druidic, Elvish, Sylvan

False Appearance. While motionless, the treant is indistinguishable from a tree.

Flammable. If the treant takes fire damage, it catches fire, taking 10 (3d6) ongoing fire damage, unless it is already on fire. It can use an action to extinguish itself, ending the ongoing damage.

Forest Speaker. The treant can communicate with beasts and plants.

Siege Monster. The treant deals double damage to objects and structures.

ACTIONS

Multiattack. The treant makes two attacks, or makes one attack and uses Animate Plant.

Slam. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Animate Plant. The treant magically animates a Large or larger plant within 60 feet. The plant is immobile, but it acts on the treant's initiative and can make a slam attack, or a rock attack if there are rocks to throw within 10 feet of it. Non-plant creatures treat the ground within 15 feet of the plant as difficult terrain, as surrounding roots conspire to trip and grasp moving creatures. The plant remains animated for 1 hour. If the treant uses this action while it has three plants animated in this way, the plant that has been animated the longest returns to normal.

Troglodyte

Descendants of an ancient subterranean culture beset by calamity, troglodytes somewhat resemble lizardfolk, at least to the extent that grimlocks resemble humans.

Disease: Troglodyte Stench

A troglodyte's bite can infect a living creature with troglodyte stench. An infected creature is poisoned and gains the following trait:

Stench. A non-troglodyte other than the creature that starts its turn within 5 feet of the creature makes a DC 12 Constitution saving throw. On a failure, the creature is poisoned until the start of its next turn. On a successful save, the creature is immune to troglodyte Stench for 24 hours.

The subject makes a DC 12 Constitution saving throw every 24 hours after being infected, becoming cured on a success. The disease can also be cured with *lesser restoration* and similar magic.

TROGLODYTE CHALLENGE 1/2 MEDIUM HUMANOID (TROGLODYTE) 100 XP

AC 11

HP 19 (3d8 + 6; bloodied 9)

Speed 30 ft., swim 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 12

Skills Stealth +3 (+1d6)

Senses darkvision 120 ft., passive Perception 11

Languages Troglodyte

Stench. A non-troglodyte that starts its turn within 5 feet of the troglodyte makes a DC 12 Constitution saving throw. On a failure, the creature is poisoned until the start of its next turn. On a successful save, the creature is immune to troglodyte Stench for 24 hours.

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

ACTIONS

Multiattack. The troglodyte attacks with its bite and its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the target makes a DC 12 Constitution saving throw. On a failure, it is infected with Troglodyte Stench.

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

Dart. *Melee Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) poison damage.

Combat

Troglodytes throw darts and then attack with bite and claws. They prefer to attack enemies that are not inflicted with Troglodyte Stench. They retreat if reduced to half their number or if exposed to sunlight.

Troll

Trolls are 10-foot-tall giant-kin notorious for their alarming countenances, love of treasure, and insatiable hunger.

TROLL CHALLENGE 5

LARGE GIANT 1,800 XP

AC 15 (natural armor)

HP 84 (8d10 + 40; bloodied 42)

Speed 40 ft.

STR DEX CON INT WIS CHA

18 (+4) 12 (+1) 20 (+5) 8 (-1) 12 (+1) 8 (-1)

Proficiency +3; **Maneuver DC** 15

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Keen Smell. The troll has advantage on Perception checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function on its next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Severed Limbs. If the troll is dealt a critical hit with a slashing weapon, one of its extremities is severed. The extremity has AC 15, 10 hit points, a Speed of 10, and the troll's Regeneration trait. The troll controls the severed extremity and perceives through it with the appropriate senses (for instance, it sees through the eyes of its severed head). As a bonus action, the troll can reattach the extremity. While the troll is missing the extremity, its maximum hit points are reduced by 10. Roll d6 to determine the severed extremity:

1-4: Arm. If the troll has an arm, it loses an arm. It loses one of its claw attacks, and the severed arm can make a claw attack.

5-6: Head. If the troll has a head, it loses its head. It loses its bite attack, and the severed head can make a bite attack.

ACTIONS

Multiattack. The troll attacks with its bite and twice with its claw.

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 10 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Combat

The troll ambushes prey and attacks the closest or slowest opponent, ignoring all damage except fire and acid. It flees only if it's bloodied, it has taken acid or fire damage, and none of its enemies are down.

Variant: Cave Troll

The cave troll is CR 6 (2,300 XP). It has an AC of 18 and blindsight out to a range of 120 feet. It has the following version of the Regeneration trait:

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes radiant damage or is exposed to sunlight, this trait doesn't function on its next turn. The troll is petrified if it starts its turn with 0 hit points and doesn't regenerate.

The troll has the following additional action. When the troll uses Multiattack, it can make a rock attack in place of one claw attack.

Rock. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Variant: Dread Troll

The dread troll is CR 7 (2,900 XP) and has 105 (10d10 + 50; bloodied 52) hit points. Instead of the troll's normal Multiattack, it has the following version:

Multiattack. The troll makes two bite attacks and three claw attacks.

Variant: Faerie Eater Troll

The faerie eater troll is CR 6 (2,300 XP). It has the following additional trait:

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

The troll has the following additional action. When the troll uses Multiattack, it can use Charming Murmur in place of its bite.

Charming Murmur. One creature within 60 feet that can hear the troll makes a DC 12 Charisma saving throw. On a failure, it is charmed for 1 minute. While charmed, its Speed is 0. The creature repeats the saving throw whenever it takes damage.

Variant: Scrag

The scrag has a swim speed of 30 and can breathe air and water. It has the following version of the Regeneration trait:

Regeneration. The scrag regains 10 hit points at the start of its turn. If the scrag takes acid or fire damage, this trait doesn't function on its next turn. This trait also doesn't function if the troll hasn't been immersed in water since the start of its last turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Unicorn

Those fortunate enough to catch a glimpse of a unicorn describe a majestic white or black horse with a silver horn spiraling from its brow.

UNICORN CHALLENGE 5

LARGE CELESTIAL (FEY) 1,800 XP

AC 14

HP 85 (9d10 + 36; bloodied 42)

Speed 80 ft.

STR DEX CON INT WIS CHA

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

Proficiency +3; Maneuver DC 16

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Good. The unicorn radiates a Good aura.

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

At will: *animal messenger, detect evil and good, druidcraft, pass without trace, scrying* (locations within its domain only)

1/Day: *calm emotions, dispel evil and good, teleport* (between locations within its domain only)

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

ACTIONS

Multiattack. The unicorn attacks once with its hooves and once with its horn.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Horn. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 10 (3d6) radiant damage. If the target is a creature and the unicorn moves at least 20 feet straight towards the target before the attack, the target takes an extra 9 (2d8) bludgeoning damage and makes a DC 16 Strength saving throw, falling prone on a failure.

Grant Boon (3/Day). The unicorn touches a willing creature, including itself, with its horn and grants one of the following boons:

Healing: The creature magically regains 21 (6d6) hit points. It is cured of all diseases, and poisons affecting it are neutralized.

Luck: During the next 24 hours, the creature can roll a d12 and add the result to one ability check, attack roll, or saving throw after seeing the result.

Protection: A glowing mote of light orbits the creature's head. The mote lasts 24 hours. When the creature fails a saving throw, it can use its reaction to expend the mote and succeed on the saving throw.

Resolution: The creature is immune to being charmed or frightened for 24 hours.

Combat

The unicorn grants a boon, such as Luck or Protection, to itself or an ally before battle. It charges into melee combat and fights with its hooves and horn. When it or an ally is seriously injured, it grants a Healing boon. If brought to the brink of defeat within its domain, it casts *teleport* to escape with allies to safety.

Variant: Corrupted Unicorn

The corrupted unicorn loses its Good and Innate Spellcasting traits, as well as its Grant Boon action. It has the following additional bonus actions:

Trample. The unicorn attacks a prone creature with its hooves.

Darkness Aura (1/Day). A 15-foot radius area of magical darkness emanates from the unicorn, 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 unicorn takes damage. The aura doesn't hinder the unicorn's sight.

Vampires

Intelligent nocturnal undead driven by their thirst for blood, vampires are obsessed with and pained by the memories of their sunlit mortal days.

VAMPIRE CHALLENGE 11 LEGENDARY MEDIUM UNDEAD (SHAPECHANGER) 7,200 XP

AC 16 (natural armor)

HP 142 (15d8 + 75; bloodied 71)

Speed 40 ft., climb 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +4; **Maneuver DC** 17

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

Skills Perception +7, Persuasion +8, Stealth +8 (+1d4)

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

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Legendary Resistance (3/Day). When the vampire fails a saving throw, it can choose to succeed instead. When it does so, it visibly grows older. Its original appearance is restored when it finishes a long rest.

Misty Recovery. When the vampire drops to 0 hit points, instead of falling unconscious, it turns into mist as if it had used the Mist Form legendary action. It can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to vampire form and is paralyzed for 1 hour, at which time it regains 1 hit point. While paralyzed in this way, it can be destroyed by fire damage, radiant damage, damage from a magical weapon, or a wooden stake driven through the heart, but it is otherwise immune to damage.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and hasn't taken radiant damage since its last turn.

Spider Climb. The vampire can climb even on difficult surfaces and upside down on ceilings.

Vampire Weaknesses. Vampires' most common weaknesses are sunlight and running water. When the vampire ends its turn in contact with one of its weaknesses (such as being bathed in sunlight or running water), it takes 20 radiant damage. While in contact with its weakness, it can't use its Regeneration trait or its Mist Form or Shapechange actions.

ACTIONS

Grab (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 4 (1d8) necrotic damage.

The target is grappled (escape DC 17) and restrained while grappled in this way.

Charm (Gaze). The vampire magically targets a creature within 30 feet, forcing it to make a DC 16 Wisdom saving throw. If the target has at least one level of strife, it makes this saving throw with disadvantage. On a failure, the target is charmed by the vampire for 24 hours. While charmed it regards the vampire as a trusted friend and is a willing target for the vampire's bite. The target repeats the saving throw each time it takes damage, ending the effect on itself on a success. If the target's saving throw is successful or the effect ends for it, it is immune to this vampire's Charm for 24 hours.

BONUS ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target that is grappled, incapacitated, restrained, willing, or unaware of the vampire's presence. *Hit:* 10 (1d10 + 5) piercing damage plus 21 (6d6) necrotic damage, and the target takes 1 level of strife. The target's hit point maximum is reduced by an amount equal to the necrotic damage dealt, and the vampire regains this number of hit points. The reduction lasts until the target finishes a long rest. If the target is reduced to 0 hit points by this attack, it dies and rises the following night as a vampire spawn in the vampire's thrall. Before the target first rises as a vampire spawn, a *bless*, *gentle repose*, or similar spell cast on the body prevents this transformation.

REACTIONS

Hissing Scuttle (1/Day). When the vampire takes radiant damage, it moves up to its Speed without provoking opportunity attacks.

Warding Charm (1/Day). When a creature the vampire can see targets it with a melee attack but before the attack is made, the vampire uses Charm on that creature.

LEGENDARY ACTIONS

The vampire can take 1 legendary action, 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.

Blood Charm. The vampire uses Charm.

Grab. The vampire makes a grab attack.

Mist Form. The vampire transforms into a mist or back into its true form. As mist, the vampire has a flying speed of 30, can't speak, can't take actions or manipulate objects, is immune to nonmagical damage from weapons, and has advantage on saving throws and Stealth checks. It can pass through a space as narrow as 1 inch without squeezing but can't pass through water. Anything it's carrying transforms with it.

Shapechange. The vampire transforms into the shape of a Medium or smaller beast or back into its true form. While transformed, it has the beast's size and movement modes. It can't use reactions or legendary actions, and can't speak. Otherwise, it uses the vampire's statistics. Anything it's carrying transforms with it.

Combat

The vampire grabs and bites its most vulnerable opponent. Once it has weakened a foe with a bite attack, the vampire uses its Blood Charm on that target. When reduced to 30 hit points or fewer, the vampire retreats in animal or mist form through well-prepared escape routes, returning to take its revenge another day.

Variant: Elder Vampire

The elder vampire is an elite monster, equivalent to two CR 11 monsters (14,400 XP). It has 285 (30d8 + 150; bloodied 142) hit points and truesight out to a distance of 120 feet. The elder vampire has the following additional trait:

Blood Frenzy. While bloodied, the vampire can take 3 legendary actions instead of 1.

The elder vampire has the following additional legendary actions, which it can use only while bloodied:

Elite Recovery. The vampire 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.

Momentary Transformation (Vampire Form Only). The vampire uses

Shapechange or Mist Form, moves up to its Speed without provoking opportunity attacks, and then returns to its true form.

Create Spawn (1/Day). The vampire magically raises a dead humanoid as a vampire spawn under the vampire's control.

Bite (Costs 2 Actions). The vampire makes a bite attack. On a hit, the target makes a DC 17 Constitution saving throw, falling asleep for 1 minute on a failure. The target wakes up if it takes damage or a creature uses an action to shake it awake.

Burning Blood (Costs 2 Actions). The vampire targets a creature within 60 feet, magically causing its blood to boil in its veins. The target makes a DC 16 Constitution saving throw, taking 31 (9d6) fire damage on a failed save or half damage on a success.

Variant: Vampire Assassin

The vampire assassin is CR 12 (8,400 XP). It has the following additional traits:

Misty Stealth. While in Mist Form in dim light or darkness, the vampire is invisible.

Sneak Attack (1/Turn). The vampire deals an extra 10 (3d6) damage when it hits with a weapon attack while it has advantage on the attack, or when its target is within 5 feet of an ally of the vampire while the vampire doesn't have disadvantage on the attack.

Variant: Vampire Mage

The vampire mage is CR 13 (10,000 XP). It has the following trait:

Spellcasting. The vampire is a 7th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15). It has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion*

1st-level (4 slots): *disguise self, shield*

2nd-level (3 slots): *darkness, misty step*

3rd-level (3 slots): *animate dead, fireball*

4th-level (1 slot): *blight*

The vampire has the following additional actions:

Fireball (3rd-Level; V, S, M). Fire streaks from the vampire to a point within 120 feet and explodes in a 20-foot radius, spreading around corners. Each creature in the area makes a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save or half damage on a success.

Blight (4th-Level; V, S). The vampire targets a living creature or plant within 30 feet, draining moisture and vitality from it. The target makes a DC 15 Constitution saving throw, taking 36 (8d8) necrotic damage on a failure or half damage on a success. Plant creatures have disadvantage on their saving throw and take maximum damage. A nonmagical plant dies.

The vampire has the following additional reaction:

Shield (1st-Level; V, S). When the vampire is hit by an attack or targeted by *magic missile*, it gains a +5 bonus to AC (including against the triggering attack) and immunity to *magic missile*. These benefits last until the start of its next turn.

Variant: Vampire Warrior

The vampire warrior is CR 12 (8,400 XP) and has an AC of 18 (plate mail). It has the following additional action:

Reaping Greatsword. Melee Weapon Attack: +9 to hit, reach 10 ft., up to 3 targets. *Hit:* 12 (2d6 + 5) slashing damage plus 4 (1d8) necrotic damage. If the target is a creature, it makes a DC 17 Strength saving throw, falling prone on a failure.

VAMPIRE SPAWN CHALLENGE 4

MEDIUM UNDEAD 1,100 XP

AC 15 (natural armor)

HP 76 (9d8 + 36; bloodied 38)

Speed 30 ft., climb 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; Maneuver DC 14

Saving Throws Dex +5, Wis +4

Skills Perception +4, Stealth +5

Damage Vulnerabilities radiant

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

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and hasn't taken radiant damage since its last turn.

Spider Climb. The vampire can climb even on difficult surfaces and upside down on ceilings.

Vampire Weaknesses. Vampires' most common weaknesses are sunlight and running water. When the vampire ends its turn in contact with one of its weaknesses (such as being bathed in sunlight or running water), it takes 20 radiant damage. While in contact with its weakness, it can't use its Regeneration trait.

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Grab. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. The target is grappled (escape DC 14).

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target that is grappled, incapacitated, restrained, or willing. *Hit:* 9 (1d10 + 4) piercing damage plus 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage dealt, and the vampire regains this number of hit points. The reduction lasts until the target finishes a long rest. If the target is reduced to 0 hit points by this attack, it dies.

REACTIONS

Hissing Scuttle (1/Day). When the vampire takes radiant damage, it moves up to its Speed without provoking opportunity attacks.

Wight

Wights are undead corpses that haunt cold and desolate places.

WIGHT CHALLENGE 3

MEDIUM UNDEAD 700 XP

AC 15 (brigandine leather)

HP 45 (6d8 + 18; bloodied 22)

Speed 30 ft.

STR DEX CON INT WIS CHA

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

Proficiency +2; **Maneuver DC** 12

Skills Perception +3, Stealth +4

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

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Cold Aura. A creature that starts its turn grappled by the wight, touches it, or hits it with a melee attack while within 5 feet takes 3 (1d6) cold damage. A creature can take this damage only once per turn. If the wight has been subjected to fire damage since its last turn, this trait doesn't function.

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

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

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage plus 3 (1d6) cold damage.

Seize. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) cold damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained and the only attack

the wight can make is Life Drain against the grappled target.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 3 (1d6) cold damage.

BONUS ACTIONS

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) necrotic damage, and the target makes a DC 13 Constitution saving throw. On a failure, the target takes a level of strife and its hit points maximum is reduced by an amount equal to the necrotic damage dealt. The reduction lasts until the target finishes a long rest. A humanoid or beast reduced to 0 hit points by this attack dies. Its corpse rises 24 hours later as a zombie under the wight's control.

Combat

The wight targets spellcasters with Life Drain and its longsword, and uses Seize and Life Drain against foes wielding weapons. It prefers combat with a single foe while ordering its zombie minions to attack its opponent's allies. It fights until destroyed.

Will-o'-Wisp

Will-o'-wisps, also called corpse lights, are glowing balls of light that appear at night and lure travelers into danger.

WILL-O'-WISP CHALLENGE 2

SMALL UNDEAD 450 XP

AC 17

HP 28 (8d6; bloodied 14)

Speed 0 ft., fly 50 ft. (hover)

STR DEX CON INT WIS CHA

2 (-4) 24 (+7) 10 (+0) 12 (+1) 14 (+2) 12 (+1)

Proficiency +2; **Maneuver DC** 17

Damage Immunities lightning, poison
Damage Resistances acid, cold, fire, necrotic, thunder; damage from nonmagical weapons

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

Senses darkvision 120 ft., passive
Perception 12

Languages the languages it knew in life
Conductive. Each time a creature touches the will-o'-wisp or hits it with a metal melee weapon for the first time on a turn, the creature takes 7 (2d6) lightning damage. This trait doesn't function while the will-o'-wisp's glow is extinguished.

Insubstantial. The will-o'-wisp can't pick up or move objects or creatures. It can move through creatures and objects. It takes 5 (1d10) force damage if it ends its turn inside an object.

Treasure Sense. The will-o'-wisp knows the location of coins, gems, and other nonmagical wealth within 500 feet.

Undead Nature. A will-o'-wisp doesn't require air, sustenance, or sleep.

ACTIONS

Shock. Melee Spell Attack: +4 to hit, reach 5 ft., one target. **Hit:** 10 (3d6) lightning damage. The will-o'-wisp can't make this attack while its glow is extinguished.

BONUS ACTIONS

Illumination. The will-o'-wisp alters the radius of its glow (shedding bright light in a 5- to 20-foot radius and dim light for the same number of feet beyond that radius), changes the color of its glow, or extinguishes its glow (making it invisible).

Combat

The will-o'-wisp attacks, turns invisible, and then moves to safety. On its next turn it moves to melee range, turns visible, and attacks. It repeats this pattern. The will-o'-wisp fights only to preserve its treasure. It may retreat to summon allies or otherwise cause trouble.

Wraiths

A wraith is an incorporeal spirit of pure hatred and malice.

WRAITH CHALLENGE 5
MEDIUM UNDEAD 1,800 XP
AC 13

HP 67 (9d8 + 27; bloodied 33)

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

STR DEX CON INT WIS CHA

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

Proficiency +3; **Maneuver DC** 14

Damage Immunities necrotic, poison

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

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

Senses darkvision 120 ft., passive
Perception 12

Languages the languages it knew in life

Aura of Fear. A creature that starts its turn within 10 feet of a wraith makes a DC 13 Wisdom saving throw. On a failure, it is frightened until the start of its next turn. If a creature's saving throw is successful or the effect ends for it, it is immune to any wraith's Aura of Fear for 24 hours.

Evil. The wraith radiates an Evil aura.

Incorporeal. The wraith can move through creatures and objects. It takes 5 (1d10) force damage if it ends its turn inside an object. If it takes radiant damage, it loses this trait until the end of its next turn.

Light Sensitivity. While in sunlight or bright light cast by a fire, the wraith has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

ACTIONS

Life Drain. The wraith targets a creature within 5 feet, forcing it to make a DC 14 Constitution saving throw. On a failure, the target takes a level of strife. It also takes 14 (4d6) necrotic damage, or 21 (6d6) necrotic damage if it is frightened or surprised, and its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. It dies if its hit point maximum is reduced to 0.

Create Specter. The wraith touches a humanoid corpse it killed less than 1 day ago. The creature's spirit rises as a specter under the wraith's control.

Combat

The wraith strikes the weakest-looking or most isolated target, phasing through a solid object to attack if possible. It stays close to its target in order to inflict fear on it, thus gaining the most from its Life Drain. Once a creature is no longer frightened by it, it flies away (taking opportunity attacks if necessary) and tries to frighten and drain another target. It flees if it takes force, radiant, or psychic damage while bloodied.

WRAITH LORD CHALLENGE 13

MEDIUM UNDEAD 10,000 XP

AC 15

HP 171 (18d8 + 90; bloodied 85)

Speed 40 ft., fly 60 ft. (hover)

STR DEX CON INT WIS CHA

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

Proficiency +5; **Maneuver DC** 18

Damage Immunities cold, necrotic, poison

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

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

Senses truesight 120 ft., passive Perception 14

Languages the languages it knew in life

Aura of Fear. A creature that starts its turn within 30 feet of a wraith lord makes a DC 17 Wisdom saving throw. On a failure, it is frightened until the start of its next turn. If a creature's saving throw is successful or the effect ends for it, it is immune to any wraith or wraith lord's Aura of Fear for 24 hours.

Evil. The wraith lord radiates an Evil aura.

Incorporeal. The wraith lord can move through creatures and objects. It takes 5 (1d10) force damage if it ends its turn inside an object. If it takes radiant damage, it loses this trait until the end of its next turn.

Light Sensitivity. While in sunlight or bright light cast by a fire, the wraith lord has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

ACTIONS

Multiattack. The wraith lord can use Paralyzing Terror. It then uses Life Drain twice. If in corporeal form, it then makes a greatsword attack.

Life Drain. The wraith targets a creature within 5 feet, forcing it to make a DC 18 Constitution saving throw. On a failure, the target takes a level of strife. It also takes 17 (5d6) necrotic damage, or 24 (7d6) necrotic damage if it is frightened or surprised, and its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. It dies if its hit point maximum is reduced to 0.

Greatsword (Corporeal Form Only).

Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 5) slashing damage plus 17 (5d6) poison damage, and the target makes a DC 18 Constitution saving throw. On a failure, the target is poisoned for 24 hours. While poisoned in this way, the target can't regain hit points. If a creature dies while poisoned in this way, its spirit rises as a wraith under the wraith lord's control 1 minute after its death.

Paralyzing Terror. The wraith lord targets a frightened creature within 60 feet, forcing it to make a DC 18 Wisdom saving throw. On a failure, the target is paralyzed for 1 minute. It repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Create Wraith. The wraith lord touches a humanoid corpse it killed up to 1 day ago. The creature's spirit rises as a wraith under the wraith lord's control.

Corporeal Form (1/Day). The wraith lord takes on a material form. In material form, it loses its incorporeal trait, its fly speed, and its immunity to the grappled, prone, and restrained conditions. The wraith instantly reverts to its incorporeal form if it is bloodied, and it can do so voluntarily at any time as an action.

Combat

The wraith lord ambushes in corporeal form. It uses Paralyzing Terror on a frightened

creature, then Life Drain and its greatsword on the same target (preferably a paralyzed one). It avoids creatures in sunlight or firelight if it can. When bloodied, it becomes incorporeal and continues using Paralyzing Terror and Life Drain. It flees if reduced to 40 hit points or fewer.

Wyvern

Sometimes referred to as false dragons, wyverns are easily differentiated from their larger, more intelligent kin by their limbs: whereas true dragons have four legs and a thick tail, the wyvern possesses only hind legs, and its whip-like tail is tipped with a poisonous stinger.

WYVERN CHALLENGE 6

LARGE DRAGON 2,300 XP

AC 13 (natural armor)

HP 110 (13d10 + 39; bloodied 55)

Speed 20 ft., fly 80 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 16 (+3) 5 (–3) 12 (+1) 6 (–2)

Proficiency +3; **Maneuver DC** 15

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages understands Draconic but can't speak

Imperfect Flight. While bloodied, the wyvern's fly speed is halved, and it can't gain altitude.

ACTIONS

Multiattack. The wyvern attacks once with its bite and once with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage. If the wyvern is attacking from above, the target is grappled by the wyvern (escape DC 15). While grappling a target in this way, the wyvern's walking speed is reduced to 0, it can't use its claws to attack any other

creature, and it has advantage on attacks against the target.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target makes a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failure or half damage on a success.

Combat

A wyvern begins combat by attacking from above, using its claws and stinger. When bloodied, it lands and attacks with its bite and stinger. It flees only if it is blinded, poisoned, or afflicted with some other condition that reduces its combat capacity.

Xorn

Native to the Elemental Plane of Earth, the xorn is a tripod creature with rocky skin.

XORN CHALLENGE 5

MEDIUM ELEMENTAL 1,800 XP

AC 19 (natural armor)

HP 73 (7d8 + 42; bloodied 36)

Speed 20 ft., burrow 20 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 22 (+6) 10 (+0) 10 (+0) 10 (+0)

Proficiency +3; **Maneuver DC** 15

Skills Perception +3 (+1d6), Stealth +3

Damage Resistances acid; damage from nonmagical, non-adamantine weapons
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages Terran

Camouflage. The xorn has advantage on Stealth checks made to hide in rocky terrain.

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone without disturbing it.

Treasure Sense. The xorn can locate by smell coins and gems within 500 feet.

ACTIONS

Multiattack. The xorn makes three claw attacks and then makes a bite attack if it can.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) slashing damage.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature that was hit by the xorn's claws at least twice this turn. **Hit:** 13 (2d8 + 4) piercing damage, and the xorn consumes one of the following nonmagical objects in the target's possession: a worn set of metal armor or a carried metal weapon or shield, a piece of metal equipment, a gem, or up to 1,000 coins. For 1 minute after an item is consumed, a creature can retrieve it from the gullet of a willing, incapacitated, or dead xorn, taking 7 (2d6) acid damage in the process.

Combat

The xorn targets creatures wearing metal armor or carrying coins or gems. After attacking, it burrows to safety, risking opportunity attacks, and then emerges to attack again on its next turn. It flees if it's bloodied and has consumed at least one item.

Yeti

Yetis are massive, hairy primates that dwell in caves at high altitudes.

YETI CHALLENGE 4

LARGE MONSTROSITY 1,100 XP

AC 12 (natural armor)

HP 68 (8d10 + 24; bloodied 34)

Speed 40 ft., climb 40 ft.

STR DEX CON INT WIS CHA

18 (+4) 12 (+1) 16 (+3) 8 (–1) 12 (+1) 6 (–2)

Proficiency +2; **Maneuver DC** 14

Skills Perception +3, Stealth +3

Damage Immunities cold

Senses passive Perception 13

Languages Yeti

Camouflage. The yeti has advantage on Stealth checks made to hide in snowy terrain.

Fire Fear. When the yeti takes fire damage, it is rattled until the end of its next turn.

Storm Sight. The yeti's vision is not obscured by weather conditions.

ACTIONS

Multiattack. The yeti uses Chilling Gaze and makes two claw attacks.

Claw. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. **Hit:** 9 (2d4 + 4) slashing damage.

Chilling Gaze (Gaze). One creature within 30 feet that is not immune to cold damage makes a DC 13 Constitution saving throw. On a failure, the creature takes 10 (3d6) cold damage and is paralyzed for 1 minute. It repeats the saving throw at the end of each of its turns, ending the paralysis on a success. If a creature's saving throw is successful or the effect ends for it, it is immune to any Chilling Gaze for 24 hours.

Combat

The yeti uses its Chilling Gaze and then claws the same target. On its next turn the yeti uses Chilling Gaze and its claws against a different target, if one is available. The yeti flees if it takes fire damage while bloodied.

Variant: Abominable Snowman

The abominable snowman is an elite monster, equivalent to two CR 4 monsters (2,200 XP). It is Huge and has 136 (16d10 + 48; bloodied 68) hit points. It has the following bonus actions, which it can use only while bloodied:

Elite Recovery. The snowman 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.

Cold Breath. The snowman breathes a 30-foot cone of freezing wind. Each creature in the area makes a DC 13 Constitution saving throw, taking 21 (6d10) cold damage on a failed save or half damage on a success.

Blizzard (1/Day). The snowman summons a magical blizzard that affects a 500-foot-radius area for 10 minutes or until the snowman dies. The area is

difficult terrain, and a creature's visibility is reduced to 20 feet; beyond this, vision is obscured by snow. A creature in the area that doesn't move from its space during its turn takes 7 (2d6) cold damage.

Roar (1/Day). Each creature of the snowman's choice within 120 feet that hears its roar makes a DC 13 Charisma saving throw. On a failure, a creature is frightened for 1 minute. While frightened in this way, a creature is paralyzed. A creature repeats the saving throw at the end of its turns, ending the effect on itself on a success.

Zombies

Zombies are animated corpses stripped of any spirit or intelligence they bore in life.

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

ZOMBIE CHALLENGE 1/4

MEDIUM UNDEAD 50 XP

AC 8

HP 15 (2d8 + 6; bloodied 7)

Speed 20 ft.

STR DEX CON INT WIS CHA

12 (+1) 6 (-2) 16 (+3) 3 (-4) 6 (-2) 4 (-3)

Proficiency +2; **Maneuver DC** 11

Damage Immunities poison

Condition Immunities fatigue, poisoned

Senses darkvision 60 ft., passive Perception 8

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

Undead Fortitude (1/Day). If the zombie is reduced to 0 hit points by damage that isn't radiant or from a critical hit, it's instead reduced to 1 hit point, falls prone, and is stunned until the end of its next turn, appearing to be dead.

ACTIONS

Grab. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. **Hit:** 4 (1d6 + 1) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 11). Until the grapple ends, the zombie can't grab another target.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one grappled target. **Hit:** 6 (1d10 + 1) piercing damage, and the zombie regains the same number of hit points.

Zombie Template

A zombified creature retains all its stats except as noted below.

Type. The zombie's type is undead. It does not require air, sustenance, or sleep.

Ability Scores. The zombie's ability scores are reduced to the following, unless they're already lower: Dex 6 (-2), Int 3 (-4), Wis 8 (-1), Cha 4 (-3).

Saving Throws. The zombie loses all saving throw proficiencies.

Speed. Any speed the creature has is reduced by 10, or to 30, whichever is lower.

Skills. The zombie loses all skill proficiencies.

Immunities. The zombie gains immunity to poison damage, fatigue, and the poisoned condition.

Senses. The zombie gains darkvision out to a distance of 60 feet.

Languages. The zombie understands the languages it knew in life but can't speak or take any action requiring vocalization.

Traits. The zombie loses all traits, but gains Undead Fortitude.

Actions and Abilities. The zombie loses all spellcasting abilities and any actions that create magical effects.

Actions. The zombie can gain the grab and bite attacks of the zombie if the base creature has the capability to grab and bite. If the creature has Multiattack, it can replace weapon attacks in its multiattack with a grab or bite. Both attacks use Strength for attack and damage rolls. The grab deals 1d6 bludgeoning damage plus 1d6 for each size category above Medium. The bite deals 1d10 piercing damage plus 1d10 for each size category above Medium. The escape DC for the zombie's grab is equal to its maneuver DC. It loses any ranged attacks that require the use of a weapon more

complex than a rock. It also loses any legendary actions and bonus actions.

Variants: More Zombie Traits

In place of (or in addition to) Undead Fortitude, you can give a zombie one of the following traits:

Infectious Bite. A creature bitten by the zombie takes 2 (1d4) ongoing necrotic damage until it regains hit points or a creature makes a DC 15 Medicine check to treat the wound. If a beast, dragon, giant, humanoid, or monstrosity dies while suffering from this effect, it becomes a zombie after 1 minute, gaining the zombie template.

Vile Discharge. The zombie's melee attacks deal an extra 2 (1d4) poison damage. Additionally, when it's reduced to 0 hit points, it explodes. Creatures within 5 feet make a Dexterity saving throw against the zombie's maneuver DC, taking 5 (2d4) poison damage on a failure.

Vigor Mortis. The zombie can take the Dash action as a bonus action. It can't do so again until it moves 0 feet on one of its turns.

OGRE ZOMBIE CHALLENGE 2

LARGE UNDEAD 450 XP

AC 11 (natural armor)

HP 59 (7d10 + 28; bloodied 29)

Speed 30 ft.

STR DEX CON INT WIS CHA

18 (+4) 6 (-2) 18 (+4) 3 (-4) 8 (-1) 4 (-3)

Proficiency +2; **Maneuver DC** 14

Damage Immunities poison

Condition Immunities fatigue, poisoned

Senses darkvision 60 ft., passive

Perception 8

Languages understands Giant but can't speak

Undead Fortitude (1/Day). If the zombie is reduced to 0 hit points by damage that isn't radiant or from a critical hit, it's instead reduced to 1 hit point, falls prone, and is stunned until the end of its next turn, appearing to be dead.

ACTIONS

Greatclub. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) bludgeoning damage, and if the target is a Medium or smaller creature, it makes a DC 14 Strength saving throw, falling prone on a failure.

Sweeping Strike. Melee Weapon Attack: +6 to hit, reach 5 ft., all creatures within 5 feet. **Hit:** 8 (1d8 + 4) bludgeoning damage, and if the target is a Medium or smaller creature, it makes a DC 14 Strength saving throw. On a failure, it is pushed 10 feet away from the ogre.

Grab. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage, and the target is grappled if it's Medium or smaller (escape DC 14). Until the grapple ends, the zombie can't grab another target.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target grappled by a zombie. **Hit:** 15 (2d10 + 4) piercing damage, and the zombie regains hit points equal to the damage dealt.

Ogre Zombie Variant: Ogre Flesh Heap

The ogre flesh heap is CR 4 (1,100 XP). It has the following additional reactions:

Bodyblock. If the ogre flesh heap is grappling a creature when it is hit with a weapon attack by a creature it can see, it uses the creature as a shield, adding 2 to its AC against the attack. If this causes the attack to miss, the attack hits the grappled creature instead.

Corpulent Expulsion (Recharge 6, While Bloodied). When it takes damage, the ogre flesh heap's belly splits and releases a torrent of caustic gore in a 30-foot cone. Creatures in this area make a DC 14 Dexterity saving throw, taking 14 (4d6) acid damage on a failure or half damage on a success. The flesh heap then takes 10 (3d6) acid damage.

YOUNG RED CHALLENGE 11

DRAGON ZOMBIE

LARGE UNDEAD 7,200 XP

AC 16 (natural armor)

HP 178 (17d10 + 85; bloodied 89)

Speed 30 ft., climb 30 ft., fly 70 ft.

STR DEX CON INT WIS CHA

22 (+6) 6 (–2) 20 (+5) 3 (–4) 8 (–1) 4 (–3)

Proficiency +4; **Maneuver DC** 18**Damage Immunities** fire, poison**Condition Immunities** fatigue, poisoned**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 9**Languages** understands Common and Draconic but can't speak**Undead Fortitude (1/Day).** If the zombie is reduced to 0 hit points by damage that isn't radiant or from a critical hit, it's instead reduced to 1 hit point, falls prone, and is stunned until the end of its next turn, appearing to be dead.**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 suffers 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.**ZOMBIE KNIGHT CHALLENGE 3****MEDIUM UNDEAD 700 XP****AC** 16 (full plate)**HP** 52 (8d8 + 16; bloodied 26)**Speed** 20 ft.**STR DEX CON INT WIS CHA**

16 (+3) 6 (–2) 14 (+2) 3 (–4) 8 (–1) 4 (–3)

Proficiency +2; **Maneuver DC** 13**Damage Immunities** poison**Condition Immunities** fatigue, poisoned**Senses** darkvision 60 ft., passive Perception 9**Languages** understands one language but can't speak**Undead Fortitude (1/Day).** If the zombie is reduced to 0 hit points by damage that isn't radiant or from a critical hit, it's instead reduced to 1 hit point, falls prone, and is stunned until the end of its next turn, appearing to be dead.**ACTIONS****Multiattack.** The zombie makes two melee attacks.**Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.**Grab.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the creature is grappled if it's Medium or smaller (escape DC 13). Until the grapple ends, the zombie can't grab another target.**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature grappled by a zombie. *Hit:* 8 (1d10 + 3) piercing damage, and the zombie regains hit points equal to the damage dealt.**ZOMBIE HORDE CHALLENGE 4****LARGE GROUP OF MEDIUM UNDEAD****1,100 XP****AC** 8**HP** 75 (10d8 + 30; bloodied 37)**Speed** 20 ft.**STR DEX CON INT WIS CHA**

12 (+1) 6 (–2) 16 (+3) 3 (–4) 6 (–2) 4 (–3)

Proficiency +2; **Maneuver DC** 11**Damage Vulnerabilities** bludgeoning**Damage Immunities** poison**Condition Immunities** fatigue, poisoned**Senses** darkvision 60 ft., passive Perception 8**Languages** understands the languages it knew in life but can't speak**Area Vulnerability.** The horde takes double damage from any effect that targets an area.**Horde.** The horde is composed of 5 or more zombies. 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 horde can move through any opening large enough for one Medium creature without squeezing.

Horde Dispersal. When the horde is reduced to 0 hit points, it turns into 2 (1d4) zombies with 7 hit points each.

ACTIONS

Grab. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 22 (5d6 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 11).

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one grappled target. *Hit:* 32 (5d10 + 5) piercing damage, and the horde regains the same number of hit points.