Dragonix's Deadly Denizens



A 5e Compatible Bestiary

Dragonix's Deadly Denizens

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About Dragonix's Deadly Denizens

Welcome to **Dragonix's Deadly Denizens**, a comprehensive bestiary made possible through the help of my Patreon's wonderful subscribers. This tome unveils a mesmerizing array of characters, creatures, and cryptids from the vast expanse of mythologies, both popular and obscure. If you've enjoyed my previous DM's Guild bestiary series, ***MM Expanded***, then you'll find this one just as delightful! Within these pages, you will encounter a captivating collection of beings and monsters that will ignite your imagination and breathe new life into your 5th edition fantasy campaigns. You'll have plenty to throw at your most seasoned players, enough to shock and surprise them and keep them on their toes!

Drawing inspiration from ancient folklore, legendary tales, the rich tapestry of global mythologies, and the System Resource Document (SRD5), Dragonix's Deadly Denizens brings together creatures that span the realms of the known and the unknown. From majestic drakes and dragons, fearsome giants, to fiendish beings lurking in the shadows, this bestiary ensures an unforgettable experience for players and game masters alike. Each creature within this tome is meticulously crafted to fit seamlessly into any 5th Edition fantasy campaign, offering game masters a treasure trove of possibilities.

Dive into the world of Dragonix's Deadly Denizens and uncover an array of creatures with varying levels of challenge. Nearly every entry in the bestiary provides not just a base version of the creature, but also advanced iterations including boss/legendary incarnations. Whether you seek to challenge novice adventurers or test the mettle of seasoned heroes, this bestiary grants you the flexibility to adapt encounters to any level of play, making each encounter a unique and thrilling experience. Dragonix's Deadly Denizens beckons you to unleash these extraordinary creatures upon your campaigns, breathing life into your storytelling and filling your battles with excitement, danger, and endless possibilities.

On the Cover

Featured on the cover is the fearsome teju jagua from Guarani mythology battling it out with my current campaign players. This incredible piece was painted by the gifted Russell Marks, who has a knack of making creatures come alive. You'll see a lot more of his amazing artwork inside!



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The Bestiary

This section of the book serves as the core of the bestiary—an extensive compendium showcasing an awe-inspiring variety of dragons, fiends, monstrosities, giants, and more. With meticulous attention to detail, Dragonix's Deadly Denizens presents not just a singular version of each creature, but a triumvirate of options. Almost every entry within this chapter possesses a base form, an advanced iteration, and a boss/legendary incarnation. This abundance of variations grants game masters the unparalleled flexibility to tailor encounters to the needs of their campaign, regardless of the players' level of experience or prowess.

In addition to the diverse range of creatures, this chapter introduces five unique templates that game masters can seamlessly apply to existing entities. The Abyssal, Infernal, Fiendish Dragon, Half-Dragon, and Vrykolakas (vampiric) templates infuse a fresh layer of complexity and flavor into encounters, elevating the stakes and ensuring that each interaction is imbued with suspense and intrigue. These templates offer game masters an avenue to breathe new life into beloved classics, transforming them into formidable adversaries that will challenge and surprise even the most battle-hardened heroes.



Abyssal Creatures

Abyssal creatures are typically the offspring of a demon and another species. Some creatures are transformed into abyssal versions after undergoing demonic rituals performed by powerful cultists. A very rare few are gifted abyssal power by demon lords, usually after imbibing the demon lord's blood.

Demon-blooded. Abyssal creatures generally resemble their nondemonic parent, but closer inspection reveal their abhorrent nature: thick, leathery skin, oversized claws and teeth, and a more evil and depraved disposition. Greater abyssal versions show more characteristics of their demonic ancestry - horns, wings, and even additional limbs. They also demonstrate more powerful abilities and potent magic.

Abyssal Template

A beast, dragon, humanoid, giant, or monstrosity can become an abyssal creature. When a creature becomes an abyssal creature, it retains all of its statistics except as noted below.

Race. The creature becomes a Fiend (Demon). If the creature has a subtype, it retains that subtype. For example, Humanoid (Elf) becomes Fiend (Demon, Elf).

Alignment. The creature's alignment is Typically Chaotic Evil.

Armor Class. The creature's AC increases by 1.

Abilities. The creature's Strength, Constitution, Wisdom, and Charisma scores increase by 2.

Saving Throws. If the creature's CR is 5 or less, it gains a number of proficiencies in saving throws until its total number of saving throws is 2. However, if the creature already had 2 or a larger number of saving throws, it retains those saving throws and gains no additional ones.

If the creature's CR is higher than 5 but less than 12, it gains a number of proficiencies in saving throws until its total number of saving throws is 3. However, if the creature already had 3 or a larger number of saving throws, it retains those saving throws and gains no additional ones.

If the creature's CR is 12 or higher, it gains a number of proficiencies in saving throws until its total number of saving throws is 4. However, if the creature already had 4 or a larger number of saving throws, it retains those saving throws and gains no additional ones.

Senses. If the creature's CR is less than 6, it gains Darkvision 60 ft. If the creature's CR is higher than 5 but less than 12, it gains Darkvision 120 ft. If the creature's CR is 12 or higher, it gains Truesight 120 ft. Ignore if the creature has a better type of feature.

Languages. The creature learns Abyssal. If the creature's Int score is 4 or 5, it gains telepathy 60 ft. If the creature's Int score is 6 or higher, it gains telepathy 120 ft. If the creature can't speak, it gains "understands Abyssal but can't speak."

Resistances. The creature gains damage resistance to cold, fire, and lightning. If the creature's CR is 4 or higher, it also gains damage resistance to bludgeoning, piercing, and slashing from nonmagical attacks (unless it already has something better). If the creature has vulnerability to one of the listed damage types, it loses this vulnerability.

Immunities. The creature gains immunity to poison and the poisoned condition. If the creature has vulnerability to poison, it loses this vulnerability.

Magic Resistance. The creature gains Magic Resistance.

Challenge Rating. The Challenge Rating needs to be calculated, especially if the creature has new features, attacks, and spells. For quick approximation purposes though, if the creature has no additional changes, its Challenge Rating increases by 2 if its original Challenge Rating is 10 or less. Otherwise, its Challenge Rating increases by 1.

Abyssal Chimera

The abyssal chimera, though bearing a superficial resemblance to a typical chimera, emanates an aura of unparalleled cunning, malevolence, and unrelenting wickedness. It takes perverse pleasure in methodically stalking and toying with its unsuspecting prey, luring them into a false sense of hope before mercilessly rending their hopes asunder with its razor-sharp teeth and merciless claws, reveling in the agonizing demise it inflicts.

Abyssal Chimera of Baphomet. The abyssal chimera of Baphomet, a creation of the demon lord himself, is a colossal and fearsome abomination standing 12 feet tall at the shoulder and measuring 25 feet in length. While it bears resemblance to a traditional chimera, its unique features set it apart. It is wingless and rather than three heads on its shoulders, it has a deplorable goat head situated at the back of its shoulders and a malevolent serpent as a tail. Its lion head possesses the ability to unleash a bone-chilling roar that leaves anyone who hears it paralyzed with unrelenting terror. The serpentine tail can deliver highly venomous bites and is also capable of releasing a cloud of deadly noxious gas, further augmenting its lethal arsenal. Baphomet and its commanders employ these abyssal chimeras for tracking and hunting, utilizing their formidable powers to sow fear and devastation upon their foes.

Abyssal Chimera

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	21 (+5)	3 (-4)	16 (+3)	12 (+1)

Saving Throws Dex +3, Con +8, Wis +6
Skills Perception +9
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 19
Languages understands Abyssal and Draconic but can't speak
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

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

Actions

Multiattack. The abyssal chimera makes one Bite, one Horns attack, and one Claws attack. When its Abyssal Fire Breath is available, it can use the breath in place of its Bite or Horns attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Horns. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) bludgeoning damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Abyssal Fire Breath (Recharge 5–6). The dragon head exhales abyssal fire in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 18 (4d8) fire damage and 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

Abyssal Chimera of Baphomet

Huge Fiend (Demon), Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	23 (+6)	3 (-4)	16 (+3)	12 (+1)

Saving Throws Str +12, Dex +6, Con +11, Wis +8
Skills Perception +13, Survival +13
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 23
Languages understands Abyssal and Draconic but can't speak
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Labyrinthine Recall. The abyssal chimera can perfectly recall any path it has traveled.

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

Actions

Multiattack. The abyssal chimera makes one Bite, one Horns attack, one Tail attack, and one Claws attack. When its Abyssal Breath is available, it can use the breath in place of its Tail attack. When its Abyssal Roar is available, it can use the roar in place of its Bite attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

Horns. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 22 (5d8) poison damage on a failed save, or half as much damage on a successful one.

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

Abyssal Breath (Recharge 5–6). The abyssal chimera exhales abyssal gas in a 30-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 22 (5d8) necrotic damage and 22 (5d8) poison damage on a failed save, or half as much damage on a successful one.

Abyssal Roar (3/Day). The abyssal chimera lets out a horrific, magical roar audible out to 120 feet. Any creature within 60 feet of the abyssal chimera that can hear its roar must succeed on a DC 19 Wisdom saving throw or be frightened of the abyssal chimera for 1 minute. While frightened in this way, a creature is paralyzed. A creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this abyssal chimera's Abyssal Roar for the next 24 hours.



Abyssal Lamia

Lamias often serve as minions to powerful demons. Because of the lamias' hedonistic nature, it is not uncommon for them to have intercourse with demons. In rare instances, a female lamia becomes impregnated and gives birth to the demon's offspring - a vile fiend known as an abyssal lamia.

Greater Abyssal Lamia. As an abyssal lamia devours more souls, it gains power and may evolve into a greater form. It acquires more demonic characteristics and features, such as bat-like wings, potent magic, and other fiendish abilities.

An Abyssal Lamia Monarch's Lair

Forgotten crypts, pyramids, and ruins of ancient cities buried under the desert sands are the typical lairs of an abyssal lamia monarch.

An abyssal lamia monarch encountered in its lair has a challenge rating of 16 (15,000 XP).

Lair Actions

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

- The abyssal lamia emits a psychic scream. Each creature within 30 feet of the abyssal lamia that isn't a Demon must make a DC 18 Wisdom saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.
- The abyssal lamia casts *charm person*, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18). The abyssal lamia doesn't need to concentrate on the spell. It lasts until the abyssal lamia uses this lair action again, becomes incapacitated, or when the abyssal lamia dies.
- One visible creature charmed by the abyssal lamia must use its reaction, if available, to move up to half its speed as the abyssal lamia directs or make one weapon attack against a target that the abyssal lamia designates.
- The abyssal lamia summons 2d4 **dretches**. A summoned Demon appears in an unoccupied space within 60 feet of the abyssal lamia and acts as an ally of the abyssal lamia. It remains for an hour, until it or the abyssal lamia dies, or until the abyssal lamia dismisses it as an action.

Abyssal Lamia

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	14 (+2)	17 (+3)	18 (+4)

Saving Throws Dex +4, Con +6, Wis +6
Skills Deception +10, Insight +6, Stealth +4
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Abyssal, Common
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

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

Actions

Multiattack. The abyssal lamia makes one Claws attack and one Dagger or Intoxicating Touch attack.

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

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 4 (1d8) necrotic damage.

Intoxicating Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

Spellcasting. The abyssal lamia casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *disguise self* (any humanoid form), *major image*
3/day each: *charm person, mirror image, scrying, suggestion*
1/day each: *geas, mass suggestion*

Abyssal Lamia, Greater

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	14 (+2)	18 (+4)	18 (+4)

Saving Throws Dex +5, Con +8, Wis +8
Skills Deception +12, Insight +8, Stealth +5
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Abyssal, Common
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

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

Actions

Multiattack. The abyssal lamia makes one Claws attack and one Glaive or Intoxicating Touch attack. Alternatively, it can make two Intoxicating Bolt attacks.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Glaive. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 7 (2d6) necrotic damage.

Intoxicating Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) psychic damage and the target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

Intoxicating Bolt. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 9 (1d10 + 4) psychic damage and the target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

Whispers of the Damned (Recharge 5–6). The abyssal lamia chooses up to three creatures it can see within 60 feet of it. Each target that can hear the abyssal lamia must succeed on a DC 16 Wisdom saving throw, or it takes 18 (4d8) psychic damage and must use its reaction to move up to half its speed and make a weapon attack against one creature of the abyssal lamia's choice that the abyssal lamia can see. Constructs, Demons, and Undead are immune to this effect.

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

At will: *disguise self* (any humanoid form), *major image*
3/day each: *charm person, mirror image, scrying, suggestion*
1/day each: *geas, mass suggestion, project image*

Abyssal Lamia Monarch

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 178 (21d10 + 84)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	14 (+2)	18 (+4)	20 (+5)

Saving Throws Dex +7, Con +9, Wis +9, Cha +10
Skills Deception +15, Insight +9, Stealth +7
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 14
Languages Abyssal, Common
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Legendary Resistance (1/Day). If the abyssal lamia fails a saving throw, it can choose to succeed instead.

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

Actions

Multiattack. The abyssal lamia makes one Claws attack and two Glaive or Intoxicating Touch attacks. Alternatively, it can make three Intoxicating Bolt attacks.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Glaive. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 7 (2d6) necrotic damage.

Intoxicating Touch. *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) psychic damage and the target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

Intoxicating Bolt. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 10 (1d10 + 5) psychic damage and the target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

Whispers of the Damned (Recharge 5–6). The abyssal lamia chooses up to four creatures it can see within 60 feet of it. Each target that can hear the abyssal lamia must succeed on a DC 18 Wisdom saving throw, or it takes 27 (6d8) psychic damage and must use its reaction to move up to half its speed and make a weapon attack against one creature of the abyssal lamia's choice that the abyssal lamia can see. Constructs, Demons, and Undead are immune to this effect.

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

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

At will: *charm person, disguise self* (any humanoid form), *major image*
3/day each: *mirror image, scrying, suggestion*
1/day each: *dominate monster, geas, mass suggestion, project image*

Reactions

Charm Foe. When a creature targets the abyssal lamia with an attack, the creature must make a DC 18 Wisdom saving throw. On a failed save, the creature is magically charmed until the start of the abyssal lamia's next turn and its attack automatically misses.

Legendary Actions

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

Intoxicating Attack. The abyssal lamia makes one Intoxicating Touch or Intoxicating Bolt attack.
Glaive (Costs 2 Actions). The abyssal lamia makes one Glaive attack.
Abyssal Magic (Costs 3 Actions). The abyssal lamia uses Spellcasting, Teleport, or Whispers of the Damned, if available.



Abyssal Medusa

Some medusas form allegiances or bonds with powerful demons, especially if those very demons were instrumental in the medusa's accursed state. Those who are favored become the demon's consort or concubine and may transform into an abyssal medusa. Others bear the demon's offspring and produce one. Perhaps due to their affinity with serpents, greater abyssal medusas resemble mariliths, having the lower body of a giant serpent and the upper torso of a humanoid with six arms.



Abyssal Medusa

Medium Fiend (Demon), Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 144 (17d8 + 68)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	18 (+4)	12 (+1)	15 (+2)	17 (+3)

Saving Throws Con +7, Wis +5, Cha +6
Skills Deception +6, Insight +5, Perception +5, Stealth +5
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages Abyssal, Common
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

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

Petrifying Gaze. When a creature that can see the abyssal medusa's eyes starts its turn within 30 feet of the abyssal medusa, the abyssal medusa can force it to make a DC 15 Constitution saving throw if the abyssal medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

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

If the abyssal medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the abyssal medusa is, due to its curse, affected by its own gaze.

Actions

Multiattack. The abyssal medusa makes one Snake Hair attack and two Shortsword attacks. Alternatively, it can make two Longbow attacks.

Snake Hair. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.



Abyssal Medusa, Greater

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	12 (+1)	15 (+2)	17 (+3)

Saving Throws Str +8, Con +9, Wis +7, Cha +8
Skills Deception +8, Insight +7, Perception +7, Stealth +8
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 17
Languages Abyssal, Common
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

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

Petrifying Gaze. When a creature that can see the abyssal medusa's eyes starts its turn within 30 feet of the abyssal medusa, the abyssal medusa can force it to make a DC 17 Constitution saving throw if the abyssal medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

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

If the abyssal medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the abyssal medusa is, due to its curse, affected by its own gaze.

Reactive. The abyssal medusa can take one reaction on every turn in a combat.

Actions

Multiattack. The abyssal medusa makes six Longsword attacks and one Snake Hair or Tail attack.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Snake Hair. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage plus 17 (5d6) poison damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 12 (2d8 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, the abyssal medusa can automatically hit the target with its Tail attack, and the abyssal medusa can't make Tail attacks against other targets.

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

Reactions

Parry. The abyssal medusa adds 4 to its AC against one melee attack that would hit it. To do so, the abyssal medusa must see the attacker and be wielding a melee weapon.

Abyssal Medusa, Ancient

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 199 (19d10 + 95)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Str +10, Con +11, Wis +9, Cha +11
Skills Deception +11, Insight +9, Perception +9, Stealth +11
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 19
Languages Abyssal, Common
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Legendary Resistance (1/Day). If the abyssal medusa fails a saving throw, it can choose to succeed instead.

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

Petrifying Gaze. When a creature that can see the abyssal medusa's eyes starts its turn within 30 feet of the abyssal medusa, the abyssal medusa can force it to make a DC 19 Constitution saving throw if the abyssal medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

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

If the abyssal medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the abyssal medusa is, due to its curse, affected by its own gaze.

Reactive. The abyssal medusa can take one reaction on every turn in a combat.

Actions

Multiattack. The abyssal medusa makes six Longsword attacks and one Snake Hair or Tail attack.

Longsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) force damage.

Snake Hair. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage plus 21 (6d6) poison damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, the abyssal medusa can automatically hit the target with its Tail, and the abyssal medusa can't make Tail attacks against other targets.

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

Spellcasting. The abyssal medusa casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

At will: *charm person, detect magic, eldritch blast* (3 beams)
3/day each: *dispel magic, major image, mirror image*
1/day each: *antipathy/sympathy, cloudkill*

Reactions

Parry. The abyssal medusa adds 5 to its AC against one melee attack that would hit it. To do so, the abyssal medusa must see the attacker and be wielding a melee weapon.

Legendary Actions

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

Longsword. The abyssal medusa makes one Longsword attack.
Tail (Costs 2 Actions). The abyssal medusa makes one Tail attack.
Petrify (Costs 2 Actions). The abyssal medusa forces a creature grappled by it to see the abyssal medusa's eyes, triggering Petrifying Gaze.
Abyssal Magic (Costs 3 Actions). The abyssal medusa uses Spellcasting or Teleport.

An Abyssal Ancient Medusa's Lair

An abyssal ancient medusa typically resides in the remnants of a forgotten castle, temple, or keep, either in the Material Plane or in one of the many layers of the Abyss.

An abyssal ancient medusa encountered in its lair has a challenge rating of 19 (22,000 XP).

Lair Actions

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

- The abyssal medusa causes up to three petrified statues to animate (**animated stone statue**, *Monster Manual Expanded*, pg. 13). These Constructs obey the abyssal medusa's commands.
- The abyssal medusa's snake hair hisses aloud menacingly. Each creature within 30 feet of the abyssal medusa and can hear it must succeed on a DC 19 Wisdom saving throw or become frightened of the abyssal medusa for 1 minute. A frightened creature can repeat 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, the creature is immune to this lair effect for the next 24 hours.
- The abyssal medusa casts *bestow curse,* requiring no material components and using Charisma as the spellcasting ability (spell save DC 19). The abyssal medusa doesn't need to concentrate on the spell. It lasts until the abyssal medusa uses this lair action again, becomes incapacitated, or when the abyssal medusa dies.



Abyssal Ogre

The abyssal ogre is a grotesque monstrosity, standing at over 13 feet in height, easily dwarfing its kin. Its hulking frame is covered in a thick, leathery skin, marked by an assortment of repulsive warts, boils, and tumors. Patchy clumps of coarse hair sprout sporadically across its body, adding to its hideous appearance. Long curving horns typically top its head, and its malevolent eyes emit an eerie green glow, reflecting its corrupted and tainted nature.

This abyssal ogre is an ill-tempered, dimwitted, savage, and unpredictable monster, a true embodiment of chaos and evil. Bred and created by demon lords and their exarchs, abyssal ogres are used as expendable shock troopers by demonic armies and cults. A few that manage to survive the endless battles may develop other abilities over time. One such adaptation is the ability to unleash a cone of noxious gas.

Abyssal Ogre

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 12 (natural armor)
Hit Points 66 (7d10 + 28)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	18 (+4)	5 (-3)	9 (-1)	9 (-1)

Saving Throws Con +6, Wis +1
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Abyssal, Common, Giant
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

Actions

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Abyssal Ogre Reaver

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	5 (-3)	9 (-1)	9 (-1)

Saving Throws Dex +2, Con +8, Wis +2
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Abyssal, Common, Giant
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

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

Actions

Multiattack. The abyssal ogre makes two melee attacks or two ranged attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage, or 19 (2d8 + 10) when raging.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage, or 17 (2d6 + 10) when raging.

Abyssal Breath (Recharge 5–6). The abyssal ogre exhales abyssal gas in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 14 (4d6) necrotic damage and 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Bound. The abyssal ogre moves up to half its speed.

Reaver's Rage (2/Day). The abyssal ogre enters a rage. Each visible creature of the abyssal ogre's choice within 30 feet of the abyssal ogre and can see the abyssal ogre must succeed on a DC 16 Wisdom saving throw or become frightened of the abyssal ogre while the abyssal ogre is raging.

The rage lasts for 1 minute or until the abyssal ogre is incapacitated. While raging, the abyssal ogre gains the following benefits:

- The abyssal ogre has advantage on Strength checks and Strength saving throws.
- When it makes a melee weapon attack, the abyssal ogre gains a +4 bonus to the damage roll.
- The abyssal ogre has resistance to bludgeoning, piercing, and slashing damage.

Abyssal Ogre Boss

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 149 (13d10 + 78)
Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	22 (+6)	6 (-2)	12 (+1)	12 (+1)

Saving Throws Str +10, Dex +3, Con +10, Wis +5
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Common, Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the abyssal ogre fails a saving throw, it can choose to succeed instead.

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

Actions

Multiattack. The abyssal ogre uses Abyssal Roar if available. It then makes two melee attacks or two ranged attacks.

Greatclub. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 4 (1d8) necrotic damage.

Javelin. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 4 (1d8) necrotic damage.

Abyssal Breath (Recharge 5–6). The abyssal ogre exhales abyssal gas in a 15-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 17 (5d6) necrotic damage and 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Abyssal Roar (3/Day). The abyssal ogre lets out a horrific, magical roar audible out to 120 feet. Any creature within 60 feet of the abyssal ogre that can hear its roar must succeed on a DC 18 Wisdom saving throw or be frightened of the abyssal ogre for 1 minute. While frightened in this way, a creature is paralyzed. A creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this abyssal ogre's Abyssal Roar for the next 24 hours.

Legendary Actions

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

Move. The abyssal ogre moves up to half its speed.
Club (Costs 2 Actions). The abyssal ogre makes a Greatclub attack.
Smash (Costs 3 Actions). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 4 (1d8) necrotic damage and the target must succeed on a DC 18 Constitution saving throw or be stunned until the end of the abyssal ogre's next turn. If the target fails its saving throw by 5 or more, it is also knocked unconscious for 1 minute. The unconscious target repeats the saving throw if it takes damage and at the end of each of its turns, ending the effect on itself on a success.

Afanc

The curious creature known as the afanc is a predator that lurks in rivers and lakes, patiently waiting for prey to approach the water. It is a ravenous carnivore that will eat any creature of its size or smaller, although it prefers livestock, fish, and reptiles.

Ambush Predator. Once a chosen prey is within range of its strike, the afanc would burst from the water and pounce on its target, latching its jaws on the victim's neck or back before biting with tremendous force to instantly snap it. If the prey manages to survive this initial assault, the afanc would drag it back into the water and try to drown it.

Invisible Abomination. The monstrous afanc has the body and head of a 12-foot-long giant beaver, the limbs and jaws of a bear, and the claws, spine, and tail of a crocodile. Underneath the fur of the afanc is a tough armor-like hide covered with scutes similar to a crocodile's that can resist most blows. The afanc's crocodilian tail ends with a large, paddle-shaped plate identical to a beaver's tail. The afanc is always invisible before it attacks, appearing when it strikes. Once it has killed its prey, it immediately turns invisible again and retreats to its lair with its prize where it can feed in peace.

Force Manipulators. Older afancs are even more dangerous. By simply slamming their tails on a surface, their paddle-shaped tails vibrate and create supernatural waves of force that the afanc can direct, instantly killing most creatures hit by them. Afancs sometimes use this ability to create a tidal wave or whirlpool strong enough to overturn a small boat to toss its occupants overboard.

An afanc is usually encountered alone or as a mated pair. Rarely are there more than two in the same territory, but if a large group exists, it is most certainly led by an alpha.

A Dire Afanc's Lair

A dire afanc usually builds its lair near a large body of water where it hunts its food. This place is usually a large, underground cave that can only be reached via an underwater passage or tunnel, which the afanc most probably made.

Afanc

Large Monstrosity, Unaligned

Armor Class 13 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	4 (-3)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

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

Actions

Multiattack. The afanc makes three attacks: one with its Bite, one with its Claws, and one with its Tail Club.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and if the target is a creature, it must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. If the target is a Large or smaller creature, it is also grappled (escape DC 13). Until this grapple ends, the target is restrained, and the afanc can't make Bite attacks against other targets.

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

Tail Club. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, it must make a DC 13 Strength saving throw or be pushed up to 5 feet away from the afanc and be knocked prone.

Invisibility. The afanc magically turns invisible. The invisibility ends when the afanc attacks or if it takes damage.



Afanc Alpha

Large Monstrosity, Unaligned

Armor Class 13 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	4 (-3)	13 (+1)	7 (-2)

Skills Perception +4, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

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

Actions

Multiattack. The afanc makes three attacks: one with its Bite, one with its Claws, and one with its Tail Club. When its Force Wave is available, it can use the Force Wave in place of its Tail Club attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and if the target is a creature, it must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. If the target is a Large or smaller creature, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained, and the afanc can't make Bite attacks against other targets.

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

Tail Club. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a creature, it must make a DC 15 Strength saving throw or be pushed up to 5 feet away from the afanc and knocked prone. If the saving throw fails by 5 or more, the creature is also stunned until the end of the afanc's next turn.

Invisibility. The afanc magically turns invisible. The invisibility ends when the afanc attacks, uses Force Wave, or if it takes damage.

Force Wave (Recharge 5–6). The afanc slams its tail on the ground and creates a wave of supernatural force. Each creature in a 15-foot cube originating from the afanc must make a DC 15 Constitution saving throw. On a failed save, a creature takes 18 (4d8) force damage and is pushed 10 feet away from the afanc. On a successful save, the creature takes half as much damage and isn't pushed.

A dire afanc encountered in its lair has a challenge rating of 12 (8,400 XP).

Lair Actions

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

- Pools of water within 120 feet of the afanc surge outward like a tidal wave. Any creature on the ground within 15 feet of such a pool must succeed on a DC 18 Strength saving throw. On a failed save, a creature takes 9 (2d8) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.
- Parts of the ceiling collapses above three creatures that the afanc can see within 60 feet of it. Each creature must succeed on a DC 18 Dexterity saving throw or take 10 (3d6) bludgeoning damage.

Afanc, Dire

Huge Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	21 (+5)	4 (-3)	14 (+2)	7 (-2)

Skills Perception +6, Stealth +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Hold Breath. The afanc can hold its breath for 30 minutes.

Actions

Multiattack. The afanc makes one Bite attack, two Claw attacks, and one Tail Club attack. When its Force Wave is available, it can use the Force Wave in place of its Tail Club attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage and if the target is a creature, it must succeed on a DC 17 Constitution saving throw or become poisoned for 1 minute. If the target is a Huge or smaller creature, it is also grappled (escape DC 16). Until this grapple ends, the target is restrained, and the afanc can't make Bite attacks against other targets.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Tail Club. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage. If the target is a creature, it must make a DC 18 Strength saving throw or be pushed up to 10 feet away from the afanc and knocked prone. If the saving throw fails by 5 or more, the creature is also stunned until the end of the afanc's next turn.

Invisibility. The afanc magically turns invisible. The invisibility ends when the afanc attacks, uses Force Wave, or if it takes damage.

Force Wave (Recharge 5–6). The afanc slams its tail on the ground and creates a wave of supernatural force. Each creature in a 30-foot cube originating from the afanc must make a DC 18 Constitution saving throw. On a failed save, a creature takes 31 (7d8) force damage and is pushed 10 feet away from the afanc. On a successful save, the creature takes half as much damage and isn't pushed.

Legendary Actions

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

Claw. The afanc makes a Claw attack.
Vanish. The afanc uses Invisibility.
Tail Sweep (Costs 2 Actions). The afanc swings its tail violently. Each creature standing on the ground in a 15-foot cube originating from the afanc must succeed on a DC 18 Strength saving throw or take 15 (2d8 + 6) bludgeoning damage and be knocked prone.

- The afanc targets one creature it can see within 60 feet of it and sends a focused wave of vibrations toward it. The creature must succeed on a DC 18 Constitution saving throw or become incapacitated due to nausea until the end of the afanc's next turn.

Cacus

The mighty cacus resembles a gigantic centaur-like creature, possessing the upper humanoid body of a fearsome fire giant and the lower body of a giant bull. Its eyes and horns glow like red-hot embers and its massive maul is wreathed in flames.

Unrelenting Marauders. Caci (plural for cacus) are known for their aggressive and ruthless behavior. Their lives revolve around raiding and plundering, often attacking dwarven settlements and mining encampments to steal iron, steel, precious metals, and gemstones. When they aren't raiding, they build weapons and armor for their own use and for selling. Caci are renowned blacksmiths and are sought by fire giants for their craftsmanship.

Brutal Warriors. Caci prefer fighting with two-handed weapons, favoring the maul. They usually open combat by letting out a bloodcurdling roar that can strike fear into all who hear it before charging with their heads forward. Enemies are mercilessly gored by the caci' horns, and those that survive the initial onslaught are eventually trampled and crushed by their monstrous hooves. What makes caci even more dangerous is their ability to breathe fire and brimstone. Those that don't die instantly from the flames will likely perish terribly from smoke inhalation.

Baphomet's Blacksmiths. Caci are usually encountered alone. However, a few form small tribes led by a priest and a chieftain. The priest, known as a forge shaman, has mystical knowledge of metallurgy and fire. The chieftain, typically the largest and most powerful one, rules the tribe with an iron fist. It is said that caci originated from a clan of fire giants Baphomet had hired to build weapons for his demonic army. To solidify their loyalty and mark them as his, Baphomet transformed them into half-bull monsters.



Cacus

Huge Monstrosity, Typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 202 (15d12 + 105)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	24 (+7)	8 (-1)	12 (+1)	9 (-1)

Saving Throws Str +12, Dex +3, Con +11, Cha +3
Skills Athletics +12, Perception +5
Damage Immunities fire
Senses darkvision 120 ft., passive Perception 15
Languages Abyssal, Giant
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Actions

Multiattack. The cacus makes one Gore attack and one Maul attack.

Gore. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) piercing damage. If the cacus moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 7 (2d6) piercing damage and must succeed on a DC 20 Strength saving throw or be knocked prone. If the target is prone, the cacus can make one Hooves attack against it as a bonus action.

Maul. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 29 (6d6 + 8) bludgeoning damage plus 3 (1d6) fire damage.

Hooves. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5–6). The cacus exhales fire and brimstone in a 30-foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, a creature takes 38 (11d6) fire damage and is poisoned until the end of the cacus's next turn. A poisoned creature is incapacitated. On a successful save, a creature takes half as much damage and isn't poisoned.

Bonus Actions

Intimidating Roar (1/Day). The cacus lets out a bloodcurdling roar. Each creature within 30 feet of the cacus and able to hear the roar must make a DC 19 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, a creature is vulnerable to fire damage. A frightened creature can repeat 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, the creature is immune to the cacus's Frightful Roar for the next 24 hours.

Cacus Forge Shaman

Huge Monstrosity, Typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 229 (17d12 + 119)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	24 (+7)	10 (+0)	16 (+3)	9 (-1)

Saving Throws Dex +4, Con +12, Wis +8, Cha +4
Skills Nature +5, Perception +8
Damage Immunities fire
Senses darkvision 120 ft., passive Perception 18
Languages Abyssal, Giant
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Actions

Multiattack. The cacus makes one Gore attack and one Maul attack. Alternatively, it can use its Hurl Flame twice.

Gore. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage. If the cacus moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 7 (2d6) piercing damage and must succeed on a DC 20 Strength saving throw or be knocked prone. If the target is prone, the cacus can make one Hooves attack against it as a bonus action.

Maul. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) bludgeoning damage plus 7 (2d6) fire damage.

Hooves. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage.

Hurl Flame. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 21 (6d6) fire damage.

Fire Breath (Recharge 5–6). The cacus exhales fire and brimstone in a 30-foot cone. Each creature in that area must make a DC 20 Constitution saving throw. On a failed save, a creature takes 45 (13d6) fire damage and is poisoned until the end of the cacus's next turn. A poisoned creature is incapacitated. On a successful save, a creature takes half as much damage and isn't poisoned.

Spellcasting. The cacus casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 16):

At will: *druidcraft, guidance, mending*
3/day each: *cure wounds, heat metal* (3d8), *spike growth*
1/day each: *conjure elemental* (fire), *meld into stone, wall of fire*

Bonus Actions

Intimidating Roar (1/Day). The cacus lets out a bloodcurdling roar. Each creature within 30 feet of the cacus and able to hear the roar must make a DC 20 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, a creature is vulnerable to fire damage. A frightened creature can repeat 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, the creature is immune to the cacus's Frightful Roar for the next 24 hours.

Cacus Chieftain

Huge Monstrosity, Typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 275 (19d12 + 152)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	9 (-1)	26 (+8)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +15, Dex +5, Con +14, Wis +8
Skills Athletics +15, Intimidation +7, Perception +8
Damage Immunities fire
Senses darkvision 120 ft., passive Perception 18
Languages Abyssal, Cacus
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Legendary Resistance (1/Day). If the cacus fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The cacus makes one Gore attack and one Maul attack. Alternatively, it can use its Hurl Flame twice.

Gore. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) piercing damage. If the cacus moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 7 (2d6) piercing damage and must succeed on a DC 23 Strength saving throw or be knocked prone. If the target is prone, the cacus can make one Hooves attack against it as a bonus action.

Maul. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) bludgeoning damage plus 7 (2d6) fire damage.

Hooves. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +15 to hit, range 60/240 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The cacus exhales fire and brimstone in a 30-foot cone. Each creature in that area must make a DC 22 Constitution saving throw. On a failed save, a creature takes 52 (15d6) fire damage and is poisoned until the end of the cacus's next turn. A poisoned creature is incapacitated. On a successful save, a creature takes half as much damage and isn't poisoned.

Bonus Actions

Intimidating Roar (3/Day). The cacus lets out a bloodcurdling roar. Each creature within 30 feet of the cacus and able to hear the roar must make a DC 22 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, a creature is vulnerable to fire damage. A frightened creature can repeat 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, the creature is immune to the cacus's Frightful Roar for the next 24 hours.

Legendary Actions

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

Charge. The cacus moves up to its speed.
Stomp (Costs 2 Actions). The cacus makes a Hooves attack.
Pulverize (Costs 3 Actions). The cacus makes a Maul attack. If the attack hits, the target must succeed on a DC 23 Constitution saving throw or be be stunned for 1 minute. The target repeats the saving throw if it takes damage and at the end of each of its turns, ending the effect on itself on a success.



Demons

Ammit

The fearsome ammit, also known as the "Eater of Hearts," is a terrifying demon that has a hybrid body composed of different ferocious animals. It possesses the head, upper back, and tail of a crocodile, the mane, neck, and front limbs of a lion, and the body and rear legs of a hippopotamus.

Soul Devourer. The ammit is driven by its insatiable hunger for devouring the hearts of wretched mortals. By doing so, it sends the souls of its victims to the Abyss, where they are transformed into low-ranking demons. It is summoned by cultists or dispatched by demon lords to carry out this task. The ammit serves as an instrument of punishment and a means for its demon lord master to amass an army. The ammit takes great pleasure in its gruesome duty, reveling in tearing apart its victims limb from limb before consuming their hearts.

Bringer of Woe. The ammit is an incredibly imposing creature to face in combat, large in size with a muscular build. Its powerful bite and claws are formidable weapons and its thick hide provides substantial protection, allowing it to withstand most attacks. The ammit is also a dangerous magic-user, possessing the ability to bestow curses, inflict diseases, and summon plagues upon its foes. In addition, the ammit can paralyze a creature with fear by its glare alone. The ammit's magical abilities, combined with its physical strength, make the demon an instrument for suffering and despair.

Ammit the Devourer. The first ammit that ascended in power made the deliberate choice to retain her fearsome form and has since become a demon lord in her own right. Known as Ammit the Devourer, this formidable ammit has grown to an immense size, fueled by her ravenous appetite. Nestled within her palatial residence in the Abyss, she now spends eternity as the unwavering arbiter of judgment. Ammit the Devourer takes perverse delight in her role, gleefully passing verdicts upon mortals, devils, and demons dispatched to her presence by her allies.

With a twisted satisfaction, Ammit the Devourer presides over the proceedings, relishing each opportunity to declare the accused as unworthy. As every being is brought before her faux court, the demon lord's eyes gleam with a sinister intensity. She scrupulously examines each creature's deeds, leaving no aspect of their lives unscrutinized. Unfailingly, Ammit the Devourer finds the defendants guilty, further solidifying her conviction in their inherent unworthiness. She revels in the power it wields over their fates, savoring the sadistic pleasure of passing judgment.

Once the verdict is pronounced, the countenance of the demon lord turns predatory. Her gaze fixates upon the trembling soul before her, palpable anticipation radiating through the area. The faux court transforms into an arena of terror as Ammit the Devourer hunts, stalks, and ultimately devours her hapless victim.

Ammit

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 172 (15d10 + 90)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	22 (+6)	14 (+2)	21 (+5)	15 (+2)

Saving Throws Str +8, Con +10, Wis +9, Cha +6
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 15
Languages Abyssal, telepathy 120 ft.
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

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

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

Actions

Multiattack. The ammit makes one Bite attack and two Claw attacks. It can use Devour Heart or Baleful Glare in place of its Bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the ammit can't use its Bite attack on another target.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Devour Heart. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one incapacitated creature or one creature grappled by the ammit. *Hit:* 15 (2d10 + 4) piercing damage plus 14 (4d6) necrotic damage. If this damage reduces the creature to 0 hit points, the creature's heart is devoured by the ammit, the creature dies, and the ammit regains hit points equal to half the maximum hit points of the creature. Unless the ammit is slain within 1 minute of this action, the creature's soul is sent to the Abyss and only a *wish* spell followed by a *true resurrection* spell can restore the creature to life. Constructs and Demons are immune to this effect.

Baleful Glare. The ammit targets one creature it can see within 60 feet of it. The creature must succeed on a DC 17 Wisdom saving throw. On a failed save, a creature takes 10 (3d6) psychic damage and is frightened of the ammit for 1 minute. A frightened creature is paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't frightened. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ammit's Baleful Glare for the next 24 hours.

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

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

At will: *darkness, detect magic, detect thoughts*
2/day each: *bestow curse, dispel magic, locate creature*
1/day each: *contagion, insect plague*

Ammit, Greater

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 230 (20d10 + 120)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	22 (+6)	14 (+2)	22 (+6)	16 (+3)

Saving Throws Str +10, Con +11, Wis +11, Cha +8
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 16
Languages Abyssal, telepathy 120 ft.
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

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

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

Actions

Multiattack. The ammit makes one Bite attack and two Claw attacks. It can use Devour Heart, Baleful Glare. or Spellcasting in place of its Bite attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the ammit can't use its Bite attack on another target.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Devour Heart. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one incapacitated creature or one creature grappled by the ammit. *Hit:* 16 (2d10 + 5) piercing damage plus 14 (4d6) necrotic damage. If this damage reduces the creature to 0 hit points, the creature's heart is devoured by the ammit, the creature dies, and the ammit regains hit points equal to half the maximum hit points of the creature. Unless the ammit is slain within 1 minute of this action, the creature's soul is sent to the Abyss and only a *wish* spell followed by a *true resurrection* spell can restore the creature to life. Constructs and Demons are immune to this effect.

Baleful Glare. The ammit targets one creature it can see within 60 feet of it. The creature must succeed on a DC 19 Wisdom saving throw. On a failed save, a creature takes 14 (4d6) psychic damage and is frightened of the ammit for 1 minute. A frightened creature is paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't frightened. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ammit's Baleful Glare for the next 24 hours.

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

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

At will: *darkness, detect magic, detect thoughts*
2/day each: *bestow curse, contagion, dispel magic, insect plague, locate creature*
1/day each: *harm*

Ammit the Devourer's Lair

Ammit the Devourer resides in the ruins of a deplorable peristyle palace full of interconnected cisterns and pools. Such a place is located in a desolate wasteland somewhere in the Abyss. Evil sphinxes, lamias, jackalweres, and lesser demons attend to her.

Ammit the Devourer encountered in her lair has a challenge rating of 23 (50,000 XP).

Lair Actions

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

- A cloud of sand swirls about in a 40-foot-radius sphere centered on a point Ammit the Devourer can see within 120 feet of her. The cloud spreads around corners. Each creature in the cloud must succeed on a DC 22 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Ammit the Devourer targets one creature she can see within 120 feet of her. A shadowy bolt streaks from Ammit the Devourer and unerringly strikes the target. The target takes 14 (4d6) necrotic damage and must succeed on a DC 22 Constitution saving throw. On a failed save, the creature becomes unconscious for 1 minute. The target repeats the saving throw if it takes damage and at the end of each of its turns, ending the effect on itself on a success.
- Ammit the Devourer summons 1d4 + 1 **mummies** that appear within 60 feet of her. The **mummies** act as allies of Ammit the Devourer and obey her commands. The **mummies** act right after Ammit the Devourer on the same initiative count and fight until they're destroyed. They remain for 1 hour, until they or Ammit the Devourer dies, or until Ammit the Devourer dismisses them as a bonus action.

Ammit the Devourer

Huge Fiend (Demon), Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 287 (23d12 + 138)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	25 (+7)	15 (+2)	24 (+7)	18 (+4)

Saving Throws Str +14, Con +14, Wis +14, Cha +11
Skills Intimidation +11, Perception +14, Sense Motive +21
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 24
Languages Abyssal, telepathy 120 ft.
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Hold Breath. Ammit the Devourer can hold her breath for 1 hour.

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

Magic Resistance. Ammit the Devourer has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Ammit the Devourer makes one Bite attack, two Claw attacks, and one Tail attack. She can use Devour, Baleful Glare, or Spellcasting in place of her Bite attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage and the target is grappled (escape DC 22). Until this grapple ends, the target is restrained, and Ammit the Devourer can't use her Bite attack on another target.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Devour. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one incapacitated creature or one Large or smaller creature grappled by Ammit the Devourer. *Hit:* 23 (3d10 + 7) piercing damage plus 21 (6d6) necrotic damage. The creature is also swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside Ammit the Devourer, and it takes 21 (6d6) necrotic damage at the start of each of Ammit the Devourer's turns. If this damage reduces the target to 0 hit points, the creature dies and its soul is sent to the Abyss, and Ammit the Devourer regains hit points equal to half the maximum hit points of the creature. Only a *wish* spell followed by a *true resurrection* spell can restore the creature to life. Constructs and Demons are immune to this effect. Ammit the Devourer can have only one target swallowed at a time. If Ammit the Devourer dies, a swallowed creature is no longer restrained by her and can escape from the corpse using 10 feet of movement, exiting prone.

Baleful Glare. Ammit the Devourer targets one creature she can see within 60 feet of her. The creature must succeed on a DC 22 Wisdom saving throw. On a failed save, a creature takes 21 (6d6) psychic damage and is frightened of Ammit the Devourer for 1 minute. A frightened creature is paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't frightened. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Ammit the Devourer's Baleful Glare for the next 24 hours.

Teleport. Ammit the Devourer magically teleports, along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

Spellcasting. Ammit the Devourer casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 22):

At will: *darkness, detect magic, detect thoughts*
2/day each: *bestow curse, contagion, dispel magic, insect plague, locate creature*
1/day each: *circle of death, harm, symbol* (as an action)

Legendary Actions

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

Claw. Ammit the Devourer makes one Claw attack.
Glare (Costs 2 Actions). Ammit the Devourer uses Baleful Glare.
Tail Sweep (Costs 2 Actions). Each creature in a 10-foot cube originating from Ammit the Devourer must make a DC 22 Dexterity saving throw or take 16 (2d8 + 7) bludgeoning damage and is knocked prone.
Abyssal Magic (Costs 3 Actions). Ammit the Devourer uses Spellcasting or Teleport.



Assaku

The hideous assaku is a powerful demon that personifies disease, rot, sickness, and the plague of the Abyss. It bears resemblance to a monstrous, 10-foot-tall, giant winged rat. The assaku moves with a disturbing gait, upright on its spindly hind legs, using its bat-like wings for balance. Its repugnant fur, covered in lesions and pus-oozing sores, is swarming with parasites.

Aura of Affliction. Any creature foolish enough to be within proximity of an assaku risks getting sickened from its foul presence. The assaku brings with it an aura of decay and contagion, causing those nearby to feel weakened and nauseated. The pungent stench of rot and disease, in addition to the assaku's appearance, are enough to make even the hardiest warriors tremble in revulsion.

Flesh-rotting Bite. Anyone bitten by an assaku can be stricken by a vile disease that causes its flesh to rot, debilitating the victim and making it more vulnerable. The disease spreads rapidly, with the affected flesh turning black and oozing putrid fluids. Victims are tormented by excruciating pain, while their bodies slowly waste away.

Putrid Spittle. It can also spit a noxious bile, a sickening concoction of bacteria, digestive fluids, and foul saliva. The bile burns upon contact, causing severe inflammation and blindness until the spittle is removed. This vile attack further enhances the assaku's ability to incapacitate and torment its enemies.

Plaguebringer. The assaku revels in its role as a harvester of suffering and spreader of disease. It is drawn to areas ravaged by sickness and epidemics, using its presence to exacerbate the suffering already present. It takes pleasure in the anguish it inflicts, thriving on the misery it causes.

Insidious Saboteur. In demon armies, the assaku serves as a scout and infiltrator. Its ability to move silently and undetected through the most treacherous terrains makes it a valuable asset for gathering intelligence or sabotaging enemy defenses. In prolonged sieges, an assaku is used to spread disease and sickness to weaken enemy ranks, silently sowing chaos and discord.

Assaku

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	18 (+4)	8 (-1)	14 (+2)	8 (-1)

Saving Throws Dex +6, Con +7, Wis +5
Skills Stealth +9
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Abyssal, telepathy 120 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Keen Smell. The assaku has advantage on Wisdom (Perception) checks that rely on smell.

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

Actions

Multiattack. The assaku makes one Bite attack and two Claw attacks. It can use Putrid Spit in place of its Bite attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d10 + 3) piercing damage plus 7 (2d6) necrotic damage and if the target is a creature, it must make a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. While poisoned, the creature has disadvantage on Charisma checks and vulnerability to all damage. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 7 (2d6) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Putrid Spit. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 7 (2d6) poison damage and 7 (2d6) necrotic damage and the target must make a DC 15 Constitution saving throw or become blinded. The creature remains blinded until the spittle is removed. An affected creature or another creature within 5 feet of it can take an action to wipe the spittle off.

Bonus Actions

Aura of Affliction. The assaku activates or deactivates this sickening aura. While active, any creature that ends its turn within 30 feet of the assaku takes 3 (1d6) poison damage and 3 (1d6) necrotic damage and has disadvantage on Constitution saving throws until the end of its next turn. Constructs and Undead are immune to this effect.

Assaku Plaguebringer

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	9 (-1)	16 (+3)	9 (-1)

Saving Throws Dex +7, Con +8, Wis +7
Skills Stealth +11
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Abyssal, telepathy 120 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Keen Smell. The assaku has advantage on Wisdom (Perception) checks that rely on smell.

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

Actions

Multiattack. The assaku makes one Bite attack and two Claw attacks. It can use Putrid Spit in place of its Bite attack.

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage plus 9 (2d8) necrotic damage and if the target is a creature, it must make a DC 16 Constitution saving throw against disease or become poisoned until the disease is cured. While poisoned, the creature has disadvantage on Charisma checks and vulnerability to all damage. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 10 (3d6) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Putrid Spit. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 9 (2d8) poison damage and 9 (2d8) necrotic damage and the target must make a DC 16 Constitution saving throw or become blinded. The creature remains blinded until the spittle is removed. An affected creature or another creature within 5 feet of it can take an action to wipe the spittle off.

Putrid Breath (Recharge 6). The assaku exhales vile, nauseating, greenish gas in a 20-foot cube originating from the assaku. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 28 (8d6) poison damage and is poisoned for 1 minute. A poisoned creature spends its action on each of its turns coughing and reeling. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. On a successful save, a creature takes half as much damage and isn't poisoned.

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

Bonus Actions

Aura of Affliction. The assaku activates or deactivates this sickening aura. While active, any creature that ends its turn within 30 feet of the assaku takes 4 (1d8) poison damage and 4 (1d8) necrotic damage and has disadvantage on Constitution saving throws until the end of its next turn. Constructs, Undead, and creatures summoned by the assaku are immune to this effect.

Summon Rats (1/Day). The assaku summons 8d6 **giant rats**, 4d6 **rat swarms**, 2d6 **dire rats**, or 1d4 **wererats**. The rats appear in unoccupied spaces within 30 feet of it. The rats act right after the assaku on the same initiative count and fight until they're destroyed. They disappear when the assaku is destroyed.

Assaku Plague Lord

Huge Fiend (Demon), Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	21 (+5)	10 (+0)	18 (+4)	12 (+1)

Saving Throws Dex +8, Con +10, Wis +9
Skills Stealth +13
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Abyssal, telepathy 120 ft.
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Keen Smell. The assaku has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (1/Day). If the assaku fails a saving throw, it can choose to succeed instead.

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

Actions

Multiattack. The assaku makes one Bite attack and two Claw attacks. It can use Putrid Spit in place of its Bite attack.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) piercing damage plus 11 (2d10) necrotic damage and if the target is a creature, it must make a DC 18 Constitution saving throw against disease or become poisoned until the disease is cured. While poisoned, the creature has disadvantage on Charisma checks and vulnerability to all damage. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 14 (4d6) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Putrid Spit. *Ranged Weapon Attack:* +10 to hit, range 30/90 ft., one target. *Hit:* 11 (2d10) poison damage and 11 (2d10) necrotic damage and the target must make a DC 18 Constitution saving throw or become blinded. The creature remains blinded until the spittle is removed. An affected creature or another creature within 5 feet of it can take an action to wipe the spittle off.

Putrid Breath (Recharge 5–6). The assaku exhales vile, nauseating, greenish gas in a 40-foot cube originating from the assaku. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save, a creature takes 35 (10d6) poison damage and is poisoned for 1 minute. A poisoned creature spends its action on each of its turns coughing and reeling. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. On a successful save, a creature takes half as much damage and isn't poisoned.

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

Bonus Actions

Aura of Affliction. The assaku activates or deactivates this sickening aura. While active, any creature that ends its turn within 30 feet of the assaku takes 5 (1d10) poison damage and 5 (1d10) necrotic damage and has disadvantage on Constitution saving throws until the end of its next turn. Constructs, Undead, and creatures summoned by the assaku are immune to this effect.

Summon Rats (1/Day). The assaku summons 8d6 **rat swarms**, 4d6 **dire rats**, or 2d4 **wererats**. The rats appear in unoccupied spaces within 30 feet of it. The rats act right after the assaku on the same initiative count and fight until they're destroyed. They disappear when the assaku is destroyed.

Legendary Actions

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

Move. The assaku moves up to half its speed without provoking opportunity attacks.
Claw. The assaku makes one Claw attack.
Spittle (Costs 2 Actions). The assaku uses Putrid Spittle.
Teleport (Costs 2 Actions). The assaku uses Teleport.

An Assaku Plague Lord's Lair

Graveyards and battlefields filled with rotting corpses, filthy sewers, and deplorable dungeons are favored by the assaku plague lord as lairs. Dretches and all manner of rats and wererats can be found within the lairs and serve the assaku plague lord as guardians.

An assaku plague lord encountered in its lair has a challenge rating of 17 (18,000 XP).

Lair Actions

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

- The assaku targets one creature it can see within 60 feet of it. The target must succeed on a DC 17 Constitution saving throw or it suffers the effect of the *contagion* spell without making a saving throw. The disease is determined randomly.
- The assaku casts *stinking cloud,* requiring no material components and using Wisdom as the spellcasting ability (spell save DC 17), at 4 different points within its lair. The assaku doesn't need to see the points and doesn't need to maintain concentration on the spell. The effect lasts for 1 minute, until the assaku uses this lair action again, or until the assaku dies or is incapacitated.
- The assaku targets up to 3 dretch, rat, or wererat allies it can see within 60 feet of it. The target can use its reaction to move up to its speed or make one melee weapon attack.



Camazotz

The camazotz is a demon that resembles a giant-sized feral humanoid with vampire batlike features - oversized ears, fanged mouth, arms and legs that end in talon-like claws, and powerful wings spreading from its back. It has an affinity for bats and werebats and often has these in as minions. The camazotz patrols the skies of the Abyss, serving as scouts for more powerful demons and demon lords. If left on its own, the camazotz only lives to destroy and consume, hunting weaker demons if it can't find other more interesting prey.

True Camazotz. Camazotz was said to have been a bloodthirsty chieftain who enjoyed sacrificing his captured enemies to his gods. This included a monstrous ritual of him wearing ceremonial armor that made him resemble a giant bat and would drink the blood of his dying victims before ripping their heads off with his bare hands. When he could no longer find foes to sacrifice, he would secretly have his people captured and sacrificed. Eventually, his evil deeds were discovered and after a vicious revolt that left him mortally wounded, Camazotz prayed to his many gods for mercy. A demon prince answered, and in return for Camazotz's soul and eternal servitude, he would be able to continue what he enjoyed doing the most - killing. Camazotz agreed and as soon as his soul reached the Abyss, he was transformed into the first true demon of his kind and now serves as a general for the demon prince. Since then, many others who shared the same despicable taste for blood and sacrifice have become camazotz demons.

Camazotz

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Str +8, Con +8, Wis +5, Cha +3
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Fell Swoop. If the camazotz is flying and dives at least 30 feet toward a target and then hits with a Claw and has advantage on the attack, the attack deals an extra 10 (3d6) damage to the target. If this attack reduces the target to 0 hit points, the target dies and its head is dismembered.

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

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

Actions

Multiattack. The camazotz makes one Bite attack and two Claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the camazotz regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Sonic Screech (Recharge 6). The camazotz emits a deadly screech. Each creature within 30 feet of it that can hear it and that isn't a bat or demon must succeed on a DC 16 Constitution saving throw. On a failure, a creature takes 27 (6d8) thunder damage, is deafened for 1 minute, and is stunned until the end of the camazot's next turn. On a success, a creature takes half as much damage and isn't deafened or stunned.

Summon Bats (1/Day). The camazotz summons 1d4 + 1 **giant bats** or **swarms of bats**. The bats appear in unoccupied spaces within 30 feet of it. The bats act right after the camazotz on the same initiative count and fight until they're destroyed. They disappear when the camazotz is destroyed.

Camazotz, Elder

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 199 (19d10 + 95)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	9 (-1)	14 (+2)	9 (-1)

Saving Throws Str +10, Con +10, Wis +7, Cha +4
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 12
Languages Abyssal, telepathy 120 ft.
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Fear Aura. Any creature hostile to the camazotz that starts its turn within 20 feet of the camazotz must make a DC 15 Wisdom saving throw, unless the camazotz is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the camazotz's Fear Aura for the next 24 hours.

Fell Swoop. If the camazotz is flying and dives at least 30 feet toward a target and then hits with a Claw and has advantage on the attack, the attack deals an extra 10 (3d6) damage to the target. If this attack reduces the target to 0 hit points, the target dies and its head is dismembered.

Flyby. The camazotz doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

Sunlight Hypersensitivity. W*hile in sunlight, the camazotz has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The camazotz makes one Bite attack and two Claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the camazotz regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Sonic Screech (Recharge 6). The camazotz emits a deadly screech. Each creature within 30 feet of it that can hear it and that isn't a bat or demon must succeed on a DC 18 Constitution saving throw. On a failure, a creature takes 36 (8d8) thunder damage, is deafened for 1 minute, and is stunned until the end of the camazot's next turn. On a success, a creature takes half as much damage and isn't deafened or stunned.

Summon Bats (1/Day). The camazotz summons 2d4 + 2 **giant bats** or **swarms of bats**. The bats appear in unoccupied spaces within 30 feet of it. The bats act right after the camazotz on the same initiative count and fight until they're destroyed. They disappear when the camazotz is destroyed.



A True Camazotz's Lair

A true camazotz's lair is often a deep, treacherous cavern or a giant dead tree within a dismal grove in the center of a haunted forest. Thick, noxious guano covers the surface of the lair's grounds. The true camazotz attracts the company of all manner of bats, giant bats, and werebats. These creatures revere and are subservient to the true camazotz.

The challenge rating of a true camazotz increases to 21 (33,000 XP) when it's encountered in its lair.

Lair Actions

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

- Swarming, biting tiny bats magically fill a 40-foot-radius sphere centered on a point the camazotz can see within 120 feet of it. The sphere spreads around corners. The sphere remains for 1 minute, until the camazotz uses this lair action again, becomes incapacitated, or when the camazotz dies. The sphere's area is lightly obscured and is difficult terrain. When the area appears, each creature in it must make a DC 17 Constitution saving throw. A creature other than camazotz takes 10 (4d4) piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the sphere's area for the first time on a turn or ends its turn there.
- Guano within 90 feet of the camazotz surge outward like a pseudopod. Any creature on the ground within 20 feet of the guano must succeed on a DC 17 Constitution saving throw or become poisoned for 1 minute. A poisoned creature is blind. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the poisoned condition on itself on a success.
- While in dim light or darkness, the camatzots teleports up to 60 feet to an unoccupied space it can see that is also in dim light or darkness.

Camazotz, True

Huge Fiend (Demon), Typically Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 275 (22d12 + 132)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	23 (+6)	10 (+0)	16 (+3)	11 (+0)

Saving Throws Str +12, Con +12, Wis +9, Cha +6
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 13
Languages Abyssal, telepathy 120 ft.
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Fear Aura. Any creature hostile to the camazotz that starts its turn within 20 feet of the camazotz must make a DC 17 Wisdom saving throw, unless the camazotz is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the camazotz's Fear Aura for the next 24 hours.

Fell Swoop. If the camazotz is flying and dives at least 30 feet toward a target and then hits with a Claw and has advantage on the attack, the attack deals an extra 14 (4d6) damage to the target. If this attack reduces the target to 0 hit points, the target dies and its head is dismembered.

Flyby. The camazotz doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Legendary Resistance (2/Day). If the camazotz fails a saving throw, it can choose to succeed instead.

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

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

Actions

Multiattack. The camazotz makes one Bite attack and two Claw attacks.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 16 (3d6 + 6) piercing damage plus 14 (4d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the camazotz regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Sonic Screech (Recharge 6). The camazotz emits a deadly screech. Each creature within 30 feet of it that can hear it and that isn't a bat or demon must succeed on a DC 20 Constitution saving throw. On a failure, a creature takes 45 (10d8) thunder damage, is deafened for 1 minute, and is stunned until the end of the camazot's next turn. On a success, a creature takes half as much damage and isn't deafened or stunned.

Summon Bats (1/Day). The camazotz summons 3d4 + 3 **giant bats** or **swarms of bats**). The bats appear in unoccupied spaces within 30 feet of it. The bats act right after the camazotz on the same initiative count and fight until they're destroyed. They disappear when the camazotz is destroyed.

Legendary Actions

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

Claw. The camazotz makes a Claw attack.
Piercing Shriek (Costs 2 Actions). The camazotz targets one creature within 60 feet of it. The target must succeed on a DC 20 Constitution saving throw. On a failure, the target takes 18 (4d8) thunder damage, is deafened for 1 minute, and is stunned until the end of the camazot's next turn. On a success, a creature takes half as much damage and isn't deafened or stunned.
Wing Attack (Costs 2 Actions). The camazotz beats its wings. Each creature within 10 feet of the camazotz must succeed on a DC 20 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The camazotz can then fly up to half its flying speed.



Devils

Bone Devil Magus

Devils grow in power as they get promoted. They rise in ranks and transform from lowly lemures into lesser devils, then greater devils, and finally, into archdevils. In very rare instances though, there are devils that may choose not to be transformed. Devils, who, through some unknown cosmic force or otherworldy power, gain abilities beyond their natural limits. Fearing they might lose such powers after being promoted, they willingly remain in their current form. These devils may continue to rise in rank despite being in a lesser form. Such are the cases of lesser and greater devils gifted with arcane magic.

Arcane Masters. Bone devil magi continue to fulfill their roles as taskmasters. However, they utilize magic to make themselves the ultimate overlords, imposing their will on all lesser devils, including other bone devils.

Bone Devil Magus

Large Fiend (Devil), Typically Lawful Evil

Armor Class 19 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	18 (+4)

Saving Throws Int +5, Wis +6, Cha +8
Skills Deception +8, Insight +6
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Actions

Multiattack. The devil makes two Claw attacks and one Sting attack. Alternatively, it can use Elemental Bolt twice.

Claw. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Sting. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Elemental Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 13 (2d8 + 4) acid, cold, fire, or lightning (devil's choice) damage.

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

At will: *dancing lights, mage hand, minor illusion, true strike*
2/day each: *fog cloud, lightning bolt, mirror image*
1/day each: *fear, hold person*

Reactions

Shield (3/Day). An invisible barrier of magical force appears and protects the bone devil. Until the start of the bone devil's next turn, the bone devil has a +5 bonus to AC, including against the triggering attack, and takes no damage from *magic missile*.

Bone Devil High Magus

Large Fiend (Devil), Typically Lawful Evil

Armor Class 19 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	18 (+4)

Saving Throws Int +6, Wis +7, Cha +9
Skills Deception +9, Insight +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Actions

Multiattack. The devil makes two Claw attacks and one Sting attack. Alternatively, it can use Elemental Bolt three times.

Claw. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Sting. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Elemental Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 13 (2d8 + 4) acid, cold, fire, or lightning (devil's choice) damage.

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

At will: *dancing lights, mage hand, minor illusion, true strike*
2/day each: *fog cloud, lightning bolt, mirror image*
1/day each: *banishment, dimension door, fear, hold person* (up to 2 targets)

Bonus Actions

Quickened Spell (3/Day). The devil uses Spellcasting.

Reactions

Shield (3/Day). An invisible barrier of magical force appears and protects the bone devil. Until the start of the bone devil's next turn, the bone devil has a +5 bonus to AC, including against the triggering attack, and takes no damage from *magic missile*.

Bone Devil Arch-Magus

Large Fiend (Devil), Typically Lawful Evil

Armor Class 20 (natural armor)
Hit Points 247 (26d10 + 104)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	13 (+1)	14 (+2)	20 (+5)

Saving Throws Int +7, Wis +8, Cha +11
Skills Deception +11, Insight +8
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

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

Actions

Multiattack. The devil makes two Claw attacks and one Sting attack. Alternatively, it can use Elemental Bolt three times.

Claw. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Sting. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Elemental Bolt. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 14 (2d8 + 5) acid, cold, fire, or lightning (devil's choice) damage.

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

At will: *dancing lights, mage hand, minor illusion, true strike*
2/day each: *fog cloud, hold person* (up to 2 targets), *lightning bolt, mirror image*
1/day each: *banishment, cloudkill, delayed blast fireball, disintegrate, fear, power word stun, time stop, wall of fire*

Bonus Actions

Quickened Spell (5/Day). The devil uses Spellcasting.

Reactions

Shield (3/Day). An invisible barrier of magical force appears and protects the bone devil. Until the start of the bone devil's next turn, the bone devil has a +5 bonus to AC, including against the triggering attack, and takes no damage from *magic missile*.

Legendary Actions

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

Claw. The devil makes a Claw attack.
Elemental Bolt. The devil uses Elemental Bolt.
Teleport (Costs 2 Actions). The devil magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.
Cast a Spell (Costs 3 Actions). The devil uses Spellcasting.

Krampus

A krampus is a diabolical fiend that collects mortal souls. It resembles a 9-foot-tall humanoid with a muscular hunched body covered in thick matted gray fur. Long goat-like horns grow from its forehead and its legs end in cloven hooves. Its mouth is filled with sharp, pointed teeth with a long serpentine tongue lolling out from it.

Supernatural Weapons. The krampus wraps its body with large chains from which hangs multiple hand bells. It uses these chains as a weapon, whipping it at its targets to beat and ensnare them. The krampus can also forcefully beat its chains and bells, causing an eerie clanging sound. Those who hear it are gripped with paralyzing fear. The krampus also carries a birch rod, a tightly-bundled set of birch branches, which it uses as a weapon. Anyone struck by the birch rod experiences intense pain or nausea. On the krampus's back is a wooden cage where it keeps its prisoners.

Collector of the Wicked. The krampus enters the Material Plane during the coldest of winters and brings with it terror and despair. It has been sent by the archdevil Mephistopheles to hunt and devour corrupt and ill-mannered individuals in order to gather their souls. The krampus prefers the taste of young children, however, and actively hunts for them at night.

Nightstalker. The krampus favors hunting under the cover of darkness. It moves around trees and buildings quietly and swiftly, prowling like a stalking cat. It can even crawl along ceilings and walls effortlessly like a spider, sniffing out potential targets before pouncing on them. Victims are usually captured alive and placed inside the krampus's cage, and brought back to the krampus's lair to be tortured and eaten.

Elders and Lords. More powerful types of krampus, such as the elder and lord, can teleport themselves and unleash powerful frost spells.



Krampus

Large Fiend (Devil), Typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	12 (+1)	15 (+2)	17 (+3)

Saving Throws Con +7, Wis +5
Skills Athletics +8, Deception +6, Perception +5, Stealth +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, cold, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Common, Infernal, telepathy 120 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Devil's Sight. Magical darkness doesn't impede the krampus's darkvision.

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

Actions

Multiattack. The krampus makes two melee attacks. It can replace one melee attack with Imprison.

Birch Rod. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and if the target is a non-good aligned creature, it must succeed on a DC 16 Constitution saving throw or be stunned until the end of the krampus's next turn.

Chain. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. The target is grappled (escape DC 15) if the krampus isn't already grappling a creature. Until this grapple ends, the target is restrained.

Imprison. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one incapacitated Medium or smaller creature grappled by the krampus. *Hit:* The creature is imprisoned inside krampus's back cage, and the grapple ends. The imprisoned creature is frightened and restrained. As an action, the restrained target can make a DC 15 Strength check, breaking out from the cage on a success. The cage can also be attacked and destroyed (AC 15; hp 50; resistant to bludgeoning, piercing, and slashing from nonmagical attacks; immunity to poison and psychic damage).

The krampus can have up to two Medium creatures, one Medium and two smaller creatures, or four Small or smaller creatures trapped inside its cage.

Spellcasting. The krampus casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):
At will: *detect evil and good, ray of frost* (2d8), *spider climb*
1/day each: *fog cloud, invisibility, sleet storm*

Bonus Actions

Clanging Bells and Chains. The krampus activates or deactivates the clanging of its bells and chains. While clanging, any creature that starts its turn within 60 feet of the krampus and can hear the krampus must succeed on a DC 14 Wisdom saving throw or become frightened of the krampus until the start of its next turn. While frightened in this way, the creature is paralyzed. If a target's saving throw is successful, the target is immune to the krampus's Clanging Bells and Chains for the next 24 hours.

Krampus, Elder

Large Fiend (Devil), Typically Lawful Evil

Armor Class 15 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	12 (+1)	15 (+2)	18 (+4)

Saving Throws Str +10, Con +9, Wis +6
Skills Athletics +10, Deception +8, Perception +6, Stealth +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, cold, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Common, Infernal, telepathy 120 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Devil's Sight. Magical darkness doesn't impede the krampus's darkvision.

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

Actions

Multiattack. The krampus makes two melee attacks. It can replace one melee attack with Imprison.

Birch Rod. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage and if the target is a non-good aligned creature, it must succeed on a DC 18 Constitution saving throw or be stunned until the end of the krampus's next turn.

Chain. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage. The target is grappled (escape DC 16) if the krampus isn't already grappling a creature. Until this grapple ends, the target is restrained.

Imprison. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one incapacitated Medium or smaller creature grappled by the krampus. *Hit:* The creature is imprisoned inside krampus's back cage, and the grapple ends. The imprisoned creature is frightened and restrained. As an action, the restrained target can make a DC 17 Strength check, breaking out from the cage on a success. The cage can also be attacked and destroyed (AC 15; hp 75; resistant to bludgeoning, piercing, and slashing from nonmagical attacks; immunity to poison and psychic damage).

The krampus can have up to two Medium creatures, one Medium and two smaller creatures, or four Small and smaller creatures trapped inside its cage.

Spellcasting. The krampus casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):
At will: *detect evil and good, ray of frost* (3d8), *spider climb*
1/day each: *fog cloud, ice storm, invisibility, sleet storm*

Bonus Actions

Clanging Bells and Chains. The krampus activates or deactivates the clanging of its bells and chains. While clanging, any creature that starts its turn within 60 feet of the krampus and can hear the krampus must succeed on a DC 16 Wisdom saving throw or become frightened of the krampus until the start of its next turn. While frightened in this way, the creature is paralyzed. If a target's saving throw is successful, the target is immune to the krampus's Clanging Bells and Chains for the next 24 hours.

Teleport (Recharge 5–6). The krampus magically teleports, along with any creature or equipment it is carrying, up to 30 feet to an unoccupied space it can see.

Krampus Lord

Large Fiend (Devil), Typically Lawful Evil

Armor Class 16 (natural armor)
Hit Points 230 (20d10 + 120)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	22 (+6)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Str +11, Con +11, Wis +8
Skills Athletics +11, Deception +10, Perception +8, Stealth +12
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, cold, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 18
Languages Common, Infernal, telepathy 120 ft.
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Devil's Sight. Magical darkness doesn't impede the krampus's darkvision.

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

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

Actions

Multiattack. The krampus makes two melee attacks. It can replace one melee attack with Imprison.

Birch Rod. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 7 (2d6) psychic damage and if the target is a non-good aligned creature, it must succeed on a DC 19 Constitution saving throw or be stunned until the end of the krampus's next turn.

Chain. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage. The target is grappled (escape DC 16) if the krampus isn't already grappling a creature. Until this grapple ends, the target is restrained.

Imprison. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one incapacitated Medium or smaller creature grappled by the krampus. *Hit:* The creature is imprisoned inside krampus's back cage, and the grapple ends. The imprisoned creature is frightened and restrained. As an action, the restrained target can make a DC 19 Strength check, breaking out from the cage on a success. The cage can also be attacked and destroyed (AC 15; hp 100; resistant to bludgeoning, piercing, and slashing from nonmagical attacks; immunity to poison and psychic damage).

The krampus can have up to two Medium creatures, one Medium and two smaller creatures, or four Small and smaller creatures trapped inside its cage.

Spellcasting. The krampus casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):
At will: *detect evil and good, ray of frost* (4d8), *spider climb*
2/day each: *fog cloud, ice storm, invisibility, sleet storm*
1/day each: *cone of cold, polymorph*

Bonus Actions

Clanging Bells and Chains. The krampus activates or deactivates the clanging of its bells and chains. While clanging, any creature that starts its turn within 60 feet of the krampus and can hear the krampus must succeed on a DC 18 Wisdom saving throw or become frightened of the krampus until the start of its next turn. While frightened in this way, the creature is paralyzed. If a target's saving throw is successful, the target is immune to the krampus's Clanging Bells and Chains for the next 24 hours.

Teleport (Recharge 5–6). The krampus magically teleports, along with any creature or equipment it is carrying, up to 30 feet to an unoccupied space it can see.

Legendary Actions

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

Move. The krampus moves up to half its speed without provoking opportunity attacks.
Chain. The krampus makes a Chain attack.
Birch Rod (Costs 2 Actions). The krampus makes a Birch Rod attack.
Infernal Magic (Costs 3 Actions). The krampus uses Spellcasting or Teleport.

A Krampus Lord's Lair

Ruined keeps, dungeons, and fortified cavern complexes in cold, snowcapped mountains are the preferred lairs of a krampus lord. Low-ranking devils such as imps and evil humanoids and fey such as goblins and redcaps often serve as minions for the krampus lord.

A krampus lord encountered in its lair has a challenge rating of 17 (18,000 XP).

Lair Actions

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

- The krampus chooses up to four points on the ground within 120 feet of it. The krampus need not see each point. Icy, glass-like spines sprout from the ground in a 20-foot radius burst centered on each point. The effect is otherwise identical to the *spike growth* spell and lasts for 1 minute, until the krampus uses this lair action again, or until the krampus dies or is incapacitated.
- The krampus casts *telekinesis* (spell save DC 18, no components required) and doesn't need to maintain concentration of the spell. The effect lasts for 1 minute, until the krampus uses this lair action again, or until the krampus dies or is incapacitated.
- The krampus targets one or more creatures it can see within 120 feet of it. Animated supernaturally-cold chains with sharp barbs and hooks appear and extend from the ceiling, floors, and walls to ensnare each target. Each target must make a DC 18 Strength saving throw or be restrained by the barbed chains for 1 minute, or if the krampus uses this lair action again. While restrained, a creature takes 4 (1d8) piercing damage and 4 (1d8) cold damage at the start of each of its turns. The barbed chains can be destroyed to end the effect. Each barbed chain has AC 20, 20 hit points, resistant to piercing damage, and immunity to bludgeoning, cold, poison, psychic, and thunder damage.

Kurson

The kurson is a formidable-looking devil that bears the lower body of a monstrous cave bear and the head of a fearsome-looking maned lion. Bull horns extend from its forehead while its menacing eyes glow fiery red. Notably, where its left arm should be, a giant viper extends from its socket, serving as a deadly appendage.

Deadly Warrior. The kurson relies primarily on its immense strength in combat, using powerful claws and its highly venomous snake. When facing hordes of enemies or requiring a tactical advantage, the kurson uses its war horn. Unleashing a thundering blast, the war horn can deafen and stun enemies, disrupting their formations while also rallying the kurson's own troops.

Hell's General. Due to the kurson's domineering character, it often serves as a commander of Hell's legions. Those that excel and prove themselves worthy eventually become generals, only answering to pit fiends and archdevils. One such kurson, the first of its name, has been awarded the title of Great King by Asmodeus, and now serves as one of his generals.

Kurson the Great King's Lair

Kurson the Great King lives in an immense fortified keep in Hell that is very well defended by lesser-ranking devils.

Kurson the Great King encountered in its lair has a challenge rating of 19 (22,000 XP).

Lair Actions

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

- Kurson casts *dominate person,* requiring no material components and using Charisma as the spellcasting ability (spell save DC 20).
- Kurson casts *wall of fire,* requiring no material components and using Charisma as the spellcasting ability (spell save DC 20). Kurson doesn't need to concentrate on the spell. The wall lasts for 1 minute, until Kurson uses this lair action again, until Kurson dies or is incapacitated, or until Kurson dismisses it as an action.
- Kurson summons 1 **barbed devil** or 2 **bearded devils**. A summoned devil appears in an unoccupied space within 60 feet of Kurson and acts as an ally of Kurson. It remains for an hour, until it or Kurson dies, or until Kurson dismisses it as an action.



Kurson

Large Fiend (Devil), Typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	15 (+2)	16 (+3)	18 (+4)

Saving Throws Str +9, Con +8, Wis +7
Skills Deception +8, Perception +11, Insight +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 21
Languages Infernal, telepathy 120 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

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

Actions

Multiattack. The kurson makes three Claw attacks and one Bite attack. Alternatively, it can make two Infernal Bolt attacks.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 10 (3d6) poison damage and the target must succeed on a DC 16 Constitution saving throw or become poisoned for 1 minute. A poisoned creature is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Infernal Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 13 (2d8 + 4) fire damage, and the target must succeed on a DC 16 Wisdom saving throw or become frightened until the end of the kurson's next turn.

War Horn (Recharge 5–6). The kurson blows his horn, emitting a thunderous blast in a 60-foot cone that is audible 600 feet away. Each creature in the cone must succeed on a DC 16 Constitution saving throw. On a failed save, a creature takes 31 (7d8) thunder damage, is deafened for 1 minute, and stunned until the end of the kurson's next turn. On a successful save, a creature takes half as much damage and isn't deafened or stunned. In addition, each allied devil within 60 feet of the kurson and can hear the kurson has advantage to saving throws made against being charmed and frightened for 1 minute.

Kurson General

Large Fiend (Devil), Typically Lawful Evil

Armor Class 18 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+4)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Str +11, Con +9, Wis +8, Cha +10
Skills Deception +10, Perception +13, Insight +8
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 23
Languages Infernal, telepathy 120 ft.
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

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

War Leader. The kurson's allies that can see and hear the kurson have advantage on attack rolls while within 20 feet of the kurson, provided it isn't frightened or incapacitated.

Actions

Multiattack. The kurson makes three Claw attacks and one Bite attack. Alternatively, it can make two Infernal Bolt attacks.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage plus 14 (4d6) poison damage and the target must succeed on a DC 17 Constitution saving throw or become poisoned for 1 minute. A poisoned creature is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Infernal Bolt. *Ranged Spell Attack:* +10 to hit, range 120 ft., one creature. *Hit:* 18 (3d8 + 5) fire damage, and the target must succeed on a DC 18 Wisdom saving throw or become frightened until the end of the kurson's next turn.

War Horn (Recharge 5–6). The kurson blows his horn, emitting a thunderous blast in a 60-foot cone that is audible 600 feet away. Each creature in the cone must succeed on a DC 17 Constitution saving throw. On a failed save, a creature takes 36 (8d8) thunder damage, is deafened for 1 minute, and stunned until the end of the kurson's next turn. On a successful save, a creature takes half as much damage and isn't deafened or stunned. In addition, each allied devil within 60 feet of the kurson and can hear the kurson has advantage to saving throws made against being charmed and frightened for 1 minute.

Bonus Actions

Command. The kurson targets one ally it can see within 30 feet of it. If the target can see or hear the kurson, the target can use its reaction to make one weapon attack or move up to its speed.

Kurson, The Great King

Large Fiend (Devil), Typically Lawful Evil

Armor Class 19 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	20 (+5)	16 (+3)	17 (+3)	22 (+6)

Saving Throws Str +12, Con +11, Wis +9, Cha +12
Skills Deception +12, Perception +15, Insight +9
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 25
Languages Infernal, telepathy 120 ft.
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If Kurson fails a saving throw, he can choose to succeed instead.

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

Prescience. Kurson can't be surprised and has advantage on saving throws, unless Kurson is incapacitated.

Actions

Multiattack. Kurson makes three Claw attacks and one Bite attack. Alternatively, he can make two Infernal Bolt attacks.

Claw. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage plus 17 (5d6) poison damage and the target must succeed on a DC 19 Constitution saving throw or become poisoned for 1 minute. A poisoned creature is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Infernal Bolt. *Ranged Spell Attack:* +12 to hit, range 120 ft., one creature. *Hit:* 19 (3d8 + 6) fire damage, and the target must succeed on a DC 20 Wisdom saving throw or become frightened until the end of Kurson's next turn.

War Horn (Recharge 5–6). Kurson blows his horn, emitting a thunderous blast in a 60-foot cone that is audible 600 feet away. Each creature in the cone must succeed on a DC 19 Constitution saving throw. On a failed save, a creature takes 45 (10d8) thunder damage, is deafened for 1 minute, and stunned until the end of Kurson's next turn. On a successful save, a creature takes half as much damage and isn't deafened or stunned. In addition, each allied devil within 60 feet of Kurson and can hear Kurson has advantage to saving throws made against being charmed and frightened for 1 minute.

Bonus Actions

Prognosticate. Until the end of his next turn, Kurson has advantage on his next attack roll or ability check.

Reactions

Premonition. Kurson foresees an incoming attack. When an attacker Kurson can see makes an attack roll against Kurson, Kurson can impose disadvantage on the attack roll. If the attack roll is successful, Kurson only takes half as much damage.

Legendary Actions

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

Attack. Kurson makes a Claw attack or Infernal Bolt attack.
Teleport (Costs 2 Actions). Kurson magically teleports, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see.

Ronove

The ronove, also known as the soul harvester, is a sinister fiend entrusted by archdevils with the grim duty of claiming the souls of wretched beings who have managed to evade death or have surpassed their allotted time in the mortal realm. The fiend manifests as an emaciated, 10-foot tall humanoid shrouded in shadowy flames. Curved horns jut from the sides of its head and primal bat-like wings unfurl from its back, while its malevolent eyes glow fiery orange, evoking a sense of diabolical dread.

Soul Harvester. In its relentless pursuit of souls, the ronove wields a wicked-looking scythe that serves as both an instrument of death and a gateway to damnation. With each strike of the scythe, the souls of those unfortunate enough to be felled by its blade are promptly consigned to the depths of Hell, forever bound by the torment of their depraved deeds.

Perverse Pyromancer. Among its formidable arsenal of powers, the ronove boasts mastery over the infernal arts of pyromancy. It possesses an innate ability to conjure and manipulate fire with devastating precision. Flames obediently dance at its command, engulfing its surroundings and fueling its nefarious intent. The ronove's skill in harnessing the destructive power of fire makes it a deadly adversary, capable of unleashing torrents of inferno upon its foes, reducing all that stands in its way to mere ashes.

Marquis of Hell. Through its tireless dedication and a keen understanding of the complex hierarchy of devils, the ronove strategically navigates the intricate politics of Hell. It rises in ranks, catching the attention of archdevils who recognize its efficacy in soul-harvesting and its potential for greater achievements. These archdevils, seeking loyal and capable minions to strengthen their dominion, bestow their favor upon the ronove, giving it the title of Marquis of Hell. With this elevated station comes increased authority, strength, and power.

Ronove, The Marquis of Hell's Lair

The Marquis of Hell dwells in fortresses, citadels, or dark palaces in Hell, located within close proximity to the archdevil liege of the Marquis of Hell.

The Marquis of Hell encountered in its lair has a challenge rating of 23 (50,000 XP).

Lair Actions

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

- The ronove casts *telekinesis* (spell save DC 20, no components required) and doesn't need to maintain concentration of the spell. The effect lasts for 1 minute, until the ronove uses this lair action again, or until the ronove dies or is incapacitated.
- Dark smoke that smells of brimstone magically fills a 30-foot-radius sphere centered on a point the ronove can see within the ronove's lair. The sphere spreads around corners. The sphere remains for 1 minute, until the ronove uses this lair action again, or until the ronove dies or becomes incapacitated. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of this smoke's area overlaps with an area of light created by a spell of 3rd level or lower, the spell that created the light is dispelled. While a creature is in the smoke, it has vulnerability to fire.
- The ronove throws its scythe like a boomerang. It travels in a line that is 30 feet long and 5 feet wide. Each creature in that line must succeed on a DC 21 Dexterity saving throw, taking 17 (2d10 + 6) slashing damage plus 11 (2d10) fire damage and 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one.
- The ronove summons 2 **barbed devils** or 3 **bearded devils**. A summoned devil appears in an unoccupied space within 60 feet of the ronove and acts as an ally of the ronove. It remains for an hour, until it or the ronove dies, or until the ronove dismisses it as an action.

Ronove

Large Fiend (Devil), Typically Lawful Evil

Armor Class 18 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	19 (+4)	14 (+2)	19 (+4)

Saving Throws Int +9, Wis +7, Cha +9
Skills Arcana +9, Deception +9, History +9, Insight +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 12
Languages all, telepathy 120 ft.
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Infernal Aura. An enemy that starts its turn within 10 feet of the ronove must succeed on a DC 17 Wisdom saving throw, unless the ronove is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target is incapacitated and its speed is halved. If a creature's saving throw is successful, the creature is immune to the ronove's Infernal Aura for the next 24 hours or until it takes damage from the ronove's Infernal Gaze.

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

Actions

Multiattack. The ronove makes two Scythe attacks. It can replace any number of Scythe attacks with Infernal Gaze.

Scythe. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage plus 5 (1d10) fire damage and 5 (1d10) necrotic damage. The target must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the fire and necrotic damage taken. This reduction lasts until the target finishes a long rest. If this attack kills a creature with a soul, the soul is sent to Hell. Only a *wish* spell followed by a *true resurrection* spell can restore it to life. Constructs and Devils are immune to this effect.

Infernal Gaze. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 13 (3d8) fire damage and the target has disadvantage on saving throws made against being frightened until the end of the ronove's next turn.

Teleport (Recharge 5–6). The ronove magically teleports, along with any creature or equipment it is carrying, up to 60 feet to an unoccupied space it can see.

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

At will: *detect thoughts, mage hand, minor illusion, true strike*
2/day each: *darkness, fireball, polymorph* (self only), *wall of fire*
1/day each: *dispel magic, fear, fire shield*

Ronove, Greater

Large Fiend (Devil), Typically Lawful Evil

Armor Class 19 (natural armor)
Hit Points 199 (21d10 + 84)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	20 (+5)	14 (+2)	20 (+5)

Saving Throws Int +10, Wis +7, Cha +10
Skills Arcana +10, Deception +10, History +10, Insight +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 12
Languages all, telepathy 120 ft.
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Infernal Aura. An enemy that starts its turn within 10 feet of the ronove must succeed on a DC 18 Wisdom saving throw, unless the ronove is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target is incapacitated and its speed is halved. If a creature's saving throw is successful, the creature is immune to the ronove's Infernal Aura for the next 24 hours or until it takes damage from the ronove's Infernal Gaze.

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

Actions

Multiattack. The ronove makes two Scythe attacks. It can replace any number of Scythe attacks with Infernal Gaze.

Scythe. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage plus 11 (2d10) fire damage and 11 (2d10) necrotic damage. The target must succeed on a DC 18 Constitution saving throw or its hit point maximum is reduced by an amount equal to the fire and necrotic damage taken. This reduction lasts until the target finishes a long rest. If this attack kills a creature with a soul, the soul is sent to Hell. Only a *wish* spell followed by a *true resurrection* spell can restore it to life. Constructs and Devils are immune to this effect.

Infernal Gaze. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 18 (4d8) fire damage and the target has disadvantage on saving throws made against being frightened until the end of the ronove's next turn.

Teleport (Recharge 5–6). The ronove magically teleports, along with any creature or equipment it is carrying, up to 60 feet to an unoccupied space it can see.

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

At will: *detect thoughts, mage hand, minor illusion, true strike*
2/day each: *darkness, fire shield, fireball, polymorph* (self only)
1/day each: *delayed blast fireball, dispel magic, fear, wall of fire*

Ronove, Marquis of Hell

Large Fiend (Devil), Typically Lawful Evil

Armor Class 20 (natural armor)
Hit Points 252 (24d10 + 120)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	22 (+6)	16 (+3)	20 (+5)

Saving Throws Int +13, Wis +10, Cha +12
Skills Arcana +13, Deception +12, History +13, Insight +10
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 13
Languages all, telepathy 120 ft.
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Infernal Aura. An enemy that starts its turn within 10 feet of the ronove must succeed on a DC 20 Wisdom saving throw, unless the ronove is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target is incapacitated and its speed is halved. If a creature's saving throw is successful, the creature is immune to the ronove's Infernal Aura for the next 24 hours or until it takes damage from the ronove's Infernal Gaze.

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

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

Actions

Multiattack. The ronove makes two Scythe attacks. It can replace any number of Scythe attacks with Infernal Gaze.

Scythe. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage plus 11 (2d10) fire damage and 11 (2d10) necrotic damage. The target must succeed on a DC 20 Constitution saving throw or its hit point maximum is reduced by an amount equal to the fire and necrotic damage taken. This reduction lasts until the target finishes a long rest. If this attack kills a creature with a soul, the soul is sent to Hell. Only a *wish* spell followed by a *true resurrection* spell can restore it to life. Constructs and Devils are immune to this effect.

Infernal Gaze. *Ranged Spell Attack:* +12 to hit, range 60 ft., one target. *Hit:* 18 (4d8) fire damage and the target has disadvantage on saving throws made against being frightened until the end of the ronove's next turn.

Teleport (Recharge 5–6). The ronove magically teleports, along with any creature or equipment it is carrying, up to 120 feet to an unoccupied space it can see.

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

At will: *detect thoughts, mage hand, minor illusion, true strike*
2/day each: *darkness, fire shield, fireball, polymorph* (self only), *wall of fire*
1/day each: *delayed blast fireball, dispel magic, fear, incendiary cloud*

Legendary Actions

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

Gaze. The ronove makes an Infernal Gaze attack.
Scythe (Costs 2 Actions). The ronove makes a Scythe attack.
Infernal Magic (Costs 3 Actions). The ronove uses Spellcasting or Teleport.



Fiendish Dragons

A fiendish dragon usually comes from a dragon egg that, performed during a dark ritual, was tainted with the essence of a demon lord or archdevil. In very rare instances, the offspring of a dragon and an archdevil or demon lord, who may or may not have been disguised as another dragon, become fiendish dragons.

Abyssal Dragon Template

Abyssal Dragons. Abyssal dragons appear like ordinary dragons at first glance, but a closer look can reveal demonic characteristics: thicker scales, oversized claws, teeth, and horns, and a generally more loathsome appearance. These dragons share the same abilities and resistances demons have. In addition, their breath weapons have been enhanced with abyssal power and are now infused with necrotic or psychic energy.

When a dragon becomes an abyssal creature, it retains all of its statistics except as noted below.

Race. The creature becomes a Fiend (Demon). If the creature has a subtype, it retains that subtype. For example, Humanoid (Elf) becomes Fiend (Demon, Elf).

Armor Class. The creature's AC increases by 1.

Abilities. The creature's Strength, Constitution, Wisdom, and Charisma scores increase by 2.

Saving Throws. If the creature's CR is 5 or less, it gains a number of proficiencies in saving throws until its total number of saving throws is 2. However, if the creature already had 2 or a larger number of saving throws, it retains those saving throws and gains no additional ones.

If the creature's CR is higher than 5 but less than 12, it gains a number of proficiencies in saving throws until its total number of saving throws is 3. However, if the creature already had 3 or a larger number of saving throws, it retains those saving throws and gains no additional ones.

If the creature's CR is 12 or higher, it gains a number of proficiencies in saving throws until its total number of saving throws is 4. However, if the creature already had 4 or a larger number of saving throws, it retains those saving throws and gains no additional ones.

Senses. If the creature's CR is less than 6, it gains Darkvision 60 ft. If the creature's CR is higher than 5 but less than 12, it gains Darkvision 120 ft. If the creature's CR is 12 or higher, it gains Truesight 120 ft. Ignore if the creature has a better type of feature.

Languages. The creature learns Abyssal. If the creature's Int score is 4 or 5, it gains telepathy 60 ft. If the creature's Int score is 6 or higher, it gains telepathy 120 ft. If the creature can't speak, it gains "understands Abyssal but can't speak."

Resistances. The creature gains damage resistance to cold, fire, and lightning. If the creature's CR is 4 or higher, it also gains damage resistance to bludgeoning, piercing, and slashing from nonmagical attacks (Note that this will increase the creature's CR). If the creature has vulnerability to one of the listed damage types, it loses this vulnerability.

Immunities. The creature gains immunity to poison and the poisoned condition. If the creature has vulnerability to poison, it loses this vulnerability.

Magic Resistance. The creature gains Magic Resistance.

Challenge Rating. The Challenge Rating needs to be calculated, especially if the creature has new features, attacks, and spells. For quick approximation purposes though, if the creature has no additional changes, its Challenge Rating increases by 1.

Abyssal Brass Dragon

An abyssal brass dragon retains its gregarious nature. However, while regular brass dragons seek the company of others for the sheer joy of dialogue and discourse, an abyssal one does so because it craves the attention. It hungers for the awe and fear its audience manifests. The abyssal brass dragon delights in toying with its enemies, torturing them with false hope brought by friendly conversations before coldly revealing its true intentions: delivering a slow and painful death.

Abyssal Young Brass Dragon

Large Fiend (Demon, Dragon), Typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	12 (+1)	13 (+1)	17 (+3)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6
Skills Perception +7, Persuasion +6, Stealth +3
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Abyssal, Common, Draconic
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

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

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Abyssal Fire Breath. The dragon exhales abyssal fire in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Constitution saving throw. On a failed save, a creature takes 21 (6d6) fire damage and 21 (6d6) necrotic damage, and gains 1 level of exhaustion. On a successful save, a creature takes half as much damage with no additional effects.

Abyssal Sleep Breath. The dragon exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 15 Wisdom saving throw or take 21 (6d6) psychic damage and fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it. On a successful save, the creature takes half as much damage with no additional effects.

Abyssal Adult Brass Dragon

Huge Fiend (Demon, Dragon), Typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 187 (15d12 + 90)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	14 (+2)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9
Skills History +7, Perception +12, Persuasion +9, Stealth +5
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Abyssal, Common, Draconic
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

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

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat 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, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Abyssal Fire Breath. The dragon exhales abyssal fire in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Constitution saving throw. On a failed save, a creature takes 24 (7d6) fire damage and 24 (7d6) necrotic damage, and gains 1 level of exhaustion. On a successful save, a creature takes half as much damage with no additional effects.

Abyssal Sleep Breath. The dragon exhales sleep gas in a 60-foot cone. Each creature in that area must succeed on a DC 19 Wisdom saving throw or take 24 (7d6) psychic damage and fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it. On a successful save, the creature takes half as much damage with no additional effects.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

An Abyssal Brass Dragon's Lair

An abyssal brass dragon's lair is usually a ruin, canyon, or cave network in a desolate, treacherous desert or in the depths of the Abyss.

The challenge rating of a legendary abyssal brass dragon increases by 1 when it's encountered in its lair.

Lair Actions

On initiation count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- An ominous psychic wind blows around the dragon. Each creature within 60 feet of the dragon must succeed on a DC 15 Intelligence saving throw. On a failed save, the creature takes 14 (4d6) psychic damage and is stunned until the next initiative count 20. On a successful save, a creature takes half as much damage and isn't stunned.
- A cloud of abyssal sand swirls about in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The cloud spreads around corners. Each creature in it must succeed on a DC 15 Constitution saving throw. On a failed save, the creature takes 14 (4d6) necrotic damage and is blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the blinded effect on itself on a success. On a successful save, a creature takes half as much damage with no additional effects.

Regional Effects

The region containing a legendary abyssal brass dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Tracks appear in the sand within 6 miles of the dragon's lair. The tracks lead to natural hazards, monster lairs, and traps, while also leading away from areas that the dragon prefers to remain undisturbed.
- Images of Large or smaller monsters haunt the desert sands within 1 mile of the dragon's lair. These illusions move and appear real, although they can do no damage. They will attack intruders that move within 30 feet of them and then vanish. A creature attacked must succeed on a DC 15 Wisdom saving throw or become frightened for 1 hour. A creature that examines an image from a distance can tell it's an illusion with a successful DC 20 Intelligence (Investigation) check. Any physical interaction with an image reveals it to be an illusion, because objects pass through it, but will trigger an attack.
- All water sources within 1 mile of the dragon's lair become poisonous. Any creature drinking from it must succeed on a DC 15 Constitution saving throw or become poisoned for 24 hours.

If the dragon dies, the tracks fade in 1d10 days, but the other effects fade immediately.

Abyssal Ancient Brass Dragon

Gargantuan Fiend (Demon, Dragon), Typically Chaotic Evil

Armor Class 21 (natural armor)
Hit Points 314 (17d20 + 136)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	16 (+3)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12
Skills History +10, Perception +17, Persuasion +12, Stealth +7
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Abyssal, Common, Draconic
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

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

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat 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, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Abyssal Fire Breath. The dragon exhales abyssal fire in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 23 Constitution saving throw. On a failed save, a creature takes 28 (8d6) fire damage and 28 (8d6) necrotic damage, and gains 1 level of exhaustion. On a successful save, a creature takes half as much damage with no additional effects.

Abyssal Sleep Breath. The dragon exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 23 Wisdom saving throw or take 28 (8d6) psychic damage and fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it. On a successful save, the creature takes half as much damage with no additional effects.

Change Shape. The dragon magically transforms into any Humanoid or Beast, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or if it uses a bonus action to end it.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



Abyssal Copper Dragon

An abyssal copper dragon is obsessed with feeling intellectually superior. If it can avoid confrontation, it will do so. Instead, it prefers manipulation and subterfuge. It takes great lengths in creating complex traps, hazards, and even riddles to break down its foes physically and mentally, all for the sake of showing off its perceived brilliance.

An Abyssal Copper Dragon's Lair

An abyssal copper dragon lives in maze-like cavern complexes located high atop the most treacherous mountains, either in the natural world or in the Abyss.

The challenge rating of a legendary abyssal copper dragon increases by 1 when it's encountered in its lair.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- The dragon chooses a point it can see within its lair. It creates a 20-foot-radius sphere of orange gas centered on that point. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air until the dragon uses this lair action again or until the dragon dies. Each creature that is completely within the cloud at the start of its turn must make a DC 15 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.
- The dragon chooses a point on the ground that it can see within its lair. The ground in a 20-foot-radius centered on that point sprouts hard spikes and poisonous thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 5 (2d4) piercing damage for every 5 feet it travels and is poisoned until the start of its next turn. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area at the time the spell is cast must make a DC 15 Wisdom (Perception) check to recognize the terrain as hazardous before entering it. The effect lasts until initiative count 20.

Abyssal Young Copper Dragon

Large Fiend (Demon, Dragon), Typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	16 (+3)	15 (+2)	17 (+3)

Saving Throws Dex +5, Con +8, Wis +6, Cha +7
Skills Deception +7, Perception +10, Stealth +5
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Abyssal, Common, Draconic
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

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

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Abyssal Acid Breath. The dragon exhales abyssal acid in a 40foot line that is 5 feet wide. Each creature in that line must make a DC 16 Constitution saving throw. On a failed save, a creature takes 22 (5d8) acid damage and 22 (5d8) necrotic damage, and gains 1 level of exhaustion. On a successful save, a creature takes half as much damage with no additional effects.

Abyssal Slowing Breath. The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 16 Wisdom saving throw. On a failed save, the creature takes 22 (5d8) psychic damage, can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save. On a successful save, the creature takes half as much damage with no additional effects.

Abyssal Adult Copper Dragon

Huge Fiend (Demon, Dragon), Typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	18 (+4)	17 (+3)	19 (+4)

Saving Throws Dex +6, Con +11, Wis +8, Cha +9
Skills Deception +9, Perception +13, Stealth +6
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Abyssal, Common, Draconic
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

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

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat 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, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Abyssal Acid Breath. The dragon exhales abyssal acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Constitution saving throw. On a failed save, a creature takes 27 (6d8) acid damage and 27 (6d8) necrotic damage, and gains 1 level of exhaustion. On a successful save, a creature takes half as much damage with no additional effects.

Abyssal Slowing Breath. The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 19 Wisdom saving throw. On a failed save, the creature takes 27 (6d8) psychic damage, can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save. On a successful save, the creature takes half as much damage with no additional effects.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

- The dragon chooses a 10-foot-square area on the ground that it can see within 120 feet of it. The ground in that area turns into a 3-foot-deep pool of acid slime. Each creature on the ground in that area when the slime pool appears must succeed on a DC 15 Dexterity saving throw or fall into the slime pool, take 7 (2d6) acid damage, and become restrained. A restrained creature takes 7 (2d6) acid damage at the start of each of its turns. A creature can take an action to attempt a DC 15 Strength check, freeing itself or another creature within its reach and ending the restrained condition on a success. Moving 1 foot in the slime costs 2 feet of movement. The effect lasts until the dragon uses this lair action again or until the dragon dies.

Regional Effects

The region containing a legendary abyssal copper dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Magic carvings of the dragon's terrifying visage can be seen worked into stone terrain and objects within 6 miles of the dragon's lair.
- Tiny beasts such as rodents and birds within 6 miles of the dragon's lair that are normally harmless become corrupted and evil. They serve as the dragon's eyes and ears and form as swarms that attack intruders on sight.
- Intelligent creatures within 1 mile of the dragon's lair are prone to fits of melancholy and must succeed on a DC 15 Wisdom saving throw or have disadvantage to Intelligence, Wisdom, and Charisma saving throws. A creature can repeat the saving throw at the end of each hour, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this regional effect for the next 24 hours.

If the dragon dies, the magic carvings fade over the course of 1d10 days. The other effects end immediately.

Abyssal Ancient Copper Dragon

Gargantuan Fiend (Demon, Dragon), Typically Chaotic Evil

Armor Class 22 (natural armor)
Hit Points 370 (20d20 + 160)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	27 (+8)	20 (+5)	19 (+4)	21 (+5)

Saving Throws Dex +8, Con +15, Wis +11, Cha +12
Skills Deception +12, Perception +18, Stealth +8
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28
Languages Abyssal, Common, Draconic
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

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

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat 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, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Abyssal Acid Breath. The dragon exhales abyssal acid in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 23 Constitution saving throw. On a failed save, a creature takes 31 (7d8) acid damage and 31 (7d8) necrotic damage, and gains 1 level of exhaustion. On a successful save, a creature takes half as much damage with no additional effects.

Abyssal Slowing Breath. The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 23 Wisdom saving throw. On a failed save, the creature takes 31 (7d8) psychic damage, can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save. On a successful save, the creature takes half as much damage with no additional effects.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



Abyssal Silver Dragon

An abyssal silver dragon believes that all beings exist in a purposeless and chaotic universe and hates anything that strives for order and good. It rejects all religious and moral principles and ridicules those who uphold them. Because life has no meaning to it, an abyssal silver dragon shows no empathy and may annihilate anything it encounters, if it so desires.

An Abyssal Silver Dragon's Lair

Caverns and ruins in the coldest and most perilous places are the preferred lairs of an abyssal silver dragon.

The challenge rating of a legendary abyssal silver dragon increases by 1 when it's encountered in its lair.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- The dragon chooses a point it can see within its lair. It creates a 20-foot-radius sphere of purple gas centered on that point. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air until the dragon uses this lair action again or until the dragon dies. Each creature that is completely within the cloud at the start of its turn must make a DC 15 Intelligence saving throw. On a failed save, the creature is stunned. Creatures that don't need to breathe automatically succeed on this saving throw.
- Freezing mist fills the lair near the dragon. Each creature within 120 feet of the dragon must succeed on a DC 15 Constitution saving throw. On a failed save, a creature takes 11 (2d10) cold damage and is restrained by ice for 1 minute. As an action, the restrained target can make a DC 15 Strength check, breaking the ice on a success. The ice can also be attacked and destroyed (AC 10; hp 35; vulnerability to fire damage; immunity to cold, poison, and psychic damage). On a successful save, a creature takes half as much damage and isn't restrained by ice.
- The dragon targets a creature it can see within its lair. The creature must succeed on a DC 15 Wisdom saving throw. On a failed save, the creature is charmed by the dragon for 1 minute. The charmed target obeys the dragon's verbal commands. A creature can repeat the saving throw at the end of each of its turns or if it receives a suicidal command, ending the effect on itself on a success.

Regional Effects

The region containing a legendary abyssal silver dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Once every 10 minutes while within 6 miles of the lair, a hail of ice pounds a 20-foot-radius, 40 cylinder area centered on a point on the ground. Each creature within that area must make a DC 15 Dexterity saving throw, taking 5 (1d10) bludgeoning damage and 5 (1d10) cold damage on a failed save, or half as much damage on a successful one.
- Within 1 mile of the lair, psychic winds buoy the dragon's allies. Such creatures can take the Dash action as a bonus action.
- Creatures within 1 mile of the lair that aren't protected from extreme cold must make a DC 15 Constitution saving throw at the end of every hour or gain one level of exhaustion.

If the dragon dies, the hail storms fade over the course of 1d10 days. The other effects end immediately.

Abyssal Young Silver Dragon

Large Fiend (Demon, Dragon), Typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 184 (16d10 + 96)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	14 (+2)	13 (+1)	21 (+5)

Saving Throws Dex +4, Con +10, Wis +5, Cha +9
Skills Arcana +6, History +6, Perception +9, Stealth +4
Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Abyssal, Common, Draconic
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

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

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Abyssal Cold Breath. The dragon exhales an icy necrotic blast in a 30-foot cone. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save, a creature takes 27 (6d8) cold damage and 27 (6d8) necrotic damage and gains 1 level of exhaustion. On a successful save, a creature takes half as much damage with no additional effects.

Abyssal Paralyzing Breath. The dragon exhales paralyzing gas in a 30-foot cone. Each creature in that area must succeed on a DC 18 Wisdom saving throw or take 27 (6d8) psychic damage and be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the creature takes half as much damage with no additional effects.

Abyssal Adult Silver Dragon

Huge Fiend (Demon, Dragon), Typically Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 261 (18d12 + 144)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	16 (+3)	15 (+2)	23 (+6)

Saving Throws Dex +6, Con +14, Wis +8, Cha +12
Skills Arcana +9, History +9, Perception +14, Stealth +6
Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Abyssal, Common, Draconic
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

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

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat 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, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Abyssal Cold Breath. The dragon exhales an icy necrotic blast in a 60-foot cone. Each creature in that area must make a DC 22 Constitution saving throw. On a failed save, a creature takes 31 (7d8) cold damage and 31 (7d8) necrotic damage and gains 1 level of exhaustion. On a successful save, a creature takes half as much damage with no additional effects.

Abyssal Paralyzing Breath. The dragon exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 22 Wisdom saving throw or take 31 (7d8) psychic damage and be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the creature takes half as much damage with no additional effects.

Change Shape. The dragon magically transforms into any Humanoid or Beast, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or if it uses a bonus action to end it.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Abyssal Ancient Silver Dragon

Gargantuan Fiend (Demon, Dragon), Typically Chaotic Evil

Armor Class 23 (natural armor)
Hit Points 512 (25d20 + 250)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	18 (+4)	17 (+3)	25 (+7)

Saving Throws Dex +7, Con +17, Wis +10, Cha +14
Skills Arcana +11, History +11, Perception +17, Stealth +7
Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Abyssal, Common, Draconic
Challenge 24 (62,000 XP) **Proficiency Bonus** +7

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

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat 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, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Abyssal Cold Breath. The dragon exhales an icy necrotic blast in a 90-foot cone. Each creature in that area must make a DC 25 Constitution saving throw. On a failed save, a creature takes 36 (8d8) cold damage and 36 (8d8) necrotic damage and gains 1 level of exhaustion. On a successful save, a creature takes half as much damage with no additional effects.

Abyssal Paralyzing Breath. The dragon exhales paralyzing gas in a 90-foot cone. Each creature in that area must succeed on a DC 25 Wisdom saving throw or take 36 (8d8) psychic damage and be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the creature takes half as much damage with no additional effects.

Change Shape. The dragon magically transforms into any Humanoid or Beast, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or if it uses a bonus action to end it.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.





Infernal Dragon Template

While an infernal dragon usually comes from eggs tainted with an archdevil's essence, it is often done with the blessing of Tiamat. The scales of an infernal dragon constantly shimmer with crimson energy, sometimes even looking like flowing lava. Intense heat and smoke constantly radiate from its body.

Infernal Might. An infernal dragon has the same base abilities and resistances devils have. Its breath weapon is imbued with infernal power. Those struck not only take fire damage, but are overwhelmed by a sense of despair.

When a dragon becomes an infernal creature, it retains all of its statistics except as noted below.

Race. The creature becomes a Fiend (Devil). If the creature has a subtype, it retains that subtype. For example, Humanoid (Dwarf) becomes Fiend (Devil, Dwarf).

Armor Class. The creature's AC increases by 1.

Abilities. The creature's Strength, Constitution, Wisdom, and Charisma scores increase by 2.

Saving Throws. If the creature's CR is 5 or less, it gains a number of proficiencies in saving throws until its total number of saving throws is 2. However, if the creature already had 2 or a larger number of saving throws, it retains those saving throws and gains no additional ones.

If the creature's CR is higher than 5 but less than 12, it gains a number of proficiencies in saving throws until its total number of saving throws is 3. However, if the creature already had 3 or a larger number of saving throws, it retains those saving throws and gains no additional ones.

If the creature's CR is 12 or higher, it gains a number of proficiencies in saving throws until its total number of saving throws is 4. However, if the creature already had 4 or a larger number of saving throws, it retains those saving throws and gains no additional ones.

Senses. If the creature's CR is less than 6, it gains Darkvision 60 ft. If the creature's CR is higher than 5 but less than 12, it gains Darkvision 120 ft. If the creature's CR is 12 or higher, it gains Truesight 120 ft. Ignore if the creature has a better feature.

Languages. The creature learns Infernal. If the creature's Int score is 4 or 5, it gains telepathy 60 ft. If the creature's Int score is 6 or higher, it gains telepathy 120 ft. If the creature can't speak, it gains "understands Infernal but can't speak."

Resistances. The creature gains damage resistance to cold. If the creature's CR is 4 or higher, it also gains damage resistance to bludgeoning, piercing, and slashing from nonmagical attacks (Note that this will increase the creature's CR). If the creature has vulnerability to one of the listed damage types, it loses this vulnerability.

Immunities. The creature gains immunity to fire, poison and the poisoned condition. If the creature has vulnerability to one of the listed damage types, it loses this vulnerability.

Devil's Sight. The creature gains Devil's Sight (magical darkness doesn't impede the devil's darkvision).

Magic Resistance. The creature gains Magic Resistance.

Challenge Rating. The Challenge Rating needs to be calculated, especially if the creature has new features, attacks, and spells. For quick approximation purposes though, if the creature has no additional changes, its Challenge Rating increases by 1.

Infernal Bronze Dragon

An infernal bronze dragon sees itself as a conqueror and ruler of its coastal territory. It lives only to fight, subjugate, and hoard treasure. It attacks ships that enter its domain, plundering its cargo for treasure and enslaving its crew. In Hell, the infernal bronze dragon serves its archdevil master as a warlord and general, leading fiendish troops into battle.

An Infernal Bronze Dragon's Lair

An infernal bronze dragon makes its lair in caverns along coasts and reefs in the natural world or along the River Styx in Hell.

The challenge rating of a legendary infernal bronze dragon increases by 1 when it's encountered in its lair.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- The dragon casts *darkness,* requiring no material components and using Charisma as the spellcasting ability, at up to 3 points it can see within its lair. The effects last until initiative count 20 on the next round.
- An infernal thunderclap originates at a point the dragon can see within 120 feet of it. Each creature within a 20-foot radius centered on that point must make a DC 15 Constitution saving throw or take 5 (1d10) fire damage and 5 (1d10) thunder damage and be deafened and stunned until the end of its next turn.

Regional Effects

The region containing a legendary infernal bronze dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Once every 10 minutes while within 6 miles of the lair, infernal lightning strikes a point on the ground. Each creature within a 5-foot radius centered on that point must make a DC 15 Dexterity saving throw or take 3 (1d6) fire damage and 3 (1d6) lightning damage.
- Underwater plants within 6 miles of the dragon's lair become corrupted and grow venomous barbs. A creature that moves within 5 feet of it must succeed on a DC 15 Constitution saving throw or become poisoned for 24 hours.
- Within its lair, the dragon can set terrifying illusory sounds, such as howls and screams, so that they can be heard in various parts of the lair. When a creature hears these sounds, it must make a DC 15 Wisdom saving throw or become frightened for 1 hour. While frightened, the creature must use its action each turn to exit the lair in the quickest route possible and will not willingly enter or stay within the lair. A creature that succeeds in the saving throw is immune to this effect for 24 hours.

If the dragon dies, the lightning storms fade in 1d10 days, but the other effects fade immediately.



Infernal Young Bronze Dragon

Large Fiend (Devil, Dragon), Typically Lawful Evil

Armor Class 19 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	15 (+2)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +6, Cha +8
Skills Insight +6, Perception +10, Stealth +4
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, lightning, poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic, Infernal
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Amphibious. The dragon can breathe air and water.

Devil's Sight. Magical darkness doesn't impede the dragon's darkvision.

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

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

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

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Infernal Lightning Breath. The dragon exhales infernal lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Wisdom saving throw. On a failed save, a creature takes 27 (5d10) fire damage and 27 (5d10) lightning damage and is frightened until the end of the dragon's next turn. On a successful save, a creature takes half as much damage and isn't frightened.

Infernal Repulsion Breath. The dragon exhales infernal repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 17 Strength saving throw. On a failed save, the creature takes 27 (5d10) fire damage and is pushed 40 feet away from the dragon. On a successful save, a creature takes half as much damage and isn't pushed.

Infernal Adult Bronze Dragon

Huge Fiend (Devil, Dragon), Typically Lawful Evil

Armor Class 20 (natural armor)
Hit Points 229 (17d12 + 119)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	17 (+3)	21 (+5)

Saving Throws Dex +5, Con +12, Wis +8, Cha +10
Skills Insight +8, Perception +13, Stealth +5
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, lightning, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Common, Draconic, Infernal
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Amphibious. The dragon can breathe air and water.

Devil's Sight. Magical darkness doesn't impede the dragon's darkvision.

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

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat 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, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Infernal Lightning Breath. The dragon exhales infernal lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Wisdom saving throw. On a failed save, a creature takes 33 (6d10) fire damage and 33 (6d10) lightning damage and is frightened until the end of the dragon's next turn. On a successful save, a creature takes half as much damage and isn't frightened.

Infernal Repulsion Breath. The dragon exhales infernal repulsion energy in a 60-foot cone. Each creature in that area must succeed on a DC 20 Strength saving throw. On a failed save, the creature takes 33 (6d10) fire damage and is pushed 40 feet away from the dragon. On a successful save, a creature takes half as much damage and isn't pushed.

Change Shape. The dragon magically transforms into any Humanoid or Beast, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or if it uses a bonus action to end it.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



Infernal Ancient Bronze Dragon

Gargantuan Fiend (Devil, Dragon), Typically Lawful Evil

Armor Class 23 (natural armor)
Hit Points 468 (24d20 + 216)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	19 (+4)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +11, Cha +13
Skills Insight +11, Perception +18, Stealth +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, lightning, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28
Languages Common, Draconic, Infernal
Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Amphibious. The dragon can breathe air and water.

Devil's Sight. Magical darkness doesn't impede the dragon's darkvision.

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

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat 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, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Infernal Lightning Breath. The dragon exhales infernal lightning in a 120-foot line that is 5 feet wide. Each creature in that line must make a DC 24 Wisdom saving throw. On a failed save, a creature takes 44 (8d10) fire damage and 44 (8d10) lightning damage and is frightened until the end of the dragon's next turn. On a successful save, a creature takes half as much damage and isn't frightened.

Infernal Repulsion Breath. The dragon exhales infernal repulsion energy in a 90-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw. On a failed save, the creature takes 44 (8d10) fire damage and is pushed 40 feet away from the dragon. On a successful save, a creature takes half as much damage and isn't pushed.

Change Shape. The dragon magically transforms into any Humanoid or Beast, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or if it uses a bonus action to end it.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



Infernal Gold Dragon

Undoubtedly the most dreaded among fiendish dragons, the ancient infernal gold dragon stands unrivaled in its power and cunning, comparable to the most formidable archdevils. Beneath its awe-inspiring and refined facade lies a malevolent, unyielding, and treacherous tyrant. Utilizing a vast network of fiendish spies and ruthless enforcers, the infernal gold dragon eliminates rivals and, if necessary, even turns on its own allies to maintain its iron grip on power. Its web of deceit and manipulation spreads like a sinister shadow, ensuring no threat or opposition remains unaddressed.

Infernal Young Gold Dragon

Large Fiend (Devil, Dragon), Typically Lawful Evil

Armor Class 19 (natural armor)
Hit Points 195 (17d10 + 102)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	16 (+3)	15 (+2)	22 (+6)

Saving Throws Dex +6, Con +10, Wis +6, Cha +10
Skills Insight +6, Perception +10, Persuasion +10, Stealth +6
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic, Infernal
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Amphibious. The dragon can breathe air and water.

Devil's Sight. Magical darkness doesn't impede the dragon's darkvision.

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

Actions

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Infernal Fire Breath. The dragon exhales infernal fire in a 30-foot cone. Each creature in that area must make a DC 18 Wisdom saving throw. On a failed save, a creature takes 55 (10d10) fire damage and is frightened until the end of the dragon's next turn. On a successful save, a creature takes half as much damage and isn't frightened.

Infernal Weakening Breath. The dragon exhales infernal gas in a 30-foot cone. Each creature in that area must succeed on a DC 18 Strength saving throw. On a failed save, a creature takes 27 (5d10) fire damage and has disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage with no additional effects.

Infernal Adult Gold Dragon

Huge Fiend (Devil, Dragon), Typically Lawful Evil

Armor Class 20 (natural armor)
Hit Points 275 (19d12 + 152)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	27 (+8)	16 (+3)	17 (+3)	26 (+8)

Saving Throws Dex +8, Con +14, Wis +9, Cha +14
Skills Insight +9, Perception +15, Persuasion +14, Stealth +8
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Common, Draconic, Infernal
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Amphibious. The dragon can breathe air and water.

Devil's Sight. Magical darkness doesn't impede the dragon's darkvision.

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

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat 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, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Infernal Fire Breath. The dragon exhales infernal fire in a 60-foot cone. Each creature in that area must make a DC 22 Wisdom saving throw. On a failed save, a creature takes 66 (12d10) fire damage and is frightened until the end of the dragon's next turn. On a successful save, a creature takes half as much damage and isn't frightened.

Infernal Weakening Breath. The dragon exhales infernal gas in a 60-foot cone. Each creature in that area must succeed on a DC 22 Strength saving throw. On a failed save, a creature takes 33 (6d10) fire damage and has disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage with no additional effects.

Change Shape. The dragon magically transforms into any Humanoid or Beast, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or if it uses a bonus action to end it.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

An Infernal Gold Dragon's Lair

An infernal gold dragon makes its lair in far-flung places that are not accessible to most beings, where they can brood and slumber for as long as they please without worry of intrusion. It prefers places that are uninhabitable, such as deep within the bowels of a raging volcano, or in ancient ruins, lava lakes, and twisting caverns of Hell.

The challenge rating of a legendary infernal gold dragon increases by 1 when it's encountered in its lair.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- The dragon casts *darkness,* requiring no material components and using Charisma as the spellcasting ability, at up to 3 points it can see within its lair. The effects last until initiative count 20 on the next round.
- Up to three creatures the dragon can see within its lair must succeed on a DC 15 Wisdom saving throw. On a failed save, the creature has disadvantage on attack rolls, ability checks, and saving throws until initiative count 20 on the next round.
- One creature the dragon can see within 120 feet of it must succeed on a DC 15 Charisma saving throw or be banished to a nightmare plane, a different plane of existence the dragon has imagined into being. To escape, the creature must use its action to make a Charisma check contested by the dragon's. If the creature wins, it escapes the nightmare plane. Otherwise, the effect ends on initiative count 20 on the next round. When the effect ends, the creature gains one level of exhaustion and reappears in the space it left or in the nearest unoccupied space if that one is occupied.

Regional Effects

The region containing a legendary infernal gold dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Whenever a creature sleeps or enters a state of trance or reverie within 6 miles of the dragon's lair, the dragon can establish telepathic contact with that creature and instill its dreams with nightmares. The creature must succeed on a DC 15 Charisma saving throw or gain one level of exhaustion.
- Dark, reddish mist manifests within 6 miles of the dragon's lair. It assumes fiendish forms when good creatures are near the dragon or other devils in the mist, giving the good creatures disadvantage to saving throws made against being frightened.
- 20-foot diameter spheres of magical darkness randomly appear within 6 miles of the dragon's lair. They last for 1 hour before disappearing. There is a 50% chance that there are 1d6 lesser devils within the sphere.

If the dragon dies, all the regional effects fade immediately.

Infernal Ancient Gold Dragon

Gargantuan Fiend (Devil, Dragon), Typically Lawful Evil

Armor Class 23 (natural armor)
Hit Points 574 (28d20 + 280)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	30 (+10)	18 (+4)	19 (+4)	30 (+10)

Saving Throws Dex +10, Con +18, Wis +12, Cha +18
Skills Insight +12, Perception +20, Persuasion +18, Stealth +10
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 30
Languages Common, Draconic, Infernal
Challenge 25 (75,000 XP) **Proficiency Bonus** +8

Amphibious. The dragon can breathe air and water.

Devil's Sight. Magical darkness doesn't impede the dragon's darkvision.

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

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 26 Wisdom saving throw or become frightened for 1 minute. A creature can repeat 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, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Infernal Fire Breath. The dragon exhales infernal fire in a 90-foot cone. Each creature in that area must make a DC 26 Wisdom saving throw. On a failed save, a creature takes 77 (14d10) fire damage and is frightened until the end of the dragon's next turn. On a successful save, a creature takes half as much damage and isn't frightened.

Infernal Weakening Breath. The dragon exhales infernal gas in a 90-foot cone. Each creature in that area must succeed on a DC 26 Strength saving throw. On a failed save, a creature takes 38 (7d10) fire damage and has disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage with no additional effects.

Change Shape. The dragon magically transforms into any Humanoid or Beast, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or if it uses a bonus action to end it.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 26 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Drakes

Drakes are the lesser, wingless kin of dragons. Unlike their majestique cousins, drakes are generally smaller, feral in nature, and have shorter life spans. They display a range of physical characteristics, with most bearing some resemblance to their chromatic counterparts while others boasting unique features.

They are categorized into three age groups: young drakes, comparable in size to mules; adult drakes, akin to full-sized crocodiles in scale; and ancient drakes, capable of growing to mammoth-like proportions. Drakes are commonly encountered in packs, typically consisting of a majority of young ones led by one adult alpha or two mated adults.

While not as awe-inspiring as dragons, drakes should not be underestimated, as their cunning and lethal set of abilities can still make them formidable adversaries. Thus, they are often sought after by giants and humanoids, who recognize their value and train them as guards or mounts.

Brine Drake

The brine drake is a fearsome aquatic monster with unique physical features that set it apart from other drakes. It has a sleek body adapted for swimming, and its piscine head has jaws filled with sharp, needle-like teeth capable of piercing flesh with ease. Its scales shimmer in shades of deep blue and teal with a hint of iridescence. Along its back rise a row of vibrant orange crested fins, each hiding highly venomous spines.

Stealthy Shocker. The brine drake stalks and ambushes unsuspecting victims. Patient and cunning, it lies in wait, blending seamlessly with its watery surroundings until a suitable target approaches. Once prey is within striking distance, the brine drake explodes forward, lunging with remarkable speed. Its venomous spines inject potent toxins into the victim, causing immense pain until the spines are removed. Moreover, the brine drake possesses a remarkable ability to generate powerful shocking bursts akin to those of an electric eel. It employs this surge of electricity not only to immobilize its prey, but also to defend itself against larger threats.

Marine Predator. Aquatic brine drakes are predominantly found in coastal regions and mangrove swamps, favoring shallow waters, estuaries, and brackish marshes where they can effortlessly navigate through submerged vegetation and surprise their prey. They have adapted to the challenges of their environment, with their bluish scales providing effective camouflage and their electrifying abilities allowing them to excel in the water's conductive properties.

Voracious Carnivore. To sustain its size and strength, the brine drake feeds often, preying mostly on a variety of aquatic creatures such as large fish and crustaceans, and the occasional mammal that ventures into its domain. Its ability to electrocute and incapacitate prey quickly grants the brine drake a significant advantage, ensuring its place as a top predator in its aquatic ecosystem.



Brine Drake, Young

Medium Dragon, Unaligned

Armor Class 13 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	16 (+3)	4 (-3)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +2
Damage Immunities lightning
Senses darkvision 120 ft., passive Perception 14
Languages understands Aquan and Draconic but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Limited Amphibiousness. The drake can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Venomous Spines. A creature that touches the drake or hits it with a melee attack while within 5 feet of it gets pricked by the drake's venomous spines and takes 2 (1d4) piercing damage and must succeed on a DC 13 Constitution saving throw or become poisoned until a creature takes an action to remove the spines.

Actions

Multiattack. The drake makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) piercing damage plus 2 (1d4) lightning damage.

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

Electricity Surge (Recharge 6). The drake generates powerful electrical bursts. Each creature outside water within 5 feet of the drake, or each creature in a body of water within 10 feet of the drake, must make a DC 13 Constitution saving throw. On a failed save, a creature takes 18 (4d8) lightning damage and is incapacitated until the end of the drake's next turn. On a successful save, a creature takes half as much damage and isn't incapacitated.

Reactions

Trigger Electricity Surge. When a creature within 5 feet of the drake hits the drake with a melee attack and the drake's Electricity Surge is available, the drake uses Electricity Surge.

Brine Drake, Adult

Large Dragon, Unaligned

Armor Class 14 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	5 (-3)	12 (+1)	10 (+0)

Skills Perception +7, Stealth +3
Damage Immunities lightning
Senses darkvision 120 ft., passive Perception 17
Languages understands Aquan and Draconic but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Limited Amphibiousness. The drake can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Venomous Spines. A creature that touches the drake or hits it with a melee attack while within 5 feet of it gets pricked by the drake's venomous spines and takes 3 (1d6) piercing damage and must succeed on a DC 15 Constitution saving throw or become poisoned until a creature takes an action to remove the spine.

Actions

Multiattack. The drake makes one Bite attack, two Claw attacks, and one Tail attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 11 (2d6 + 4) piercing damage plus 3 (1d6) lightning damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 7 (1d6 + 4) bludgeoning damage plus 10 (3d6) piercing damage and the target must make a DC 15 Constitution saving throw or become poisoned until a creature takes an action to remove the spines.

Electricity Surge (Recharge 6). The drake generates powerful electrical bursts. Each creature outside water within 10 feet of the drake, or each creature in a body of water within 15 feet of the drake, must make a DC 15 Constitution saving throw. On a failed save, a creature takes 31 (7d8) lightning damage and is incapacitated until the end of the drake's next turn. On a successful save, a creature takes half as much damage and isn't incapacitated.

Reactions

Trigger Electricity Surge. When a creature within 5 feet of the drake hits the drake with a melee attack and the drake's Electricity Surge is available, the drake uses Electricity Surge.



Brine Drake, Ancient

Huge Dragon, Unaligned

Armor Class 15 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	6 (-2)	14 (+2)	12 (+1)

Skills Perception +10, Stealth +4
Damage Immunities lightning
Senses darkvision 120 ft., passive Perception 20
Languages understands Aquan and Draconic but can't speak
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the drake fails a saving throw, it can choose to succeed instead.

Limited Amphibiousness. The drake can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Venomous Spines. A creature that touches the drake or hits it with a melee attack while within 5 feet of it gets pricked by the drake's venomous spines and takes 4 (1d8) piercing damage and must succeed on a DC 17 Constitution saving throw or become poisoned until a creature takes an action to remove the spine.

Actions

Multiattack. The drake makes one Bite attack, two Claw attacks, and one Tail attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 13 (3d8) piercing damage and the target must make a DC 17 Constitution saving throw or become poisoned until a creature takes an action to remove the spines.

Electricity Surge (Recharge 6). The drake generates powerful electrical bursts. Each creature outside water within 15 feet of the drake, or each creature in a body of water within 20 feet of the drake, must make a DC 17 Constitution saving throw. On a failed save, a creature takes 45 (10d8) lightning damage and is incapacitated until the end of the drake's next turn. On a successful save, a creature takes half as much damage and isn't incapacitated.

Legendary Actions

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

Claw. The drake makes a Claw attack.

Frightful Gaze. The drake targets one creature it can see within 30 feet of it. The creature must succeed on a DC 13 Wisdom saving throw or become frightened of the drake for 1 minute. A creature can repeat 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, the creature is immune to the drake's Frightful Gaze for the next 24 hours.

Spine Volley (Costs 2 Actions). The drake whips its tail to launch venomous spines in a 30-foot cone. Each creature in the area must succeed on a DC 17 Constitution saving throw. On a failed save, a creature takes 13 (3d8) piercing damage and is poisoned until a creature takes an action to remove the spines. On a successful save, a creature takes half as much damage and isn't poisoned.

Reactions

Trigger Electricity Surge. When a creature within 5 feet of the drake hits the drake with a melee attack and the drake's Electricity Surge is available, the drake uses Electricity Surge.

An Ancient Brine Drake's Lair

An ancient brine drake builds its lair in areas that have easy access to prey. Such locations are sea caves, estuarine mangroves, brackish marshes where freshwater and saltwater mix, coral reefs, and underwater caverns.

An ancient brine drake encountered in its lair has a challenge rating of 13 (10,000 XP).

Lair Actions

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

- The drake targets up to three points it can see on the ground within its lair. Strands of seaweed and kelp extend from the ground and ensnare creatures in a 10-foot-radius sphere centered on each point. Each creature in those areas must succeed on a DC 14 Strength saving throw or be restrained until initiative count 20 on the next round.
- A wave of water that crashes down on a 20-foot long, 10-foot wide, and 10-foot tall area within the drake's lair. Each creature in that area must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 9 (2d8) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 20 feet of it.
- The drake emits a terrifying bellow. Each creature within 60 feet of the drake that can hear the drake must succeed on a DC 17 Wisdom saving throw or become frightened of the drake until initiative count 20 on the next round.

Deep Drake

The deep drake is a formidable creature that dwells in the Elemental Plane of Earth but can also be found in the Material Plane. It lives entirely underground and shuns the touch of sunlight. Although not completely blind, it relies heavily on echolocation to navigate its dark and labyrinthine habitat and to hunt its unsuspecting prey.

Stone Camouflage. The deep drake possesses scales or scutes akin to a crocodile's but resembling a stone-like texture, allowing it to seamlessly blend into its natural surroundings. Further aiding in its camouflage are its ability to climb surfaces effortlessly and the bony stalactite-like ridges adorning its spine, enhancing its ability to remain hidden within the shadowed recesses of cavern ceilings.

Sonic Blaster. The deep drake stalks the winding caverns and underground tunnels, searching for a spot to hide, typically in the ceiling above a busy underground trail or passage. There, the deep drake patiently waits for prey to venture close. Once the opportunity arises, With acute precision, it emits a powerful sonar blast. The forceful shockwave generated by the blast creates a sudden, intense compression, leading to destructive consequences to a creature upon impact. The sonic burst can rupture a creature's delicate tissues, such as eardrums, damage internal organs and blood vessels, shatter bones, and cause concussion. Creatures who survive the attack are often left reeling and vulnerable to the deep drake's death blow, which is a swift and powerful bite at the prey's neck or spine.

Salt Geophagy. The deep drake's diet consists of normal and giant-sized bats, insects, reptiles, worms, and other manner of vermin but will include larger dangerous prey such as grimlocks and other humanoids if food is scarce. It supplements its carnivorous diet with salt deposits and crystals, biting and licking these salt formations that are abundant in cave systems that have or are near saline springs and pools. These minerals help it develop its tough, stone-like hide.

Kobold Mounts. A deep drake is often encountered singly or as a mated pair, but a few run in packs, with several young ones led by an adult alpha. Kobolds are known to capture young deep drakes and train them as mounts and guards.





Deep Drake, Young

Medium Dragon, Unaligned

Armor Class 15 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	4 (-3)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +3
Damage Immunities thunder
Condition Immunities blinded
Senses blindsight 60 ft. or 10 ft. while deafened (blind beyond this radius), darkvision 120 ft., passive Perception 12
Languages understands Draconic and Terran but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Echolocation. The drake can't use its blindsight while deafened.

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

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

Actions

Multiattack. The drake makes one Bite attack and two Claw attacks.

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

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

Sonic Breath (Recharge 6). The drake emits a sonic shockwave in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw. On a failed save, a creature takes 18 (4d8) thunder damage, is deafened for 1 minute, and is stunned until the end of the drake's next turn. On a successful save, a creature takes half as much damage and isn't deafened or stunned.

Deep Drake, Adult

Large Dragon, Unaligned

Armor Class 16 (natural armor)
Hit Points 126 (12d10 + 60)
Speed 40 ft., climb 40 ft.

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

Skills Perception +4, Stealth +4
Damage Immunities thunder
Condition Immunities blinded
Senses blindsight 60 ft. or 10 ft. while deafened (blind beyond this radius), darkvision 120 ft., passive Perception 14
Languages understands Draconic and Terran but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Echolocation. The drake can't use its blindsight while deafened.

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

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

Actions

Multiattack. The drake makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 4 (1d8) thunder damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Sonic Breath (Recharge 6). The drake emits a sonic shockwave in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 31 (7d8) thunder damage, is deafened for 1 minute, and is stunned until the end of the drake's next turn. On a successful save, a creature takes half as much damage and isn't deafened or stunned.

An Ancient Deep Drake's Lair

An ancient deep drake roosts in large subterranean crevices, ledges, and burrows that overlook a vast cavernous network that is connected to a number of complex tunnel systems.

An ancient deep drake encountered in its lair has a challenge rating of 14 (11,500 XP).

Lair Actions

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

- Dozens of stalactites from the cavern's ceiling break off and fall down to the ground centered on a point within 120 feet of the drake. Each creature within 20 feet of that point must succeed on a DC 15 Dexterity saving throw. On a failed save, a creature takes 11 (2d10) bludgeoning damage, is knocked prone, and restrained. A creature can use an action to make a DC 15 Strength check to free the restrained creature.
- The drake exhales corrosive sand in a 60-foot-line that is 5 feet wide. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, a creature takes 13 (3d8) acid damage and is blinded until initiative Count 20 on the next round. On a successful save, a creature takes half as much damage and isn't blinded.
- The drake creates a seismic disturbance at a point on the ground it can see within its lair. Until initiative count 20 on the next round, a strong tremor rips through the ground in a 40-foot-radius circle centered on that point and shakes creatures in contact with the ground in that area. Until the duration ends, the ground in the area becomes difficult terrain. In addition, each creature in that area or enters it for the first time, while the tremor occurs must make a DC 15 Strength saving throw or be knocked prone. Furthermore, each creature that is concentrating must make a DC 15 Constitution saving throw. On a failed save, the creature's concentration is broken.

Deep Drake, Ancient

Huge Dragon, Unaligned

Armor Class 17 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	6 (-2)	14 (+2)	12 (+1)

Skills Perception +7, Stealth +6
Damage Immunities thunder
Condition Immunities blinded
Senses blindsight 60 ft. or 10 ft. while deafened (blind beyond this radius), darkvision 120 ft., passive Perception 17
Languages understands Draconic and Terran but can't speak
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Echolocation. The drake can't use its blindsight while deafened.

Legendary Resistance (1/Day). If the drake fails a saving throw, it can choose to succeed instead.

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

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

Actions

Multiattack. The drake makes one Bite attack, two Claw attacks, and one Tail attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage plus 7 (2d6) thunder damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 12 (1d10 + 7) bludgeoning damage.

Sonic Breath (Recharge 6). The drake emits a sonic shockwave in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, a creature takes 45 (10d8) thunder damage, is deafened for 1 minute, and is stunned until the end of the drake's next turn. On a successful save, a creature takes half as much damage and isn't deafened or stunned.

Legendary Actions

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

Claw. The drake makes a Claw attack.

Frightful Gaze. The drake targets one creature it can see within 30 feet of it. The creature must succeed on a DC 13 Wisdom saving throw or become frightened of the drake for 1 minute. A creature can repeat 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, the creature is immune to the drake's Frightful Gaze for the next 24 hours.

Resonance Disruption (Costs 2 Actions). The drake emits an ultrasonic chirp that causes unnatural vibrational frequencies. Each creature within 20 feet of the drake must succeed on DC 19 Constitution saving throw. On a failed save, a creature becomes vulnerable to thunder damage, can't concentrate, can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. The effects last until the end of the drake's next turn. Creatures immune to thunder damage automatically save against this legendary action.



Desert Drake

Desert drakes are wingless dragons with thick, golden-brown hides that resemble overlapping armor plates. They have large horns on their snouts similar to a blue dragon's and long tails that end with bony clubs. Desert drakes, as their name implies, are usually encountered in barren wastelands, dust bowls, and dry badlands.

Sand Lurkers. Desert drakes are ambush hunters. They use their specialized claws and tail to burrow and bury themselves deep into the sand and patiently wait until they sense the vibration caused by the movement of approaching prey. Upon reaching striking distance, the desert drakes explode from the sand, catch their targets by surprise, and bring them down quickly with savage attacks. Desert drakes typically hunt large reptiles and mammals such as camels, humanoids, and cattle. They will track and follow caravans for days waiting for an opportunity to snatch prey.

Sand Breath. Desert drakes constantly swallow small amounts of sand which they store within their acidic bellies. When confronted with numerous foes or a dangerous opponent, desert drakes can disgorge the stored and now highly corrosive sand at their targets' eyes, burning and blinding them at the same time.

Tail Clubbing. Desert drakes tend to be solitary and very territorial. During mating season, desert drakes converge and vie for the right to be the only male to mate with the females. The largest males challenge each other and fight using only their powerful tail clubs, taking turns smashing each other's bodies. Rarely do these matches end in death, but broken limbs and ribcages are common.

Desert Drake, Young

Medium Dragon, Unaligned

Armor Class 13 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	4 (-3)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +2
Damage Immunities acid
Senses darkvision 120 ft., passive Perception 12
Languages understands Draconic and Terran but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Hold Breath. The drake can hold its breath for 15 minutes or until it uses its Acid Breath.

Sand Camouflage. The drake has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Actions

Multiattack. The drake makes one Bite attack, one Claws attack, and one Tail attack.

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.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage and if the target is Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Sand Breath (Recharge 6). The drake exhales corrosive sand in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 13 (3d8) acid damage and is blinded for 1 minute. A creature can repeat the saving throw with advantage on the roll at the end of each of its turns, ending the blinded effect on a success. On a successful save, a creature takes half as much damage and isn't blinded.

Desert Drake, Adult

Large Dragon, Unaligned

Armor Class 14 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	5 (-3)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +3
Damage Immunities acid
Senses darkvision 120 ft., passive Perception 14
Languages understands Draconic and Terran but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Hold Breath. The drake can hold its breath for 30 minutes or until it uses its Acid Breath.

Sand Camouflage. The drake has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Actions

Multiattack. The drake makes one Bite attack, two Claw attacks, and one Tail attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage and if the target is Large or smaller creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Sand Breath (Recharge 6). The drake exhales corrosive sand in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 27 (6d8) acid damage and is blinded for 1 minute. A creature can repeat the saving throw with advantage on the roll at the end of each of its turns, ending the blinded effect on a success. On a successful save, a creature takes half as much damage and isn't blinded.

Reactions

Tail Swipe. When an enemy the drake can see moves within 10 feet of the drake, the drake can make one Tail attack against that enemy.



An Ancient Desert Drake's Lair

Ancient desert drakes build their lairs in windswept desert caves and large underground tunnels or buried ruins deep beneath sandy wastelands and in the Elemental Plane of Earth.

The challenge rating of an ancient desert drake increases to 13 (10,000 XP) when it's encountered in its lair.

Lair Actions

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

- The drake targets up to 4 creatures it can see within 120 feet of it. Sections of the ceiling collapse above each target. The target must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone.
- The drake targets a 10-foot cube of ground within 60 feet of it. The targeted area turns into quicksand and is difficult terrain. Each creature that starts its turn in the area or enters it for the first time must succeed on a DC 14 Strength saving throw. On a failed save, a creature sinks into the quicksand, is restrained, and can't breathe. It or another creature can use an action to end the restrained condition by pulling itself or the sunken creature from the quicksand with a successful DC 14 Strength (Athletics) check. On a success, the creature is no longer restrained and escapes the quicksand using 10 feet of movement, exiting prone. A restrained creature is shunted to an unoccupied space of its choice within 5 feet of the quicksand and is no longer restrained when the effect ends. The quicksands last for 1 minute, until the half-dragon uses this lair action again, or until the half-dragon dies or is incapacitated.
- The drake creates a wall of sand on a solid surface it can see within 120 feet of it. The wall can be up to 60 feet long, 20 feet high, and 2 feet thick. When the wall appears, each creature is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 5, 10 hit points, resistant to piercing and slashing damage, and immunity to necrotic, poison, and psychic damage. The wall disappears when the drake uses this lair action again or when the drake dies. The wall of sand lasts for 1 minute or until the drake uses this lair action again.

Desert Drake, Ancient

Huge Dragon, Unaligned

Armor Class 15 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	6 (-2)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +4
Damage Immunities acid
Senses darkvision 120 ft., passive Perception 16
Languages understands Draconic and Terran but can't speak
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Hold Breath. The drake can hold its breath for 30 minutes or until it uses its Acid Breath.

Legendary Resistance (1/Day). If the drake fails a saving throw, it can choose to succeed instead.

Sand Camouflage. The drake has advantage on Dexterity (Stealth) checks made to hide in sandy terrain.

Actions

Multiattack. The drake makes one Bite attack, two Claw attacks, and one Tail attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 12 (1d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 12 (1d10 + 7) bludgeoning damage and if the target is Huge or smaller creature, it must succeed on a DC 19 Strength saving throw or be knocked prone. If the creature fails its saving throw by 5 or more, it is also stunned until the end of the drake's next turn.

Sand Breath (Recharge 6). The drake exhales corrosive sand in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 40 (9d8) acid damage and is blinded for 1 minute. A creature can repeat the saving throw with advantage on the roll at the end of each of its turns, ending the blinded effect on a success. On a successful save, a creature takes half as much damage and isn't blinded.

Reactions

Tail Swipe. When an enemy the drake can see moves within 15 feet of the drake, the drake can make one Tail attack against that enemy.

Legendary Actions

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

Claw. The drake makes a Claw attack.

Frightful Gaze. The drake targets one creature it can see within 30 feet of it. The creature must succeed on a DC 13 Wisdom saving throw or become frightened of the drake for 1 minute. A creature can repeat 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, the creature is immune to the drake's Frightful Gaze for the next 24 hours.

Tail Sweep (Costs 2 Actions). Each creature within 15 feet of the drake must succeed on a DC 19 Dexterity saving throw or take 12 (1d10 + 7) bludgeoning damage and is knocked prone.

Forest Drake

Forest drakes are feral and wingless cousins of green dragons, sharing their cruelty and cunning but none of their intelligence. Forest drakes sport large antler-like horns on their heads and fur running down their spines. As their name suggests, forest drakes prowl timberlands, thickets, and taigas.

Cunning Predators. Forest drakes are carnivorous and usually prey on deer, pigs, and primates, but they prefer elves, halflings, and humans and will go out of their way to hunt and track them if they catch their scent. Forest drakes are known to mimic elk and moose, teasing hunters with glimpses of their antlers, drawing them closer to set them for an ambush.

Hallucinogenic Breath. Forest drakes supplement their meat diet with wild, poisonous mushrooms. The ingested fungi's toxins do not harm the forest drakes. Instead, it alters their poisonous breath, making it more potent by having a hallucinogenic effect on any who unfortunately inhales the poison.

Pack Hunters. Forest drakes typically form packs composed of one old male bull, several females, and a few young males. These dangerous packs will usually hunt deer herds and even attack small settlements at the edge of their territories. During the mating season, the old male drives out all the males from the pack to establish its harem. One or two bulls might challenge him for the harem, and these fights usually end with the challenger maimed or killed.



Forest Drake, Young

Medium Dragon, Unaligned

Armor Class 14 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	4 (-3)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +3
Damage Immunities poison
Senses darkvision 120 ft., passive Perception 12
Languages understands Draconic and Sylvan but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Charge. If the drake moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 5 (2d4) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Multiattack. The drake makes one Bite or Ram attack, and one Claws attack.

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.

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

Poison Breath (Recharge 6). The drake exhales poison in a 15-foot cube. Each creature in that area must make a DC 12 Constitution saving throw. On a failed save, a creature takes 14 (4d6) poison damage and is poisoned for 1 minute. A poisoned creature suffers the effect of the *confusion* spell without making a saving throw. The drake doesn't need to concentrate to maintain the effect. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.

Forest Drake, Adult

Large Dragon, Unaligned

Armor Class 15 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 50 ft.

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

Skills Perception +4, Stealth +4
Damage Immunities poison
Senses darkvision 120 ft., passive Perception 14
Languages understands Draconic and Sylvan but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Charge. If the drake moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone. If the target fails its saving throw by 5 or more, it is also stunned until the end of the drake's next turn.

Actions

Multiattack. The drake makes one Bite or Ram attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Ram. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

Poison Breath (Recharge 6). The drake exhales poison in a 30-foot cube. Each creature in that area must make a DC 14 Constitution saving throw. On a failed save, a creature takes 28 (8d6) poison damage and is poisoned for 1 minute. A poisoned creature suffers the effect of the *confusion* spell without making a saving throw. The drake doesn't need to concentrate to maintain the effect. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.

Bonus Actions

Rear Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone target. *Hit:* 7 (2d6) slashing damage.



Forest Drake, Ancient

Huge Dragon, Unaligned

Armor Class 16 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	18 (+4)	5 (-3)	14 (+2)	12 (+1)

Skills Perception +7, Stealth +6
Damage Immunities poison
Senses darkvision 120 ft., passive Perception 17
Languages understands Draconic and Sylvan but can't speak
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Charge. If the drake moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 14 (4d6) damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone. If the target fails its saving throw by 5 or more, it is also stunned until the end of the drake's next turn.

Legendary Resistance (1/Day). If the drake fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The drake makes one Bite or Ram attack, two Claw attacks, and one Tail attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.

Ram. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage.

Poison Breath (Recharge 6). The drake exhales poison in a 60-foot cube. Each creature in that area must make a DC 17 Constitution saving throw. On a failed save, a creature takes 35 (10d6) poison damage and is poisoned for 1 minute. A poisoned creature suffers the effect of the *confusion* spell without making a saving throw. The drake doesn't need to concentrate to maintain the effect. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.

Bonus Actions

Rear Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one prone target. *Hit:* 9 (2d8) slashing damage.

Legendary Actions

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

Tail. The drake makes a Tail attack.

Frightful Gaze. The drake targets one creature it can see within 30 feet of it. The creature must succeed on a DC 14 Wisdom saving throw or become frightened of the drake for 1 minute. A creature can repeat 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, the creature is immune to the drake's Frightful Gaze for the next 24 hours.

Slashing Ram (Costs 3 Actions). The drake moves up to 50 feet in a straight line without provoking opportunity attacks and can move through the space of a Huge or smaller creature. Each time it enters a creature's space during this move, that creature must succeed on a DC 20 Strength saving throw. On a failed save, the creature takes 14 (2d6 + 7) bludgeoning damage and 9 (2d8) slashing damage and is knocked prone. On a successful save, the creature is pushed to the nearest space out of the drake's path. If a prone creature remains in the drake's space, it is shunted to an unoccupied space of its choice within 5 feet of the drake.

An Ancient Forest Drake's Lair

Forest drakes build their lairs in dismal groves of twisted trees and corrupted vegetation.

The challenge rating of a legendary forest drake increases to 14 (11,500 XP) when it's encountered in its lair.

Lair Actions

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

- Grasping prickly roots and thorny vines sprout from the ground and other plants in a 30-foot-radius sphere centered on a point within the lair of the drake. Each creature other than the drake in that area must make a DC 15 Strength saving throw or be restrained by the entangling vegetation for 1 minute. While restrained, a creature takes 3 (1d6) piercing damage at the start of each of its turns. As an action, the restrained creature can make a DC 15 Strength check, escaping from the grasping vegetation on a success. The vegetation can also be destroyed to end the effect. Each grasping vegetation has AC 10, 15 hit points, vulnerability to fire damage and immunity to bludgeoning, piercing, poison, and psychic damage. The grasping vegetation lasts until the drake uses this lair action again, becomes incapacitated, or when the drake dies.
- The drake casts *stinking cloud,* requiring no material components and using Wisdom as the spellcasting ability (spell save DC 15). It lasts until the drake uses this lair action again, becomes incapacitated, or when the drake dies.
- The drake moves up to half its speed and magically steps into one living tree within its reach and emerges from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger and within the lair of the drake.



Ice Drake

The ice drake is a wingless draconic creature that bears a slight resemblance to a white dragon. Thick, jagged scales that look like icy spikes protrude from its back, shoulders, and limbs, giving it a formidable look. Its eyes gleam an icy white while bluish frost emanates from its inner maw.

Arctic Denizen. An ice drake is a natural denizen of the freezing regions where the Elemental Plane of Air and Water overlap. However, it can also be encountered in the coldest places of the Material Plane. Not only is the ice drake adapted for its frigid habitat, it also plays an important role within this ecosystem. While its diet consists mostly of fish, seals, walruses and penguins, it also provides some balance to the food chain by preying on larger mammals such as polar bears, reindeer, and humanoids who would otherwise overpopulate their native range. An ice drake is typically a solitary hunter but young ones can be found in small groups when food sources are plentiful, where they will hunt cooperatively to take down larger prey.

Ambush Predator. An ice drake prefers to wait until its prey is within striking distance. It takes advantage of its ability to blend with its icy surroundings before bursting from its hiding place and attacking with its terrible bite and claws with lightning speed. Those who find themselves within very close proximity to the ice drake are suddenly overwhelmed by an intense, piercing cold. A single bite from an ice drake can freeze flesh instantly, which is usually enough to bring down, incapacitate or slow down its target. But when facing stronger or multiple targets, the ice drake can breathe a line of freezing icicles. This powerful breath can encase targets in ice within moments, effectively trapping them and leaving them vulnerable to the ice drake.

Young and adult ice drakes are usually captured and trained to become guards by frost giants and white dragons.

Ice Drake, Young

Medium Dragon, Unaligned

Armor Class 14 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	4 (-3)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +2
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 12
Languages understands Aquan, Auran, and Draconic but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Cold Aura. Any creature that starts its turn within 5 feet of the drake takes 3 (1d6) cold damage and can't use reactions until the start of its next turn.

Frost Camouflage. The drake has advantage on Dexterity (Stealth) checks made to hide in icy and snowy terrain.

Actions

Multiattack. The drake makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 3 (1d6) cold damage, and the target's speed is reduced to 10 feet until the end of the drake's next turn.

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

Icy Breath (Recharge 5–6). The drake exhales a blast of freezing icicles in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Constitution saving throw. On a failed save, a creature takes 18 (4d8) cold damage and is restrained by ice for 1 minute. As an action, the restrained target can make a DC 13 Strength check, breaking the ice on a success. The ice can also be attacked and destroyed (AC 12; hp 15; vulnerability to fire damage; immunity to cold, poison, and psychic damage). On a successful save, a creature takes half as much damage and isn't restrained by ice.

Ice Drake, Adult

Large Dragon, Unaligned

Armor Class 15 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	5 (-3)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +3
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 14
Languages understands Aquan, Auran, and Draconic but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Cold Aura. Any creature that starts its turn within 5 feet of the drake takes 4 (1d8) cold damage and can't use reactions until the start of its next turn.

Frost Camouflage. The drake has advantage on Dexterity (Stealth) checks made to hide in icy and snowy terrain.

Actions

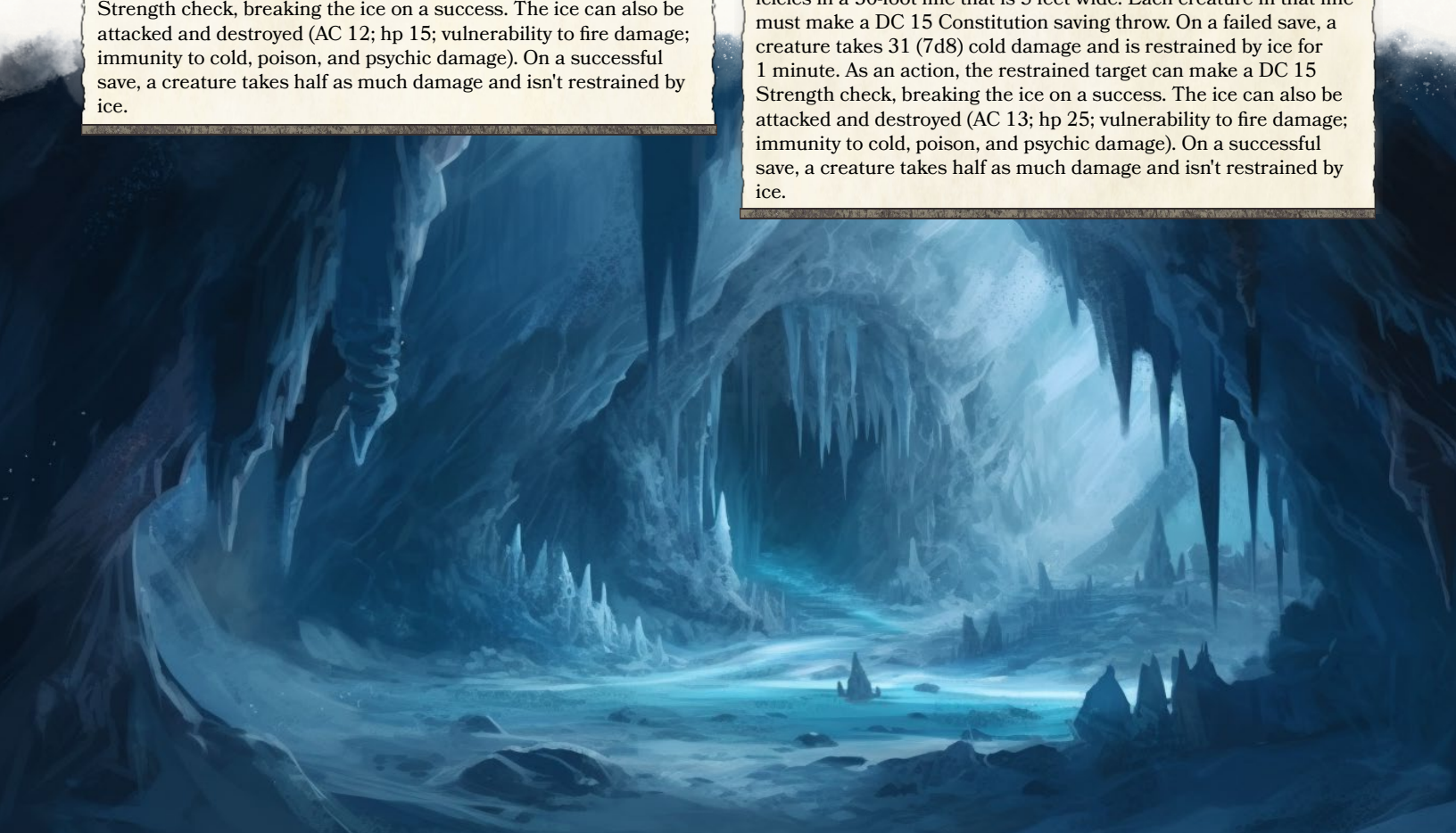
Multiattack. The drake makes one Bite attack, two Claw attacks, and one Tail attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 4 (1d8) cold damage, and the target's speed is reduced to 10 feet until the end of the drake's next turn.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Icy Breath (Recharge 5–6). The drake exhales a blast of freezing icicles in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Constitution saving throw. On a failed save, a creature takes 31 (7d8) cold damage and is restrained by ice for 1 minute. As an action, the restrained target can make a DC 15 Strength check, breaking the ice on a success. The ice can also be attacked and destroyed (AC 13; hp 25; vulnerability to fire damage; immunity to cold, poison, and psychic damage). On a successful save, a creature takes half as much damage and isn't restrained by ice.



An Ancient Ice Drake's Lair

An ancient ice drake resides in icy caverns and glacial ravines found within the most inhospitable and remote icy environments, such as frozen tundras, snow-capped mountains, and arctic regions.

An ancient ice drake encountered in its lair has a challenge rating of 13 (10,000 XP).

Lair Actions

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

- The drake casts *sleet storm,* requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14). The drake doesn't need to concentrate on the spell. It lasts until the drake uses this lair action again, becomes incapacitated, or when the drake dies.
- Sheets of ice and snow within 120 feet of the drake burst outward. Any creature on the ground within 15 feet of snow and ice must succeed on a DC 17 Constitution saving throw. On a failed save, a creature takes 9 (2d8) cold damage and is blinded until the start of the next initiative count 20. On a successful save, a creature takes half as much damage and isn't blinded.
- The drake emits a terrifying bellow. Each creature within 60 feet of the drake that can hear the drake must succeed on a DC 17 Wisdom saving throw or become frightened of the drake until the start of the next initiative count 20.

Ice Drake, Ancient

Huge Dragon, Unaligned

Armor Class 16 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	6 (-2)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +4
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 16
Languages understands Aquan, Auran, and Draconic but can't speak
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Cold Aura. Any creature that starts its turn within 10 feet of the drake takes 5 (1d10) cold damage and can't use reactions until the start of its next turn.

Frost Camouflage. The drake has advantage on Dexterity (Stealth) checks made to hide in icy and snowy terrain.

Legendary Resistance (1/Day). If the drake fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The drake makes one Bite attack, two Claw attacks, and one Tail attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 5 (1d10) cold damage, and the target's speed is reduced to 10 feet until the end of the drake's next turn.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Icy Breath (Recharge 5–6). The drake exhales a blast of freezing icicles in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 17 Constitution saving throw. On a failed save, a creature takes 45 (10d8) cold damage and is restrained by ice for 1 minute. As an action, the restrained target can make a DC 17 Strength check, breaking the ice on a success. The ice can also be attacked and destroyed (AC 14; hp 35; vulnerability to fire damage; immunity to cold, poison, and psychic damage). On a successful save, a creature takes half as much damage and isn't restrained by ice.

Legendary Actions

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

Claw. The drake makes a Claw attack.

Frightful Gaze. The drake targets one creature it can see within 30 feet of it. The creature must succeed on a DC 13 Wisdom saving throw or become frightened of the drake for 1 minute. A creature can repeat 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, the creature is immune to the drake's Frightful Gaze for the next 24 hours.

Tail Sweep (Costs 2 Actions). Each creature within 10 feet of the drake must succeed on a DC 18 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and is knocked prone.



Magma Drake

The magma drake is native to the scorching lava fields of the Elemental Plane of Fire, but it can also be found dwelling in the volcanic regions of the Material Plane. It has a sleek and sinuous body resembling that of a salamander, with vestigial wings that aid the drake in maneuvering through viscous magma.

Ambush Predator. This magma drake lurks just beneath the surface of molten lava, its smoldering ember-like scales blending seamlessly with the surroundings. Patient and stealthy, it lies in wait for unwary creatures to approach the edge of the fiery terrain, striking with a sudden ferocity akin to that of a crocodile lunging from the water's edge. With jaws capable of crushing bone and its mere proximity causing severe burn damage, few victims escape such an attack.

Heated Body. The body of the magma drake radiates intense heat. Even a mere touch can result in devastating burns, cautioning potential adversaries to keep their distance. Furthermore, the drake possesses the ability to unleash a searing stream of magma from its maw, engulfing its foes in a torrent of blistering heat. Those unfortunate enough to be caught in the magma breath continue to burn unless they quickly find a means to douse the flames.

Ignan Guardian. As a creature hailing from the Elemental Plane of Fire, the magma drake thrives in the extreme heat and volatile environment of volcanic regions. Its affinity for lava and molten rock is deeply ingrained, allowing it to navigate these treacherous landscapes with ease. Because of this, azers, fire giants, efreet, and even red dragons capture young magma drakes and use them as guards.



Magma Drake, Young

Medium Dragon, Unaligned

Armor Class 14 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	4 (-3)	10 (+0)	8 (-1)

Skills Stealth +4
Damage Immunities fire
Senses darkvision 120 ft., passive Perception 10
Languages understands Draconic and Ignan but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Heated Body. A creature that touches the drake or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

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

Illumination. The drake sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Water Susceptibility. For every 5 feet the drake moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The drake makes one Bite attack and one Claws attack.

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (2d4 + 2) slashing damage plus 3 (1d6) fire damage.

Magma Breath (Recharge 5–6). The drake exhales a stream of magma in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw. On a failed save, a creature takes 13 (3d8) fire damage and catches fire. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Magma Drake, Adult

Large Dragon, Unaligned

Armor Class 15 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	5 (-3)	12 (+1)	10 (+0)

Skills Stealth +5
Damage Immunities fire
Senses darkvision 120 ft., passive Perception 11
Languages understands Draconic and Ignan but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Heated Body. A creature that touches the drake or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the drake hits with a metal melee weapon, it deals an extra 4 (1d8) fire damage (included in the attack).

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

Water Susceptibility. For every 5 feet the drake moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The drake makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) fire damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 4 (1d8) fire damage.

Magma Breath (Recharge 5–6). The drake exhales a stream of magma in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 27 (6d8) fire damage and catches fire. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

An Ancient Magma Drake's Lair

An ancient magma drake inhabits great lava pools found inside active volcanoes and calderas.

An ancient magma drake encountered in its lair has a challenge rating of 13 (10,000 XP).

Lair Actions

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

- The drake casts *stinking cloud,* requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14). The drake doesn't need to concentrate on the spell. It lasts for 1 minute, until the drake uses this lair action again, or when the drake dies or becomes incapacitated.
- Lava pools within 120 feet of the drake rush extend outward like amorphous tentacles. Any creature on the ground within 15 feet of such a lava pool must succeed on a DC 16 Dexterity saving throw. On a failed save, a creature takes 9 (2d8) fire damage and catches fire. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.
- The drake generates an intense wave of scorching heat. Each creature within 20 feet of it must make a DC 16 Constitution saving throw. On a failed save, a creature takes 7 (2d6) fire damage and gains one level of exhaustion. On a successful save, a creature takes half as much damage with no additional effect.

Magma Drake, Ancient

Huge Dragon, Unaligned

Armor Class 16 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	6 (-2)	14 (+2)	12 (+1)

Skills Stealth +6
Damage Immunities fire
Senses darkvision 120 ft., passive Perception 12
Languages understands Draconic and Ignan but can't speak
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Heated Body. A creature that touches the drake or hits it with a melee attack while within 10 feet of it takes 7 (2d6) fire damage.

Heated Weapons. When the drake hits with a metal melee weapon, it deals an extra 5 (1d10) fire damage (included in the attack).

Illumination. The drake sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Water Susceptibility. For every 5 feet the drake moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The drake makes one Bite attack and two Claw attacks.

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

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage plus 5 (1d10) fire damage.

Magma Breath (Recharge 5–6). The drake exhales a stream of magma in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 36 (8d8) fire damage and catches fire. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Legendary Actions

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

Claw. The drake makes a Claw attack.

Frightful Gaze. The drake targets one creature it can see within 30 feet of it. The creature must succeed on a DC 13 Wisdom saving throw or become frightened of the drake for 1 minute. A creature can repeat 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, the creature is immune to the drake's Frightful Gaze for the next 24 hours.

Spit Magma (Costs 2 Actions). *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 27 (6d8) fire damage and the target catches fire. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Mountain Drake

A mountain drake is a wingless drake with crag-like bony spikes jutting from the upper areas of its body, including the top of its skull. Its scaly hide ranges from red, brown, and maroon. It has a head shaped like a goat's, with a short draconic snout and curving ram-like horns extending from each side. Mountain drakes are sought by both cloud and fire giants who use them as guardians and pets.

Mountain Denizen. It may appear slow at first, but the mountain drake is surprisingly surefooted when it scales the sides of rocky cliffs and steep, rocky slopes. It usually preys on mountain goats and other creatures living near mountain peaks. If food is scarce, it will not hesitate to venture to the lower areas to hunt for anything that it deems edible, including adventurers.

Ambush Hunter. When hunting, it usually finds a suitable ambush perch such as a cliffside ledge from where it can leap and catch prey below it by surprise. It will usually open its attack by ramming its target first to knock it prone and possibly stun it before clamping its jaws on the victim's throat or back of its neck to deliver the killing blow. When it finds itself outnumbered or in a fight with its typical enemies such as perytons and wyverns, it resorts to its powerful breath weapon, a cloud of searing hot ash and sulfur that can leave creatures caught within it choking and unable to breathe.

Switching Hierarchies. Mountain drakes establish dominance hierarchies at a young age. Males are usually dominant during the breeding season, but during the non-breeding season, the hierarchy is switched. At this time, adult females, who are typically larger than males, become dominant.



Mountain Drake, Young

Medium Dragon, Unaligned

Armor Class 15 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	4 (-3)	10 (+0)	8 (-1)

Skills Athletics +7, Perception +2
Damage Immunities fire
Condition Immunities petrification
Senses darkvision 120 ft., passive Perception 12
Languages understands Draconic, Ignan, and Terran but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Charge. If the drake moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 4 (1d8) damage and must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Multiattack. The drake makes one Bite or Ram attack, one Claws attack, and one Spiked Tail attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 2 (1d4) fire damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

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

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

Brimstone Breath (Recharge 6). The drake exhales ash, sulfur, and white-hot embers in a 15-foot cube originating from the drake. Each creature in that area must make a DC 13 Constitution saving throw. On a failed save, a creature takes 17 (5d6) fire damage and is poisoned for 1 minute. A poisoned creature spends its action on each of its turns coughing and reeling. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that don't need to breathe or are immune to fire or poison automatically succeed on this saving throw. On a successful save, a creature takes half as much damage and isn't poisoned.

Mountain Drake, Adult

Large Dragon, Unaligned

Armor Class 16 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	5 (-3)	12 (+1)	10 (+0)

Skills Athletics +11, Perception +4
Damage Immunities fire
Condition Immunities petrification
Senses darkvision 120 ft., passive Perception 14
Languages understands Draconic, Ignan, and Terran but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Charge. If the drake moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 9 (2d8) damage and must succeed on a DC 16 Strength saving throw or be knocked prone. If the target's saving throw fails by 5 or more, it is also stunned until the end of the drake's next turn.

Actions

Multiattack. The drake makes one Bite or Ram attack, two Claw attacks, and one Spiked Tail attack.

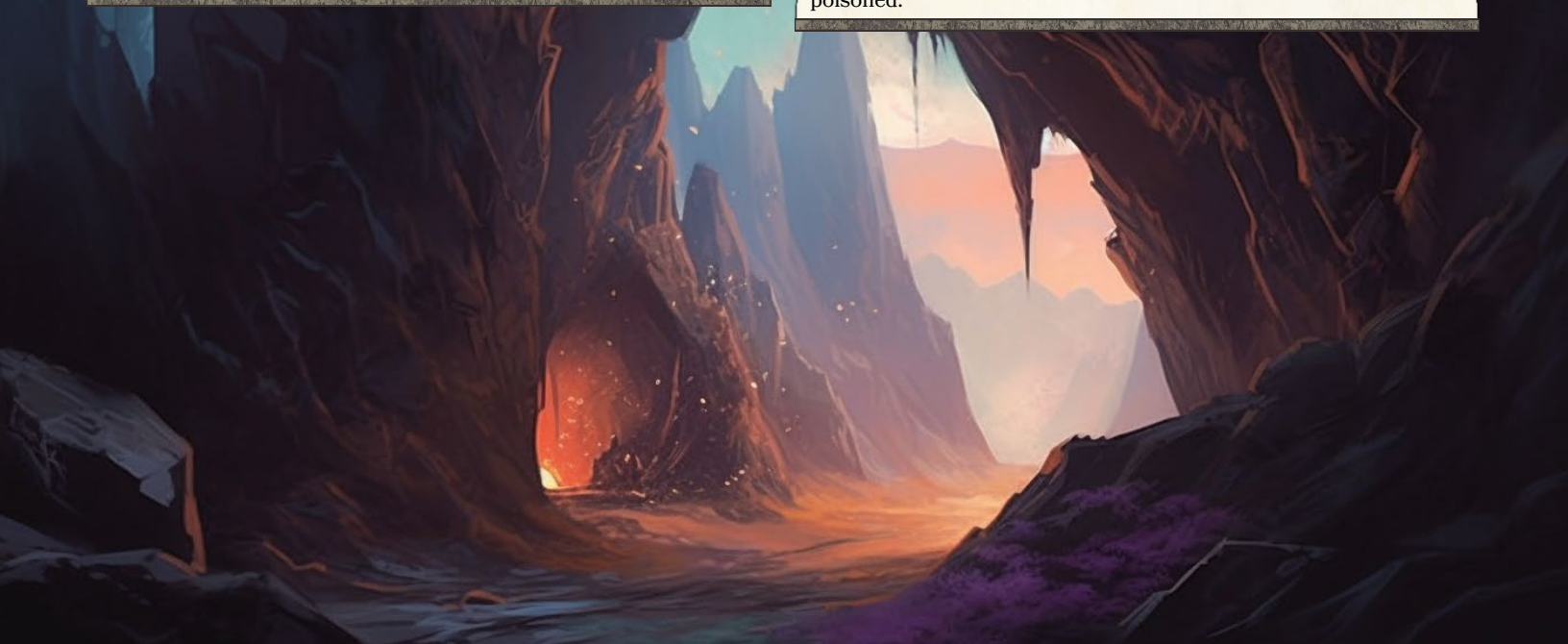
Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Spiked Tail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Ram. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Brimstone Breath (Recharge 6). The drake exhales ash, sulfur, and white-hot embers in a 30-foot cube originating from the drake. Each creature in that area must make a DC 15 Constitution saving throw. On a failed save, a creature takes 28 (8d6) fire damage and is poisoned for 1 minute. A poisoned creature spends its action on each of its turns coughing and reeling. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that don't need to breathe or are immune to fire or poison automatically succeed on this saving throw. On a successful save, a creature takes half as much damage and isn't poisoned.



Mountain Drake, Ancient

Huge Dragon, Unaligned

Armor Class 17 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	21 (+5)	6 (-2)	14 (+2)	12 (+1)

Skills Athletics +17, Perception +7
Damage Immunities fire
Condition Immunities petrification
Senses darkvision 120 ft., passive Perception 17
Languages understands Draconic, Ignan, and Terran but can't speak
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Charge. If the drake moves at least 20 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 11 (2d10) damage and must succeed on a DC 20 Strength saving throw or be knocked prone. If the target's saving throw fails by 5 or more, it is also stunned until the end of the drake's next turn.

Legendary Resistance (1/Day). If the drake fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The drake makes one Bite or Ram attack, two Claw attacks, and one Spiked Tail attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) fire damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.

Spiked Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Ram. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage.

Brimstone Breath (Recharge 6). The drake exhales ash, sulfur, and white-hot embers in a 60-foot cube originating from the drake. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save, a creature takes 42 (12d6) fire damage and is poisoned for 1 minute. A poisoned creature spends its action on each of its turns coughing and reeling. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that don't need to breathe or are immune to fire or poison automatically succeed on this saving throw. On a successful save, a creature takes half as much damage and isn't poisoned.

Legendary Actions

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

Claw. The drake makes a Claw attack.

Frightful Gaze. The drake targets one creature it can see within 30 feet of it. The creature must succeed on a DC 14 Wisdom saving throw or become frightened of the drake for 1 minute. A creature can repeat 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, the creature is immune to the drake's Frightful Gaze for the next 24 hours.

Trampling Ram (Costs 3 Actions). The drake moves up to 40 feet in a straight line and can move through the space of a Huge or smaller creature. Each time it enters a creature's space during this move, that creature must succeed on a DC 20 Strength saving throw. On a failed save, the creature takes 23 (3d10 + 7) bludgeoning damage and is knocked prone. On a successful save, the creature is pushed to the nearest space out of the drake's path. If a prone creature remains in the drake's space, it is shunted to an unoccupied space of its choice within 5 feet of the drake.

An Ancient Mountain Drake's Lair

An ancient mountain drake is normally found in the volcanic regions where the Elemental Planes of Earth and Fire intersect. In the Material Plane, it dwells in warm caves and volcanic basins with entrances located in high, steep cliff walls.

An ancient mountain drake encountered in its lair has a challenge rating of 15 (13,000 XP).

Lair Actions

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

- The drake casts *stinking cloud,* requiring no material components and using Wisdom as the spellcasting ability (spell save DC 15). It lasts until the drake uses this lair action again, becomes incapacitated, or when the drake dies.
- A block of rock from the cavern's ceiling collapses above a creature that the drake can see within 120 feet of it. The creature must succeed on a DC 15 Dexterity saving throw. On a failed save, the creature takes 22 (4d10) bludgeoning damage, is knocked prone, and restrained. A creature can use an action to make a DC 15 Strength check to free the restrained creature.
- The drake creates up to four opaque cubes of fire on a solid surface it can see within 60 feet of it. The cubes can be up to 10 feet square in size. Each cube must have at least one face adjacent to the face of another cube. When the cubes appear, each creature within its area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 13 (3d8) fire damage, or half as much damage on a successful save. A creature takes the same damage when it enters any of the cubes for the first time on a turn or ends its turn there. The cubes disappear when the drake uses this lair action again, becomes incapacitated, or when the drake dies.

Swamp Drake

A swamp drake appears as a wingless dragon with alligator-like features. It has a wide, U-shaped snout, tail, and scute-covered hide of an alligator and the head, horns, and limbs of a black dragon. Swamp drakes usually live in the same places as alligators and crocodiles do.

Underwater Lurker. Swamp drakes are amphibious and spend most of their time in or near bodies of fresh or brackish water. They silently wait underneath the water's surface for prey to approach the pool's edge. They typically hunt fish, large reptiles, and large mammals such as deer, horse, humanoids, and cattle. Swamp drakes will not hesitate to leave the water to prowl and hunt nearby prey.

Death Roll. Swamp drakes often attack by surprise, capturing prey with their jaws before dragging it back into the water. Larger swamp drakes knock unsuspecting prey into the water with their long, powerful tails. Once their target is in the water and safely secured in their jaws, the swamp drakes perform a death roll – a rapid, rotating maneuver that enables the drakes to tear and dismember their prey.

Acidic Breath. Larger, more powerful quarries are usually drowned or ganged up by other swamp drakes. If the prey is too large or difficult to devour, it is dragged into the swamp drakes' lair. There the swamp drakes break down the carcass with its acidic breath until it is soft enough to be shredded and swallowed.

Nocturnal Creatures. During daytime, swamp drakes often lie at the water's edge to sun themselves. They are active mostly at night, retreating back to the water at sundown to begin their wait for prey anew. Young swamp drakes usually form gangs and congregate near areas where large numbers of animals cross the water. Larger drakes live solitary lives and establish their own territories, only allowing swamp drakes of the opposite sex to enter their domain during mating season. Black dragons and swamp giants capture and enslave young swamp drakes, using them as lair guardians.



Swamp Drake, Young

Medium Dragon, Unaligned

Armor Class 13 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	4 (-3)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +2
Damage Immunities acid
Senses darkvision 120 ft., passive Perception 12
Languages understands Draconic but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The drake can breathe air and water.

Actions

Multiattack. The drake makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 2 (1d4) acid damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the drake can't use its Bite attack on another target.

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

Death Roll (Recharge 5–6). If the drake isn't restrained, the drake forces a Medium or smaller creature grappled by it to make a DC 12 Strength saving throw. On a failed save, the creature takes 20 (4d8 + 2) piercing damage plus 2 (1d4) acid damage and is knocked prone and stunned until the end of the drake's next turn. A creature reduced to 0 hit points by this damage has one of its limbs severed. On a successful save, the creature takes half as much damage and isn't knocked prone or stunned.

Acid Breath (Recharge 6). The drake exhales acid vapors in a 15-foot cube originating from the drake. Each creature in that area must make a DC 13 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one. A creature being grappled by the drake has disadvantage on the saving throw.

Swamp Drake, Adult

Large Dragon, Unaligned

Armor Class 14 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	5 (-3)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +3
Damage Immunities acid
Senses darkvision 120 ft., passive Perception 14
Languages understands Draconic but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amphibious. The drake can breathe air and water.

Actions

Multiattack. The drake makes one Bite attack, two Claw attacks, and one Tail attack.

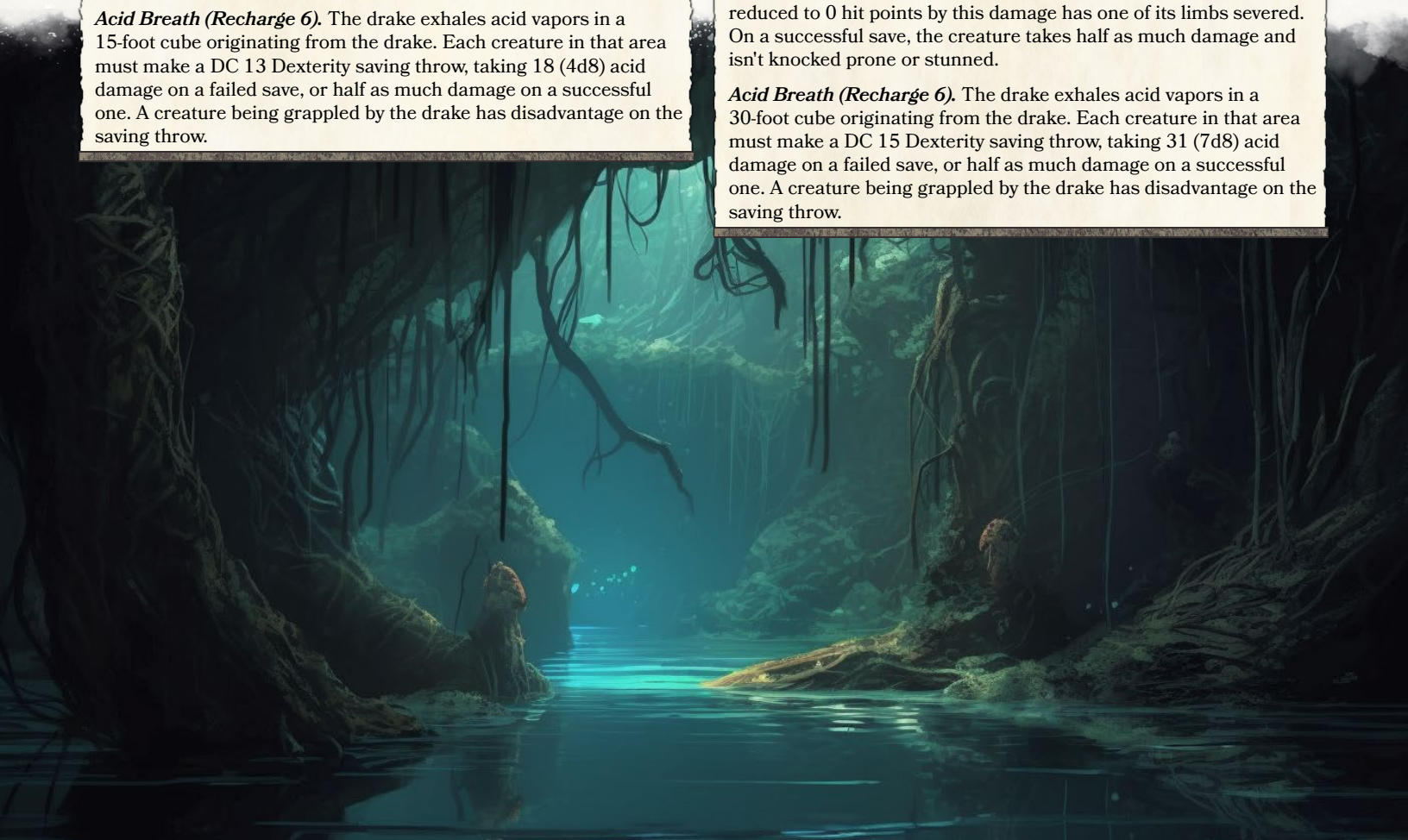
Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 3 (1d6) acid damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the drake can't use its Bite attack on another target.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Death Roll (Recharge 5–6). If the drake isn't restrained, the drake forces a Large or smaller creature grappled by it to make a DC 15 Strength saving throw. On a failed save, the creature takes 44 (9d8 + 4) piercing damage plus 3 (1d6) acid damage and is knocked prone and stunned until the end of the drake's next turn. A creature reduced to 0 hit points by this damage has one of its limbs severed. On a successful save, the creature takes half as much damage and isn't knocked prone or stunned.

Acid Breath (Recharge 6). The drake exhales acid vapors in a 30-foot cube originating from the drake. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) acid damage on a failed save, or half as much damage on a successful one. A creature being grappled by the drake has disadvantage on the saving throw.



An Ancient Swamp Drake's Lair

An ancient swamp drake makes its lair in large underground burrows, dens, and chambers that are above the waterline and are usually reachable only via underwater tunnels.

An ancient swamp drake encountered in its lair has a challenge rating of 13 (10,000 XP).

Lair Actions

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

- Pools of water within 120 feet of the drake rush outward like a tidal wave. Any creature on the ground within 15 feet of such a pool must succeed on a DC 17 Strength saving throw. On a failed save, a creature takes 9 (2d8) bludgeoning damage, is knocked prone, and pulled up to 15 feet into the water. On a successful save, a creature takes half as much damage and isn't knocked prone or pulled.
- The drake casts *stinking cloud,* requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14). It lasts until the drake uses this lair action again, becomes incapacitated, or when the drake dies.
- The drake emits a terrifying bellow. Each creature within 60 feet of the drake that can hear the drake must succeed on a DC 17 Wisdom saving throw or become frightened of the drake until the end of the drake's next turn.

Swamp Drake, Ancient

Huge Dragon, Unaligned

Armor Class 15 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	6 (-2)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +4
Damage Immunities acid
Senses darkvision 120 ft., passive Perception 16
Languages understands Draconic but can't speak
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Amphibious. The drake can breathe air and water.

Legendary Resistance (1/Day). If the drake fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The drake makes one Bite attack, two Claw attacks, and one Tail attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 5 (1d10) acid damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the drake can't use its Bite attack on another target.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Death Roll (Recharge 5–6). If the drake isn't restrained, the drake forces a Huge or smaller creature grappled by it to make a DC 18 Strength saving throw. On a failed save, the creature takes 71 (12d10 + 5) piercing damage plus 5 (1d10) acid damage and is knocked prone and stunned until the end of the drake's next turn. A creature reduced to 0 hit points by this damage has one of its limbs severed. On a successful save, the creature takes half as much damage and isn't knocked prone or stunned.

Acid Breath (Recharge 6). The drake exhales acid vapors in a 60-foot cube originating from the drake. Each creature in that area must make a DC 17 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one. A creature being grappled by the drake has disadvantage on the saving throw.

Legendary Actions

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

Claw. The drake makes a Claw attack.

Frightful Gaze. The drake targets one creature it can see within 30 feet of it. The creature must succeed on a DC 13 Wisdom saving throw or become frightened of the drake for 1 minute. A creature can repeat 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, the creature is immune to the drake's Frightful Gaze for the next 24 hours.

Tail Sweep (Costs 2 Actions). Each creature within 10 feet of the drake must succeed on a DC 18 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and is knocked prone.

Tundra Drake

The tundra drake is an unusual-looking creature. While it generally appears like a wingless white dragon, it also shares the characteristics of a wooly rhinoceros and a yeti. Its body is covered with ivory-white scales and shaggy, grayish-white fur and a large pointy horn protrudes from the front of its draconic-shaped head.

Ambush Predator. The tundra drake moves with an apish gait, its powerful yeti-like arms enabling it to climb and scale steep surfaces with ease. When hunting, a tundra drake will hide underneath the snow or blend on a cliff's surface while waiting for prey to pass by. Once a potential target gets within range, the drake explodes into action, leaping with its outstretched claws. If the target is too far, it uses its powerful rear limbs to charge and ram it, crippling its victim before going for the kill.

Steppe Hunter. A tundra drake usually preys on oxen, reindeers, and yaks, but will stalk and eat anything edible if food is scarce. A tundra drake is sometimes found in the company of yeti and frost giants who utilize the drake as a guard.



Tundra Drake, Young

Medium Dragon, Unaligned

Armor Class 13 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., burrow 15 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	4 (-3)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +2
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 12
Languages understands Draconic but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Charge. If the drake moves at least 20 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 4 (1d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Snow Camouflage. The drake has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Multiattack. The drake makes one Bite or Gore attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) cold damage, and the target can't use reactions until the end of the drake's next turn.

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

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

Glacial Breath (Recharge 5–6). The drake exhales a crippling cloud of freezing air in a 15-foot-cube originating from the drake. Each creature in that area must make a DC 13 Constitution saving throw. On a failed save, a target takes 17 (5d6) cold damage and can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last 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. On a successful save, a target takes half as much damage with no additional effects.

Tundra Drake, Adult

Large Dragon, Unaligned

Armor Class 14 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft., burrow 20 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	5 (-3)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +3
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 14
Languages understands Draconic but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Incapacitating Charge. If the drake moves at least 20 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone and incapacitated until the end of the drake's next turn.

Snow Camouflage. The drake has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Multiattack. The drake makes one Bite or Gore attack, two Claw attacks, and one Tail attack.

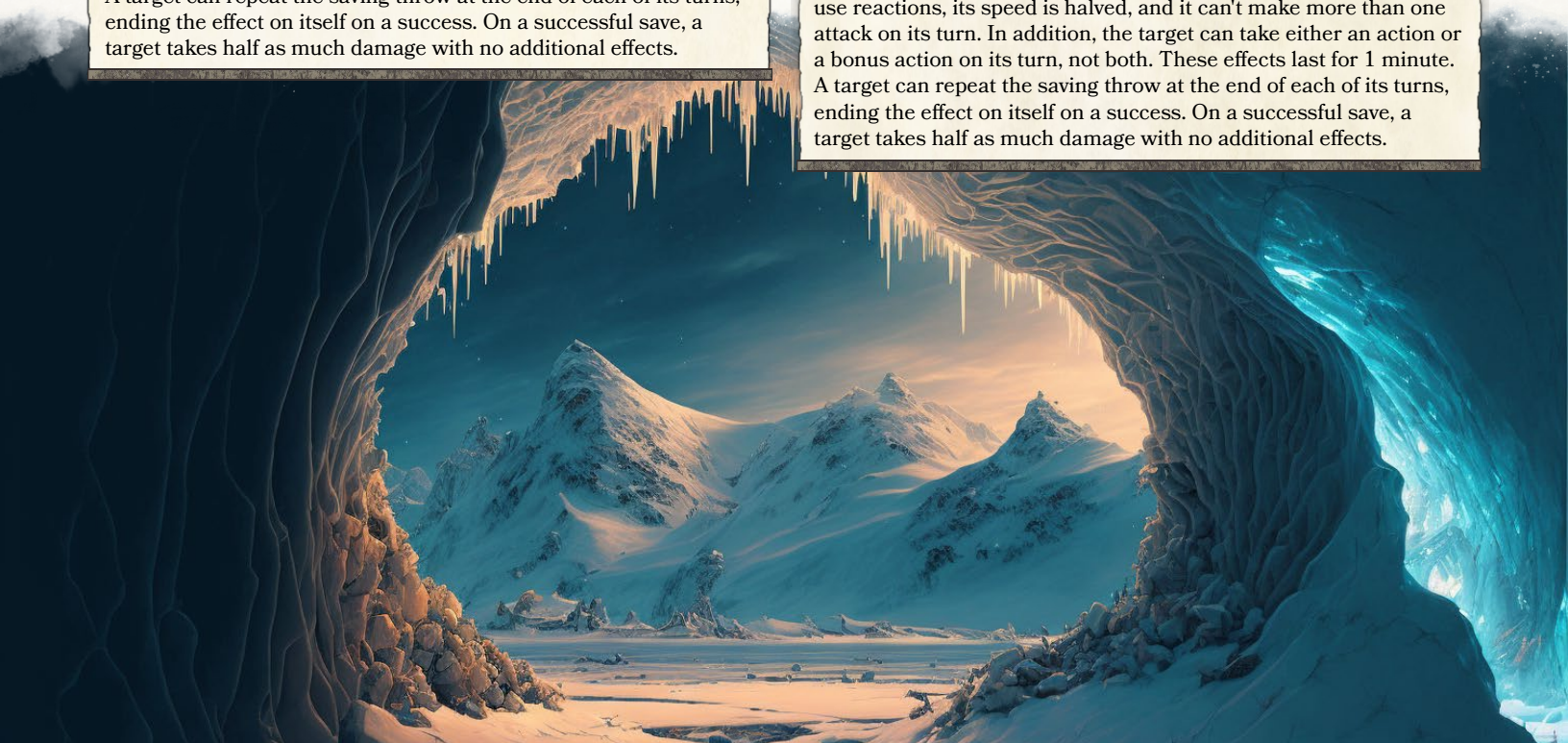
Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 4 (1d8) cold damage, and the target can't use reactions until the end of the drake's next turn.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

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

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Glacial Breath (Recharge 5–6). The drake exhales a crippling cloud of freezing air in a 30-foot-cube originating from the drake. Each creature in that area must make a DC 15 Constitution saving throw. On a failed save, a target takes 36 (8d8) cold damage and can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last 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. On a successful save, a target takes half as much damage with no additional effects.



An Ancient Tundra Drake's Lair

An ancient tundra drake makes its lair in mountain cliffs overlooking frozen steppes and in cold, windswept ravines and gorges.

An ancient tundra drake encountered in its lair has a challenge rating of 13 (10,000 XP).

Lair Actions

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

- The drake casts *sleet storm,* requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14). The drake doesn't need to concentrate on the spell. It lasts until the drake uses this lair action again, becomes incapacitated, or when the drake dies.
- Powerful, freezing winds blast through a point within 120 feet of the drake. The drake need not see that point. Each creature within 30 feet of that point must succeed on a DC 14 Strength saving throw. On a failed save, a creature takes 9 (2d8) cold damage and if the creature is Huge or smaller, is pushed up to 15 feet, and knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone.
- The drake emits a terrifying bellow. Each creature within 60 feet of the drake that can hear the drake must succeed on a DC 17 Wisdom saving throw or become frightened of the drake until initiative count 20 on the next round.

Tundra Drake, Ancient

Huge Dragon, Unaligned

Armor Class 15 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft., burrow 30 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	6 (-2)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +4
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 16
Languages understands Draconic but can't speak
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the drake fails a saving throw, it can choose to succeed instead.

Snow Camouflage. The drake has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Stunning Charge. If the drake moves at least 20 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 11 (2d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone and stunned until the end of the drake's next turn.

Actions

Multiattack. The drake makes one Bite or Gore attack, two Claw attacks, and one Tail attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) cold damage, and the target can't use reactions until the end of the drake's next turn.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage.

Gore. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage.

Glacial Breath (Recharge 5–6). The drake exhales a crippling cloud of freezing air in a 60-foot-cube originating from the drake. Each creature in that area must make a DC 17 Constitution saving throw. On a failed save, a target takes 49 (11d8) cold damage and can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last 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. On a successful save, a target takes half as much damage with no additional effects.

Legendary Actions

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

Claw. The drake makes a Claw attack.

Frightful Gaze. The drake targets one creature it can see within 30 feet of it. The creature must succeed on a DC 13 Wisdom saving throw or become frightened of the drake for 1 minute. A creature can repeat 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, the creature is immune to the drake's Frightful Gaze for the next 24 hours.

Goring Charge (Costs 3 Actions). The drakes moves up to its speed in a straight line and targets each creature within 10 feet of it during its movement. Each target must succeed on a DC 19 Dexterity saving throw. On a failed save, a creature takes 18 (2d10 + 7) bludgeoning damage and is knocked prone.



Ghourlings

Ghourlings, also known as beastfolk or goatfolk, are a race of evil and depraved half-bovid humanoids. They have the torso, neck, and arms of a humanoid and the head, groin, legs, and cloven hooves of a feral-looking bovid. They are native to the Lower Planes, but ghourlings also dwell in desolate hilly and mountainous regions of the Material Plane.

Bloodthirsty Marauders. Ghourlings are cunning predators that will eat anything that lives within their territory, but prefer the flesh of other humanoids. What makes them very dangerous is their willingness to form organized clans or tribes. They craft simple weapons and armor, train for battle, and plan raids of isolated hamlets and villages.

Revolting Stench. Ghourlings are incredibly strong and savage warriors. They fight relentlessly, and often without care for their own safety. Ghourlings have scent glands near their horns, hooves, and hands. These glands secrete an oily substance that has an abhorrent stench that reminds you of a mix of carrion and rotten eggs. The odor is so potently putrid and foul that it can cause nausea.

Children of Baphomet. Although it hasn't been proven as a fact, ghourlings are said to be the descendants of an ancient clan of barbaric human cannibals who worshipped and may even have drank from the blood of the demon lord Baphomet. This makes sense as they are often encountered in the company of minotaurs, hags, and demons, filling the role of footsoldiers and shock troopers.

Ghourling

Medium Humanoid, Typically Chaotic Evil

Armor Class 14 (natural armor, shield)
Hit Points 22 (3d8 + 9)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Skills Athletics +4, Perception +3
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Stench. Any creature that starts its turn within 5 feet of the ghourling must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghourling's Stench for 24 hours.

Actions

Battleaxe. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Gore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the ghourling moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 3 (1d6) piercing damage and must succeed on a DC 12 Strength saving throw or be knocked prone.

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.

Ghourling Berserker

Medium Humanoid, Typically Chaotic Evil

Armor Class 12 (natural armor)
Hit Points 37 (5d8 + 15)
Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Skills Athletics +5, Perception +3
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal
Challenge 1 (200 XP) **Proficiency Bonus** +2

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Stench. Any creature that starts its turn within 5 feet of the ghourling must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghourling's Stench for 24 hours.

Actions

Multiattack. The ghourling makes one Greataxe attack and one Gore attack, or it makes two ranged attacks.

Greataxe. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the ghourling moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 3 (1d6) piercing damage and must succeed on a DC 13 Strength saving throw or be knocked prone.

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.

Ghourling Captain

Medium Humanoid, Typically Chaotic Evil

Armor Class 15 (natural armor, shield)
Hit Points 52 (7d8 + 21)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (-2)	14 (+2)	9 (-1)

Skills Athletics +5, Perception +4
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal
Challenge 2 (450 XP) **Proficiency Bonus** +2

Stench. Any creature that starts its turn within 5 feet of the ghourling must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghourling's Stench for 24 hours.

Actions

Multiattack. The ghourling makes two melee or ranged attacks.

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

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the ghourling moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 3 (1d6) piercing damage and must succeed on a DC 13 Strength saving throw or be knocked prone.

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

Bonus Actions

Command. The ghourling targets one ally it can see within 30 feet of it. If the target can see or hear the ghourling, the target can use its reaction to make one weapon attack or move up to its speed.

Ghourling Priest

Medium Humanoid, Typically Chaotic Evil

Armor Class 14 (natural armor, shield)
Hit Points 65 (10d8 + 20)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	7 (-2)	15 (+2)	10 (+0)

Skills Athletics +4, Perception +4
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal
Challenge 2 (450 XP) **Proficiency Bonus** +2

Stench. Any creature that starts its turn within 5 feet of the ghourling must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghourling's Stench for 24 hours.

Actions

Multiattack. The ghourling makes one Spear attack and one Gore attack. It can replace its Gore attack with Blinding Spittle.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Gore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the ghourling moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 3 (1d6) piercing damage and must succeed on a DC 12 Strength saving throw or be knocked prone.

Blinding Spittle (Recharges 4–6). *Ranged Spell Attack:* +4 to hit, range 30 ft., one creature. *Hit:* 9 (2d8) poison damage and the target is blinded until the end of the ghourling's next turn.

Spellcasting. The ghourling casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12):

At will: *guidance, mending, thaumaturgy*
1/day each: *bane, blindness/deafness, guiding bolt, hold person, inflict wounds, spirit guardians*

Ghourling Scout

Medium Humanoid, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	6 (-2)	12 (+1)	8 (-1)

Skills Athletics +4, Perception +3, Stealth +5
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal
Challenge 1 (200 XP) **Proficiency Bonus** +2

Stench. Any creature that starts its turn within 5 feet of the ghourling must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghourling's Stench for 24 hours.

Actions

Multiattack. The ghourling makes two Shortbow attacks or two Scimitar attacks.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

Gore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the ghourling moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 3 (1d6) piercing damage and must succeed on a DC 12 Strength saving throw or be knocked prone.



Ghourling Shaman

Medium Humanoid, Typically Chaotic Evil

Armor Class 15 (natural armor, shield)
Hit Points 71 (11d8 + 22)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	7 (-2)	16 (+3)	10 (+0)

Skills Athletics +4, Perception +5
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal
Challenge 3 (700 XP) **Proficiency Bonus** +2

Stench. Any creature that starts its turn within 5 feet of the ghourling must succeed on a DC 12 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghourling's Stench for 24 hours.

Actions

Multiattack. The ghourling makes one Spear attack and one Gore attack.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Gore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the ghourling moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 3 (1d6) piercing damage and must succeed on a DC 12 Strength saving throw or be knocked prone.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 13 (3d8) fire damage.

Spellcasting. The ghourling casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13):

At will: *druidcraft, mending, resistance*
1/day each: *conjure animals* (**boars**, **bulls**, and **goats** only), *entangle, heat metal, polymorph, wall of stone*

Rippling Earth (Recharges 5–6). The ghourling causes the earth to suddenly move in a violent, cascading motion in a 30-foot line that is 10 feet wide. Each creature standing on the ground in that line must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 19 (3d12) bludgeoning damage, is pushed up to 10 feet, and is knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Reactions

Boon of Baphomet (2/Day). If a visible ally within 30 feet of the ghourling takes 7 damage or less that would reduce it to 0 hit points, that ally is reduced to 1 hit point instead.

Ghourling War Chief

Medium Humanoid, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 110 (13d8 + 52)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	7 (-2)	14 (+2)	12 (+1)

Saving Throws Str +7, Con +5
Damage Resistances poison
Skills Athletics +7, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Legendary Resistance (1/Day). If the ghourling fails a saving throw, it can choose to succeed instead.

Stench. Any creature that starts its turn within 5 feet of the ghourling must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghourling's Stench for 24 hours.

War Leader. The ghourling's allies that can see and hear the ghourling have advantage on attack rolls while within 20 feet of the ghourling, provided it isn't frightened or incapacitated.

Actions

Multiattack. The ghourling makes two melee or ranged attacks.

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

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the ghourling moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 3 (1d6) piercing damage and must succeed on a DC 15 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Bonus Actions

Command. The ghourling targets one ally it can see within 30 feet of it. If the target can see or hear the ghourling, the target can use its reaction to make one weapon attack or move up to its speed.

Legendary Actions

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

Charge. The ghourling moves up to its speed.
Intimidating Bellow. The ghourling emits a menacing bellow. Each non-demon and non-undead creature within 30 feet of the ghourling that can hear the ghourling must succeed on a DC 15 Wisdom saving throw or become frightened until the end of the ghourling's next turn.
Gore. The ghourling makes a Gore attack.
Greataxe (Costs 2 Actions). The ghourling makes one Greataxe attack.

Ghourling Warlock

Medium Humanoid, Typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	8 (-1)	12 (+1)	16 (+3)

Skills Athletics +4, Perception +5
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Stench. Any creature that starts its turn within 5 feet of the ghourling must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghourling's Stench for 24 hours.

Actions

Multiattack. The ghourling makes two Spear attacks. Alternatively, it can use Abyssal Flame twice.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack, plus 10 (3d6) necrotic damage.

Gore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the ghourling moved at least 20 feet straight toward the target immediately before the hit, the target takes an extra 3 (1d6) piercing damage and must succeed on a DC 12 Strength saving throw or be knocked prone.

Abyssal Flame. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 7 (2d6) fire damage and 7 (2d6) necrotic damage and the target is blinded until the end of the ghourling's next turn.

Spellcasting. The ghourling casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *mage hand, minor illusion, prestidigitation*
1/day each (as 5th-level spells): *dimension door, fear, maze, mirror image*

Cone of Abyssal Fire (Recharges 5–6). The ghourling magically emits greenish flames in a 30-foot cone. Each creature in that area must succeed on a DC 13 Dexterity saving throw, taking 18 (4d8) fire damage and 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

Giant-Kin

Giant-kin are the smaller, distantly-related cousins of the true giants. Most look like their brutish kin but some resemble large versions of the common humanoid races. Despite their variations, giant-kin unmistakably embody the essence of true giants, holding a pervasive belief in the innate weakness and inferiority of humanoids. Giant-kin usually form small clans or tribes. They are often encountered working as mercenaries or hired guards.



Desert Giant

Desert giants appear as 12 to 13 feet tall giants with swarthy skin that range from burgundy, maroon, and crimson. They are distantly related to both fire giants and dao genies. Desert giants typically wear brown-colored bishts or cloaks over their armor to help camouflage their presence while out in the sandy wastes. Despite their size, they are surprisingly nimble.

Warrior Nomads. Desert giants live as nomads and survive by hunting and raiding settlements. While desert giants can be very cruel, they respect their elders and those who have shown honor in battle. Desert giant leaders are usually the mightiest and most experienced in warfare. Their customs are rigid, and conflicts are usually resolved through combat and often to the death. Desert giants typically worship earth or fire elemental deities.

Sand Strikers. Desert giants usually arm themselves with two-handed scimitars, but some prefer to use sabers (longswords) or spears, especially when mounted. They have the magical ability to control and manipulate sand within their immediate vicinity. They do this to build temporary sand structures and walls to hide their camp or cover themselves in preparation for an ambush. In combat, they use the sand to blind their foes.

Hired Mercenaries. Desert giants are very suspicious of other races and prefer the company of their kin. They also commonly work as mercenaries under the employ of evil genies, fire giants, and lamias. They capture and raise desert drakes and keep them as guards. They hate and avoid blue dragons, and try to kill them while still young, as adult and ancient ones tend to eat or subjugate them.

Desert Giant

Large Giant, Typically Lawful Evil

Armor Class 15 (breastplate)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	5 (-3)

Saving Throws Con +6, Wis +3
Skills Perception +3, Stealth +4
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 13
Languages Giant
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Multiattack. The giant makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/120 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Bonus Actions

Sand Strike (Recharge 5–6). While the giant is standing on sandy terrain, each creature of the giant's choice within 15 feet of the giant must make a DC 14 Constitution saving throw. On a failed save, a creature is blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful or the effect ends for it, the creature has advantage on saving throws made against any giant's Sand Strike for the next 24 hours.

Desert Giant Shaman

Large Giant, Typically Lawful Evil

Armor Class 15 (breastplate)
Hit Points 119 (14d10 + 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	7 (-2)	16 (+3)	6 (-2)

Saving Throws Con +6, Wis +6
Skills Perception +6, Stealth +4
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 16
Languages Giant
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Actions

Multiattack. The giant makes two Spear attacks or uses Heat Lightning twice.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. and range 30/90 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

Heat Lightning. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 9 (2d8) fire damage plus 9 (2d8) lightning damage and the target can't use reactions until the end of the giant's next turn.

Haboob (1/Day). The giant conjures an intense electrical sand storm that engulfs an area within 240 feet of it. The area can be up to 60 feet long, up to 20 feet wide, and up to 20 feet tall. Each creature in that area must make a Dexterity saving throw. On a failed save, a creature takes 18 (4d8) bludgeoning damage and 18 (4d8) lightning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The haboob vanishes at the end of the turn.

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

At will: *druidcraft, guidance, mending*
3/day each: *cure wounds, hold person* (2 targets), *spike growth*
1/day each: *hallucinatory terrain, spirit guardians, wall of stone*

Bonus Actions

Sand Strike (Recharge 5–6). While the giant is standing on sandy terrain, each creature of the giant's choice within 20 feet of the giant must make a DC 14 Constitution saving throw. On a failed save, a creature is blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful or the effect ends for it, the creature has advantage on saving throws made against any giant's Sand Strike for the next 24 hours.

Desert Giant Chieftain

Large Giant, Typically Lawful Evil

Armor Class 16 (half plate)
Hit Points 142 (15d10 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	6 (-2)	14 (+2)	6 (-2)

Saving Throws Con +8, Wis +6
Skills Perception +6, Stealth +5
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 16
Languages Giant
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the giant fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The giant makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/120 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Yardang (1/Day). The giant targets up to three creatures standing on the ground it can see within 60 feet of it. Sand instantly billows around each target and encases them before hardening into a yardang. Each creature must succeed on a DC 14 Strength saving throw. On a failed save, a creature is trapped within a yardang for 1 minute. While trapped, a creature is restrained and can't breathe. As an action, a restrained target can make a DC 14 Strength check with disadvantage on the roll, breaking the yardang on a success. The yardang can also be attacked and destroyed (AC 14; hp 40; immunity to poison and psychic damage).

Bonus Actions

Sand Strike (Recharge 5–6). While the giant is standing on sandy terrain, each creature of the giant's choice within 20 feet of the giant must make a DC 16 Constitution saving throw. On a failed save, a creature is blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful or the effect ends for it, the creature has advantage on saving throws made against any giant's Sand Strike for the next 24 hours.

Legendary Actions

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

Charge. The giant moves up to its speed.
Attack (Costs 2 Actions). The giant makes a melee or ranged attack.
Whirling Blade (Costs 3 Actions). The giant moves up to its speed without provoking opportunity attacks and targets each creature within 5 feet of it during its movement. Each target must succeed on a DC 17 Dexterity saving throw or take 19 (4d6 + 5) slashing damage and is blinded until the end of the giant's next turn.

Forest Giant

Forest giants resemble 11-foot tall wood elves with light bark-like skin, leaf-green hair, and brown, green, or hazel eyes. They tend to wear simple clothing that helps them blend into their natural habitat. Forest giants are vegetarians, subsisting on a diet of edible beans, berries, fruits, mushrooms, and roots.

Woodland Protectors. Forest giants are brooding and stoic, see themselves as forest guardians, and are paranoid of non-forest dwellers, especially those who constantly use fire. They tolerate the presence of elves and firbolgs and are usually allied with intelligent fey creatures. Although they are not aggressive, they are fiercely territorial and will not hesitate to attack intruders without warning or those who cut down trees close to their homes. Evil forest giants, though rare, are known to work as mercenaries for hags and other evil fey.

Druid Archers. Forest giants usually rely on their archery skills in combat, coating their arrowheads with poison extracted from forest plants and fungi. They employ stealth and hit-and-run tactics to bring down enemies before they can close in. They can cast certain druidic spells that help them mark their foes, travel without leaving tracks, and increase the size of vegetation around them to use as cover.



Forest Giant

Large Giant, Typically Neutral

Armor Class 16 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	8 (-1)	15 (+2)	10 (+0)

Saving Throws Con +5, Wis +4
Skills Perception +6, Stealth +6
Senses darkvision 60 ft., passive Perception 16
Languages Druidic, Elvish, Giant
Challenge 3 (700 XP) **Proficiency Bonus** +2

Plant Camouflage. The giant has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring vegetation.

Actions

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

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Spellcasting. The giant casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12):

At will: *druidcraft*
3/day each: *faerie fire, pass without trace*
1/day each: *plant growth*

Forest Giant Shaman

Large Giant, Typically Neutral

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	10 (+0)	17 (+3)	12 (+1)

Saving Throws Con +6, Wis +6
Skills Perception +9, Stealth +6
Senses darkvision 60 ft., passive Perception 19
Languages Druidic, Elvish, Giant
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Plant Camouflage. The giant has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring vegetation.

Actions

Multiattack. The giant uses Briar Strike twice.

Briar Strike. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 9 (2d8) poison damage. If the target is a Large or smaller creature, the creature must make a DC 13 Strength saving throw or be restrained until the end of the giant's next turn.

Tempest (Recharge 5–6). A line of strong, electrified wind 60 feet long and 10 feet wide blasts from the giant's open palm. Each creature in that line must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 16 (3d10) force damage and 16 (3d10) lightning damage, is pushed up to 10 feet, and knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone.

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

At will: *druidcraft, guidance, mending*
3/day each: *cure wounds, faerie fire, hold person* (2 targets), *pass without trace*
1/day each: *confusion, plant growth, spirit guardians*

Forest Giant Chieftain

Large Giant, Typically Neutral

Armor Class 16 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	8 (-1)	16 (+3)	13 (+1)

Saving Throws Con +7, Wis +6
Skills Perception +9, Stealth +7
Senses darkvision 60 ft., passive Perception 19
Languages Druidic, Elvish, Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Legendary Resistance (1/Day). If the giant fails a saving throw, it can choose to succeed instead.

Plant Camouflage. The giant has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring vegetation.

Actions

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

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Rain of Arrows (Recharge 4–6). The giant makes a Longbow attack at each creature in a 15-foot-radius sphere centered on a point the giant can see within 150 feet of it.

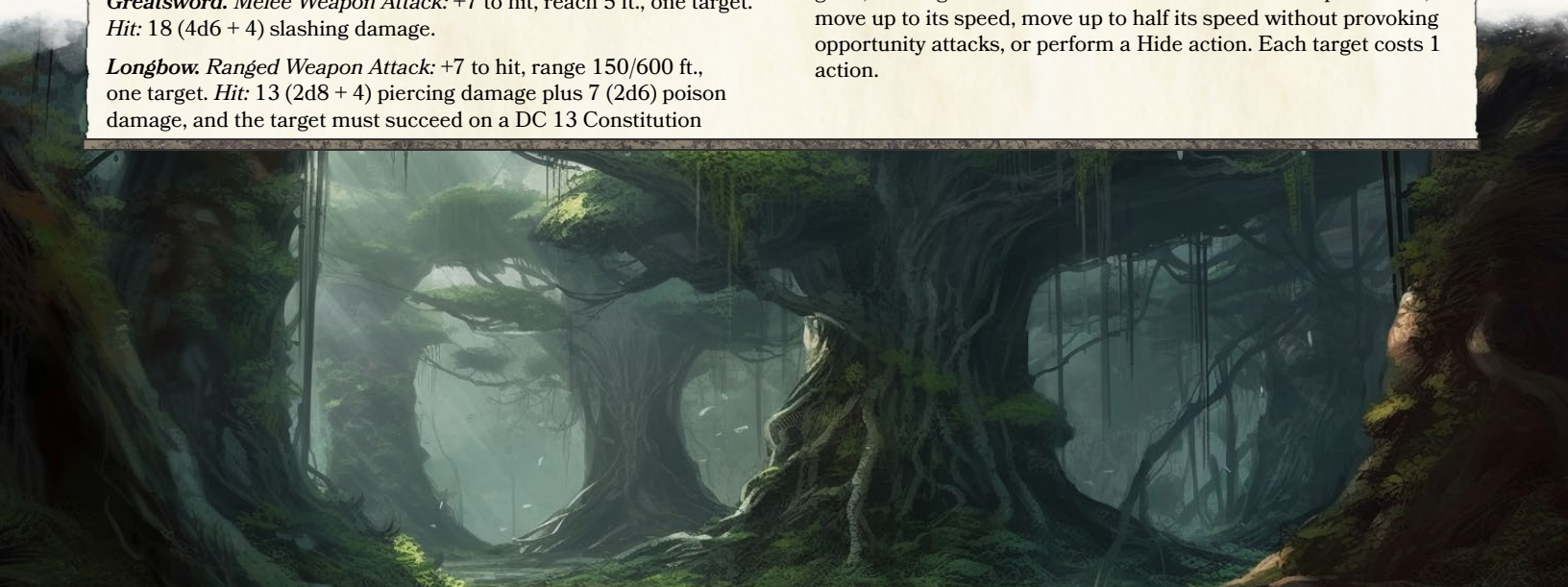
Spellcasting. The giant casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14):

At will: *druidcraft*
3/day each: *faerie fire, pass without trace*
1/day each: *plant growth*

Legendary Actions

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

Move. The giant moves up to half its speed without provoking opportunity attacks.
Faerie Fire. The giant casts *faerie fire*, if available.
Attack (Costs 2 Actions). The giant makes a melee or ranged attack.
Guerilla Warfare (Costs 1-3 Actions). The giant targets up to three allies it can see within 30 feet of it. If the target can see or hear the giant, the target can use its reaction to make one weapon attack, move up to its speed, move up to half its speed without provoking opportunity attacks, or perform a Hide action. Each target costs 1 action.



Sea Giant

Sea giants are an enigmatic race of amphibious giants. They reach heights of 14 to 15 feet and can weigh over 1,000 pounds. Sea giant skin, which ranges from pale blue, blue-green, and sea green, is extremely thick and tough, enabling them to withstand the pressure of living in extreme depths. Their hair color ranges from green and orange and resembles seaweed in texture. Sea giants fashion armor and clothing from the hide and shells of large sea creatures and from the iron, wood, and nets they scavenge from sea wrecks.

Coastline Dwellers. Sea giants can subsist on fish, sea mammals, and aquatic vegetation, but a majority supplement their diet with fruits, vegetables, and animal meat from the surface. Because of this, most sea giants build settlements near coasts. While most sea giants keep to themselves and avoid contact with surface dwellers, a few have adapted to a lifestyle that makes them coexist with seaside surface communities. Good-aligned sea giants bring commodities such as whale meat, fish, pearls, and coral, which they trade with coastal villages for livestock, vegetables, precious metals, rope, and steel. Evil sea giants, on the other hand, raid passing merchant ships and nearby coastal towns. They kidnap townsfolk for ransom or to trade with other aquatic races as slaves.

Wave Summoners. Sea giants usually fight with tridents or spears. They also use weighted nets to capture prey or prisoners. If hard pressed, they can magically summon a powerful wave of water that can crush, push, and knock back foes.



Sea Giant

Large Giant, Typically Chaotic Neutral

Armor Class 17 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	8 (-1)	12 (+1)	9 (-1)

Saving Throws Con +7, Wis +4
Skills Perception +4, Stealth +3, Survival +4
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 14
Languages Giant
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amphibious. The giant can breathe air and water.

Actions

Multiattack. The giant makes two Trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +8 to hit, reach 10 ft. or range 60/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack.

Spiked Weighted Net. *Ranged Weapon Attack:* +3 to hit, ranged 20/60 ft., one Small, Medium, or Large creature. *Hit:* 3 (1d6) piercing damage and the target is restrained by the net. A creature can use its action to make a DC 15 Strength check to free itself or another creature in the net. Each time a creature uses its action while restrained, it takes 3 (1d6) piercing damage. The net can also be attacked and destroyed (AC 10; hp 15; vulnerability to fire damage; immunity to bludgeoning, electricity, poison, and psychic damage).

Tidal Surge (Recharge 5–6). The giant conjures up a powerful wave of water that moves down in a line that is 10 feet wide, 10 feet tall, and 30 feet long. Each creature in that line must make a DC 15 Strength saving throw. On a failed save, a creature takes 36 (8d8) bludgeoning damage and is pushed up to 10 feet and knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone. Huge and larger creatures have advantage on their saving throws. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it, and then it vanishes.

Sea Giant Shaman

Large Giant, Typically Chaotic Neutral

Armor Class 17 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	9 (-1)	18 (+4)	10 (+0)

Saving Throws Con +7, Wis +7
Skills Perception +7, Stealth +3, Survival +7
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 17
Languages Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Amphibious. The giant can breathe air and water.

Actions

Multiattack. The giant makes two Trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 10 ft. or range 60/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) lightning damage.

Tidal Surge (Recharge 5–6). The giant conjures up a powerful wave of water that moves down in a line that is 10 feet wide, 10 feet tall, and 30 feet long. Each creature in that line must make a DC 15 Strength saving throw. On a failed save, a creature takes 36 (8d8) bludgeoning damage and is pushed up to 10 feet and knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone. Huge and larger creatures have advantage on their saving throws. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it, and then it vanishes.

Summon Lightning (1/Day). The giant targets up to three points on the ground within 120 feet of it. A bolt of lightning flashes down from the sky to hit each point. Each creature within 10 feet of that point must make a DC 15 Constitution saving throw. A creature in the area of more than one lightning bolt is affected only once. On a failed save, a creature takes 27 (5d10) lightning damage and is incapacitated until the end of the giant's next turn. On a successful save, a creature takes half as much damage and isn't incapacitated.

Spellcasting. The giant casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 15):

At will: *druidcraft, guidance, mending*
1/day each: *control water, fog cloud, gust of wind, ice storm, sleet storm, thunderwave*

Sea Giant Chieftain

Large Giant, Typically Chaotic Neutral

Armor Class 17 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	8 (-1)	12 (+1)	13 (+1)

Saving Throws Con +9, Wis +5
Skills Perception +5, Stealth +4, Survival +5
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 15
Languages Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Amphibious. The giant can breathe air and water.

Legendary Resistance (1/Day). If the giant fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The giant makes two Trident attacks.

Trident. *Melee or Ranged Weapon Attack:* +10 to hit, reach 10 ft. or range 60/120 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage, or 15 (2d8 + 6) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) lightning damage.

Tidal Surge (Recharge 5–6). The giant conjures up a powerful wave of water that moves down in a line that is 15 feet wide, 10 feet tall, and 60 feet long. Each creature in that line must make a DC 17 Strength saving throw. On a failed save, a creature takes 40 (9d8) bludgeoning damage and is pushed up to 10 feet and knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone. Huge and larger creatures have advantage on their saving throws. The water then spreads out across the ground in all directions, extinguishing unprotected flames in its area and within 30 feet of it, and then it vanishes.

Bonus Actions

Battle Cry (1/Day). Each creature of the giant's choice that is within 30 feet of it, can hear it, and is not already affected by Battle Cry gains advantage on attack rolls until the end of the giant's next turn.

Command Ally. The giant targets one ally it can see within 30 feet of it. If the target can see and hear the giant, the target can use its reaction to move up to half its speed and make one weapon attack.

Legendary Actions

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

Charge. The giant moves up to its speed.
Trident (Costs 2 Actions). The giant makes a Trident attack.
Forked Lightning (Costs 3 Actions). The giant unleashes a bolt of lightning that arcs toward a target of its choice that it can see within 60 feet of it. Two bolts then leap from that target to as many as two other targets, each of which must be within 15 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. Each target must make a DC 17 Constitution saving throw. On a failed save, a target takes 13 (3d8) lightning damage and is incapacitated until the end of the giant's next turn. On a successful save, a target takes half as much damage and isn't incapacitated.

Swamp Giant

Swamp giants are aggressive, simpleminded savages that constantly wander bogs and marshlands to hunt, pillage, and scavenge for food. They are unsavory, brutish creatures that stand around 13 to 14 feet tall and weigh up to 1,000 pounds. Swamp giants rely mainly on alligators and crocodiles for food and hide, but they also supplement this with other large beasts such as anacondas, deer, elks, giant fish, giant frogs, giant turtles, and humanoids.

Swamp Adaptations. Swamp giants once looked like smaller hill giants, but evolution and several millennia of living in their wet and humid environments have slowly caused them to have physical adaptations. Their tough skins have become mottled and frog-like, and their hair stringy and dark green. Their eyes have evolved to see in the dark and have become very sensitive to movement. While not becoming totally amphibious, swamp giants can hold their breaths longer, enabling them to remain submerged for long periods of time in order to move closer to their targets.

Electricity Generators. Swamp giants, like other giants, are known for their tremendous size and strength, as well as their ability to throw rocks at great distances. But what makes swamp giants even more dangerous is their ability to generate powerful volts of electricity like an electric eel. Anyone caught within the vicinity of this discharge is often instantly slain. Those few that survive the electrical attack usually remain stunned and only live long enough to be finished off by the giants' axes.

Xenophobic Giants. Swamp giants are wary of humanoids, especially lizardfolk, and hunt those that stray too close to their lands. Swamp giants particularly hate lizardfolk as the latter have become their oldest rivals and threats for controlling territories. They fear black dragons that encroach in their domain and will try to eliminate them while they are still young because older black dragons tend to enslave swamp giants and use them as guards. Swamp giants tolerate the company of trolls and may work with them to form raiding parties.



Swamp Giant

Large Giant, Typically Chaotic Evil

Armor Class 16 (natural armor, shield)
Hit Points 95 (10d10 + 40)
Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Saving Throws Con +7, Wis +3
Skills Perception +6, Stealth +3
Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 16
Languages Giant
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

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

Actions

Multiattack. The giant makes two Battleaxe attacks.

Battleaxe. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, or 16 (2d10 + 5) slashing damage if used with two hands.

Spiked Weighted Net. *Ranged Weapon Attack:* +3 to hit, ranged 20/60 ft., one Small, Medium, or Large creature. *Hit:* 3 (1d6) piercing damage and the target is restrained by the net. A creature can use its action to make a DC 15 Strength check to free itself or another creature in the net. Each time a creature uses its action while restrained, it takes 3 (1d6) piercing damage. The net can also be attacked and destroyed (AC 10; hp 15; vulnerability to fire damage; immunity to bludgeoning, electricity, poison, and psychic damage).

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/120 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Electricity Surge (Recharge 5–6). Each creature outside water within 5 feet of the giant, or each creature in a body of water within 15 feet of the giant, must make a DC 15 Constitution saving throw. On a failed save, a creature takes 22 (5d8) lightning damage and is stunned until the end of the giant's next turn. On a successful save, a target takes half as much damage and isn't stunned.

Reactions

Trigger Electricity Surge. When a creature within 5 feet of the giant hits the giant with a melee attack and the giant's Electricity Surge is available, the giant uses Electricity Surge.

Swamp Giant Witch Doctor

Large Giant, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	7 (-2)	16 (+3)	6 (-2)

Saving Throws Con +6, Wis +6
Skills Perception +9, Stealth +3
Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 19
Languages Giant
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

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

Actions

Multiattack. The giant makes two Spear attacks or uses Hexing Bolt twice.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. and range 30/90 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

Hexing Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 12 (2d8 + 3) psychic damage, and the target can't move more than half its speed and has disadvantage on attack rolls, ability checks, and saving throws until the end of the giant's next turn.

Electricity Surge (Recharge 5–6). Each creature outside water within 5 feet of the giant, or each creature in a body of water within 15 feet of the giant, must make a DC 14 Constitution saving throw. On a failed save, a creature takes 31 (7d8) lightning damage and is stunned until the end of the giant's next turn. On a successful save, a target takes half as much damage and isn't stunned.

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

At will: *mending, resistance, thaumaturgy*
3/day each: *blindness/deafness, cure wounds, hold person* (2 targets)
1/day each: *banishment, contagion, harm, spirit guardians*

Reactions

Trigger Electricity Surge. When a creature within 5 feet of the giant hits the giant with a melee attack and the giant's Electricity Surge is available, the giant uses Electricity Surge.

Swamp Giant Chieftain

Large Giant, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	7 (-2)	12 (+1)	7 (-2)

Saving Throws Con +9, Wis +5
Skills Perception +9, Stealth +4
Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 19
Languages Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

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

Legendary Resistance (1/Day). If the giant fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The giant makes two attacks.

Greataxe. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/120 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Electricity Surge (Recharge 5–6). Each creature outside water within 5 feet of the giant, or each creature in a body of water within 15 feet of the giant, must make a DC 17 Constitution saving throw. On a failed save, a creature takes 36 (8d8) lightning damage and is stunned until the end of the giant's next turn. On a successful save, a target takes half as much damage and isn't stunned.

Bonus Actions

War Whoop (1/Day). Each creature of the giant's choice that is within 60 feet of it, can hear it, and not already affected by War Whoop gain advantage on attack rolls and saving throws against being charmed and frightened until the start of the giant's next turn.

Reactions

Trigger Electricity Surge. When a creature within 5 feet of the giant hits the giant with a melee attack and the giant's Electricity Surge is available, the giant uses Electricity Surge.

Legendary Actions

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

Charge. The giant moves up to its speed.
Attack. The giant makes a melee or ranged attack.
Whirling Axe (Costs 3 Actions). The giant moves up to its speed without provoking opportunity attacks and targets each creature within 5 feet of it during its movement. Each target must succeed on a DC 17 Dexterity saving throw or take 18 (2d12 + 5) slashing damage.

Tundra Giant

The tundra giants are a nomadic tribe of steppe-dwelling warrior giants. They stand between 12-13-feet tall and have pale, waxy, bluish and grayish skin. They are often led by a khan, a cunning warrior general and tribal chief.

Crafty Soldiers. Tundra giants are known for their fierce fighting skills and strategic battle tactics. They are experienced in siege warfare and have been known to capture cities with ease with the use of their massive war machines. If not for their extremely low birth rate, tundra giants could have possibly conquered more lands of men. Because of their success in the battlefield, they are frequently hired by other races as mercenaries.

Accomplished Hunters. The harsh climate and sparse vegetation of the tundra steppe made it difficult to sustain agriculture and herding, so hunting and raiding are a vital source of sustenance for the tundra giants. Through their skillful use of bows and spears, tundra giants are able to hunt a variety of wild animals such as boar, ibex, mammoth, moose, and reindeer. Stories of great hunts of frost worms, remorhazes, and white dragons were told in songs, poems and epics passed down from generation to generation.

Ruthless Raiders. Raiding humanoid settlements is what the tundra giants live for, however, as this brings spoils of war. They make use of psychological warfare and terror tactics in order to break the morale of their targets. Led by their khan and shamans, tundra giants implement various tactics, such as feigned retreats, diversions, and surprise attacks, in order to maximize their success in battle. Captured prisoners are either eaten or turned into slaves while treasure such as coin and jewelry were divided amongst the warriors after the khan's share.



Tundra Giant

Large Giant, Typically Lawful Evil

Armor Class 16 (scale mail, shield)
Hit Points 76 (9d10 + 27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	8 (-1)	12 (+1)	5 (-3)

Saving Throws Con +5, Wis +3
Skills Perception +3, Survival +3
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 13
Languages Giant
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Multiattack. The giant makes two Longsword attacks.

Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, or 16 (2d10 + 5) slashing damage if used with two hands.

Rock. *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Reactions

Crafty Maneuver. When an ally of the giant hits a target with a melee attack and the target is within 10 feet of the giant, the giant can move up to 10 feet toward the target and if it is within reach, make one melee attack against it. Alternatively, the giant can move up to half its speed without provoking opportunity attacks from the target.

Tundra Giant Shaman

Large Giant, Typically Lawful Evil

Armor Class 14 (scale mail)
Hit Points 110 (13d10 + 39)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	9 (-1)	16 (+3)	6 (-2)

Saving Throws Con +6, Wis +6
Skills Perception +6, Survival +6
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 16
Languages Giant
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Multiattack. The giant makes two Quarterstaff attacks or uses Arctic Bolt twice.

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage or 12 (2d8 + 3) bludgeoning damage if wielded with two hands, plus 3 (1d6) cold damage.

Arctic Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 13 (3d8) cold damage and the target's speed is reduced to 10 feet until the end of the giant's next turn.

Arctic Gale (Recharge 5–6). The giant magically emits a powerful line of freezing wind 60 feet long and 10 feet wide. Each creature in that line must succeed on a DC 14 Strength saving throw. On a failed save, a target takes 22 (5d8) cold damage and, if the target is Large or smaller, is pushed up to 15 feet away and knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone.

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

At will: *druidcraft, guidance, mending*
3/day each: *cure wounds, sleet storm, spike growth*
1/day each: *cone of cold, ice storm*

Reactions

Crafty Maneuver. When an ally of the giant hits a target with a melee attack and the target is within 10 feet of the giant, the giant can move up to 10 feet toward the target and if it is within reach, make one melee attack against it. Alternatively, the giant can move up to half its speed without provoking opportunity attacks from the target.

Tundra Giant Khan

Large Giant, Typically Lawful Evil

Armor Class 16 (half plate)
Hit Points 133 (14d10 + 56)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	10 (+0)	14 (+2)	6 (-2)

Saving Throws Con +7, Wis +5
Skills Perception +5, Survival +5
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 15
Languages Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Legendary Resistance (1/Day). If the giant fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The giant makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/120 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Bonus Actions

Canny Command. The giant targets one ally it can see within 30 feet of it. If the target can see or hear the giant, the target can use its reaction to make one weapon attack and gain advantage on the attack roll, move up to half its speed and make one weapon attack, move up to half its speed without provoking opportunity attacks, or move up to its speed.

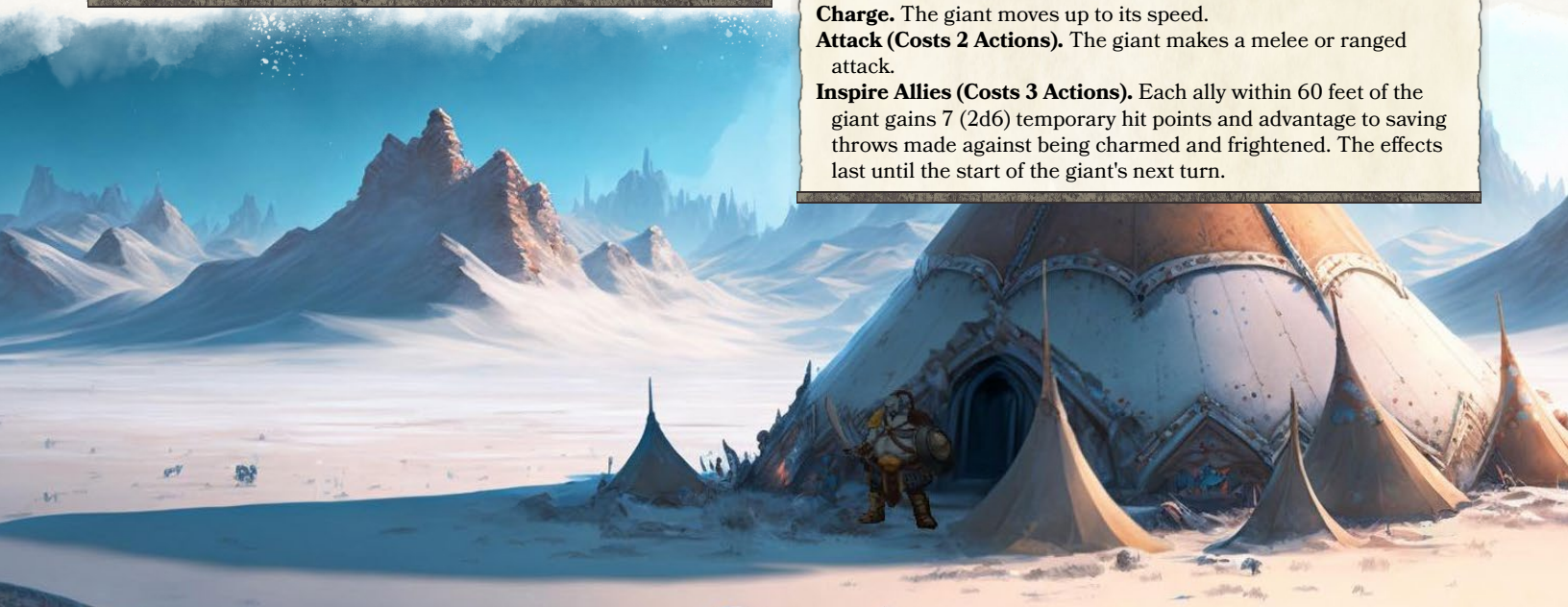
Reactions

Crafty Maneuver. When an ally of the giant hits a target with a melee attack and the target is within 10 feet of the giant, the giant can move up to 10 feet toward the target and if it is within reach, make one melee attack against it. Alternatively, the giant can move up to half its speed without provoking opportunity attacks from the target.

Legendary Actions

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

Charge. The giant moves up to its speed.
Attack (Costs 2 Actions). The giant makes a melee or ranged attack.
Inspire Allies (Costs 3 Actions). Each ally within 60 feet of the giant gains 7 (2d6) temporary hit points and advantage to saving throws made against being charmed and frightened. The effects last until the start of the giant's next turn.





Glatisant

The horrid glatisant is a bizarre amalgamation of three creatures. It has the head, neck, and tail of a monstrous serpent, the body and thighs of a leopard, and the cloven hooves of a hart. It stands 6 feet tall at the shoulder, and its body length measures 25 feet long.

Demonic Offspring. The glatisant is born from the union of a humanoid of royal descent and a powerful demon. The humanoid is said to have desired something - power, wealth, or having someone specific to fall in love with it and, in desperation, petitioned a demon. In return for fulfilling its wishes, the humanoid is required to have sexual intercourse with the demon. After 3 months, either the humanoid (if she was female) or the demon gives birth to a serpent, which immediately escapes to the wild.

Curse to the Land. The vile creature rapidly grows into a glatisant and becomes bound to the territory it was born into and can never willingly leave it. Born with an insatiable lust to kill and devour flesh, the glatisant becomes a terrible menace to the land as it stalks and preys on people, game animals, and livestock.

Borborygmus. The glatisant is a cunning and very dangerous predator. Due to its demonic lineage, it has a very heightened sense of smell, incredible strength, speed, and natural resistance to magic. Its powerful kicks can fell giants and its dreadful bite can inject a deadly venom that can cause muscle, tissue, and organ to rapidly rot. The glatisant can also spit or spray this potent venom at long ranges, causing blindness to those it hits. What the glatisant is known for, however, is its ability to make its belly create loud, dreadful, growling sounds that chill the blood of anyone who hears it.

Questing Beast. The glatisant is known by other names on other continents. Among the most popular names it is called is serpopard, because of its appearance, and questing beast, due to it being an immediate cause of concern that a kingdom would hire adventurers to slay it.

Glatisant

Large Monstrosity, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +7, Stealth +5
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Keen Smell. The glatisant has advantage on Wisdom (Perception) checks that rely on smell.

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

Actions

Multiattack. The glatisant makes one Bite attack and one Hooves attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage and the target must make a DC 14 Constitution saving throw. On a failed save, a creature takes 28 (8d6) poison damage and is poisoned. A poisoned creature is incapacitated and takes 3 (1d6) necrotic damage at the end of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and if the target is Huge or smaller, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Poison Spray (Recharge 5–6). The glatisant spits poison in a line that is 30 feet long and 5 feet wide. Each creature in that line must make a DC 14 Constitution saving throw. On a failed save, a creature takes 21 (6d6) poison damage and is poisoned for 1 minute. A poisoned creature is blinded. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.

Bonus Actions

Borborygmus. The glatisant's belly emits a loud and horrific growling sound. Each creature that isn't a glatisant within 60 feet of the glatisant and can hear the glatisant must succeed on a DC 14 Wisdom saving throw, unless the glatisant is incapacitated. On a failed save, the target is frightened until the end of the glatisant's next turn. If a creature's saving throw is successful, the creature is immune to the glatisant's Borborygmus for the next 24 hours.

Glatisant Alpha

Large Monstrosity, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +9, Stealth +6
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 19
Languages —
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Keen Smell. The glatisant has advantage on Wisdom (Perception) checks that rely on smell.

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

Actions

Multiattack. The glatisant makes one Bite attack and one Hooves attack. It can use Poison Spit in place of its Bite attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage and the target must make a DC 16 Constitution saving throw. On a failed save, a creature takes 35 (10d6) poison damage and is poisoned. A poisoned creature is incapacitated and takes 7 (2d6) necrotic damage at the end of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.

Hooves. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage and if the target is Huge or smaller, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Poison Spit. *Ranged Weapon Attack:* +10 to hit, range 30 ft., one target. *Hit:* 17 (5d6) poison damage and the target must make a DC 16 Constitution saving throw or be poisoned for 1 minute. A poisoned creature is blinded. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poison Spray (Recharge 5–6). The glatisant spits poison in a line that is 30 feet long and 5 feet wide. Each creature in that line must make a DC 16 Constitution saving throw. On a failed save, a creature takes 28 (8d6) poison damage and is poisoned for 1 minute. A poisoned creature is blinded. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.

Bonus Actions

Borborygmus. The glatisant's belly emits a loud and horrific growling sound. Each creature that isn't a glatisant within 60 feet of the glatisant and can hear the glatisant must succeed on a DC 16 Wisdom saving throw, unless the glatisant is incapacitated. On a failed save, the target is frightened until the end of the glatisant's next turn. If a creature's saving throw is successful, the creature is immune to the glatisant's Borborygmus for the next 24 hours.

Glatisant, Ancient

Huge Monstrosity, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	5 (-3)	14 (+2)	7 (-2)

Skills Perception +12, Stealth +7
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages —
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Keen Smell. The glatisant has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (1/Day). If the glatisant fails a saving throw, it can choose to succeed instead.

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

Actions

Multiattack. The glatisant makes one Bite attack, one Hooves attack, and one Tail attack. It can use Poison Spit in place of its Bite attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage and the target must make a DC 18 Constitution saving throw. On a failed save, a creature takes 42 (12d6) poison damage and is poisoned. A poisoned creature is incapacitated and takes 10 (3d6) necrotic damage at the end of each of its turns. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.

Hooves. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage and the target must succeed on a DC 20 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 12 (1d10 + 7) bludgeoning damage.

Poison Spit. *Ranged Weapon Attack:* +12 to hit, range 60 ft., one target. *Hit:* 21 (6d6) poison damage and the target must make a DC 18 Constitution saving throw or be poisoned for 1 minute. A poisoned creature is blinded. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Poison Spray (Recharge 5–6). The glatisant spits poison in a line that is 60 feet long and 10 feet wide. Each creature in that line must make a DC 18 Constitution saving throw. On a failed save, a creature takes 35 (10d6) poison damage and is poisoned for 1 minute. A poisoned creature is blinded. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.

Bonus Actions

Borborygmus. The glatisant's belly emits a loud and horrific growling sound. Each creature that isn't a glatisant within 120 feet of the glatisant and can hear the glatisant must succeed on a DC 18 Wisdom saving throw, unless the glatisant is incapacitated. On a failed save, the target is frightened until the end of the glatisant's next turn. If a creature's saving throw is successful, the creature is immune to the glatisant's Borborygmus for the next 24 hours.

Legendary Actions

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

Spring. The glatisant moves up to its speed without provoking opportunity attacks.
Bludgeon. The glatisant makes one Hooves or Tail attack.
Poison Spit (Costs 2 Actions). The glatisant makes one Poison Spit attack.
Bite (Costs 3 Actions). The glatisant makes one Bite attack.

An Ancient Glatisant's Lair

The ancient glatisant's lair is usually a dark cave located in the most dismal and deplorable section of the land it is bound to. The entrance to its cave is littered with the skeletal remains of its victims and is often surrounded by thickets and treacherous bogs.

An ancient glatisant encountered in its lair has a challenge rating of 16 (15,000 XP).

Lair Actions

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

- A wall of gnarly and thorny thickets rise from the ground within 60 feet of the glatisant. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in its area must make a DC 15 Dexterity saving throw. A creature that fails the save takes 9 (2d8) piercing damage, is poisoned until initiative count 20 on the next round, and is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature travels through the wall, it must spend 4 feet of movement. Furthermore, a creature in the wall's space must make a DC 15 Dexterity saving throw once each round it's in contact with the wall. On a failed save, the creature takes 9 (2d8) piercing damage and is poisoned until the start of its next turn. On a successful save, the creature takes half as much damage and isn't poisoned. Each 10-foot section of wall has AC 10, 25 hit points, vulnerability to fire damage, resistance to bludgeoning and piercing damage, and immunity to psychic damage. The wall sinks back into the ground when the glatisant uses this lair action again or when the glatisant dies.
- Creatures within 60 feet of the glatisant have disadvantage on saving throws until initiative count 20 on the next round.
- The glatisant emits a cloud of noxious gas. Each creature within 20 feet of the glatisant must make a DC 18 Constitution saving throw or become poisoned until initiative count 20 on the next round. A poisoned creature is stunned.

Golems



Dunghill Golem

Constructed by mysterious necromancers and unhinged tinkers from the junk, refuse, and filth found in dunghills and middens, the dunghill golem is a grotesque and repugnant amalgamation of gruesome rotting carcasses and various discarded scrap and waste materials. It emanates a strong, putrid odor and is covered in a layer of grime and slime.

Foul Abomination. Despite its abhorrent appearance, the dunghill golem possesses immense strength and durability. It is often constructed to appear as a giant quadruped beast, complete with scissor-like jaws, a club-like arm, and a pincer claw. It lumbers forward with slow, purposeful movements, its massive form towering over its adversaries.

Leachate Breath. A dunghill golem is created primarily for collecting and disposing of waste material in a landfill. In battle, it uses the same tools, delivering bone-crushing blows and vicious wounds with its powerful limbs and mandibles. For defense, the golem exudes a vile stench that can sicken those in close proximity. Finally, it can also spew noxious gases and acrid fluids. Anyone doused by this vile concoction will suffer severe burns and, if they manage to survive, become violently ill.

Dunghill Golem, Lesser

Medium Construct, Unaligned

Armor Class 13 (natural armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	16 (+3)	4 (-3)	8 (-1)	2 (-4)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't made from adamantine
Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Stench. Any creature other than Constructs and Undead that starts its turn within 5 feet of the golem must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Stench of this golem for 1 hour.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

Actions

Multiattack. The golem makes one Slam attack and one Pincer attack.

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

Pincer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the golem can't make Pincer attacks against other targets.

Leachate Breath (Recharge 5–6). The golem discharges toxic gas and corrosive fluids in a line that is 15 feet long and 5 feet wide. Each creature in that line must make a DC 13 Constitution saving throw. On a failed save, a creature takes 9 (2d8) acid damage and 9 (2d8) necrotic damage and is poisoned for 1 minute. A poisoned creature is incapacitated. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.

Dunghill Golem

Large Construct, Unaligned

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	4 (-3)	8 (-1)	2 (-4)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't made from adamantine
Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Stench. Any creature other than Constructs and Undead that starts its turn within 5 feet of the golem must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Stench of this golem for 1 hour.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

Actions

Multiattack. The golem makes one Bite attack, one Slam attack, and one Pincer attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

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

Pincer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the golem can't make Pincer attacks against other targets.

Leachate Breath (Recharge 5–6). The golem discharges toxic gas and corrosive fluids in a line that is 30 feet long and 5 feet wide. Each creature in that line must make a DC 15 Constitution saving throw. On a failed save, a creature takes 13 (3d8) acid damage and 13 (3d8) necrotic damage and is poisoned for 1 minute. A poisoned creature is incapacitated. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.

Dunghill Golem, Greater

Huge Construct, Unaligned

Armor Class 15 (natural armor)
Hit Points 187 (15d12 + 90)
Speed 40 ft., , burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	22 (+6)	4 (-3)	8 (-1)	2 (-4)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't made from adamantine
Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Stench. Any creature other than Constructs and Undead that starts its turn within 10 feet of the golem must succeed on a DC 18 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Stench of this golem for 1 hour.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

Actions

Multiattack. The golem makes one Bite attack, one Slam attack, and one Pincer attack.

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

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

Pincer. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the golem can't make Pincer attacks against other targets.

Leachate Breath (Recharge 5–6). The golem discharges toxic gas and corrosive fluids in a line that is 60 feet long and 10 feet wide. Each creature in that line must make a DC 18 Constitution saving throw. On a failed save, a creature takes 18 (4d8) acid damage and 18 (4d8) necrotic damage and is poisoned for 1 minute. A poisoned creature is incapacitated. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.



Magma Golem

The magma golem is a formidable, awe-inspiring construct crafted to resemble an imposing 12-foot-tall armored knight. Its outer shell resembles a suit of armor composed of molten magma and volcanic rock, adorned with jagged edges and fiery runes. Flames emanate from the surface of its body and lava streams between its ridges like an orange river.

Implacable Sentinel. As typical with golems, the magma golem is driven by a single-minded purpose to follow the commands of its owner, even if the latter no longer exists. The golem's movements are deliberate and powerful, with each step accompanied by the resonating rumble of molten rock.

Walking Incinerators. The magma golem constantly radiates an aura of punishing fire, scorching the air around it and making its proximity unbearable for most creatures. Additionally, it can generate surges of even greater heat, unleashing waves of searing energy that can incinerate anything unfortunate enough to be caught within its reach. When damaged, the magma golem can repair and reconstruct itself by subjecting its body with fire. It usually does this by dipping itself into a pool of lava.

Hellish Colossi. Powerful artificers and archmages working together can build even mightier magma golems. Twice as tall and unbelievably powerful, these colossi cause the ground to shake when they walk. There are even rumors of infernal versions that stand guard in the palaces of archdevils.



Magma Golem

Large Construct, Unaligned

Armor Class 17 (natural armor)
Hit Points 189 (18d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Vulnerabilities cold
Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't made from adamantine
Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, poisoned, unconscious
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Fire Aura. At the start of each of the golem's turns, each creature within 5 feet of it takes 5 (1d10) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the golem or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Fire Absorption. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

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

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

Water Susceptibility. For every 5 feet the golem moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage plus 5 (1d10) fire damage.

Heat Surge (Recharge 6). The golem generates waves of intense heat. Each creature within 10 feet of it must make a DC 17 Constitution saving throw. On a failed save, a creature takes 27 (6d8) fire damage and gains one level of exhaustion. On a successful save, a creature takes half as much damage with no additional effect.

Magma Colossus

Huge Construct, Unaligned

Armor Class 18 (natural armor)
Hit Points 275 (22d12 + 132)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	22 (+6)	3 (-4)	11 (+0)	1 (-5)

Damage Vulnerabilities cold
Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't made from adamantine
Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, poisoned, unconscious
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Fire Aura. At the start of each of the colossus's turns, each creature within 10 feet of it takes 5 (1d10) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the colossus or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Fire Absorption. Whenever the colossus is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Ground-Shaker. When the colossus moves within 10 feet of a creature that is standing on the ground, that creature must succeed on a DC 21 Strength or DC 21 Dexterity saving throw (creature's choice) or be knocked prone. A creature only needs to make this saving throw once per turn.

Immutable Form. The colossus is immune to any spell or effect that would alter its form.

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

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

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

Unusual Nature. The colossus doesn't require air, food, drink, or sleep.

Water Susceptibility. For every 5 feet the colossus moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The colossus makes two Slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage plus 5 (1d10) fire damage.

Heat Surge (Recharge 6). The colossus generates waves of intense heat. Each creature within 20 feet of it must make a DC 20 Constitution saving throw. On a failed save, a creature takes 40 (9d8) fire damage and gains two levels of exhaustion. On a successful save, a creature takes half as much damage with no additional effect.

Infernal Colossus

Huge Construct, Lawful Evil

Armor Class 19 (natural armor)
Hit Points 351 (26d12 + 182)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	24 (+7)	3 (-4)	12 (+1)	1 (-5)

Damage Resistances cold, psychic
Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't made from adamantine
Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, poisoned, unconscious
Senses darkvision 120 ft., passive Perception 11
Languages understands Infernal but can't speak
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Infernal Fire Aura. At the start of each of the colossus's turns, each creature within 10 feet of it takes 11 (2d10) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the colossus or hits it with a melee attack while within 10 feet of it takes 11 (2d10) fire damage. In addition, a creature that takes fire damage must succeed on a DC 22 Wisdom saving throw or become frightened until the start of its next turn. While frightened in this way, the target is incapacitated and its speed is halved.

Fire Absorption. Whenever the colossus is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Ground-Shaker. When the colossus moves within 10 feet of a creature that is standing on the ground, that creature must succeed on a DC 23 Strength or DC 23 Dexterity saving throw (creature's choice) or be knocked prone. A creature only needs to make this saving throw once per turn.

Immutable Form. The colossus is immune to any spell or effect that would alter its form.

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

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

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

Unusual Nature. The colossus doesn't require air, food, drink, or sleep.

Water Susceptibility. For every 5 feet the colossus moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The colossus makes two Slam attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage plus 11 (2d10) fire damage the target has disadvantage on saving throws made against being frightened until the end of the colossus's next turn.

Infernal Gaze. *Ranged Spell Attack:* The colossus chooses a point it can see within 60 feet of it. The colossus's eyes project an intense beam of infernal fire to that point. Each creature within 5 feet of that point must make a DC 22 Dexterity saving throw. On a failed save, a creature takes 44 (8d10) fire damage and has disadvantage on saving throws made against being frightened until the end of the colossus's next turn. On a successful save, a creature takes half as much damage with no additional effect.

Infernal Surge (Recharge 6). The colossus generates waves of intense heat. Each creature within 20 feet of it must make a DC 22 Constitution saving throw. On a failed save, a creature takes 54 (12d8) fire damage, gains two levels of exhaustion, and has disadvantage on saving throws made against being frightened until the end of the colossus's next turn. On a successful save, a creature takes half as much damage with no additional effect.



Snow Golem

The snow golem is an imposing figure, standing at 11 feet tall and made entirely of compact snow. Its body is a large, humanoid mass, with a wide chest and sturdy arms. Its head is almost an indistinct shape, mostly lost among the snow that makes up its body, unless it moves suddenly or purposefully. Its small eyes burn like bluish embers.

Cold Juggernaut. The snow golem's combat abilities are impressive; it has powerful limbs that can crush foes and create large snow boulders and hurl them as missiles with incredible accuracy and force. Those struck by the snow boulders can suddenly find themselves knocked prone and buried by the thick snow. When damaged, a snow golem can regenerate for as long as any part of its body is in direct contact with a snowy or icy surface. Advanced snow golems can even breathe a cone of snow and ice, blinding and freezing victims caught within the breath's area of effect.

Hidden Sentinel. Constructed by frost mages and druids, a snow golem is used primarily as a guardian. Because the golem can effortlessly blend with snowy backgrounds, it is often placed to defend strategic passes, roads, and mountain trails from potential intruders. They resemble nothing more than a pile of snow-covered mounds at a distance, enabling them to surprise foes.

Snow Golem

Large Construct, Unaligned

Armor Class 13 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	6 (-2)	8 (-1)	1 (-5)

Damage Vulnerabilities fire
Damage Immunities cold, necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't made from adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but can' t speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

False Appearance. If the golem is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the golem move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the golem is animate.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

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

Regeneration. While standing on snowy ground, the golem regains 10 hit points at the start of its turn. If the golem takes acid or fire damage, this trait doesn't function at the start of the golem's next turn. The golem dies only if it starts its turn with 0 hit points and doesn't regenerate.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

Actions

Multiattack. The golem makes two Slam attacks or two Snow Boulder attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and if the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, blinded, and unable to breathe.

Snow Boulder. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage, and if the target is a Large or smaller creature, it must succeed on a DC 16 Strength saving throw or be knocked prone and restrained by snow until the target or a creature within 5 feet of it uses an action to remove the snow.

Snow Golem, Greater

Huge Construct, Unaligned

Armor Class 14 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	6 (-2)	8 (-1)	1 (-5)

Damage Vulnerabilities fire
Damage Immunities cold, necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't made from adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but can' t speak
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

False Appearance. If the golem is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the golem move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the golem is animate.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

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

Regeneration. While standing on snowy ground, the golem regains 10 hit points at the start of its turn. If the golem takes acid or fire damage, this trait doesn't function at the start of the golem's next turn. The golem dies only if it starts its turn with 0 hit points and doesn't regenerate.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

Actions

Multiattack. The golem makes two Slam attacks or two Snow Boulder attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage and if the target is a Large or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, blinded, and unable to breathe.

Snow Boulder. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 13 (3d4 + 6) bludgeoning damage, and if the target is a Large or smaller creature, it must succeed on a DC 18 Strength saving throw or be knocked prone and restrained by snow until the target or a creature within 5 feet of it uses an action to remove the snow.

Blizzard Breath (Recharge 6). The golem exhales a blast of freezing snow in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw. On a failed save, a creature takes 27 (6d8) cold damage and is blinded until the end of the golem's next turn. On a successful save, a creature takes half as much damage and isn't blinded.

Snow Golem, Ancient

Huge Construct, Unaligned

Armor Class 14 (natural armor)
Hit Points 187 (15d12 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	22 (+6)	6 (-2)	8 (-1)	1 (-5)

Damage Vulnerabilities fire
Damage Immunities cold, necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't made from adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but can' t speak
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

False Appearance. If the golem is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the golem move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the golem is animate.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

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

Regeneration. While standing on snowy ground, the golem regains 10 hit points at the start of its turn. If the golem takes acid or fire damage, this trait doesn't function at the start of the golem's next turn. The golem dies only if it starts its turn with 0 hit points and doesn't regenerate.

Unusual Nature. The golem doesn't require air, food, drink, or sleep.

Actions

Multiattack. The golem makes two Slam attacks or two Snow Boulder attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage and if the target is a Large or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, blinded, and unable to breathe.

Snow Boulder. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 14 (3d4 + 7) bludgeoning damage, and if the target is a Large or smaller creature, it must succeed on a DC 20 Strength saving throw or be knocked prone and restrained by snow until the target or a creature within 5 feet of it uses an action to remove the snow.

Blizzard Breath (Recharge 6). The golem exhales a blast of freezing snow in a 30-foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, a creature takes 36 (8d8) cold damage and is blinded until the end of the golem's next turn. On a successful save, a creature takes half as much damage and isn't blinded.

Legendary Actions

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

Move. The golem moves up to half its speed.
Attack (Costs 2 Actions). The golem makes a Slam attack or Snow Boulder attack.
Snow Surge (Costs 3 Actions). The golem emits a violent wave of snow in all directions. Each creature within 15 feet of it must make a DC 20 Strength saving throw. On a failed save, a creature takes 13 (3d8) cold damage and is knocked prone and restrained by snow until the target or a creature within 5 feet of it uses an action to remove the snow. On a successful save, a creature takes half as much damage and isn't knocked prone or restrained.

Grendol



Grendols are loathsome, hulking giants closely related to ogres and trolls. They stand between 10 and 11 feet tall and weigh a thousand pounds. They often have misshapen heads, bulbous noses, and tusks growing from their lower jaws.

Bitter Brutes. Like ogres, grendols are ill-tempered, greedy, and stupid. They hate and envy civilized folk and resent the joy and happiness they show during their festivities. Due to their very sensitive hearing, they particularly detest the music and noise from such celebrations. Even when grendols are a mile away, such sounds are strong enough to drive them into a murderous frenzy.

Savage Tormentors. Grendols are cruel bullies who love nothing more than grab intelligent folk, tear their limbs apart, and laugh at their screams before devouring them alive. While grendols would eat anything, they prefer the taste of human, dwarf, elf, and halfling flesh.

Monstrous Kin. Grendols live a nomadic lifestyle and typically make camp in caves, ruins, thick forests, hills, mountains, and swamps. They usually keep the same company but they can also be found living with ogres, ettins, trolls, and hill giants. Grendols fear and revere hags, serving them as loyal minions. It is said that grendols are the spawns of hags after mating with a humanoid but it has not been substantiated.

Grendol

Large Giant, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	6 (-2)	8 (-1)	7 (-2)

Skills Perception +1
Damage Vulnerabilities thunder
Senses darkvision 60 ft., passive Perception 11
Languages Giant
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The grendol has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Regeneration. The grendol regains 5 hit points at the start of its turn. If the grendol takes acid or fire damage, this trait doesn't function at the start of the grendol's next turn. The grendol dies only if it starts its turn with 0 hit points and doesn't regenerate.

Sensitive Hearing. The grendol has disadvantage on saving throws made against being deafened.

Actions

Multiattack. The grendol makes two melee attacks. If the grendol is grappling a creature, the grendol can also make one Bite attack.

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage and if the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the grendol can automatically hit the target with its Slam attack, can't attack another target with one of its Slam attacks, and can't make Greatclub attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Grendol Berserker

Large Giant, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	6 (-2)	8 (-1)	7 (-2)

Skills Perception +2
Damage Vulnerabilities thunder
Senses darkvision 60 ft., passive Perception 12
Languages Giant
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Keen Hearing and Smell. The grendol has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Reckless. At the start of its turn, the grendol can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Regeneration. The grendol regains 5 hit points at the start of its turn. If the grendol takes acid or fire damage, this trait doesn't function at the start of the grendol's next turn. The grendol dies only if it starts its turn with 0 hit points and doesn't regenerate.

Sensitive Hearing. The grendol has disadvantage on saving throws made against being deafened.

Actions

Multiattack. The grendol uses War Cry. It then makes two melee attacks. If the grendol is grappling a creature, the grendol can also make one Bite attack.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage and if the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the grendol can automatically hit the target with its Slam attack, can't attack another target with one of its Slam attacks, and can't make Greatclub attacks.

Fling. One object held or creature that is smaller than the grendol and is grappled by the grendol is thrown up to 30 feet towards a target space and knocked prone. If a thrown creature strikes a solid surface, the creature takes 5 bludgeoning damage plus 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the creature is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target takes the same damage and is knocked prone.

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

War Cry (Recharge 5–6). The grendol emits a terrifying battle cry. Each enemy creature within 30 feet of the grendol that can hear it must succeed on a DC 16 Wisdom saving throw or be frightened of the grendol for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this grendol's War Cry for the next 24 hours.

Grendol Chieftain

Large Giant, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	21 (+5)	6 (-2)	9 (-1)	7 (-2)

Skills Perception +2
Damage Vulnerabilities thunder
Senses darkvision 60 ft., passive Perception 12
Languages Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Keen Hearing and Smell. The grendol has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Legendary Resistance (1/Day). If the grendol fails a saving throw, it can choose to succeed instead.

Regeneration. The grendol regains 5 hit points at the start of its turn. If the grendol takes acid or fire damage, this trait doesn't function at the start of the grendol's next turn. The grendol dies only if it starts its turn with 0 hit points and doesn't regenerate.

Sensitive Hearing. The grendol has disadvantage on saving throws made against being deafened.

Actions

Multiattack. The grendol makes two melee attacks. If the grendol is grappling a creature, the grendol can also make one Bite attack.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage and if the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the grendol can automatically hit the target with its Slam attack, can't attack another target with one of its Slam attacks, and can't make Greatclub attacks.

Fling. One object held or creature that is smaller than the grendol and is grappled by the grendol is thrown up to 30 feet towards a target space and knocked prone. If a thrown creature strikes a solid surface, the creature takes 5 bludgeoning damage plus 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the creature is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target takes the same damage and is knocked prone.

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

Legendary Actions

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

Charge. The grendol moves up to its speed.
Batter. The grendol makes a Slam attack or uses Fling.
Wallop (Costs 2 Actions). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage, and if the target is a creature, it must succeed on a DC 16 Constitution saving throw or be stunned until the end of the grendol's next turn. If the target fails its saving throw by 5 or more, it is knocked unconscious for 1 minute. The unconscious target repeats the saving throw if it takes damage and at the end of each of its turns, ending the effect on itself on a success.



Haghead Creeper

When a hag dies a violent death and its body is left to rot, its malignant essence spreads around its corpse and befouls everything it touches. In very rare instances, the hag's vile ichor seeps into a critter's egg and corrupts the embryo, mutating it. For some reason, perhaps due to the hag's potent magic or some form of a curse, the embryo gestates into a hideous and loathsome horror called a haghead creeper.

Two-headed Abomination. A haghead creeper is a giant reptilian monstrosity that resembles a cross between a frog and a salamander. What makes the creature look even more grotesque is its second head, that of the hag's, growing from the top of the reptilian's head.

Depraved Hunter. While the haghead creeper retains some of its former life's memories, it is no longer as intelligent. Driven by cruelty, hate, and hunger, the creature lives the rest of its wretched life lurking in foul marshes, swamps, and shores, waiting for hapless victims to torment, kill, and devour.

Haghead Creeper

Large Monstrosity, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +5, Stealth +3
Damage Immunities poison
Senses darkvision 60 ft., passive Perception 15
Languages Aquan, Common, Giant
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amphibious. The haghead creeper can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the haghead creeper and can see the haghead creeper must make a DC 11 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the haghead creeper is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the haghead creeper's Horrific Appearance for the next 24 hours.

Unless the target is surprised, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the haghead creeper.

Actions

Multiattack. The haghead uses Death Glare. It then makes one Bite or Swallow attack and one Claws attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) poison damage and if the target is Medium or smaller, it is grappled (escape DC 14). Until this grapple ends, the target is restrained and the haghead creeper can't use its Bite attack against other targets.

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

Death Glare. The haghead creeper targets one frightened creature it can see within 30 feet of it. If the target can see the haghead creeper, it must succeed on a DC 11 Wisdom saving throw against this magic or drop to 0 hit points.

Swallow. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one Medium or smaller creature grappled by the haghead creeper. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) poison damage. The creature is also swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the haghead creeper, and it takes 7 (2d6) acid damage at the start of each of the haghead creeper's turns. The haghead creeper can have only one target swallowed at a time. If the haghead creeper dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Haghead Creeper, Elder

Large Monstrosity, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	7 (-2)	13 (+1)	14 (+2)

Skills Perception +7, Stealth +4
Damage Immunities poison
Senses darkvision 60 ft., passive Perception 17
Languages Aquan, Common, Giant
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amphibious. The haghead creeper can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the haghead creeper and can see the haghead creeper must make a DC 13 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the haghead creeper is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the haghead creeper's Horrific Appearance for the next 24 hours.

Unless the target is surprised, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the haghead creeper.

Actions

Multiattack. The haghead creeper uses Death Glare or Shriek. It then makes one Bite or Swallow attack and one Claws attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) poison damage and if the target is Medium or smaller, it is grappled (escape DC 14). Until this grapple ends, the target is restrained and the haghead creeper can't use its Bite attack against other targets.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Death Glare. The haghead creeper targets one frightened creature it can see within 30 feet of it. If the target can see the haghead creeper, it must succeed on a DC 13 Wisdom saving throw against this magic or drop to 0 hit points.

Swallow. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature grappled by the haghead creeper. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) poison damage. The creature is also swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the haghead creeper, and it takes 7 (2d6) acid damage at the start of each of the haghead creeper's turns. The haghead creeper can have only one target swallowed at a time. If the haghead creeper dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Shriek (Recharge 5–6). The haghead creeper emits a blood-curdling shriek that can be heard out to a range of 120 feet. Each creature within 30 feet of the haghead creeper must succeed on a DC 15 Constitution saving throw. On a failed save, a creature takes 22 (5d8) psychic damage and is stunned until the end of the haghead creeper's next turn. On a successful save, a creature takes half as much damage and isn't stunned.

An Ancient Haghead Creeper's Lair

A haghead creeper builds its lair within dismal, twisted mangroves and flooded underground caves.

The challenge rating of an ancient haghead creeper increases to 11 (7,200 XP) when it's encountered in its lair.

Lair Actions

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

- The haghead creeper targets up to 3 points on the ground within its lair. The haghead creeper need not have line of sight on each point. Grasping roots and vines sprout from the ground and other plants in a 20-foot-radius sphere centered on each point. Each creature other than the haghead creeper in that area must make a DC 16 Strength saving throw or be restrained by the entangling vegetation for 1 minute. As an action, the restrained creature can make a DC 16 Strength check, escaping from the grasping vegetation on a success. The vegetation can also be destroyed to end the effect. Each grasping vegetation has AC 10, 15 hit points, vulnerability to fire damage and immunity to bludgeoning, piercing, poison, and psychic damage. The grasping vegetation lasts until the haghead creeper uses this lair action again, becomes incapacitated, or when the haghead creeper dies.
- The haghead creeper emits large amounts of putrid gas. Each creature within a 20-foot-cube originating from the haghead creeper must succeed on a DC 16 Constitution saving throw or be incapacitated for 1 minute. An incapacitated creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- The haghead creeper emits a terrible croak that can be heard out to a range of 120 feet. Each creature within 60 feet of the haghead creeper must succeed on a DC 16 Wisdom saving throw or be frightened of the haghead creeper until the end of the haghead creeper's next turn.

Haghead Creeper, Ancient

Huge Monstrosity, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	19 (+4)	7 (-2)	14 (+2)	16 (+3)

Skills Perception +10, Stealth +5
Damage Immunities poison
Senses darkvision 60 ft., passive Perception 20
Languages Aquan, Common, Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Amphibious. The haghead creeper can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the haghead creeper and can see the haghead creeper must make a DC 15 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the haghead creeper is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the haghead creeper's Horrific Appearance for the next 24 hours.

Unless the target is surprised, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the haghead creeper.

Actions

Multiattack. The haghead creeper uses Death Glare or Shriek. It then makes one Bite or Swallow attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage plus 10 (3d6) poison damage and if the target is Large or smaller, it is grappled (escape DC 15). Until this grapple ends, the target is restrained and the haghead creeper can't use its Bite attack against other targets.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Death Glare. The haghead creeper targets one frightened creature it can see within 30 feet of it. If the target can see the haghead creeper, it must succeed on a DC 15 Wisdom saving throw against this magic or drop to 0 hit points.

Swallow. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one Large or smaller creature grappled by the haghead creeper. *Hit:* 15 (3d6 + 5) piercing damage plus 10 (3d6) poison damage. The creature is also swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the haghead creeper, and it takes 10 (3d6) acid damage at the start of each of the haghead creeper's turns. The haghead creeper can have only one Large target or two Medium or smaller targets swallowed at a time. If the haghead creeper dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Shriek (Recharge 5–6). The haghead creeper emits a blood-curdling shriek that can be heard out to a range of 120 feet. Each creature within 30 feet of the haghead creeper must succeed on a DC 16 Constitution saving throw. On a failed save, a creature takes 31 (7d8) psychic damage and is stunned until the end of the haghead creeper's next turn. On a successful save, a creature takes half as much damage and isn't stunned.

Legendary Actions

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

Creep. The haghead creeper moves up to half its speed without provoking opportunity attacks
Claw. The haghead creeper makes a Claw attack.
Glare. The haghead creeper uses Death Glare.
Maw (Costs 2 Actions). The haghead creeper makes a Bite or Swallow attack.

Haglings

The hagling is the repugnant and wretched offspring of a hag and a humanoid, often human, elf, half-elf, or tiefling. A hagling is always male and its appearance is a blend of both parents, though the hag's vile traits are more pronounced. Green hagling's exhibit fair to greenish skin tones. Night haglings sport light to dark blue skin and often possess short, curving horns that protrude from their foreheads. Sea haglings, on the other hand, have a truly dreadful appearance, bearing pallid, sickly skin.

Dim-witted Brutes. Haglings may inherit certain physical features from their hag parent, but their intellect and cunning are notably absent. They are often described as incredibly stupid and simple-minded. However, what they lack in mental prowess, they more than compensate with raw physical strength. Their muscular frames, long limbs, and claw-like fingers give them a gangly and imposing stature, reaching heights of up to 7 feet.

Devoted Minions. Motivated by a mixture of subservience and hatred of the fair races, haglings live solely to fulfill their mother's horrific desires and guard her lair with unwavering loyalty. They obediently carry out tasks such as hunting for food, gathering alchemical ingredients, and kidnapping children. Despite enduring mistreatment and abuse, haglings harbor a deep-seated fear of their hag mothers and dare not defy their commands.

Lair Guardians. Haglings primarily inhabit the hag's lair and the surrounding environs. Their existence revolves around the hag's domain, ensuring its security and providing sustenance for their mother's dark appetites. They are adapted to diverse environments, capable of surviving in varied conditions dictated by their hag mother's chosen dwelling.



Green Hagling

Medium Humanoid, Typically Neutral Evil

Armor Class 14 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	6 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Draconic, Sylvan
Challenge 1 (200 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the hagling hits with it (included in the attack).

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

Actions

Multiattack. The hagling makes one Greatclub attack or two Claw attacks.

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d3 + 3) slashing damage.

Invisibility (Recharge 5–6). The hagling magically turns invisible for 1 minute, until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment it wears or carries is invisible with it.

Night Hagling

Medium Humanoid, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	8 (-1)	12 (+1)	12 (+1)

Skills Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, Common, Infernal, Primordial
Challenge 2 (450 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the hagling hits with it (included in the attack).

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

Actions

Multiattack. The hagling makes one Greatclub attack or two Claw attacks.

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Spellcasting. The hagling casts one of the following spells using Charisma as the spellcasting ability:

3/day each: *detect magic, magic missile*

Sea Hagling

Medium Humanoid, Typically Neutral Evil

Armor Class 12 (natural armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	6 (-2)	10 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10
Languages Aquan, Common, Giant
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The hagling can breathe air and water.

Brute. A melee weapon deals one extra die of its damage when the hagling hits with it (included in the attack).

Unsettling Appearance. Any humanoid that starts its turn within 30 feet of the hagling must make a DC 10 Wisdom saving throw. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this hagling's Unsettling Appearance for the next 24 hours.

Unless the target is surprised, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hagling.

Actions

Multiattack. The hagling makes one Greatclub attack or two Claw attacks.

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

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (2d3 + 2) slashing damage.



Half-Dragons

A half-dragon is the offspring of a dragon and another creature, the result of mad mage's experiment, or the outcome of a dragon cult's ritual. Despite their different inceptions, half-dragons have similar draconic characteristics and features.

Half-Dragon Template (Alternate)

Use the Half-Dragon Template guidelines in the *SRD*, except as follows:

Species. The half-dragon becomes a Dragon species type.

Alignment. The half-dragon gains the alignment of its dragon half, its base creature, or what is in between (your choice).

Armor Class. The half-dragon's AC is equal to its dragon half's AC minus 2 (choose the dragon half that is equal to its size and closest to its CR) or its base creature's AC, whichever is higher.

Speed. The half-dragon gains a flying speed of 30 ft if it is Large or smaller. The half-dragon gains a flying speed of 40 ft. if it is Huge or larger. Ignore if the half-dragon has a base flying speed that is faster. It also gains the other movement speeds of the dragon half, if applicable.

Abilities. The half-dragon's Strength, Constitution, Intelligence, Wisdom, and Charisma scores increase by 2.

Saving Throws. If the base creature's CR is 5 or less, the half-dragon gains a number of proficiencies in saving throws until its total number of saving throws is 2. However, if the base creature already has 2 or more saving throw proficiencies, the half-dragon retains those saving throws and doesn't gain additional ones.

If the base creature's CR is 5 or higher, the half-dragon gains a number of proficiencies in saving throws until its total number of saving throws is 3. However, if the base creature already had 3 or a larger number of saving throws, the half-dragon retains those saving throws and gains no additional ones.

When adding new saving throws, always select saving throws that the dragon half's type is proficient in.

Skills. The half-dragon gains the skill proficiencies of both its dragon half and base creature.

Senses. If the half-dragon's size is Large or smaller, it gains Blindsight 30 ft. and Darkvision 60 ft. If the half-dragon's size is Huge or larger, it gains Blindsight 60 ft and Darkvision 120 ft. Ignore if the creature has a better type of feature.

Languages. The half-dragon learns Draconic. If the base creature can't speak, the half-dragon gains "understands Draconic but can't speak." If the half-dragon's Int score is 6 or higher, it learns to speak Draconic.

Resistances. The half-dragon gains the same resistances of its dragon half. If the non-dragon half has a vulnerability to one of the gained resistances, it loses this vulnerability.

Immunities. The half-dragon gains the same immunities of its dragon half. If the non-dragon half has a vulnerability to one of the gained immunities, it loses this vulnerability.

Features. The half-dragon gains the same features of the young version of its dragon half (ex. Amphibious).

New Action: Bite. If the base creature is a Giant, Humanoid, or Bipedal Monstrosity, the half-dragon has the Bite attack of its dragon half that is one size smaller. Otherwise, the half-dragon has the Bite attack of its dragon half of the same size. If the base creature already has a Bite attack, use the one that has the higher damage.

New Action: Multiattack. The half-dragon makes a Bite attack and the base creature's attacks. If the base creature already has Multiattack, add a Bite attack to it. Ignore if the base creature already has a Bite attack.

New Action: Breath Weapon. The half-dragon has the breath weapon of its dragon half. The half-dragon's size and Hit Dice determines how this action functions:

- The breath weapon's shape and dimensions are identical to the dragon half of the same size as the half-dragon's.
- For all dragon types except red dragons, the damage dice of the

breath weapon is equal to half the Hit Dice of the half-dragon, rounded down, plus 2 if the half-dragon is Large or smaller, or 3 if the half-dragon is Huge or larger.
- For red dragons, the damage dice of the breath weapon is equal to half the Hit Dice of the half-dragon, rounded down, plus 4 if the half-dragon is Large or smaller, or 6 if the half-dragon is Huge or larger.
- The half-dragon's breath weapon save DC is equal to 8 + its proficiency bonus + its Constitution modifier.

Challenge Rating. The Challenge Rating needs to be calculated, especially if the creature has new features, attacks, and spells. For quick approximation purposes though, if the creature has no additional changes, its Challenge Rating increases by 1.

Half-Black Dragon Minotaur

Having the powerful bipedal build of a minotaur and the iron-like scales, horns, wings, tail, and razor-sharp claws of a black dragon, this black dragon minotaur hybrid is a terrifying sight to behold.

Territorial Predator. The half-black dragon minotaur is incredibly aggressive, highly territorial, and often a solitary creature. It watches over its territory relentlessly, constantly patrolling and hunting any intruders that dare enter its domain.

Savage Warrior. Cunning and cruel, this half-dragon enjoys nothing more than a tough battle and slaughtering challenging enemies. It is the main reason it allows itself to enter arenas and fight as a gladiator.

Half-Black Dragon Minotaur

Large Dragon, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 40 ft., fly 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	8 (-1)	18 (+4)	11 (+0)

Saving Throws Con +6, Wis +6
Skills Perception +8, Stealth +2
Damage Immunities acid
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 18
Languages Abyssal, Draconic
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amphibious. The half-dragon can breathe air and water.

Charge. If the half-dragon moves at least 10 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The half-dragon can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the half-dragon can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The half-dragon makes one Bite or Gore attack and one Greataxe attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 2 (1d4) acid damage.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Acid Breath (Recharge 5–6). The half-dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.

Half-Black Dragon Minotaur Gladiator

Large Dragon, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., fly 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	18 (+4)	8 (-1)	18 (+4)	11 (+0)

Saving Throws Str +9, Dex +3, Con +7
Skills Perception +10, Stealth +3
Damage Immunities acid
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 20
Languages Abyssal, Draconic
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Amphibious. The half-dragon can breathe air and water.

Brave. The half-dragon has advantage on saving throws against being frightened.

Charge. If the half-dragon moves at least 10 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The half-dragon can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the half-dragon can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The half-dragon makes three melee attacks, each one with a different weapon.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage plus 2 (1d4) acid damage.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Wing Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Acid Breath (Recharge 5–6). The half-dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 40 (9d8) acid damage on a failed save, or half as much damage on a successful one.

Reactions

Parry. The half-dragon adds 3 to its AC against one melee attack that would hit it. To do so, the half-dragon must see the attacker and be wielding a melee weapon.

The Half-Black Dragon Minotaur's Lair

The lair of a half-black dragon minotaur will usually be a complex cave system with numerous tunnels or the ruins of a multi-level ancient structure filled with maze-like side passages and dead ends. Sections of it will often be flooded, and the lair itself will be located in the center of a dense jungle or dismal swamp.

The challenge rating of a half-black dragon minotaur increases by 1 when it's encountered in its lair.

Lair Actions

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

- The half-dragon chooses up to three points on the ground it can see within its lair. Noxious swamp gas erupts in a 10-foot-radius sphere centered on each of those points. Each creature in those areas must succeed on a DC 15 Constitution saving throw or become poisoned until initiative count 20 on the next round. A poisoned creature is incapacitated.
- The half-dragon chooses a point on the ground that it can see within its lair. Tendrils of swamp or jungle vegetation extend from the ground and snare creatures and objects in a 30-foot-radius sphere centered on that point. For the duration of the effect, the ground in that area becomes difficult terrain. Each creature other than the half-dragon that starts its turn standing in the area must succeed on a DC 15 Strength saving throw or be restrained until initiative count 20 on the next round.
- The half-dragon chooses a point on the ground it can see within its lair. A cloud of toxic swamp gas erupts in a 20-foot-radius sphere centered on that point. Each creature in the area must succeed on a DC 15 Constitution saving throw, taking 4 (1d8) acid damage and 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

Half-Black Dragon Minotaur Gladiator Champion

Large Dragon, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 199 (19d10 + 95)
Speed 40 ft., fly 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	8 (-1)	18 (+4)	14 (+2)

Saving Throws Str +10, Dex +4, Con +9
Skills Perception +12, Stealth +4
Damage Immunities acid
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 22
Languages Abyssal, Draconic
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Amphibious. The half-dragon can breathe air and water.

Brave. The half-dragon has advantage on saving throws against being frightened.

Charge. If the half-dragon moves at least 10 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The half-dragon can perfectly recall any path it has traveled.

Legendary Resistance (1/Day). If the half-dragon fails a saving throw, it can choose to succeed instead.

Reckless. At the start of its turn, the half-dragon can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The half-dragon makes three melee attacks, each one with a different weapon.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage plus 2 (1d4) acid damage.

Greataxe. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) slashing damage.

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Wing Bash. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Acid Breath (Recharge 5–6). The half-dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

Reactions

Parry. The half-dragon adds 3 to its AC against one melee attack that would hit it. To do so, the half-dragon must see the attacker and be wielding a melee weapon.

Legendary Actions

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

Bite. The half-dragon makes a Bite attack.

Wing Attack (Costs 2 Actions). The half-dragon beats its wings. Each creature within 5 feet of the half-dragon must succeed on a DC 18 Dexterity saving throw or take 9 (1d6 + 6) bludgeoning damage and be knocked prone. The half-dragon can then fly up to half its flying speed.

Frighten Foes (Costs 1-3 Actions). The half-dragon targets up to 6 creatures of its choice within 60 feet of it. If the target can see and hear the half-dragon, it must make a DC 14 Wisdom saving throw or become frightened of the half-dragon for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the half-dragon's Frighten Foes for the next 24 hours. It costs 1 legendary action per 2 creatures targeted.



Half-Black Dragon Ogre

An adult half-black dragon ogre stands 11 feet tall and weighs over a thousand pounds. Its massive body is covered in glossy black scales, and its head resembles a black dragon's but with a shorter snout and tusks growing from its lower jaw. Short but powerful wings spread from its back and a long muscular tail extends from its rear.

Evil and Unpredictable Brute. A half-black dragon ogre is brutal, wicked, and volatile. It can be brooding and lazily slumbering in its lair and then viciously lashing out in a murderous rampage the next. Thankfully, its cruel and savage nature is tempered by its stupidity. While a half-black ogre is a bit smarter than its ogre kin, it is still prone to manipulation and trickery.

Rapacious Bully. A half-black dragon ogre is extremely greedy, gluttonous, and insatiable. It loves nothing more than looting and hoarding treasure and devouring humanoids, especially dwarves, halflings, and elves. A half-black dragon ogre almost always becomes the chieftain of its band, bullying its underlings to raid nearby civilized encampments.

A Half-Black Dragon Ogre Boss's Lair

A half-black dragon ogre boss prefers to live in sunken caverns and ruins in dreary marshlands or treacherous jungles.

A half-black dragon ogre boss encountered in its lair has a challenge rating of 11 (7,200 XP).

Lair Actions

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

- The half-dragon casts *stinking cloud,* requiring no material components and using Charisma as the spellcasting ability (spell save DC 13). It lasts until the half-dragon uses this lair action again, becomes incapacitated, or when the half-dragon dies.
- The half-dragon chooses a point on the ground that it can see within its lair. A 20-foot-radius, 8-foot-deep cylinder of muck that creatures can sink into forms centered on that point. Each foot that a creature moves through the muck costs 4 feet of movement. Each creature that starts its turn in the area or enters it for the first time must succeed on a DC 13 Strength saving throw. On a failed save, a creature sinks into the muck, is restrained, and can't breathe. It or another creature can use an action to end the restrained condition by pulling itself or the sunken creature from the muck with a successful DC 15 Strength (Athletics) check.
- The half-dragon chooses up to three points on the ground it can see within its lair. Poisonous swamp gas erupts from each point in a 10-foot-radius sphere centered on that point. Each creature in the area must succeed on a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Half-Black Dragon Ogre

Large Dragon, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 66 (7d10 + 28)
Speed 40 ft., fly 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	18 (+4)	7 (-2)	9 (-1)	9 (-1)

Saving Throws Con +6, Wis +1
Skills Perception +1, Stealth +1
Damage Immunities acid
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11
Languages Common, Draconic, Giant
Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The half-dragon can breathe air and water.

Actions

Multiattack. The half-dragon makes one Bite attack and one Greatclub attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 2 (1d4) acid damage.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Acid Breath (Recharge 5–6). The half-dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Half-Black Dragon Ogre Mauler

Large Dragon, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 115 (11d10 + 55)
Speed 40 ft., fly 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	7 (-2)	9 (-1)	9 (-1)

Saving Throws Dex +2, Con +8, Wis +2
Skills Perception +2, Stealth +2
Damage Immunities acid
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12
Languages Common, Draconic, Giant
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amphibious. The half-dragon can breathe air and water.

Actions

Multiattack. The half-dragon makes one Bite attack and one Maul attack. It can use Sunder or Staggering Blow in place of its Maul attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage plus 2 (1d4) acid damage.

Maul. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage and the target has disadvantage on the next weapon attack roll it makes before the end of its next turn.

Sunder. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage and if the target is wearing a nonmagical armor or shield, it must succeed on a DC 17 Strength saving throw or the nonmagical armor or shield (determined randomly) of the target takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Pulverizing Blow (3/Day). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 27 (6d6 + 6) bludgeoning damage, and if the target is a creature, it must succeed on a DC 17 Constitution saving throw. On a failed save, the creature is incapacitated and its speed reduced to 10 feet for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effects on itself on a success.

Acid Breath (Recharge 5–6). The half-dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 31 (7d8) acid damage on a failed save, or half as much damage on a successful one.

Half-Black Dragon Ogre Boss

Large Dragon, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 172 (15d10 + 90)
Speed 40 ft., fly 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	22 (+6)	8 (-1)	10 (+0)	12 (+1)

Saving Throws Dex +3, Con +10, Wis +4
Skills Perception +4, Stealth +3
Damage Immunities acid
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 14
Languages Common, Draconic, Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Amphibious. The half-dragon can breathe air and water.

Legendary Resistance (1/Day). If the half-dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The half-dragon makes one Bite attack and one Maul attack. It can use Sunder or Staggering Blow in place of its Maul attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage plus 2 (1d4) acid damage.

Maul. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage and the target has disadvantage on the next weapon attack roll it makes before the end of its next turn.

Sunder. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage and if the target is wearing a nonmagical armor or shield, it must succeed on a DC 18 Strength saving throw or the nonmagical armor or shield (determined randomly) of the target takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Pulverizing Blow (4/Day). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 27 (6d6 + 6) bludgeoning damage, and if the target is a creature, it must succeed on a DC 18 Constitution saving throw. On a failed save, the creature is incapacitated and its speed reduced to 10 feet for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effects on itself on a success.

Acid Breath (Recharge 5–6). The half-dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 40 (9d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Charge. The half-dragon moves up to its speed.
Bite. The half-dragon makes a Bite attack.
Wing Attack (Costs 2 Actions). The half-dragon beats its wings. Each creature within 5 feet of the half-dragon must succeed on a DC 18 Dexterity saving throw or take 11 (1d10 + 6) bludgeoning damage and be knocked prone. The half-dragon can then fly up to half its flying speed.
Frighten Foes (Costs 1-3 Actions). The half-dragon targets up to 6 creatures of its choice within 60 feet of it. If the target can see and hear the half-dragon, it must make a DC 13 Wisdom saving throw or become frightened of the half-dragon for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the half-dragon's Frighten Foes for the next 24 hours. It costs 1 legendary action per 2 creatures targeted.





Half-Blue Dragon Bulette

The half-blue dragon bulette is a nightmarish abomination. It resembles a bulette at first glance, but closer examination reveals blue scales covering its tough, armor-like exterior. It sports the wings and tail of a blue dragon, including the signature oversized horn in the middle of its large forehead and rows of bony spikes that line its brow and jaws. Lightning arcs and sizzles within its massive maw.

Vicious Ravager. The half-blue dragon bulette is an extraordinary hunter that is fearless, highly territorial, and insatiable. It will attack and slay anything that moves, even other dragons, within its enormous territory. It will terrorize caravans and settlements within hundreds of miles of its lair, not stopping until it has devoured everything it finds edible.

Burrowing Predator. The half-blue dragon bulette has wings that enable it to fly, but it spends most of its time underground, burrowing through the desert sand in search of prey to ambush. Once it senses movement on the surface, the half-blue dragon bulette uses its powerful limbs and wings to propel itself upward, exploding from the ground in a shower of sand and stone. The action is so quick and violent that the prey would not even realize what attacked it.

Black Widow. The half-blue dragon bulette is always a solitary creature. The only exception is when it enters its reproductive cycle. Its scent will attract the attention of male bulettes. Over this lengthy period, the half-blue dragon bulette will violently mate with numerous males. Those that survive the sexual encounter and are not able to escape are viciously slain and eaten.

Frightful Roar. Adult and older versions of the half-blue dragon bulette are extremely rare. Those that were very lucky to have survived an encounter with it have heard its blood-chilling roar from hundreds of feet away.

Young Half-Blue Dragon Bulette

Large Dragon, Typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 103 (9d10 + 54)
Speed 40 ft., burrow 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	23 (+6)	4 (-3)	12 (+1)	7 (-2)

Saving Throws Dex +3, Con +9, Wis +4
Skills Perception +7, Stealth +3
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 60 ft., tremorsense 60 ft., passive Perception 17
Languages understands Common and Draconic but can't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Standing Leap. The half-dragon's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The half-dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 31 (4d12 + 5) piercing damage plus 3 (1d6) lightning damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Deadly Leap. If the half-dragon jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 15 (3d6 + 5) bludgeoning damage plus 15 (3d6 + 5) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the half-dragon's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the half-dragon's space.

Lightning Breath (Recharge 5–6). The half-dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much damage on a successful one.

Adult Half-Blue Dragon Bulette

Huge Dragon, Typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 175 (13d12 + 91)
Speed 40 ft., burrow 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	25 (+7)	4 (-3)	14 (+2)	9 (-1)

Saving Throws Dex +4, Con +11, Wis +6
Skills Perception +10, Stealth +4
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 20
Languages understands Common and Draconic but can't speak
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Standing Leap. The half-dragon's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The half-dragon makes one Bite attack and two Claw attacks. It can use Frightful Roar in place of its Bite attack.

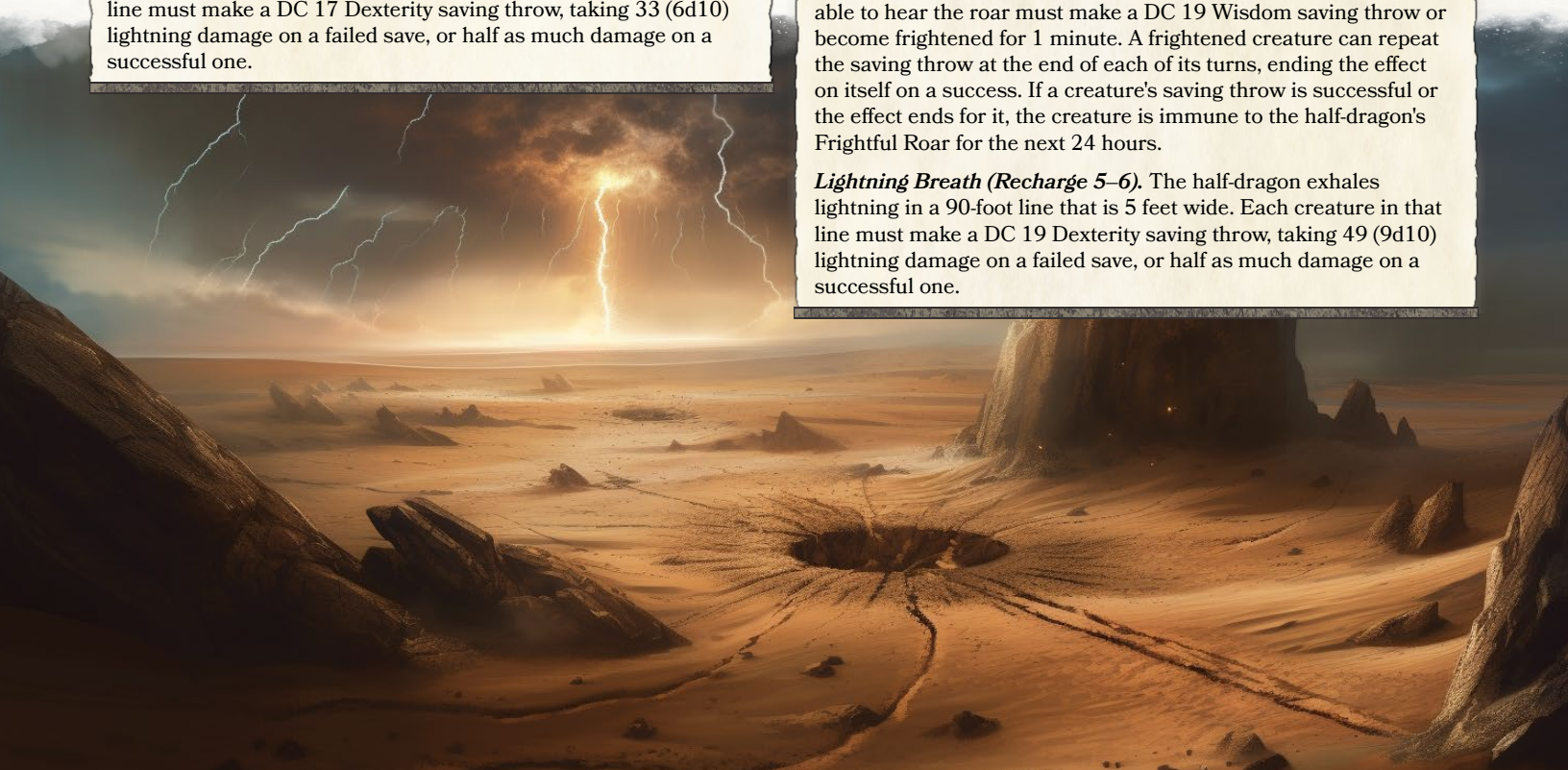
Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 38 (5d12 + 6) piercing damage plus 7 (2d6) lightning damage.

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

Deadly Leap. If the half-dragon jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 18 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 20 (4d6 + 6) bludgeoning damage plus 20 (4d6 + 6) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the half-dragon's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the half-dragon's space.

Frightful Roar. The half-dragon emits a dreadful roar audible out to 300 feet. Each creature within 120 feet of the half-dragon and able to hear the roar must make a DC 19 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat 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, the creature is immune to the half-dragon's Frightful Roar for the next 24 hours.

Lightning Breath (Recharge 5–6). The half-dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 49 (9d10) lightning damage on a failed save, or half as much damage on a successful one.



A Half-Blue Dragon Bulette's Lair

The half-blue dragon bulette lair is a system of tunnels and caves deep beneath vast desert wastes.

The challenge rating of a half-blue dragon bulette increases by 1 when it's encountered in its lair.

Lair Actions

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

- The half-dragon chooses a point on the ground it can see within its lair. A violent sandstorm howls down in a 20-foot-radius, 30-foot-high cylinder centered on that point. Each creature in the area must succeed on a DC 15 Constitution saving throw. On a failed save, a creature takes 9 (2d8) bludgeoning damage and is blinded until initiative count 20 on the next round. On a successful save, a creature takes half as much damage and isn't blinded.
- The half-dragon chooses a point it can see within its lair. A bolt of lightning flashes down to that point from the ceiling directly above it. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 10 (3d6) lightning damage and is incapacitated until initiative count 20 on the next round. On a successful save, a creature takes half as much damage and isn't incapacitated.
- The half-dragon chooses up to three points on the ground that it can see within its lair. Sand and dirt form into grasping tendrils that extend from the ground and snare creatures and objects in a 10-foot-radius sphere centered on that point. For the duration of the effect, the ground in that area becomes difficult terrain. Each creature other than the half-dragon that starts its turn standing in those areas must succeed on a DC 15 Strength saving throw or be restrained until initiative count 20 on the next round.

Ancient Half-Blue Dragon Bulette

Gargantuan Dragon, Typically Lawful Evil

Armor Class 20 (natural armor)
Hit Points 314 (17d20 + 136)
Speed 40 ft., burrow 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	27 (+8)	4 (-3)	16 (+3)	11 (+0)

Saving Throws Dex +6, Con +14, Wis +9
Skills Perception +15, Stealth +6
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., tremorsense 120 ft., passive Perception 25
Languages understands Common and Draconic but can't speak
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Legendary Resistance (1/Day). If the half-dragon fails a saving throw, it can choose to succeed instead.

Standing Leap. The half-dragon's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The half-dragon makes one Bite attack and two Claw attacks. It can use Frightful Roar in place of its Bite attack.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 46 (6d12 + 7) piercing damage plus 10 (3d6) lightning damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

Deadly Leap. If the half-dragon jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 21 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 24 (5d6 + 7) bludgeoning damage plus 24 (5d6 + 7) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the half-dragon's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the half-dragon's space.

Frightful Roar. The half-dragon emits a dreadful roar audible out to 300 feet. Each creature within 120 feet of the half-dragon and able to hear the roar must make a DC 22 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat 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, the creature is immune to the half-dragon's Frightful Roar for the next 24 hours.

Lightning Breath (Recharge 5–6). The half-dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 60 (11d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Detect. The half-dragon makes a Wisdom (Perception) check.
Claw. The half-dragon makes a Claw attack.
Wing Attack (Costs 2 Actions). The half-dragon beats its wings. Each creature within 15 feet of the half-dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The half-dragon can then fly up to half its flying speed.



Half-Blue Dragon Ettin

A half-blue dragon ettin appears as a 14-foot tall two-headed giant with blue dragon characteristics. Iridescent blue reptilian scales cover its body, and crooked tusks jut from the lower jaws of both of its draconic heads.

Reclusive Tyrant. A half-blue dragon ettin almost always lives a solitary life as it is very intolerant of other creatures and is highly territorial. Just like a typical ettin, and due to its vain nature, the twin heads of the half-blue dragon ettin will constantly argue and bicker with each other. It is probably this reason why, though rarely, it keeps the company of orcs, ogres, or similarly weaker creatures that it enjoys bullying and tormenting to divert its attention.

Widened Breath Attack. During combat, the half-blue dragon ettin likes nothing more than to butcher its enemies with its battleaxe and morningstar. If faced with a large number of foes, it will not hesitate to use its lightning breath. Because of its twin draconic heads, the width of its breath attack is twice as wide, making the half-blue dragon ettin a very dangerous adversary.

Half-Blue Dragon Ettin

Large Dragon, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 40 ft., burrow 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	19 (+4)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Con +7, Wis +4
Skills Perception +7, Stealth +2
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17
Languages Draconic, Giant, Orc
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

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

Wakeful. When one of the half-dragon's heads is asleep, its other head is awake.

Actions

Multiattack. The half-dragon makes one Bite attack, one Battleaxe attack, and one Morningstar attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage plus 3 (1d6) lightning damage.

Battleaxe. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Morningstar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Lightning Breath (Recharge 5–6). The half-dragon exhales lightning in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 38 (7d10) lightning damage on a failed save, or half as much damage on a successful one.

Half-Blue Dragon Ettin Sentinel

Large Dragon, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 40 ft., burrow 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	20 (+5)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Dex +3, Con +9, Wis +5
Skills Perception +9, Stealth +3
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 19
Languages Draconic, Giant, Orc
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Reactive Heads. The half-dragon gets one extra reaction that can be used only for opportunity attacks.

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

Wakeful. When one of the half-dragon's heads is asleep, its other head is awake.

Actions

Multiattack. The half-dragon makes one Bite attack, one Battleaxe attack, and one Morningstar attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) piercing damage plus 3 (1d6) lightning damage.

Battleaxe. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Morningstar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Lightning Breath (Recharge 5–6). The half-dragon exhales lightning in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 49 (9d10) lightning damage on a failed save, or half as much damage on a successful one.

Reactions

Parry. The half-dragon adds 3 to its AC against one melee attack that would hit it. To do so, the half-dragon must see the attacker and be wielding a melee weapon.

Half-Blue Dragon Ettin Boss

Large Dragon, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 195 (17d10 + 102)
Speed 40 ft., burrow 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	22 (+6)	9 (-1)	13 (+1)	12 (+1)

Saving Throws Dex +4, Con +11, Wis +6
Skills Perception +11, Stealth +4
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 21
Languages Draconic, Giant, Orc
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (1/Day). If the half-dragon fails a saving throw, it can choose to succeed instead.

Reactive Heads. The half-dragon gets one extra reaction that can be used only for opportunity attacks.

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

Wakeful. When one of the half-dragon's heads is asleep, its other head is awake.

Actions

Multiattack. The half-dragon makes one Bite attack, one Battleaxe attack, and one Morningstar attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) piercing damage plus 3 (1d6) lightning damage.

Battleaxe. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Morningstar. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Lightning Breath (Recharge 5–6). The half-dragon exhales lightning in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Reactions

Parry. The half-dragon adds 3 to its AC against one melee attack that would hit it. To do so, the half-dragon must see the attacker and be wielding a melee weapon.

Legendary Actions

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

Bite. The half-dragon makes a Bite attack.

Wing Attack (Costs 2 Actions). The half-dragon beats its wings. Each creature within 5 feet of the half-dragon must succeed on a DC 20 Dexterity saving throw or take 12 (1d10 + 7) bludgeoning damage and be knocked prone. The half-dragon can then fly up to half its flying speed.

Frighten Foes (Costs 1-3 Actions). The half-dragon targets up to 6 creatures of its choice within 60 feet of it. If the target can see and hear the half-dragon, it must make a DC 14 Wisdom saving throw or become frightened of the half-dragon for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the half-dragon's Frighten Foes for the next 24 hours. It costs 1 legendary action per 2 creatures targeted.

A Half-Blue Dragon Ettin Boss's Lair

The half-blue dragon ettin boss constructs its lair in cavern complexes and sandswept ruins located in desolate areas.

A half-blue dragon ettin boss encountered in its lair has a challenge rating of 14 (11,500 XP).

Lair Actions

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

- The half-dragon chooses up to two points it can see within its lair. A cloud of sand swirls about in a 10-foot-radius sphere centered on each point. Each creature in the cloud must succeed on a DC 14 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- The half-dragon chooses up to two points on the ground it can see within its lair. Bolts of lightning flashes down to each of the points from the ceiling directly above it. Each creature within 5 feet of that point must make a DC 14 Dexterity saving throw. A creature takes 10 (3d6) lightning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one lightning strike is affected only once.
- The half-dragon chooses up to two points on the ground it can see within its lair. A 5-foot-radius, 7-foot-deep cylinder of quicksand forms centered on each point and is treated as difficult terrain. Each creature that starts its turn in those areas or enters it for the first time must succeed on a DC 14 Strength saving throw. On a failed save, a creature sinks into the quicksand, is restrained, and can't breathe. It or another creature can use an action to end the restrained condition by pulling itself or the sunken creature from the quicksand with a successful DC 14 Strength (Athletics) check. On a success, the creature is no longer restrained and escapes the quicksand using 10 feet of movement, exiting prone. A restrained creature is shunted to an unoccupied space of its choice within 5 feet of the quicksand and is no longer restrained when the effect ends. The quicksands last for 1 minute, until the half-dragon uses this lair action again, or until the half-dragon dies or is incapacitated.



Half-Green Dragon Spirit Naga

At first glance, the fearsome half-green dragon spirit naga appears as an ordinary spirit naga until it unfurls its wings. This hybrid monster has the hooded neck of a naga and the signature crested spine of a green dragon running along the back of its emerald crimson-striped serpentine body.

Insidious Masterminds. The half-green dragon spirit naga is a dangerous, powerful, and depraved creature, gaining the guile and deceitfulness of its draconic parent and the intelligence and conceit of its naga lineage. It spends almost all of its immortal life plotting and scheming against its enemies and allies. It trusts no one and treats everyone as pawns to sacrifice. In fact, the half-green dragon spirit naga takes great pleasure in secretly corrupting and manipulating others and sowing discord amongst its rivals to further its goals. While it would not shy away from a physical confrontation, it prefers to let others do its battles for it.

Devious Tactician. A half-green dragon spirit naga will only enter into combat willingly after it has assessed its foes, determined their strengths and weaknesses, and studied the terrain. It will always employ deception and misdirection through its magical abilities to weaken and confuse its enemies before engaging physically and going in for the kill.

Master Arcanists. Older half-green dragon spirit nagas are very accomplished and deadly wizards that can match the arcane might of archmages. Only the most powerful and prepared adventurers should even dare enter the lair of an ancient one.

Half-Green Dragon Spirit Naga

Large Dragon, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft., fly 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	16 (+3)	18 (+4)	17 (+3)	18 (+4)

Saving Throws Dex +7, Con +7, Wis +7, Cha +8
Skills Deception +8, Perception +11, Stealth +7
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 21
Languages Abyssal, Common, Draconic
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Amphibious. The half-dragon can breathe air and water.

Immortal Nature. The half-dragon doesn't require air, food, drink, or sleep.

Rejuvenation. If it dies, the half-dragon returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

Poison Breath (Recharge 5–6). The half-dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Spellcasting. The half-dragon casts one of the following spells, requiring only verbal components and using Intelligence as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *mage hand, minor illusion, ray of frost* (2d8)
2/day each: *hold person, lightning bolt*
1/day each: *blight, charm person, detect thoughts, dimension door, dispel magic, dominate person*

Reactions

Shield (3/Day). The half-dragon casts *shield* using Intelligence as the spellcasting ability.

Elder Half-Green Dragon Spirit Naga

Huge Dragon, Typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+4)	20 (+5)	19 (+4)	20 (+5)

Saving Throws Dex +7, Con +8, Wis +8, Cha +9
Skills Deception +9, Perception +12, Stealth +7
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22
Languages Abyssal, Common, Draconic
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Amphibious. The half-dragon can breathe air and water.

Immortal Nature. The half-dragon doesn't require air, food, drink, or sleep.

Rejuvenation. If it dies, the half-dragon returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Actions

Multiattack. The half-dragon can use its Frightful Presence. It then makes one Bite attack and one Tail attack or uses Spellcasting.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 17 (2d10 + 6) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the half-dragon's choice that is within 120 feet of the half-dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat 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, the creature is immune to the half-dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5–6). The half-dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

Spellcasting. The half-dragon casts one of the following spells, requiring only verbal components and using Intelligence as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At will: *mage hand, minor illusion, ray of frost* (3d8)
2/day each: *dimension door, dominate person, lightning bolt*
1/day each: *blight, detect thoughts, disintegrate, dispel magic, forcecage, greater invisibility, hold person*

Bonus Actions

Misty Step (2/Day). The half-dragon casts *misty step* using Intelligence as the spellcasting ability.

Reactions

Counterspell (1/Day). The half-dragon casts *counterspell* using Intelligence as the spellcasting ability.

Shield (4/Day). The half-dragon casts *shield* using Intelligence as the spellcasting ability.

A Half-Green Dragon Spirit Naga's Lair

A half-green dragon spirit naga usually resides in the ruins of an ancient civilization, hidden deep within a gloomy forest or remote jungle.

The challenge rating of a half-green dragon spirit naga increases by 1 when it's encountered in its lair.

Lair Actions

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

- The half-dragon chooses up to three points it can see within its lair. Grasping, prickly root tendrils and thorny vines sprout from the ground in a 10-foot-radius sphere centered on each point. Each creature other than the half-dragon in those areas must make a DC 15 Strength saving throw or be restrained by the entangling vegetation for 1 minute. A creature that starts its turn restrained takes 3 (1d6) piercing damage and is poisoned until the start of its next turn. As an action, the restrained creature can make a DC 15 Strength check, escaping from the grasping vegetation on a success. The vegetation can also be destroyed to end the effect. Each grasping vegetation has AC 10, 15 hit points, vulnerability to fire damage and immunity to bludgeoning, piercing, poison, and psychic damage. The grasping vegetation lasts until the half-dragon uses this lair action again, becomes incapacitated, or when the half-dragon dies.
- The half-dragon casts *mirror image,* requiring no material components and using Intelligence as the spellcasting ability. It lasts for 1 minute, until the half-dragon uses this lair action again, or when the half-dragon dies.
- The half-dragon chooses a point it can see within its lair. A cloud of toxic gas explodes in a 20-foot-radius sphere centered on that point. Each creature within that area must succeed on a DC 15 Constitution saving throw. On a failed save, a creature takes 10 (3d6) poison damage and is poisoned until initiative count 20 on the next round. A poisoned creature is paralyzed. On a successful save, a creature takes half as much damage and isn't poisoned.

Ancient Half-Green Dragon Spirit Naga

Gargantuan Dragon, Typically Neutral Evil

Armor Class 19 (natural armor)
Hit Points 310 (20d20 + 100)
Speed 40 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	20 (+5)	22 (+6)	21 (+5)	22 (+6)

Saving Throws Dex +9, Con +11, Wis +11, Cha +12
Skills Deception +12, Perception +17, Stealth +9
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Abyssal, Common, Draconic
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Amphibious. The half-dragon can breathe air and water.

Immortal Nature. The half-dragon doesn't require air, food, drink, or sleep.

Legendary Resistance (2/Day). If the half-dragon fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it dies, the half-dragon returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Actions

Multiattack. The half-dragon can use its Frightful Presence. It then makes one Bite attack and one Tail attack or uses Spellcasting.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one creature. *Hit:* 18 (2d10 + 7) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 58 (13d8) poison damage on a failed save, or half as much damage on a successful one.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the half-dragon's choice that is within 120 feet of the half-dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat 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, the creature is immune to the half-dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5–6). The half-dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (13d6) poison damage on a failed save, or half as much damage on a successful one.

Spellcasting. The half-dragon casts one of the following spells, requiring only verbal components and using Intelligence as the spellcasting ability (spell save DC 20, +12 to hit with spell attacks):

At will: *mage hand, minor illusion, ray of frost* (4d8)
2/day each: *dimension door, dominate person, lightning bolt*
1/day each: *blight, delayed blast fireball, detect thoughts, disintegrate, dispel magic, forcecage, greater invisibility, hold person, power word stun, time stop*

Bonus Actions

Misty Step (2/Day). The half-dragon casts *misty step* using Intelligence as the spellcasting ability.

Reactions

Counterspell (1/Day). The half-dragon casts *counterspell* using Intelligence as the spellcasting ability.

Shield (4/Day). The half-dragon casts *shield* using Intelligence as the spellcasting ability.

Legendary Actions

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

Detect. The half-dragon makes a Wisdom (Perception) check.
Tail. The half-dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The half-dragon beats its wings. Each creature within 15 feet of the half-dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The half-dragon can then fly up to half its flying speed.
Cast a Spell (Costs 3 Actions). The half-dragon uses Spellcasting.



Half-Green Dragon Troll

An abomination possessing a grotesque combination of traits, the half-green dragon troll has the robust and hulking body of a troll merged seamlessly with the sinister and intimidating features of a green dragon.

Draconic Horror. The half-green dragon troll's immense size dwarfs that of a typical troll, its skin is adorned with the vibrant, mossy hues of emerald green scales, providing an improved natural armor that offers protection from physical harm. Mighty wings, reminiscent of a green dragon, sprout from its back shoulders, granting it the ability to take to the skies. Its reptilian head is elongated, with a snout lined with razor-sharp teeth, while glowing yellow green eyes gleam with a malevolent intelligence. From the back of its head, a crested row of spines extends down its back, leading to a long, serpentine tail.

Sadistic Predator. The half-green dragon represents the darkest aspects of both trolls and green dragons, a terrifying fusion of brutal strength and malice. It is a formidable force in combat, but it also possesses a malevolence and cunning that sets it apart from its more bestial troll kin. This creature revels in depravity and sadism, enjoying the psychological torment of trickery and deceit before ultimately rending its enemies limb from limb. Its ill-tempered nature and voracious appetite fuels its penchant for violence, making it a terrifying adversary. It always stalks its territory, preying on any creature it can find. Evil-tempered and thoroughly repugnant, the half-green dragon troll enjoys nothing more than to butcher, kill, devour, and loot.

Half-Green Dragon Troll

Large Dragon, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 92 (8d10 + 48)
Speed 30 ft., fly 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	22 (+6)	9 (-1)	11 (+0)	9 (-1)

Saving Throws Con +9, Wis +3
Skills Deception +2, Perception +6, Stealth +4
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16
Languages Draconic, Giant
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amphibious. The half-dragon can breathe air and water.

Keen Smell. The half-dragon has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The half-dragon regains 10 hit points at the start of its turn. If the half-dragon takes acid or fire damage, this trait doesn't function at the start of the half-dragon's next turn. The half-dragon dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The half-dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 3 (1d6) poison damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Poison Breath (Recharge 5–6). The half-dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Half-Green Dragon Troll Ravager

Large Dragon, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 161 (14d10 + 84)
Speed 30 ft., fly 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	22 (+6)	9 (-1)	11 (+0)	9 (-1)

Saving Throws Dex +5, Con +10, Wis +4
Skills Deception +3, Perception +8, Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 18
Languages Draconic, Giant
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Amphibious. The half-dragon can breathe air and water.

Keen Smell. The half-dragon has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The half-dragon regains 10 hit points at the start of its turn. If the half-dragon takes acid or fire damage, this trait doesn't function at the start of the half-dragon's next turn. The half-dragon dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The half-dragon makes one Bite attack and two Claw attacks. If both Claw attacks hit the same creature, the creature takes an extra 7 (2d6) slashing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage plus 3 (1d6) poison damage.

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

Poison Breath (Recharge 5–6). The half-dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Bellow (2/Day). The half-dragon emits a terrifying bellow that can be heard up to 100 feet. Each creature within 60 feet of the half-dragon and able to hear the bellow must make a DC 18 Wisdom saving throw. On a failed save, a creature is frightened of the half-dragon for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the half-dragon's Bellow for the next 24 hours.

A Half-Green Dragon Troll Boss's Lair

A half-green dragon troll boss often chooses a cavernous lair deep within fetid swamps or gloomy forests, with an entrance that is hidden from view, concealed by thick vegetation or waterfalls.

A half-green dragon troll boss encountered in its lair has a challenge rating of 14 (11,500 XP).

Lair Actions

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

- Grasping, prickly root tendrils and thorny vines sprout from the ground and other plants in a 20-foot-radius sphere centered on a point within the lair of the half-dragon. Each creature other than the half-dragon in that area must make a DC 13 Strength saving throw or be restrained by the entangling vegetation for 1 minute. A creature that starts its turn restrained takes 3 (1d6) piercing damage and is poisoned until the start of its next turn. As an action, the restrained creature can make a DC 14 Strength check, escaping from the grasping vegetation on a success. The vegetation can also be destroyed to end the effect. Each grasping vegetation has AC 10, 15 hit points, vulnerability to fire damage and immunity to bludgeoning, piercing, poison, and psychic damage. The grasping vegetation lasts until the half-dragon uses this lair action again, becomes incapacitated, or when the half-dragon dies.
- The half-dragon casts *stinking cloud,* requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14). It lasts until the half-dragon uses this lair action again, becomes incapacitated, or when the half-dragon dies.
- The half-dragon chooses up to 3 points it can see within its lair. Vegetation from each point explodes and showers spines, thorns, and needles at the area around it. Each creature within 20 feet of each point must succeed on a DC 14 Dexterity saving throw, taking 3 (1d6) piercing damage and 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one explosion is affected only once.

Half-Green Dragon Troll Boss

Large Dragon, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 212 (17d10 + 119)
Speed 30 ft., fly 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	24 (+7)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +6, Con +12, Wis +6
Skills Deception +5, Perception +11, Stealth +6
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 21
Languages Draconic, Giant
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Amphibious. The half-dragon can breathe air and water.

Legendary Resistance (1/Day). If the half-dragon fails a saving throw, it can choose to succeed instead.

Keen Smell. The half-dragon has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The half-dragon regains 10 hit points at the start of its turn. If the half-dragon takes acid or fire damage, this trait doesn't function at the start of the half-dragon's next turn. The half-dragon dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The half-dragon makes one Bite attack and two Claw attacks. If both Claw attacks hit the same creature, the creature takes an extra 7 (2d6) slashing damage and must make a DC 19 Constitution saving throw or become stunned until the end of the half-dragon's next turn.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage plus 3 (1d6) poison damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Poison Breath (Recharge 5–6). The half-dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 38 (11d6) poison damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Bellow (3/Day). The half-dragon emits a terrifying bellow that can be heard up to 100 feet. Each creature within 60 feet of the half-dragon and able to hear the bellow must make a DC 20 Wisdom saving throw. On a failed save, a creature is frightened of the half-dragon for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the half-dragon's Bellow for the next 24 hours.

Legendary Actions

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

Charge. The half-dragon moves up to its speed.
Bite. The half-dragon makes a Bite attack.
Wing Attack (Costs 2 Actions). The half-dragon beats its wings. Each creature within 5 feet of the half-dragon must succeed on a DC 19 Dexterity saving throw or take 11 (1d10 + 6) bludgeoning damage and be knocked prone. The half-dragon can then fly up to half its flying speed.



Half-Red Dragon Fire Giant

An imposing fusion of a giant's hulking frame and the fearsome but majestic features of a dragon, the half-red dragon fire giant is a monstrous hybrid bred for power and tyranny. Its scale-coated skin has a vibrant metallic crimson hue that shimmers with fiery intensity. Protruding from the back of its broad shoulders are magnificent wings, enabling the creature to hover and fly. Its draconic visage, adorned with formidable horns and eyes that glow like hot coals, exudes an air of intelligence and calculated ruthlessness.

Merciless Tyrant. The half-red dragon fire giant craves conquest, power, and wealth above all else. It seeks to establish dominion over lesser beings, wielding its might and cunning to further its goals. The half-red dragon fire giant aims to rule over other giants as their emperor. It will stop at nothing to assert its dominance, employing any means necessary to crush opposition and establish a reign of fear and subservience. Weaker evil creatures become prime targets for this hybrid's influence, as it coerces them into servitude, compelling them to serve as slaves, soldiers, and spies in its quest for power.

Dragon Warrior. In battle, the half-red dragon fire giant relies primarily on its immense physical strength and proficiency in melee combat. Brandishing a colossal flaming greatsword, the half-dragon cleaves through adversaries with a devastating display of power and fury. When faced with numerous foes, the creature unleashes its dreaded dragon breath—a searing cone of flame that engulfs everything in its path, reducing all who dare to challenge it to ash.

Half-Red Dragon Fire Giant

Huge Dragon, Typically Neutral Evil

Armor Class 18 (plate)
Hit Points 175 (13d12 + 91)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	25 (+7)	12 (+1)	16 (+3)	15 (+2)

Saving Throws Dex +3, Con +11, Cha +6
Skills Athletics +12, Perception +11, Stealth +3
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic, Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Actions

Multiattack. The half-dragon makes one Bite attack and two Greatsword attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 3 (1d6) fire damage.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 29 (6d6 + 8) slashing damage plus 4 (1d8) fire damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Fire Breath (Recharge 5–6). The half-dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Half-Red Dragon Fire Giant Champion

Huge Dragon, Typically Neutral Evil

Armor Class 18 (plate)
Hit Points 246 (17d12 + 136)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	26 (+8)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Dex +4, Con +13, Wis +8, Cha +8
Skills Athletics +13, Perception +13, Stealth +4
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Common, Draconic, Giant
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Actions

Multiattack. The half-dragon makes one Bite attack and two Greatsword attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 3 (1d6) fire damage.

Greatsword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 29 (6d6 + 8) slashing damage plus 5 (1d10) fire damage.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Fire Breath (Recharge 5–6). The half-dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 49 (14d6) fire damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Burning Smite (Recharge 5–6). The half-dragon deals an extra 7 (2d6) fire damage when it hits a target with its Greatsword attack. If the target is a creature that isn't immune to fire, it must succeed on a DC 21 Wisdom saving throw. On a failed save, a creature becomes frightened and catches fire, taking 7 (2d6) fire damage at the end of each of its turns. The creature remains frightened until the fire is extinguished. An affected creature or another creature within 5 feet of it can take an action to extinguish the fire. On a successful save, the creature isn't frightened and doesn't catch fire.

Reactions

Parry. The half-dragon adds 4 to its AC against one melee attack that would hit it. To do so, the half-dragon must see the attacker and be wielding a melee weapon.

Half-Red Dragon Fire Giant Boss

Huge Dragon, Typically Neutral Evil

Armor Class 18 (plate)
Hit Points 290 (20d12 + 160)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	9 (-1)	26 (+8)	12 (+1)	17 (+3)	18 (+4)

Saving Throws Dex +5, Con +14, Wis +9, Cha +10
Skills Athletics +15, Perception +15, Stealth +5
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Common, Draconic, Giant
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Legendary Resistance (1/Day). If the half-dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The half-dragon makes one Bite attack and two Greatsword attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 3 (1d6) fire damage.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage plus 7 (2d6) fire damage.

Rock. *Ranged Weapon Attack:* +15 to hit, range 60/240 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage.

Fire Breath (Recharge 5–6). The half-dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Command Ally. The half-dragon targets one visible ally within 60 feet of it. If the ally can see and hear the half-dragon, the ally uses its reaction to move up to half its speed or make one weapon attack.

Reactions

Parry. The half-dragon adds 4 to its AC against one melee attack that would hit it. To do so, the half-dragon must see the attacker and be wielding a melee weapon.

Legendary Actions

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

Tail. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) bludgeoning damage.

Wing Attack (Costs 2 Actions). The half-dragon beats its wings. Each creature within 10 feet of the half-dragon must succeed on a DC 23 Dexterity saving throw or take 20 (2d10 + 9) bludgeoning damage and be knocked prone. The half-dragon can then fly up to half its flying speed.

Frighten Foes (Costs 1-3 Actions). The half-dragon targets up to 6 creatures of its choice within 60 feet of it. If the target can see and hear the half-dragon, it must make a DC 18 Wisdom saving throw or become frightened of the half-dragon for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the half-dragon's Frighten Foes for the next 24 hours. It costs 1 legendary action per 2 creatures targeted.

A Half-Red Dragon Fire Giant Boss's Lair

A half-red dragon fire giant dwells in fortified castles and dungeons constructed within or near volcanoes and magma-filled caverns.

A half-red dragon fire giant boss encountered in its lair has a challenge rating of 20 (25,000 XP).

Lair Actions

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

- A cloud of thick, sulfuric gas fills a 20-foot-radius sphere centered on a point the half-dragon can see within its lair. The sphere spreads around corners, and its area is heavily obscured. A creature other than the half-dragon that starts its turn in the cloud or enters it for the first time on its turn must succeed on a DC 17 Constitution saving throw or be poisoned until the end of its turn. A poisoned creature is incapacitated. The cloud lasts until initiative count 20 on the next round.
- The half-dragon chooses up to 3 points on the ground it can see within its lair. Magma erupts in a 10-foot-radius sphere from each point. Each creature in the geyser's area must make a DC 17 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one geyser is affected only once.
- The half-dragon creates a wall of fire on a solid surface within its lair. It can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or a ringed wall up to 10 feet in diameter, 10 feet high, and 1 foot thick. The wall is opaque and lasts until the half-dragon uses this lair action again, becomes incapacitated, or when the half-dragon dies. When the wall appears, each creature within its area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) fire damage, or half as much damage on a successful save. One side of the wall, selected by the half-dragon, deals 7 (2d6) fire damage to each creature that ends its turn within 5 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.



Half-Red Dragon Tyrannosaurus Rex

Truly one of the most fearsome creatures one can encounter, the half-red dragon tyrannosaurus rex is an embodiment of rage and destruction. Standing over 20 feet, this half-dragon resembles a tyrannosaur with the horns, wings, tail, and the deep scarlet scales of an adult red dragon. Its eyes glow like embers while a searing, intense orange light illuminates the inside of its jaws. While it can fly, it can only do so for short periods of time due to its enormous weight and underdeveloped wings.

Vicious Tyrant. The half-red dragon tyrannosaurus rex may not possess the intellect of its draconic parent, but it exhibits a level of cunning and deviousness never seen in carnivorous dinosaurs. It is highly aggressive and territorial, slaughtering and devouring anything it encounters within its domain. It can even be perceived that the half-dragon enjoys the carnage and violence it inflicts.

Covetous Hoarder. The half-red dragon tyrannosaurus rex has also inherited the avaricious nature of its draconic lineage. While it may not exactly know the value of treasure, the half-dragon is innately driven to accumulate and collect items of value and craftsmanship, such as coins, precious minerals, and jewelry. The half-dragon will rarely leave its treasure pile except when it needs to hunt.

Elder and Ancient Ones. As the half-red dragon tyrannosaurus rex advances in age, it becomes more dangerous and powerful. It can unleash a deafening roar that can strike fear in the hearts of the bravest of heroes. Ancient ones can reach heights of over 26 feet and crush foes with a single stomp of their massive clawed feet.

Half-Red Dragon Tyrannosaurus Rex

Huge Dragon, Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	21 (+5)	4 (-3)	14 (+2)	11 (+0)

Saving Throws Dex +4, Con +9, Wis +6
Skills Perception +10, Stealth +4
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages understands Common and Draconic but can't speak
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Actions

Multiattack. The half-dragon makes one Bite attack and one Tail attack. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage plus 7 (2d6) fire damage. If the target is a Medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the half-dragon can't use its Bite attack on another target.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage.

Fire Breath (Recharge 5–6). The half-dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Elder Half-Red Dragon Tyrannosaurus Rex

Huge Dragon, Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	22 (+6)	4 (-3)	15 (+2)	12 (+1)

Saving Throws Dex +5, Con +11, Wis +7
Skills Perception +12, Stealth +5
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages understands Common and Draconic but can't speak
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Actions

Multiattack. The half-dragon makes one Bite attack and one Tail attack. It can't make both attacks against the same target. It can use Frightful Roar in place of its Bite attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 35 (4d12 + 9) piercing damage plus 7 (2d6) fire damage. If the target is a Medium or smaller creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the half-dragon can't use its Bite attack on another target.

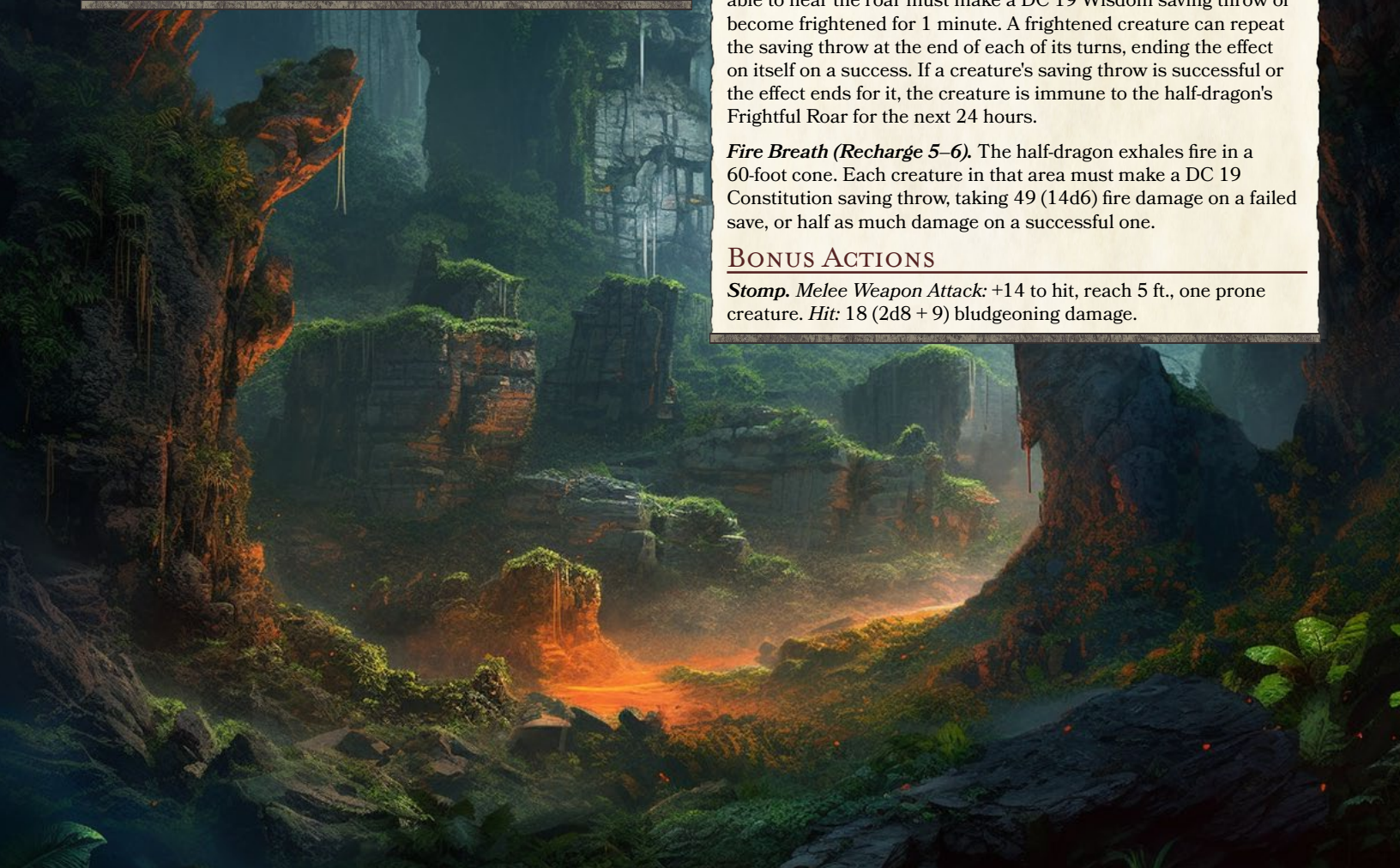
Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage and the target must succeed on a DC 22 Strength saving throw or be knocked prone.

Frightful Roar. The half-dragon emits a dreadful roar audible out to 300 feet. Each creature within 120 feet of the half-dragon and able to hear the roar must make a DC 19 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat 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, the creature is immune to the half-dragon's Frightful Roar for the next 24 hours.

Fire Breath (Recharge 5–6). The half-dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 49 (14d6) fire damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Stomp. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one prone creature. *Hit:* 18 (2d8 + 9) bludgeoning damage.



A Half-Red Dragon T-Rex's Lair

A half-red dragon tyrannosaurus rex makes its lair at the foot of active volcanoes, lava basins, and magma-flooded caverns located deep within dense jungles.

The challenge rating of a half-red dragon tyrannosaurus rex increases by 1 when it's encountered in its lair.

Lair Actions

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

- The half-dragon causes a volcanic-like eruption at a point on the ground it can see within its lair. Each creature standing on the ground within 30 feet of that point must succeed on a DC 15 Dexterity saving throw. On a failed save, a creature takes 5 (1d10) bludgeoning damage and 5 (1d10) fire damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.
- The half-dragon chooses up to three points on the ground it can see within its lair. A cloud of thick, sulfuric gas fills a 10-foot-radius sphere centered on each point. The sphere spreads around corners, and its area is heavily obscured. A creature other than the half-dragon that starts its turn in the cloud or enters it for the first time on its turn must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. A poisoned creature is incapacitated. Creatures that don't need to breathe or are immune to fire or poison automatically succeed on this saving throw. The cloud lasts until initiative count 20 on the next round. A moderate wind (at least 10 miles per hour) disperses the cloud instantly.
- The half-dragon chooses up to three points on the ground it can see within its lair. Oil erupts from the ground in a 10-foot-radius sphere centered on each point. For the duration of the effect, the ground in that area becomes difficult terrain. When the oil appears, each creature standing in its area must succeed on a DC 15 Dexterity saving throw or fall prone and become vulnerable to fire until the start of its next turn. A creature that enters those areas or ends its turn there must also succeed on a DC 15 Dexterity saving throw or fall prone and become vulnerable to fire until the start of its next turn. The oil lasts for 1 minute, until the half-dragon uses this lair action again, becomes incapacitated, or when the half-dragon dies.

Ancient Half-Red Dragon Tyrannosaurus Rex

Gargantuan Dragon, Typically Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 367 (21d20 + 147)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	24 (+7)	4 (-3)	17 (+3)	14 (+2)

Saving Throws Dex +7, Con +14, Wis +10
Skills Perception +17, Stealth +7
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages understands Common and Draconic but can't speak
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Legendary Resistance (1/Day). If the half-dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The half-dragon makes one Bite attack and one Tail attack. It can't make both attacks against the same target. It can use Frightful Roar in place of its Bite attack.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 42 (5d12 + 10) piercing damage plus 14 (4d6) fire damage. If the target is a Large or smaller creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the half-dragon can't use its Bite attack on another target.

Tail. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage and the target must succeed on a DC 25 Strength saving throw or be knocked prone.

Frightful Roar. The half-dragon emits a dreadful roar audible out to 300 feet. Each creature within 120 feet of the half-dragon and able to hear the roar must make a DC 22 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat 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, the creature is immune to the half-dragon's Frightful Roar for the next 24 hours.

Fire Breath (Recharge 5–6). The half-dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Stomp. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one prone creature. *Hit:* 23 (3d8 + 10) bludgeoning damage and the target must succeed on a DC 25 Constitution saving throw or be stunned until the end of half-dragon's next turn.

Legendary Actions

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

Detect. The half-dragon makes a Wisdom (Perception) check.
Tail. The half-dragon makes a Tail attack.
Roar (Costs 2 Actions). The half-dragon uses Frightful Roar.
Wing Attack (Costs 2 Actions). The half-dragon beats its wings. Each creature within 15 feet of the half-dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The half-dragon can then fly up to half its flying speed.



Half-White Dragon Frost Giant

The half-white dragon frost giant, a creature of immense cruelty and unbridled aggression, embodies the chilling fusion of a frost giant's hulking stature with the icy draconic features of a white dragon. This malevolent brute's towering form reflects a raw strength capable of laying waste to all in its path.

Draconic Lineage. The monstrous body of the half-white dragon frost giant is covered in a layer of white scales and pale hair. Glowing, piercing eyes betray a cunning intelligence, enhancing its aptitude for battle and bloodshed. Powerful wings, reminiscent of a white dragon's, span from its back, enabling it to soar through the frigid skies, albeit clumsily.

Bloodthirsty Conqueror. The half-white dragon frost giant possesses a single-minded drive for raiding, pillaging, and killing. It revels in showcasing its might, relishing the opportunity to demonstrate its battle prowess. It seeks out worthy adversaries, engaging them in combat to prove its superiority. It takes particular pleasure in collecting the frozen bodies of formidable foes, grotesquely displaying them as grisly trophies to inspire fear and awe in any who dare to challenge its dominance.

Coldblooded Killer. Equipped with a massive greataxe featuring a double-bladed head forged from hardened ice, the half-white dragon frost giant wields its weapon with deadly precision. With every swing, it cleaves through enemies, leaving a trail of dismembered and frozen corpses. If it deems it necessary, the draconic hybrid can unleash its fearsome breath, expelling a powerful blast of freezing frost.

Half-White Dragon Frost Giant

Huge Dragon, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 162 (12d12 + 84)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Con +11, Wis +6, Cha +6
Skills Athletics +11, Perception +10, Stealth +4
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic, Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Ice Walk. The half-dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The half-dragon makes one Bite attack and two Greataxe attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 4 (1d8) cold damage.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage plus 4 (1d8) cold damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Cold Breath (Recharge 5–6). The half-dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 40 (9d8) cold damage on a failed save, or half as much damage on a successful one.

Half-White Dragon Frost Giant Berserker

Huge Dragon, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 202 (15d12 + 105)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Con +12, Wis +7, Cha +7
Skills Athletics +12, Perception +12, Stealth +5
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic, Giant
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Ice Walk. The half-dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The half-dragon makes one Bite attack and two Greataxe attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage, or 22 (2d10 + 11) piercing damage while raging, plus 4 (1d8) cold damage.

Greataxe. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage, or 30 (3d12 + 11) slashing damage while raging, plus 5 (1d10) cold damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage, or 33 (4d10 + 11) bludgeoning damage while raging.

Cold Breath (Recharge 5–6). The half-dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Bound. The half-dragon moves up to half its speed.

Rage (2/Day). The half-dragon enters a rage. The rage lasts for 1 minute or until the half-dragon is incapacitated. While raging, the half-dragon gains the following benefits:

- The half-dragon has advantage on Strength checks and Strength saving throws.
- When it makes a melee weapon attack, the half-dragon gains a +4 bonus to the damage roll.
- The half-dragon has resistance to bludgeoning, piercing, and slashing damage.

Half-White Dragon Frost Giant Boss

Huge Dragon, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 256 (19d12 + 133)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Con +13, Wis +9, Cha +9
Skills Athletics +14, Perception +15, Stealth +6
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Common, Draconic, Giant
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Ice Walk. The half-dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (1/Day). If the half-dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The half-dragon makes one Bite attack and two Greataxe attacks.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 4 (1d8) cold damage.

Greataxe. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 27 (3d12 + 8) slashing damage plus 6 (1d12) cold damage.

Rock. *Ranged Weapon Attack:* +14 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Cold Breath (Recharge 5–6). The half-dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Bound. The half-dragon moves up to half its speed.

War Cry (1/Day). Each creature of the half-dragon's choice that is within 60 feet of it, can hear it, and not already affected by War Cry gain advantage on attack rolls and saving throws against being charmed and frightened until the start of the half-dragon's next turn.

Legendary Actions

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

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage.

Wing Attack (Costs 2 Actions). The half-dragon beats its wings. Each creature within 10 feet of the half-dragon must succeed on a DC 22 Dexterity saving throw or take 19 (2d10 + 8) bludgeoning damage and be knocked prone. The half-dragon can then fly up to half its flying speed.

Frighten Foes (Costs 1-3 Actions). The half-dragon targets up to 6 creatures of its choice within 60 feet of it. If the target can see and hear the half-dragon, it must make a DC 17 Wisdom saving throw or become frightened of the half-dragon for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the half-dragon's Frighten Foes for the next 24 hours. It costs 1 legendary action per 2 creatures targeted.

A Half-White Dragon Frost Giant Boss's Lair

A half-white dragon frost giant boss's lair is typically a cavern or ruined keep buried under glacial ice or high atop icecapped mountains, located in the most desolate and inhospitable frozen wastelands.

A half-white dragon frost giant boss encountered in its lair has a challenge rating of 18 (20,000 XP).

Lair Actions

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

- Part of the icy ceiling collapses above a point on the ground that the half-dragon can see within its lair. Each creature within 10 feet of that point must succeed on a DC 17 Dexterity saving throw. On a failed save, the creature takes 5 (1d10) bludgeoning damage and 5 (1d10) cold damage, is knocked prone, and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 17 Strength check, ending the buried state on a success.
- Freezing wind and sleet blast a 10-foot-tall cylinder with a 20-foot radius centered on a point the half-dragon can see within its lair. Each creature in that area must succeed on a DC 17 Constitution saving throw or be blinded until initiative count 20 on the next round.
- The half-dragon targets one creature it can see within its lair. Freezing mist engulfs the target and encases it in ice. The target takes 16 (3d10) cold damage and is restrained by ice for 1 minute. As an action, the restrained target can make a DC 17 Strength check, breaking the ice on a success. The ice can also be attacked and destroyed (AC 10; hp 35; vulnerability to fire damage; immunity to cold, poison, and psychic damage). On a successful save, a creature takes half as much damage and isn't restrained by ice.



Half-White Dragon Triceratops

The half-white dragon triceratops retains the triceratops base body structure, including its protective head armor and horns. It has the white dragon's ivory and sky blue scales, wings, and tail. While it still has its beaked jaws, it is now filled with sharp, jagged teeth as the half-white dragon triceratops is a carnivorous predator.

Implacable Predator. The half-white dragon triceratops is a vicious and merciless killer. It will relentlessly attack or drive out intruders that foolishly wander into its territory. If food is scarce, it will roam the lands outside its realm and menace herds, settlements, and caravans.

Cold Juggernaut. The half-white dragon triceratops usually starts combat using its powerful breath attack, freezing enemies in place. Using its great horns and powerful legs, the half-white dragon triceratops will then charge at its foes with no regard for its safety. Smaller enemies that aren't quick enough to leap to safety get trampled and crushed while larger targets get their bodies gored and smashed, resulting in torn muscles and shattered bones. While the half-white dragon triceratops can fly, it only does so to circumvent tough obstacles or to extricate itself from tight situations.

Powerful Mount. The half-white dragon triceratops is a solitary creature, living most of its life alone and only spending brief moments in time to mate with a triceratops. However, if one is captured and broken young by a frost giant, a half-white dragon triceratops can be trained as a mount, to be used by the frost giant that defeated it.

Half-White Dragon Triceratops

Huge Dragon, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 50 ft., burrow 40 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	19 (+4)	4 (-3)	13 (+1)	7 (-2)

Saving Throws Dex +2, Con +7, Wis +4
Skills Perception +7, Stealth +2
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17
Languages understands Common and Draconic but can't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Ice Walk. The half-dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Trampling Charge. If the half-dragon moves at least 20 feet straight toward a creature and then hits it with a Gore attack on the same turn, that target must succeed on a DC 18 Strength saving throw or be knocked prone.

Actions

Multiattack. The half-dragon makes one Gore attack and one Bite attack.

Gore. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 4 (1d8) cold damage.

Cold Breath (Recharge 5–6). The half-dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Stomp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one prone creature. *Hit:* 23 (3d10 + 7) bludgeoning damage.

Elder Half-White Dragon Triceratops

Huge Dragon, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 50 ft., burrow 40 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	21 (+5)	4 (-3)	14 (+2)	9 (-1)

Saving Throws Dex +3, Con +9, Wis +6
Skills Perception +10, Stealth +3
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages understands Common and Draconic but can't speak
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Charge. If the half-dragon moves at least 20 feet straight toward a creature and then hits it with a Gore attack on the same turn, the target takes an extra 18 (4d8) piercing damage.

Ice Walk. The half-dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The half-dragon makes one Gore attack and one Bite attack.

Gore. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 26 (4d8 + 8) piercing damage and the target must succeed on a DC 20 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 4 (1d8) cold damage.

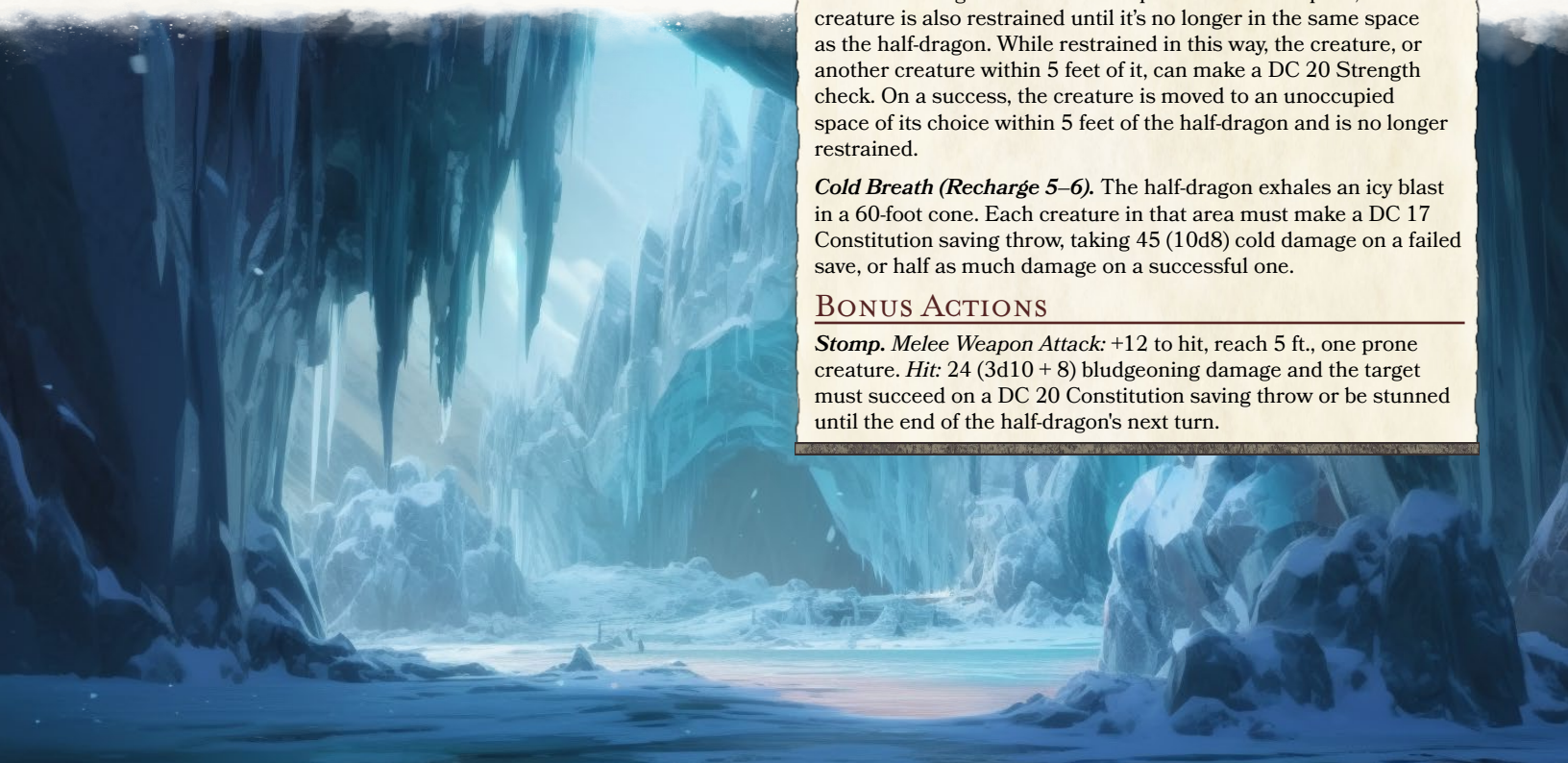
Trample. The half-dragon moves up to its walking speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the half-dragon enters must make a DC 20 Dexterity saving throw. On a successful save, the creature is pushed to the nearest space out of the half-dragon's path. On a failed save, the creature falls prone and takes 24 (3d10 + 8) bludgeoning damage.

If the half-dragon remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the half-dragon. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 20 Strength check. On a success, the creature is moved to an unoccupied space of its choice within 5 feet of the half-dragon and is no longer restrained.

Cold Breath (Recharge 5–6). The half-dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Stomp. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one prone creature. *Hit:* 24 (3d10 + 8) bludgeoning damage and the target must succeed on a DC 20 Constitution saving throw or be stunned until the end of the half-dragon's next turn.



A Half-White Dragon Triceratops's Lair

Large frozen caverns that open into vast snowy tundras are the preferred lairs of a half-white dragon triceratops.

The challenge rating of a half-white dragon triceratops increases by 1 when it's encountered in its lair.

Lair Actions

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

- The half-dragon chooses up to three points on the ground it can see within its lair. Slick ice instantly covers the ground in a 15-foot-radius sphere centered on each point. For the duration of the effect, the ground in that area becomes difficult terrain. When the ice appears, each creature other than the half-dragon standing in its area must succeed on a DC 15 Dexterity saving throw or fall prone. A creature other than the half-dragon that enters those areas or ends its turn there must also succeed on a DC 15 Dexterity saving throw or fall prone. The ice lasts for 1 minute, until the half-dragon uses this lair action again, becomes incapacitated, or when the half-dragon dies.
- The half-dragon targets a point it can see within its lair. A frigid cloud of cold explodes in a 20-foot radius sphere centered on that point. Each creature in that area must succeed on a DC 15 Constitution saving throw. On a failed save, a creature takes 10 (3d6) cold damage and is restrained by ice until initiative count 20 on the next round. On a successful save, a creature takes half as much damage and isn't restrained by ice.
- The half-dragon creates a wall of ice on a solid surface within its lair. The wall is shaped as a flat surface made up of seven 10-foot-square panels that are 1 foot thick. Each panel must be contiguous with another panel.

  If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 10 (3d6) cold damage, or half as much damage on a successful save.

  The wall has AC 12 and 20 hit points per 10-foot section, is immune to poison and psychic damage, and is vulnerable to fire damage.

  The wall of ice lasts for 1 minute or until the half-dragon uses this lair action again.

Ancient Half-White Dragon Triceratops

Gargantuan Dragon, Typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 297 (18d20 + 108)
Speed 50 ft., burrow 40 ft., fly 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	9 (-1)	23 (+6)	4 (-3)	16 (+3)	11 (+0)

Saving Throws Dex +5, Con +12, Wis +9
Skills Perception +15, Stealth +5
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages understands Common and Draconic but can't speak
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Charge. If the half-dragon moves at least 20 feet straight toward a creature and then hits it with a Gore attack on the same turn, the target takes an extra 22 (5d8) piercing damage.

Ice Walk. The half-dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (1/Day). If the half-dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The half-dragon makes one Gore attack and one Bite attack.

Gore. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 31 (5d8 + 9) piercing damage and the target must succeed on a DC 23 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 9 (2d8) cold damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 16 (2d6 + 9) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 23 Strength saving throw or be knocked prone.

Trample. The half-dragon moves up to its walking speed in a straight line. During this move, it can enter Huge or smaller creatures' spaces. A creature whose space the half-dragon enters must make a DC 23 Dexterity saving throw. On a successful save, the creature is pushed to the nearest space out of the half-dragon's path. On a failed save, the creature falls prone and takes 31 (4d10 + 9) bludgeoning damage.

If the half-dragon remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the half-dragon. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 23 Strength check. On a success, the creature is moved to an unoccupied space of its choice within 5 feet of the half-dragon and is no longer restrained.

Cold Breath (Recharge 5–6). The half-dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Stomp. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one prone creature. *Hit:* 31 (4d10 + 9) bludgeoning damage and the target must succeed on a DC 23 Constitution saving throw. On a failed save, the creature is stunned until the end of the half-dragon's next turn. If the creature's saving throw fails by 5 or more, the creature is instead stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

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

Detect. The half-dragon makes a Wisdom (Perception) check.
Tail. The half-dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The half-dragon beats its wings. Each creature within 15 feet of the half-dragon must succeed on a DC 23 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The half-dragon can then fly up to half its flying speed.



Hydralisk

It is said that the first hydras were spawned from the blood of the dragon god Lernaea when the latter was slain by Tiamat. One of the droplets landed on a clutch of basilisk eggs, corrupting them and spawning the first set of hydralisks.

Fearsome Abomination. At first glance, the hydralisk has the appearance of a typical hydra - a reptilian monster with multiple serpentine-like necks ending with draconic heads. However, a closer inspection reveals its other lineage - eight pairs of legs, bluish, slate-like scaly hide, maroon-colored stony spikes jutting from the back of its heads, necks, and spine, and an almost toad-like head. The hydralisk's eyes glow a faint blue and thin greenish gas seep from its maws.

Petrifying Gaze. The hydralisk is as ponderous as a basilisk but also retains its ability to transform prey into stone with its supernatural gaze. Like a basilisk, a hydralisk consumes petrified creatures. The latter revert back to their organic forms once they reach the hydralisk's gullet. Unlike regular basilisks, a hydralisk is immune to petrification and thus cannot accidentally turn itself into stone if the eyes of its many heads meet each other's gazes.

Regenerating Heads. What makes a hydralisk even more dangerous, is its ability to instantly regrow severed heads. Like a hydra, one must apply fire to the hydra's neck stump in order to stop a head from regenerating. Doing so however greatly increases the risk of meeting the monster's gaze. This is why very few escape an encounter with a hydralisk.

Thankfully, a hydralisk is very rare. It can live in dry, temperate, or tropical environments.

Hydralisk

Large Monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 20 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	2 (-4)	9 (-1)	7 (-2)

Skills Perception +5
Condition Immunities petrified
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

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

Multiple Heads. The hydralisk has five heads. While it has more than one head, the hydralisk has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious, and the DC of its Petrifying Gaze is increased by 1 (included in the Petrifying Gaze's DC).

Whenever the hydralisk takes 15 or more damage in a single turn, one of its heads dies. If all its heads die, the hydralisk dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydralisk regains 5 hit points for each head regrown in this way.

Petrifying Gaze. If a creature starts its turn within 30 feet of the hydralisk and the two of them can see each other, the hydralisk can force the creature to make a DC 16 (DC 15 if it only has one head) Constitution saving throw if the hydralisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the hydralisk until the start of its next turn, when it can avert its eyes again.

If it looks at the hydralisk in the meantime, it must immediately make the save.

Reactive Heads. For each head the hydralisk has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydralisk sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydralisk makes as many Bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) poison damage.

Hydralisk, Greater

Huge Monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 30 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	21 (+5)	2 (-4)	10 (+0)	8 (-1)

Skills Perception +8
Condition Immunities petrified
Senses darkvision 60 ft., passive Perception 18
Languages —
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

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

Multiple Heads. The hydralisk has five heads. While it has more than one head, the hydralisk has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious, and the DC of its Petrifying Gaze is increased by 1 (included in the Petrifying Gaze's DC).

Whenever the hydralisk takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydralisk dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydralisk regains 10 hit points for each head regrown in this way.

Petrifying Gaze. If a creature starts its turn within 30 feet of the hydralisk and the two of them can see each other, the hydralisk can force the creature to make a DC 18 (DC 17 if it only has one head) Constitution saving throw if the hydralisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the hydralisk until the start of its next turn, when it can avert its eyes again.

If it looks at the hydralisk in the meantime, it must immediately make the save.

Reactive Heads. For each head the hydralisk has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydralisk sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydralisk makes as many Bite attacks as it has heads. It can use Poison Breath in place of one Bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 4 (1d8) poison damage.

Poison Breath (1/Turn). One of the hydralisk's heads exhales poisonous gas in a 15-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.

An Ancient Hydralisk's Lair

An ancient hydralisk usually makes its lair in deep, massive caverns and desolate ruins.

An ancient hydralisk encountered in its lair has a challenge rating of 19 (22,000 XP).

Lair Actions

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

- Several of the hydralisk's heads emit a bloodcurdling roar. Each creature within 120 feet of the hydralisk that can hear the hydralisk must succeed on a DC 20 Wisdom saving throw or become frightened of the hydralisk until the end of the hydralisk's next turn.
- The hydralisk causes a large section of the lair's ceiling to collapse on a point on the ground within 120 feet of the hydralisk. Each creature within 20 feet of that point must succeed on a DC 20 Dexterity saving throw. On a failed save, the creature takes 16 (3d10) bludgeoning damage, is knocked prone, and restrained. A creature can use an action to make a DC 20 Strength check to free the restrained creature. Additionally, the ground in that area becomes difficult terrain. Each 5-foot-square portion of the area requires at least 5 minutes to clear by hand.
- The hydralisk targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw. On a failed save, the creature uses its reaction to turn and meet the gaze of the hydralisk, forcing the creature to immediately make a saving throw against the hydralisk's Petrifying Gaze.
- The hydralisk regrows 1 head if it has less than 5 heads.

Hydralisk, Ancient

Gargantuan Monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 264 (16d20 + 96)
Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	23 (+6)	2 (-4)	11 (+0)	9 (-1)

Skills Perception +12
Condition Immunities petrified
Senses darkvision 60 ft., passive Perception 22
Languages —
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

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

Multiple Heads. The hydralisk has five heads. While it has more than one head, the hydralisk has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious, and the DC of its Petrifying Gaze is increased by 1 (included in the Petrifying Gaze's DC).

Whenever the hydralisk takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydralisk dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydralisk regains 10 hit points for each head regrown in this way.

Petrifying Gaze. If a creature starts its turn within 60 feet of the hydralisk and the two of them can see each other, the hydralisk can force the creature to make a DC 21 (DC 20 if it only has one head) Constitution saving throw if the hydralisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the hydralisk until the start of its next turn, when it can avert its eyes again.

If it looks at the hydralisk in the meantime, it must immediately make the save.

Reactive Heads. For each head the hydralisk has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydralisk sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydralisk makes as many Bite attacks as it has heads. It can use Poison Breath in place of one Bite attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 5 (1d10) poison damage.

Poison Breath (1/Turn). One of the hydralisk's heads exhales poisonous gas in a 30-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

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

Move. The hydralisk moves up to half its speed.
Bite. The hydralisk makes a Bite attack.
Poison Breath (Costs 2 Actions). The hydralisk uses Poison Breath.



Infernal Creatures

Infernal creatures are diabolical fiends bearing the taint of devil's blood. Most are born naturally with a devil lineage, but a few, whether willingly or by coercion, entered into a contract with an arch devil. Infernals usually have dark or crimson skins, and some sport short horns on their foreheads. A rare few exude an aura of fire, while others can breathe hellfire.

Devious Tricksters. Deceptive and highly manipulative, these fiendish entities possess a propensity for trickery and subterfuge, often using disguises or the persona of their normally good-aligned kin. Infernals navigate the realms with a calculated and elusive presence, adept at ensnaring the unsuspecting in their web of deceit. Collecting souls as their ultimate goal, these creatures embody the very essence of malevolence and treachery.

Infernal Template

A beast, dragon, humanoid, giant, or monstrosity can become an infernal creature. When a creature becomes an infernal creature, it retains all of its statistics except as noted below.

Race. The creature becomes a Fiend (Devil). If the creature has a subtype, it retains that subtype. For example, Humanoid (Dwarf) becomes Fiend (Demon, Dwarf).

Armor Class. The creature's AC increases by 1.

Abilities. The creature's Strength, Constitution, Wisdom, and Charisma scores increase by 2.

Saving Throws. If the creature's CR is 5 or less, it gains a number of proficiencies in saving throws until its total number of saving throws is 2. However, if the creature already had 2 or a larger number of saving throws, it retains those saving throws and gains no additional ones.

If the creature's CR is higher than 5 but less than 12, it gains a number of proficiencies in saving throws until its total number of saving throws is 3. However, if the creature already had 3 or a larger number of saving throws, it retains those saving throws and gains no additional ones.

If the creature's CR is 12 or higher, it gains a number of proficiencies in saving throws until its total number of saving throws is 4. However, if the creature already had 4 or a larger number of saving throws, it retains those saving throws and gains no additional ones.

Skills. If the creature has a score of at least 12 in both Int and Cha, it gains proficiency in Deception.

Senses. If the creature's CR is less than 6, it gains Darkvision 60 ft. If the creature's CR is higher than 5 but less than 12, it gains Darkvision 120 ft. If the creature's CR is 12 or higher, it gains Truesight 120 ft. Ignore if the creature has a better feature.

Languages. The creature learns Infernal. If the creature's Int score is 4 or 5, it gains telepathy 60 ft. If the creature's Int score is 6 or higher, it gains telepathy 120 ft. If the creature can't speak, it gains "understands Infernal but can't speak."

Resistances. The creature gains damage resistance to cold. If the creature's CR is 4 or higher, it also gains damage resistance to bludgeoning, piercing, and slashing from nonmagical attacks (unless it already has something better). If the creature has vulnerability to one of the listed damage types, it loses this vulnerability.

Immunities. The creature gains immunity to fire, poison and the poisoned condition. If the creature has vulnerability to one of the listed damage types, it loses this vulnerability.

Devil's Sight. The creature gains Devil's Sight (magical darkness doesn't impede the devil's darkvision).

Magic Resistance. The creature gains Magic Resistance.

Challenge Rating. The Challenge Rating needs to be calculated, especially if the creature has new features, attacks, and spells. For quick approximation purposes though, if the creature has no additional changes, its Challenge Rating increases by 2 if its original Challenge Rating is 10 or less. Otherwise, its Challenge Rating increases by 1.

Infernal Couatl

Once noble and benevolent, the infernal couatl has succumbed to the allure of darkness and is now a sinister perversion of the couatl's original purpose. Often under the guise of being a divine guardian, the infernal couatl exploits and corrupts the innocent for its own selfish gains. With a talent for twisting truths and manipulating perceptions, the infernal couatl derives satisfaction from watching its victims descend into darkness, all while skillfully concealing its own malevolent nature. Older infernal couatls see themselves as gods, exhibiting apocalyptic powers and exerting control over civilizations.

Infernal Couatl

Medium Fiend (Devil), Typically Lawful Evil

Armor Class 20 (natural armor)
Hit Points 110 (13d8 + 52)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	19 (+4)	18 (+4)	20 (+5)	20 (+5)

Saving Throws Con +7, Wis +8, Cha +8
Skills Deception +8
Damage Resistances cold, radiant
Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 15
Languages all, telepathy 120 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

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

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

Shielded Mind. The infernal couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one Medium or smaller creature. *Hit:* 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the infernal couatl can't use its Constrict attack on another target.

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

At will: *detect evil and good, detect magic, detect thoughts*
3/day each: *blindness/deafness, command, guiding bolt, inflict wounds, major image*
1/day each: *contagion, hold monster, scrying*

Change Shape. The infernal couatl magically transforms into a humanoid or beast while retaining its game statistics (other than its size). This transformation ends if the infernal couatl is reduced to 0 hit points or uses an action to end it.

Reactions

Shield (3/Day). The infernal couatl casts *shield*, requiring no material components and using Charisma as the spellcasting ability.

Infernal Couatl, Greater

Large Fiend (Devil), Typically Lawful Evil

Armor Class 21 (natural armor)
Hit Points 172 (15d10 + 90)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	22 (+6)	19 (+4)	21 (+5)	21 (+5)

Saving Throws Con +10, Wis +9, Cha +9
Skills Deception +9
Damage Resistances cold, radiant
Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 15
Languages all, telepathy 120 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Infernal Fire Aura. At the start of each of the infernal couatl's turns, each creature within 5 feet of it takes 5 (1d10) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the infernal couatl or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, a creature that takes fire damage must succeed on a DC 17 Wisdom saving throw or become frightened until the start of its next turn. While frightened in this way, the target is incapacitated and its speed is halved.

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

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

Shielded Mind. The infernal couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6 + 6) piercing damage, and the target must succeed on a DC 18 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one Large or smaller creature. *Hit:* 16 (3d6 + 6) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the infernal couatl can't use its Constrict attack on another target.

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

At will: *detect evil and good, detect magic, detect thoughts*
3/day each: *blindness/deafness, command, guiding bolt, inflict wounds, major image*
1/day each: *contagion, fire storm, hold monster, scrying*

Change Shape. The infernal couatl magically transforms into a humanoid or beast while retaining its game statistics (other than its size). This transformation ends if the infernal couatl is reduced to 0 hit points or uses an action to end it.

Reactions

Shield (3/Day). The infernal couatl casts *shield*, requiring no material components and using Charisma as the spellcasting ability.

Infernal Couatl, Ancient

Huge Fiend (Devil), Typically Lawful Evil

Armor Class 21 (natural armor)
Hit Points 243 (18d12 + 126)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	20 (+5)	25 (+7)	20 (+5)	22 (+6)	22 (+6)

Saving Throws Dex +11, Con +13, Wis +12, Cha +12
Skills Deception +12
Damage Resistances cold, radiant
Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 16
Languages all, telepathy 120 ft.
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Infernal Fire Aura. At the start of each of the infernal couatl's turns, each creature within 10 feet of it takes 11 (2d10) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the infernal couatl or hits it with a melee attack while within 10 feet of it takes 11 (2d10) fire damage. In addition, a creature that takes fire damage must succeed on a DC 21 Wisdom saving throw or become frightened until the start of its next turn. While frightened in this way, the target is incapacitated and its speed is halved.

Legendary Resistance (1/Day). If the infernal couatl fails a saving throw, it can choose to succeed instead.

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

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

Shielded Mind. The infernal couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. *Hit:* 18 (3d6 + 8) piercing damage, and the target must succeed on a DC 21 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Constrict. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one Large or smaller creature. *Hit:* 22 (4d6 + 8) bludgeoning damage, and the target is grappled (escape DC 22). Until this grapple ends, the target is restrained, and the infernal couatl can't use its Constrict attack on another target.

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

At will: *detect evil and good, detect magic, detect thoughts*
3/day each: *blindness/deafness, command, guiding bolt, inflict wounds, major image*
1/day each: *contagion, earthquake, fire storm, hold monster, scrying, storm of vengeance*

Change Shape. The infernal couatl magically transforms into a humanoid or beast while retaining its game statistics (other than its size). This transformation ends if the infernal couatl is reduced to 0 hit points or uses an action to end it.

Reactions

Shield (3/Day). The infernal couatl casts *shield*, requiring no material components and using Charisma as the spellcasting ability.

Legendary Actions

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

Bite. The infernal couatl makes one Bite attack.
Teleport (Costs 2 Actions). The infernal couatl magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.
Cast a Spell (Costs 3 Actions). The infernal couatl uses Spellcasting.

An Infernal Ancient Couatl's Lair

An infernal ancient couatl spends most of its time brooding and scheming in temples, shrines, and forgotten ruins located in perilous mountaintops, seething volcanoes, gloomy forests, and treacherous jungles.

A infernal ancient couatl encountered in its lair has a challenge rating of 20 (25,000 XP).

Lair Actions

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

- The infernal couatl casts *sacred flame* (4d8) three times, using Wisdom as the spellcasting ability (+14 to hit with spell attacks).
- The infernal couatl casts *mirror image*, using Wisdom as the spellcasting ability. It gains up to six illusory duplicates instead of just three each time it uses this lair action.
- The infernal couatl casts *mislead*, using Wisdom as the spellcasting ability. The infernal couatl doesn't need to concentrate on the spell, which lasts until initiative count 20 on the next round.
- The infernal couatl casts *wall of fire*, using Charisma as the spellcasting ability (spell save DC 20). The infernal couatl doesn't need to concentrate on the spell, which lasts until the infernal couatl uses this lair action again, the infernal couatl dies or is incapacitated, or until the infernal couatl dismisses it as a bonus action.
- The infernal couatl summons 1 **barbed devil** or 2 **bearded devils**. A summoned devil appears in an unoccupied space within 60 feet of the infernal couatl and acts as an ally of the infernal couatl. It remains for an hour, until it or the infernal couatl dies, or until the infernal couatl dismisses it as an action.
- The infernal couatl regains 35 hit points and ends blindness, deafness, and any diseases affecting it.



Infernal Manticore

The infernal manticore is a more perverse and diabolical version of the manticore. Its eyes gleam a sinister orange and its whole body emanates an aura of pure maleficence. Unlike its normal counterpart, the infernal manticore possesses a more cunning intellect, allowing it to plan and utilize elaborate traps and strategies.

An Infernal Ancient Manticore's Lair

An infernal ancient manticore lives in caves and ruins found in dense forests, rugged mountains, and desolate wastelands.

A infernal ancient manticore encountered in its lair has a challenge rating of 17 (18,000 XP).

Lair Actions

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

- The infernal manticore casts *wall of fire*, using Charisma as the spellcasting ability (spell save DC 17). The infernal manticore doesn't need to concentrate on the spell, which lasts until the infernal manticore uses this lair action again, the infernal manticore dies or is incapacitated, or until the infernal manticore dismisses it as a bonus action.
- The infernal manticore casts *stinking cloud*, using Charisma as the spellcasting ability. The infernal manticore doesn't need to concentrate on the spell. it lasts until initiative count 20 on the next round.
- The infernal manticore summons 1 **barbed devil** or 2 **bearded devils**. A summoned devil appears in an unoccupied space within 60 feet of the infernal manticore and acts as an ally of the infernal manticore. It remains for an hour, until it or the infernal manticore dies, or until the infernal manticore dismisses it as an action.
- The infernal manticore regains 35 hit points and ends

Infernal Manticore

Large Fiend (Devil), Typically Lawful Evil

Armor Class 15 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	19 (+4)	7 (-2)	14 (+2)	10 (+0)

Saving Throws Dex +6, Con +7
Damage Resistances cold
Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Common, Infernal, telepathy 120 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

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

Tail Spike Regrowth. The infernal manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Actions

Multiattack. The infernal manticore makes one Bite attack and two Claw attacks. Alternatively, it can make three Tail Spike attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +7 to hit, range 100/200 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Infernal Manticore Deceiver

Large Fiend (Devil), Typically Lawful Evil

Armor Class 16 (natural armor)
Hit Points 136 (13d10 + 65)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	20 (+5)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +8, Con +9, Wis +6
Skills Deception +7, Stealth +12
Damage Resistances cold
Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Common, Infernal, telepathy 120 ft.
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

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

Tail Spike Regrowth. The infernal manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Actions

Multiattack. The infernal manticore makes one Bite attack and two Claw attacks. Alternatively, it can make three Tail Spike attacks.

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

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +8 to hit, range 100/200 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) psychic damage, and the target has disadvantage on its next attack roll, ability check, or saving throw made within the next minute.

Sow Discord (Recharge 5–6). The infernal manticore chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 15 Wisdom saving throw. On a failed save, a creature must use its reaction to move up to half its speed and make a melee weapon attack against one visible creature of the infernal manticore's choice. Constructs and Undead are immune to this effect.

Spellcasting. The infernal manticore casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *dancing lights, minor illusion, prestidigitation*
2/day each: *charm person, major image, suggestion*
1/day each: *blindness/deafness, compulsion, mislead, stinking cloud*

Bonus Actions

Nimble Escape. The infernal manticore takes the Disengage or Hide action.

Reactions

Shifting Veil (3/Day). When the infernal manticore is attacked and the infernal manticore can see the attacker, its body becomes magically blurred and wavering to all who can see it. Until the start of the infernal manticore's next turn or until the infernal manticore dies or is incapacitated, any creature has disadvantage on attack rolls against it. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Infernal Manticore, Ancient

Huge Fiend (Devil), Typically Lawful Evil

Armor Class 16 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	23 (+6)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +8, Con +11, Wis +8, Cha +9
Skills Deception +9, Perception +8
Damage Resistances cold
Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 18
Languages Common, Infernal, telepathy 120 ft.
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Infernal Aura. An enemy that starts its turn within 20 feet of the infernal manticore must succeed on a DC 17 Wisdom saving throw, unless the infernal manticore is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target is incapacitated and its speed is halved. If a creature's saving throw is successful, the creature is immune to the infernal manticore's Infernal Aura for the next 24 hours or until it takes damage from the infernal manticore's Infernal Fire Breath.

Legendary Resistance (1/Day). If the infernal manticore fails a saving throw, it can choose to succeed instead.

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

Tail Spike Regrowth. The infernal manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Actions

Multiattack. The infernal manticore makes one Bite attack and two Claw attacks. Alternatively, it can make three Tail Spike attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 4 (1d8) fire damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +11 to hit, range 100/200 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage plus 4 (1d8) fire damage, and the target has disadvantage being frightened until the end of the infernal manticore's next turn.

Infernal Fire Breath (Recharge 5–6). The infernal manticore exhales infernal fire in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 56 (16d6) fire damage and the target has disadvantage on saving throws made against being frightened until the end of the infernal manticore's next turn. On a successful save, a creature takes half as much damage with no additional effects.

Legendary Actions

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

Claw. The infernal manticore makes one Claw attack.
Teleport (Costs 2 Actions). The infernal manticore magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see
Spike Volley (Costs 3 Actions). The infernal manticore makes three Tail Spike attacks.

Infernal Sphinxes

An infernal sphinx presents a twisted and corrupted version of the exalted creature. Unless it masks itself, the infernal sphinx will exude an aura of unholy darkness and malevolence. Its fur shows a hint of deep crimson and its eyes blaze with a fiery glow.

Callous Trickster. Instead of the usual gruffness and occasional insults, the infernal sphinx can now utilize honeyed words and false flattery, luring unsuspecting victims into its sinister schemes. Unlike its benevolent counterpart, the infernal sphinx has no qualms about lying and distorting the truth. It revels in deception, using the preconceived notions of its alternate being and foul magic to toy with the minds and emotions of its victims.

Master Manipulator. The infernal sphinx's once noble heart has been perverted, replaced by a desire for power and control. Motivated by a thirst for dominance and the accumulation of souls and forbidden knowledge, the infernal sphinx seeks to corrupt and exploit those who dare to approach it. It uses its cunning intellect and vast knowledge to devise treacherous tests and riddles, designed not to judge worthiness but to further its diabolical goals or to ensure the demise of those who fall into its clutches.

Ruthless Tyrant. When it reveals its true self, the infernal sphinx's behaviors are marked by cruelty, sadism, and a penchant for inflicting suffering. It derives pleasure from the destruction of those who fail its tests, relishing in their anguish and demise. The infernal sphinx uses fear and intimidation as tools, ruling through fear and ensuring the subjugation of any who dare to oppose it.



Infernal Gynosphinx

Large Fiend (Devil), Typically Lawful Evil

Armor Class 18 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	18 (+4)	20 (+5)	20 (+5)

Saving Throws Dex +7, Con +9, Int +9, Wis +10
Skills Arcana +14, Deception +10, History +14, Perception +10
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison, psychic
Condition Immunities charmed, frightened, poisoned
Senses truesight 120 ft., passive Perception 20
Languages Common, Infernal, Sphinx, telepathy 120 ft.
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Inscrutable. The infernal sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the infernal sphinx's intentions or sincerity have disadvantage.

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

Actions

Multiattack. The infernal sphinx makes two Claw attacks.

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

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

At will: *mage hand, minor illusion, prestidigitation*
3/day each: *fireball, greater invisibility, suggestion*
1/day each: *wall of force*

Reactions

Shield (4/Day). The infernal sphinx casts *shield*, requiring no material components and using Intelligence as the spellcasting ability.

Legendary Actions

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

Claw Attack. The infernal sphinx makes one Claw attack.
Teleport (Costs 2 Actions). The infernal sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.
Cast a Spell (Costs 3 Actions). The infernal sphinx uses Spellcasting.

Infernal Androsphinx

Large Fiend (Devil), Typically Lawful Evil

Armor Class 18 (natural armor)
Hit Points 218 (19d10 + 114)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	16 (+3)	20 (+5)	25 (+7)

Saving Throws Dex +6, Con +12, Int +9, Wis +11
Skills Arcana +9, Deception +13, Perception +11, Religion +15
Damage Resistances cold
Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, poisoned
Senses truesight 120 ft., passive Perception 21
Languages Common, Infernal, Sphinx, telepathy 120 ft.
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Inscrutable. The infernal sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the infernal sphinx's intentions or sincerity have disadvantage.

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

Actions

Multiattack. The infernal sphinx makes two Claw attacks.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) force damage plus 5 (1d10) fire damage.

Roar (3/Day). The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.
First Roar. Each creature that fails a DC 20 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
Second Roar. Each creature that fails a DC 20 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
Third Roar. Each creature makes a DC 20 Constitution saving throw. On a failed save, a creature takes 44 (8d10) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Spellcasting. The infernal sphinx casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

At will: *guidance, sacred flame* (3d8), *thaumaturgy*
3/day each: *banishment, command, dispel magic, hold person*
1/day each: *blade barrier, dispel evil and good, flame strike*

Legendary Actions

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

Claw Attack. The infernal sphinx makes one Claw attack.
Teleport (Costs 2 Actions). The infernal sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.
Cast a Spell (Costs 3 Actions). The infernal sphinx uses Spellcasting.

An Infernal Ancient Androsphinx's Lair

An infernal ancient androsphinx keeps its eternal watch in the ruins of long-forgotten tombs, temples, and vaults, often found in extraplanar realms. It guards the forbidden secrets and wondrous treasures of its archdevil master.

A infernal ancient androsphinx encountered in its lair has a challenge rating of 23 (50,000 XP).

Lair Actions

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

- The infernal sphinx casts *sacred flame* three times, using Wisdom as the spellcasting ability (+13 to hit with spell attacks).
- The infernal sphinx casts *contagion* at a visible creature within 60 feet of it, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 21).
- The infernal sphinx summons 1 **barbed devil** or 2 **bearded devils**. A summoned devil appears in an unoccupied space within 60 feet of the infernal sphinx and acts as an ally of the infernal sphinx. It remains for an hour, until it or the infernal sphinx dies, or until the infernal sphinx dismisses it as an action.
- The infernal sphinx regains 35 hit points and ends blindness, deafness, and any diseases affecting it.

Infernal Androsphinx, Ancient

Large Fiend (Devil), Typically Lawful Evil

Armor Class 19 (natural armor)
Hit Points 275 (22d10 + 154)
Speed 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	18 (+4)	22 (+6)	26 (+8)

Saving Throws Dex +7, Con +14, Int +11, Wis +13
Skills Arcana +11, Deception +15, Perception +13, Religion +18
Damage Resistances cold
Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, poisoned
Senses truesight 120 ft., passive Perception 23
Languages Common, Infernal, Sphinx, telepathy 120 ft.
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Inscrutable. The infernal sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the infernal sphinx's intentions or sincerity have disadvantage.

Legendary Resistance (1/Day). If the infernal sphinx fails a saving throw, it can choose to succeed instead.

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

Actions

Multiattack. The infernal sphinx makes two Claw attacks.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 19 (2d10 + 8) force damage plus 5 (1d10) fire damage and the target has disadvantage on attack rolls, ability checks, and saving throws until the end of the infernal sphinx's next turn.

Scorching Gaze. Unless the infernal sphinx is blinded, it emits a 120-foot-long, 5-foot-wide line of fire from its eyes. Each creature in that line must make a DC 22 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Roar (3/Day). The infernal sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the infernal sphinx and able to hear the roar must make a saving throw.

First Roar. Each creature that fails a DC 22 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Roar. Each creature makes a DC 22 Constitution saving throw. On a failed save, a creature takes 44 (8d10) force damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

Third Roar. Each creature makes a DC 22 Constitution saving throw. On a failed save, a creature is reduced to 0 hit points. On a successful save, the creature takes 33 (6d10) force damage.

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

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

At will: *guidance, sacred flame* (4d8), *thaumaturgy*
3/day each: *banishment, command, dispel magic, flame strike, hold person*
1/day each: *blade barrier, earthquake, fire storm*

Legendary Actions

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

Claw. The infernal sphinx makes one Claw attack.

Infernal Magic (Costs 2 Actions). The infernal sphinx uses Scorching Gaze, Spellcasting, or Teleport.

Slashing Pounce (Costs 3 Actions). The infernal sphinx moves up to its walking speed and makes one Claw attack at each creature within 5 feet of it during its movement.





Infernal Wyvern

Devils and powerful cultists who worship archdevils sometimes steal the eggs of wyverns and similar creatures. Through a long and macabre ritual, the eggs are imbued with infernal essences. Most embryos die from the dark process but those that manage to survive and hatch grow into infernal wyverns.

An Infernal Ancient Wyvern's Lair

An ancient infernal wyvern makes its lair in cliffside caverns and ruined structures atop mountains and canyons.

An ancient infernal wyvern encountered in its lair has a challenge rating of 18 (20,000 XP).

Lair Actions

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

- Each creature of the infernal wyvern's choice that is within 60 feet of the infernal wyvern and aware of it must succeed on a DC 16 Wisdom saving throw or become vulnerable to fire for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- The infernal wyvern spits infernal fire at a point within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 21 (6d6) fire damage and the creature has

Infernal Wyvern

Large Fiend (Devil), Typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	5 (-3)	14 (+2)	8 (-1)

Saving Throws Dex +3, Con +7, Wis +5
Skills Perception +5
Damage Resistances cold
Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 15
Languages understands Infernal but can't speak, telepathy 120 ft.
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

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

Actions

Multiattack. The infernal wyvern makes one Bite attack and one Stinger attack. While flying, it can use its Claws attack in place of one other attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Stinger. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

disadvantage on saving throws made against being frightened for 1 minute. On a successful save, a creature takes half as much damage with no additional effects.

- The infernal wyvern summons 2d4 **imps**. A summoned devil appears in an unoccupied space within 60 feet of the infernal wyvern and acts as an ally of the infernal wyvern. It remains for an hour, until it or the infernal wyvern dies, or until the infernal wyvern dismisses it as an action.

Infernal Wyvern, Greater

Large Fiend (Devil), Typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	5 (-3)	14 (+2)	12 (+1)

Saving Throws Str +10, Dex +4, Con +8, Wis +6
Skills Perception +6
Damage Resistances cold
Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 16
Languages understands Infernal but can't speak, telepathy 120 ft.
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Infernal Aura. An enemy that starts its turn within 20 feet of the infernal wyvern must succeed on a DC 13 Wisdom saving throw, unless the infernal wyvern is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target is incapacitated and its speed is halved. If a creature's saving throw is successful, the creature is immune to the infernal wyvern's Infernal Aura for the next 24 hours or until it takes damage from the infernal wyvern's Infernal Fire Breath.

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

Actions

Multiattack. The infernal wyvern makes one Bite attack and one Stinger attack. While flying, it can use its Claws attack in place of one other attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 13 (2d6 + 6) piercing damage plus 7 (2d6) fire damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Stinger. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 13 (2d6 + 6) piercing damage. The target must make a DC 16 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Infernal Fire Breath (Recharge 5–6). The infernal wyvern exhales infernal fire in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 42 (12d6) fire damage and the target has disadvantage on saving throws made against being frightened until the end of the infernal wyvern's next turn. On a successful save, a creature takes half as much damage with no additional effects.

Infernal Wyvern, Ancient

Huge Fiend (Devil), Typically Lawful Evil

Armor Class 15 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	5 (-3)	14 (+2)	14 (+2)

Saving Throws Str +11, Dex +6, Con +11, Wis +8
Skills Perception +8
Damage Resistances cold
Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 18
Languages understands Infernal but can't speak, telepathy 120 ft.
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Infernal Aura. An enemy that starts its turn within 30 feet of the infernal wyvern must succeed on a DC 16 Wisdom saving throw, unless the infernal wyvern is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target is incapacitated and its speed is halved. If a creature's saving throw is successful, the creature is immune to the infernal wyvern's Infernal Aura for the next 24 hours or until it takes damage from the infernal wyvern's Infernal Fire Breath.

Legendary Resistance (1/Day). If the infernal wyvern fails a saving throw, it can choose to succeed instead.

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

Actions

Multiattack. The infernal wyvern makes one Bite attack and one Stinger attack. While flying, it can use its Claws attack in place of one other attack.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one creature. *Hit:* 16 (2d8 + 7) piercing damage plus 9 (2d8) fire damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage.

Stinger. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one creature. *Hit:* 15 (2d8 + 6) piercing damage. The target must make a DC 19 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

Infernal Fire Breath (Recharge 5–6). The infernal wyvern exhales infernal fire in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 63 (18d6) fire damage and the target has disadvantage on saving throws made against being frightened until the end of the infernal wyvern's next turn. On a successful save, a creature takes half as much damage with no additional effects.

Legendary Actions

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

Bite. The infernal wyvern makes one Bite attack.
Wing Attack (Costs 2 Actions). The infernal wyvern beats its wings. Each creature within 10 feet of the infernal wyvern must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The infernal wyvern can then fly up to half its flying speed.

Jack-o'-Lantern



A jack-o'-lantern resembles a horrifying 7-foot-tall scarecrow with gangly limbs and a head that of a carved and lit pumpkin. It haunts the edges of remote towns and seldomly used forest paths and trails, terrorizing townsfolk and lonely travelers. It particularly enjoys tormenting and toying with its victims for a prolonged period before murdering them.

Spirit-Powered Constructs. The jack-o'-lantern is an animated construct, powered by the bound spirit of evil, mischievous, and greedy humanoids. It is said that the first jack-o'-lantern was born from a bard who outwitted a powerful fey it earlier made a pact with. After the bard got older and was about to die of old age, the same fey captured his soul and infused it with a pumpkin-headed scarecrow. The peace of eternal rest stolen from it, the spirit became insane and turned its rage towards those it could.

Greater and Legendary Versions. Witches and powerful fey such as hags usually bind jack-o'-lanterns with the spirits of those who broke agreements or tried to trick them, turning them into loyal minions who do their bidding. When a jack-o'-lantern is freed from its servitude and left to wander, especially if the bound spirit was that of a bard, it may continue to grow in power and knowledge. If left unchecked, become a dangerous threat to communities.

Jack-o'-Lantern

Medium Construct, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

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

Skills Deception +7, Intimidation +7, Stealth +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages the languages it knew in life
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Illumination. The jack-o'-lantern sheds bright light in a 5-foot radius and dim light for an additional 5 feet. The jack-o'-lantern can use a bonus action to switch its Illumination active or off.

Actions

Multiattack. The jack-o'-lantern uses Terrifying Glare. It then makes two Claw attacks or uses Spellcasting.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 7 (2d6) psychic damage and the target has disadvantage on saving throws until the end of the jack-o'-lantern's next turn.

Terrifying Glare. If its Illumination is active, the jack-o'-lantern targets one creature it can see within 30 feet of it. If the target can see the jack-o'-lantern, the target must succeed on a DC 13 Wisdom saving throw or be magically frightened until the end of the jack-o'-lantern's next turn. The frightened target is paralyzed.

Spellcasting. The jack-o'-lantern casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *dancing lights, minor illusion, vicious mockery* (3d4)
2/day each: *charm person, entangle, hideous laughter, suggestion*
1/day: *phantasmal killer*

Bonus Actions

Misty Step (Recharge 5–6). The jack-o'-lantern teleports up to 30 feet to an unoccupied space it can see.

Reactions

Unnerving Barb. The jack-o'-lantern imposes disadvantage on an attack roll, ability check, or saving throw made by a visible creature within 30 feet of it, provided the creature can hear and understand the jack-o'-lantern.

Jack-o'-Lantern, Greater

Large Construct, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 127 (17d10 + 34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	10 (+0)	12 (+1)	18 (+4)

Skills Deception +10, Intimidation +10, Stealth +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages the languages it knew in life
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Illumination. The jack-o'-lantern sheds bright light in a 5-foot radius and dim light for an additional 5 feet. The jack-o'-lantern can use a bonus action to switch its Illumination active or off.

Actions

Multiattack. The jack-o'-lantern uses Terrifying Glare. It then makes two Claw attacks or uses Spellcasting.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) psychic damage and the target has disadvantage on saving throws until the end of the jack-o'-lantern's next turn.

Terrifying Glare. If its Illumination is active, the jack-o'-lantern targets one creature it can see within 30 feet of it. If the target can see the jack-o'-lantern, the target must succeed on a DC 15 Wisdom saving throw or be magically frightened until the end of the jack-o'-lantern's next turn. The frightened target is paralyzed.

Dreadfire Breath (Recharge 5–6). The jack-o'-lantern exhales nightmarish fire in a 30-foot cone. Each creature in the area must make a DC 13 Dexterity saving throw. On a failure, a creature takes 18 (4d8) fire damage plus 18 (4d8) psychic damage and is frightened until the end of the jack-o'-lantern's next turn. On a success, a creature takes half as much damage and isn't frightened.

Spellcasting. The jack-o'-lantern casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *dancing lights, minor illusion, vicious mockery* (4d4)
2/day each: *charm person, entangle, hideous laughter, phantasmal killer, suggestion*
1/day: *irresistible dance, mislead*

Bonus Actions

Misty Step (Recharge 5–6). The jack-o'-lantern teleports up to 30 feet to an unoccupied space it can see.

Reactions

Unnerving Barb. The jack-o'-lantern imposes disadvantage on an attack roll, ability check, or saving throw made by a visible creature within 30 feet of it, provided the creature can hear and understand the jack-o'-lantern.



A Legendary Jack-o'-Lantern's Lair

The lair of a legendary jack-o'-lantern is a haunted mansion surrounded by a dark grove or garden of dreadful, misshapen trees and wild undergrowth. Dozens of jack-o'-lantern pumpkins decorate the place. The legendary jack-o'-lantern keeps the company of evil fey, humanoids, and incorporeal undead such as bugbears, goblins, ghosts, hags, shadows, specters, and wraiths. These creatures act as allies of the legendary jack-o'-lantern and obey its commands.

The challenge rating of a legendary jack-o'-lantern increases to 16 (15,000 XP) when it's encountered in its lair.

Lair Actions

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

- The jack-o'-lantern creates 1d4 jack-o'-lantern pumpkins. The jack-o'-lantern pumpkin sprouts from the ground within 120 feet of the jack-o'-lantern and can't be within 40 feet of another jack-o'-lantern pumpkin.
- The jack-o'-lantern causes one jack-o'-lantern pumpkin within its lair to explode in a fiery blast. Each creature within 20 feet of the exploding pumpkin must succeed on a DC 18 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. Each jack-o'-lantern pumpkin has AC 10, 5 hit points, and is immune to poison and psychic damage.
- Grasping prickly roots and thorny vines sprout from the ground and other plants in a 30-foot-radius sphere centered on a point within the lair of the jack-o'-lantern. Each creature other than the jack-o'-lantern in that area must make a DC 18 Strength saving throw or be restrained by the entangling vegetation for 1 minute. While restrained, a creature takes 3 (1d6) piercing damage at the start of each of its turns. As an action, the restrained creature can make a DC 18 Strength check, escaping from the grasping vegetation on a success. The vegetation can also be destroyed to end the effect. Each grasping vegetation has AC 10, 15 hit points, vulnerability to fire damage and immunity to bludgeoning, piercing, poison, and psychic damage. The grasping vegetation lasts until the jack-o'-lantern uses this lair action again, becomes incapacitated, or when the jack-o'-lantern dies.
- The jack-o'-lantern magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the jack-o'-lantern wears or carries is invisible with it.

Jack-o'-Lantern, Legendary

Large Construct, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 178 (21d10 + 63)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	20 (+5)

Skills Deception +15, Intimidation +15, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages the languages it knew in life
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Illumination. The jack-o'-lantern sheds bright light in a 5-foot radius and dim light for an additional 5 feet. The jack-o'-lantern can use a bonus action to switch its Illumination active or off.

Legendary Resistance (1/Day). If the jack-o'-lantern fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The jack-o'-lantern uses Terrifying Glare. It then makes two Claw attacks or uses Spellcasting.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) psychic damage and the target has disadvantage on saving throws until the end of the jack-o'-lantern's next turn.

Terrifying Glare. If its Illumination is active, the jack-o'-lantern targets one creature it can see within 30 feet of it. If the target can see the jack-o'-lantern, the target must succeed on a DC 18 Wisdom saving throw or be magically frightened until the end of the jack-o'-lantern's next turn. The frightened target is paralyzed.

Dreadfire Breath (Recharge 5–6). The jack-o'-lantern exhales nightmarish fire in a 30-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw. On a failure, a creature takes 22 (5d8) fire damage plus 22 (5d8) psychic damage and is frightened until the end of the jack-o'-lantern's next turn. On a success, a creature takes half as much damage and isn't frightened.

Spellcasting. The jack-o'-lantern casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *dancing lights, minor illusion, vicious mockery* (4d4)
2/day each: *charm person, entangle, hideous laughter, phantasmal killer, mislead, suggestion*
1/day: *etherealness, irresistible dance, power word kill*

Bonus Actions

Misty Step (Recharge 5–6). The jack-o'-lantern teleports up to 30 feet to an unoccupied space it can see.

Reactions

Unnerving Barb. The jack-o'-lantern imposes disadvantage on an attack roll, ability check, or saving throw made by a visible creature within 30 feet of it, provided the creature can hear and understand the jack-o'-lantern.

Legendary Actions

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

Claw. The jack-o'-lantern makes a Claw attack.
Terrify. The jack-o'-lantern uses Terrifying Glare.
Cast a Spell (Costs 2 Actions). The jack-o'-lantern uses Spellcasting.

Karakoncolos

The karakoncolos is a malevolent troll-like creature that towers over 10 feet tall. It has shaggy brown or reddish fur covering its entire body, large elk-like antlers extending from the sides of its head, and vicious claw-like hands. Its mouth is filled with jagged teeth and tusks and its eyes gleam a sinister yellow in moonlight. It is often mistaken as a yeti at first glance but the karakoncolos is a much more dangerous and cunning creature.

Devious Trickster. The karakoncolos is a cunning predator that enjoys nothing more than hunting and toying with humanoids, especially the ones with above average intelligence. It is most active during winter nights when its victims are most vulnerable and alone. It uses its innate spell-like abilities to create convincing illusions that alter environments and terrain, causing travelers to become lost. Often the karakoncolos will also draw its targets' attentions by mimicking voices familiar to them, luring them into a trap.

Sociopathic Killer. Once a karakoncolos has isolated its prey, it teases it with a game of riddles. The karakoncolos relishes in this practice, as it not only offers an opportunity for its narcissistic urges to test its intelligence against that of its victims, but to also satisfy its thirst for sadistic pleasure. If the intended targets fail to answer correctly or take too long to do so, they are met with brutal torture before being devoured by the karakoncolos. Those who manage to answer correctly might be given a slight reprieve as their success drives the karakoncolos mad and confused, leaving the monster distracted and vulnerable.

Nocturnal Chionophile. Unlike most creatures that hibernate during winter, the karakoncolos hates sunlight and warm weather and therefore sleeps for most of the year in the deepest and coldest caves and only awakens during winter when the skies are gloomy and the air chilly.



Karakoncolos

Large Monstrosity, Typically Neutral Evil

Armor Class 14 (natural armor)
Hit Points 57 (6d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	19 (+4)	8 (-1)	15 (+2)	16 (+3)

Saving Throws Con +6, Cha +5
Skills Deception +5, Perception +4, Stealth +5
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 14
Languages Common, Fey
Challenge 3 (700 XP) **Proficiency Bonus** +2

Charge. If the karakoncolos moves at least 10 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Mimicry. The karakoncolos can mimic Beast sounds and Humanoid voices. A creature that hears the sounds can tell they are imitations only with a successful DC 14 Wisdom (Insight) check.

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

Actions

Multiattack. The karakoncolos makes two Claw attacks and one Bite or Ram attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 9 (1d8 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 9 (1d8 + 5) piercing damage.

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 8 (1d6 + 5) bludgeoning damage.

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

At will: *dancing lights, mage hand, minor illusion*
1/day each: *hallucinatory terrain, major image*

Bonus Actions

Pose Riddle. The karakoncolos poses a riddle to one creature it can see within 30 feet of it. If the target can hear and understand the karakoncolos, the target must succeed on a DC 13 Intelligence, Wisdom, or Charisma saving throw (target's choice). On a failed save, the target fails to answer the riddle correctly and the karakoncolos has advantage on attack rolls against the target for 1 minute or until the karakoncolos uses Pose Riddle against another target, is incapacitated, or dies. On a successful save, the target successfully answers the riddle and the karakoncolos must succeed on a DC 13 Wisdom saving throw. On a failed save, the karakoncolos suffers the effect of the *confusion* spell. The effect lasts for 1 minute. The karakoncolos can make a saving throw at the end of each of its turns, ending the effect on itself on a success.

Karakoncolos, Elder

Large Monstrosity, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	20 (+5)	9 (-1)	16 (+3)	17 (+3)

Saving Throws Con +8, Cha +6
Skills Deception +6, Perception +6, Stealth +7
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 16
Languages Common, Fey
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Charge. If the karakoncolos moves at least 10 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Mimicry. The karakoncolos can mimic Beast sounds and Humanoid voices. A creature that hears the sounds can tell they are imitations only with a successful DC 14 Wisdom (Insight) check.

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

Actions

Multiattack. The karakoncolos makes two Claw attacks and one Bite or Ram attack.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 9 (1d8 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 9 (1d8 + 5) piercing damage.

Ram. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 8 (1d6 + 5) bludgeoning damage.

Spellcasting. The karakoncolos casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *dancing lights, mage hand, minor illusion*
1/day each: *fear, greater invisibility*, *hallucinatory terrain, major image*

Bonus Actions

Pose Riddle. The karakoncolos poses a riddle to one creature it can see within 30 feet of it. If the target can hear and understand the karakoncolos, the target must succeed on a DC 14 Intelligence, Wisdom, or Charisma saving throw (target's choice). On a failed save, the target fails to answer the riddle correctly and the karakoncolos has advantage on attack rolls against the target for 1 minute or until the karakoncolos uses Pose Riddle against another target, is incapacitated, or dies. On a successful save, the target successfully answers the riddle and the karakoncolos must succeed on a DC 13 Wisdom saving throw. On a failed save, the karakoncolos suffers the effect of the *confusion* spell. The effect lasts for 1 minute. The karakoncolos can make a saving throw at the end of each of its turns, ending the effect on itself on a success.

A Karakoncolos Lord's Lair

A karakoncolos lord makes its lair in forests, ruins, or large cavern complexes found within very cold regions. A karakoncolos lord often keeps the company of trolls and evil fey.

A karakoncolos lord encountered in its lair has a challenge rating of 11 (7,200 XP).

Lair Actions

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

- The karakoncolos casts *bestow curse* (spell save DC 16, no components required) on up to three creatures it can see within 60 feet of it, and doesn't need to maintain concentration of the spell. The effect ends after 1 minute, until the karakoncolos uses this lair action again, or until the karakoncolos dies or is incapacitated.
- The karakoncolos chooses up to three points on the ground within its lair. The karakoncolos need not see each point. Grasping, animate ice tendrils emerge from the ground in a 10-foot radius burst centered on each point. Each creature that starts its turn in that area must make a DC 16 Strength saving throw or be restrained by the ice tendrils for 1 minute, until the karakoncolos uses this lair action again, or until the karakoncolos dies or is incapacitated. While restrained, a creature takes 3 (1d6) bludgeoning damage and 3 (1d6) cold damage at the start of each of its turns. As an action, the restrained creature can make a DC 16 Strength check, escaping from the icy tendrils on a success. The ice tendrils can also be destroyed to end the effect. Each 5-foot-square section of ice tendrils has AC 10, 30 hit points, vulnerability to fire damage, and immunity to cold, poison, and psychic damage.
- The karakoncolos magically teleports, along with any creature or equipment it is carrying, up to 60 feet to an unoccupied space it can see.

Karakoncolos Lord

Large Monstrosity, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	21 (+5)	9 (-1)	18 (+4)	19 (+4)

Saving Throws Con +9, Cha +8
Skills Deception +8, Perception +8, Stealth +9
Damage Resistances cold
Senses darkvision 60 ft., passive Perception 18
Languages Common, Fey
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Charge. If the karakoncolos moves at least 10 feet straight toward a target and then hits it with a Ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a Large or smaller creature, it must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Legendary Resistance (1/Day). If the karakoncolos fails a saving throw, it can choose to succeed instead.

Mimicry. The karakoncolos can mimic Beast sounds and Humanoid voices. A creature that hears the sounds can tell they are imitations only with a successful DC 14 Wisdom (Insight) check.

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

Actions

Multiattack. The karakoncolos makes two Claw attacks and one Bite or Ram attack.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Ram. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage.

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

At will: *dancing lights, mage hand, minor illusion*
2/day each: *fear, greater invisibility, hallucinatory terrain, major image*
1/day each: *mislead, project image*

Bonus Actions

Pose Riddle. The karakoncolos poses a riddle to one creature it can see within 30 feet of it. If the target can hear and understand the karakoncolos, the target must succeed on a DC 16 Intelligence, Wisdom, or Charisma saving throw (target's choice). On a failed save, the target fails to answer the riddle correctly and the karakoncolos has advantage on attack rolls against the target for 1 minute or until the karakoncolos uses Pose Riddle against another target, is incapacitated, or dies. On a successful save, the target successfully answers the riddle and the karakoncolos must succeed on a DC 13 Wisdom saving throw. On a failed save, the karakoncolos suffers the effect of the *confusion* spell without making a saving throw. The effect lasts for 1 minute. The karakoncolos can make a saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

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

Move. The karakoncolos moves up to half its speed without provoking opportunity attacks.
Claw. The karakoncolos makes a Claw attack.
Spellcasting (Costs 2 Actions). The karakoncolos uses Spellcasting.



Kumiho

The kumiho is a malevolent shapeshifting fey that preys on humanoid beings. In its natural form, the kumiho appears as a magnificent-looking white-furred fox with nine long tails. It spends most of its existence, however, taking the form and living the life of an extremely attractive humanoid. This transformation isn't perfect though, as the kumiho retains its foxlike ears and nine tails. To keep these features hidden from view, the kumiho would wear cloaks, hoods, and long dresses or skirts.

Heart Eater. A kumiho is a blood-thirsty predator, driven by its insatiable need to consume hearts and livers. It prowls streets and outsides of taverns and inns, waiting for a potential target. Typically, a kumiho, in the guise of a courtesan or a vulnerable person in need, will draw the attention of someone, and using its natural gifts of deception and persuasion, will lead the prey to a place where they can be alone. Once the kumiho has isolated its target, it puts its target under its spell by using its Charm ability. The kumiho then wraps the victim with its nine tails. Once the prey is secured, the kumiho's hands turn into vicious claws, using

them to violently dig into the chest of the helpless target while it is still alive and extract its heart and liver. Once a kumiho has eaten these organs, it will not age and need not eat again for 100 days.

Energy-Draining Kiss. An elder or ancient kumiho also has the ability to deliver a deep kiss that saps a victim of its life energy and even absorbs some of its recent memories, thoughts, and secrets. It is due to this that some powerful beings employ kumiho as spies and at times, assassins.

Kumiho

Medium Fey (Shapechanger), Typically Neutral Evil

Armor Class 13 in humanoid form, 14 in fox form
Hit Points 49 (9d8 + 9)
Speed 30 ft., 40 ft. in fox form.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	12 (+1)	15 (+2)	17 (+3)

Skills Deception +7, Perception +4, Persuasion +7, Stealth +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Senses darkvision 60 ft., passive Perception 14
Languages Common, Sylvan
Challenge 2 (450 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The kumiho has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The kumiho makes two attacks: one with its Tails and one with its Claws (Humanoid Form) or one with its Tails and one with its Bite (Fox Form).

Claws (Humanoid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Tails. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage and if the target is a Medium or smaller creature, it is grappled (escape DC 13).

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

Extract Heart. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one incapacitated humanoid or humanoid grappled by the kumiho. *Hit:* The target takes 25 (4d10 + 3) piercing damage. If this damage reduces the target to 0 hit points, the kumiho kills the target by extracting its heart.

Charm (Humanoid Form Only). One humanoid the kumiho can see within 30 feet of it must succeed on a DC 13 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the kumiho's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this kumiho's Charm for the next 24 hours.

The kumiho can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Change Shape. The kumiho magically transforms into a Medium Humanoid or back into its true form, a Medium fox, while retaining its game statistics. The transformation into a Humanoid isn't perfect, as the kumiho still retains the ears and nine tails of its fox form. This transformation ends if the kumiho is reduced to 0 hit points or uses an action to end it.

Kumiho, Elder

Medium Fey (Shapechanger), Typically Neutral Evil

Armor Class 14 in humanoid form, 15 in fox form
Hit Points 82 (15d8 + 15)
Speed 30 ft., 40 ft. in fox form.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	12 (+1)	16 (+3)	18 (+4)

Skills Deception +10, Perception +6, Persuasion +10, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Senses darkvision 60 ft., passive Perception 16
Languages Common, Sylvan
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Keen Hearing and Smell. The kumiho has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The kumiho makes two attacks: one with its Tails and one with its Claws (Humanoid Form) or one with its Tails and one with its Bite (Fox Form). It can use Energy-Draining Kiss in place of its Claws attack (Humanoid Form only).

Claws (Humanoid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Tails. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage and if the target is a Medium or smaller creature, it is grappled (escape DC 14).

Bite (Fox Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Extract Heart. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid or humanoid grappled by the kumiho. *Hit:* The target takes 37 (6d10 + 4) piercing damage. If this damage reduces the target to 0 hit points, the kumiho kills the target by extracting its heart.

Charm (Humanoid Form Only). One humanoid the kumiho can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the kumiho's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this kumiho's Charm for the next 24 hours. The kumiho can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Energy-Draining Kiss (Humanoid Form Only). The kumiho kisses a humanoid charmed or grappled by it or a willing humanoid. The target must make a DC 15 Constitution saving throw against this magic, taking 20 (3d10 + 4) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken, and the kumiho regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Change Shape. The kumiho magically transforms into a Medium Humanoid or back into its true form, a Medium fox, while retaining its game statistics. The transformation into a Humanoid isn't perfect, as the kumiho still retains the ears and nine tails of its fox form. This transformation ends if the kumiho is reduced to 0 hit points or uses an action to end it.

Kumiho, Ancient

Medium Fey (Shapechanger), Typically Neutral Evil

Armor Class 14 in humanoid form, 15 in fox form
Hit Points 136 (21d8 + 42)
Speed 30 ft., 40 ft. in fox form.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	13 (+1)	17 (+3)	20 (+5)

Saving Throws Dex +8, Wis +7
Skills Deception +13, Perception +7, Persuasion +13, Stealth +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Senses darkvision 60 ft., passive Perception 17
Languages Common, Sylvan
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Keen Hearing and Smell. The kumiho has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (2/Day). If the kumiho fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The kumiho makes two attacks: one with its Tails and one with its Claws (Humanoid Form) or one with its Tails and one with its Bite (Fox Form). It can use Energy-Draining Kiss in place of its Claws attack (Humanoid Form only).

Claws (Humanoid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Tails. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage and if the target is a Medium or smaller creature, it is grappled (escape DC 14).

Bite (Fox Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Extract Heart. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one incapacitated humanoid or humanoid grappled by the kumiho. *Hit:* The target takes 48 (8d10 + 4) piercing damage. If this damage reduces the target to 0 hit points, the kumiho kills the target by extracting its heart.

Charm (Humanoid Form Only). One humanoid the kumiho can see within 30 feet of it must succeed on a DC 17 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the kumiho's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this kumiho's Charm for the next 24 hours.

The kumiho can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Energy-Draining Kiss (Humanoid Form Only). The kumiho kisses a humanoid charmed or grappled by it or a willing humanoid. The target must make a DC 17 Constitution saving throw against this magic, taking 21 (3d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken, and the kumiho regains hit points equal to that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Change Shape. The kumiho magically transforms into a Medium Humanoid or back into its true form, a Medium fox, while retaining its game statistics. The transformation into a Humanoid isn't perfect, as the kumiho still retains the ears and nine tails of its fox form. This transformation ends if the kumiho is reduced to 0 hit points or uses an action to end it.

Legendary Actions

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

Move. The kumiho moves up to half its speed without provoking opportunity attacks.
Attack. The kumiho attacks with its Claws or Tails.
Charm. The kumiho uses Charm.
Kiss (Costs 2 Actions). The kumiho uses Energy-Draining Kiss.
Extract Heart (Costs 3 Actions). The kumiho uses Extract Heart.

An Ancient Kumiho's Lair

An ancient kumiho's lair can be any place such as a cave, a magnificent mansion, or a ruined keep, as long as it is hidden, whether in plain view or not. An ancient kumiho will usually employ other fey and humanoids as guards and servants.

An ancient kumiho encountered in its lair has a challenge rating of 11 (7,200 XP).

Lair Actions

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

- The kumiho targets a humanoid creature it can see within 30 feet of it. The target must succeed on a DC 17 Wisdom saving throw or fall into a magical slumber. If the target is charmed by the kumiho, it automatically fails its saving throw. The target is unconscious for 1 minute, until it takes damage, or someone uses an action to shake or slap it awake. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- The kumiho magically turns invisible until its concentration ends (as if concentrating on a spell) or until initiative count 20 on the next round. Any equipment the kumiho wears or carries is invisible with it.
- The kumiho emits a bloodcurdling fox howl that is audible out to 150 feet. Each creature within 60 feet of the kumiho that can hear the kumiho must succeed on a DC 17 Wisdom saving throw or become frightened of the kumiho until the end of the kumiho's next turn. While frightened in this way, a creature has disadvantage on saving throws made against the kumiho.
- The kumiho targets a humanoid creature charmed by it within 30 feet. The creature must use its reaction to make a melee weapon attack against another visible creature of the kumiho's choice.



Latawiec

When an infant or toddler dies from a violent death and is discarded without a proper burial, the corpse may rise as a latawiec (pronounced *la-ta-viyets*). This undead creature is a ghoulish mirror of its former self, resembling a young humanoid corpse with the features of a monstrous bat: giant wings, long claw-like fingers, and a terrifying set of fangs. It is often mistaken for a vampire as it shares the same characteristics and proclivities. The latawiec is also a shapechanger, and usually takes the form of a vampire bat. However, it can also appear as a crow to blend into the background or a young child if it needs to take a less alarming form in order to draw out or lead its victim to a place where the latawiec can catch it alone.

Sanguivorous Hunter. Because it was denied the chance to live, the latawiec is driven by hate and hunger against the living, most especially against expectant mothers. Like a vampire, it is hurt by sunlight and thus it hunts at night, seeking prey to drain blood from. It is so sensitive to the scent of fresh blood it can pinpoint its exact location even from a distance.

Tranquilizing Toxin. Once the latawiec has chosen its victim, it only needs to wound the target with its claws. The latawiec's long fingernails secrete a toxin that causes a victim to sleep. Once the target is unconscious, the latawiec uses its very sharp fangs to puncture its prey's skin and draw blood. The latawiec's saliva also serves as both an anaesthetic and anticoagulant, allowing the latawiec to feed in peace without fear of the victim regaining consciousness.

As latawiecs get older, they gain magical abilities. They have an affinity to the element of air and are able to unleash dark lightning bolts and violent winds.

Latawiecs haunt graveyards, abandoned manors, and caves located near populated settlements.

Latawiec

Small Undead, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 44 (8d6 + 16)
Speed 30 ft., climb 30 ft. in bat or latawiec form, fly 60 ft. in crow, vampire bat, or latawiec form

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	6 (-2)	14 (+2)	12 (+1)

Skills Perception +4, Stealth +7
Damage Resistances necrotic
Senses darkvision 120 ft., passive Perception 14
Languages the languages it knew in life
Challenge 3 (700 XP) **Proficiency Bonus** +2

Blood Scent. The latawiec can pinpoint, by scent, the location of fresh blood within 60 feet of it.

Regeneration. The latawiec regains 5 hit points at the start of each of its turns if it has at least 1 hit point and isn't in sunlight. If the latawiec takes radiant damage, this trait doesn't function until the start of the latawiec's next turn.

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

Sunlight Hypersensitivity. The latawiec takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The latawiec makes two attacks, only one of which can be a Bite attack.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) slashing damage and the target must succeed on a DC 12 Constitution saving throw or be poisoned. While poisoned, the creature is unconscious. The poisoned target repeats the saving throw if it takes damage that isn't from the latawiec's Bite attack and at the end of each of its turns, ending the effect on itself on a success.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the latawiec regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Change Shape. The latawiec magically transforms into a humanoid, crow, or vampire bat that is Small or Tiny, while retaining its game statistics (other than its size). This transformation ends if the latawiec is reduced to 0 hit points or uses a bonus action to end it.

Latawiec, Greater

Medium Undead, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft., climb 30 ft. in bat or latawiec form, fly 60 ft. in crow, vampire bat, or latawiec form

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	6 (-2)	16 (+3)	13 (+1)

Skills Perception +6, Stealth +9
Damage Resistances necrotic
Senses darkvision 120 ft., passive Perception 16
Languages the languages it knew in life
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Blood Scent. The latawiec can pinpoint, by scent, the location of fresh blood within 60 feet of it.

Regeneration. The latawiec regains 5 hit points at the start of each of its turns if it has at least 1 hit point and isn't in sunlight. If the latawiec takes radiant damage, this trait doesn't function until the start of the latawiec's next turn.

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

Sunlight Hypersensitivity. The latawiec takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The latawiec makes two attacks, only one of which can be a Bite attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage and the target must succeed on a DC 14 Constitution saving throw or be poisoned. While poisoned, the creature is unconscious. The poisoned target repeats the saving throw if it takes damage that isn't from the latawiec's Bite attack and at the end of each of its turns, ending the effect on itself on a success.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the latawiec regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Abyssal Lightning (Recharge 5–6). The latawiec magically unleashes a stroke of abyssal lightning that forms a line 30 feet long and 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 18 (4d8) lightning damage and 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

Change Shape. The latawiec magically transforms into a humanoid, crow, or vampire bat that is Small or Tiny, while retaining its game statistics (other than its size). This transformation ends if the latawiec is reduced to 0 hit points or uses a bonus action to end it.

An Ancient Latawiec's Lair

An ancient latawiec makes its lair in places of despair and woe, such as ruined castles, old graveyards, and forgotten crypts. Such a location will always be within a few hours of travel to a populated area. It is not unusual for it to keep the company of ghouls and ghasts, as well as vampire bats or crows.

An ancient latawiec encountered in its lair has a challenge rating of 13 (10,000 XP).

Lair Actions

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

- The latawiec casts *gust of wind* requiring no material components using Wisdom as the spellcasting ability (spell save DC 16).
- The latawiec targets up to three creatures it can see within 120 feet of it and unleashes short bolts of lightning toward each of them. The target must succeed on a DC 16 Dexterity saving throw. On a failed save, a creature takes 13 (3d8) lightning damage and it can't use reactions until the end of the latawiec's next turn.
- Each creature within 30 feet of the latawiec must succeed on a DC 16 Wisdom saving throw or become frightened of the latawiec until the end of the latawiec's next turn.

Latawiec, Ancient

Large Undead, Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 30 ft., climb 30 ft. in bat or latawiec form, fly 60 ft. in crow, vampire bat, or latawiec form

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	19 (+4)	7 (-2)	18 (+4)	14 (+2)

Skills Perception +8, Stealth +11
Damage Resistances necrotic
Senses darkvision 120 ft., passive Perception 18
Languages the languages it knew in life
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Blood Scent. The latawiec can pinpoint, by scent, the location of fresh blood within 60 feet of it.

Legendary Resistance (2/Day). If the latawiec fails a saving throw, it can choose to succeed instead.

Regeneration. The latawiec regains 5 hit points at the start of each of its turns if it has at least 1 hit point and isn't in sunlight. If the latawiec takes radiant damage, this trait doesn't function until the start of the latawiec's next turn.

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

Sunlight Hypersensitivity. The latawiec takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The latawiec makes two attacks, only one of which can be a Bite attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage and the target must succeed on a DC 16 Constitution saving throw or be poisoned. While poisoned, the creature is unconscious. The poisoned target repeats the saving throw if it takes damage that isn't from the latawiec's Bite attack and at the end of each of its turns, ending the effect on itself on a success.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the latawiec regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

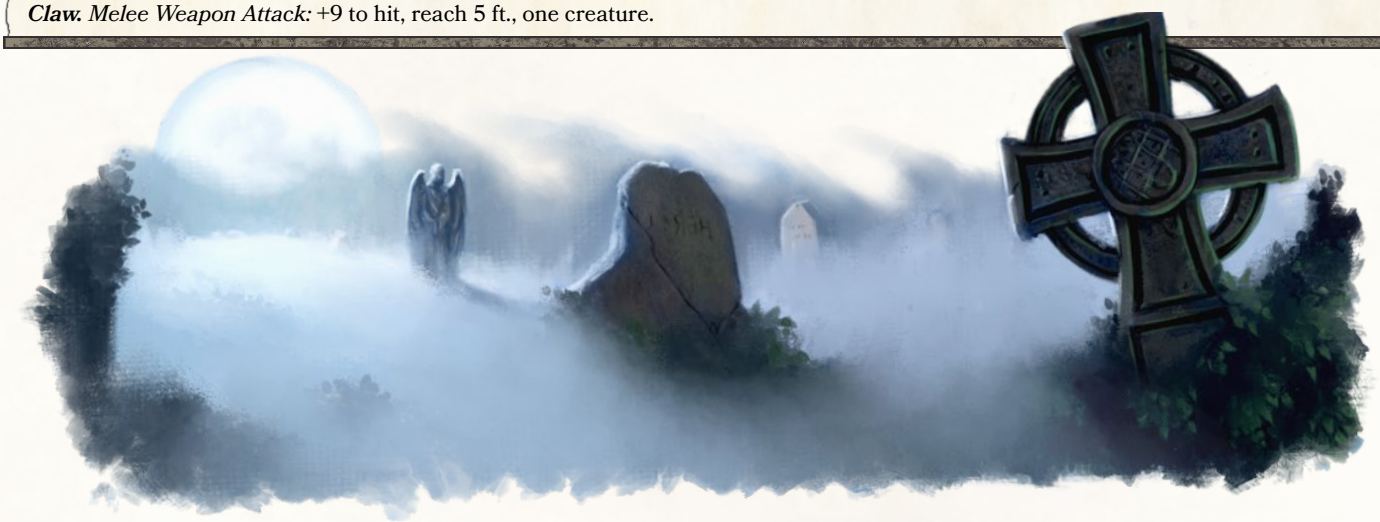
Abyssal Lightning (Recharge 5–6). The latawiec magically unleashes a stroke of abyssal lightning that forms a line 60 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 22 (5d8) lightning damage and 22 (5d8) necrotic damage on a failed save, or half as much damage on a successful one.

Change Shape. The latawiec magically transforms into a humanoid, crow, or vampire bat that is Small or Tiny, while retaining its game statistics (other than its size). This transformation ends if the latawiec is reduced to 0 hit points or uses a bonus action to end it.

Legendary Actions

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

Move. The latawiec moves up to half its speed.
Claw. The latawiec makes a Claw attack.
Dreadful Gale (Costs 3 Actions). The latawiec summons a violent gust of supernatural wind. Each creature in a 20-foot cube originating from the latawiec must succeed on a DC 16 Strength saving throw. On a failed save, a creature takes 13 (3d8) force damage and 13 (3d8) necrotic damage and is pushed up to 10 feet and knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone.



Mahaha



The mahaha is a malevolent undead creature that resembles an emaciated human with terrifying ghoulish features. Its coarse skin has a pale bluish tint and is severely frostbitten. Its long white or grayish hair is frozen stiff, and its eyes are milky white and have no irises. The mahaha stands hunched over with its long spindly arms ending in oversized claw-like hands and moves with a feral gait.

Malignant Predator. The mahaha is born from cold and hate. In very rare instances when a particularly vile and evil humanoid dies from hypothermia, its doomed spirit is reborn as a malicious entity that possesses its corpse. Driven by malice, the mahaha wanders the frozen wastes endlessly and hunts for living beings. Because a mahaha is eternally compelled to roam, it never keeps a lair and is often encountered alone.

Chilling Touch. When a mahaha discovers nearby prey, it pursues and stalks it relentlessly. It can catch someone near it with surprise with its sudden burst of speed. Anyone struck by a mahaha's claw will feel an intense, biting cold course through their veins. This supernatural cold causes intense chills that force the victims to fall into fits of uncontrollable laughter, leaving their corpses with bizarre and twisted smiling expressions frozen on their faces. As a mahaha ages and gains more kills, it grows in power. Elder and ancient mahaha are very dangerous for their ability to unleash terrible screams that debilitate one's mind.

Mahaha

Medium Undead, Typically Neutral Evil

Armor Class 14 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	10 (+0)	15 (+2)	16 (+3)

Skills Stealth +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages the languages it knew in life
Challenge 3 (700 XP) **Proficiency Bonus** +2

Turn Resistance. The mahaha has advantage on saving throws against any effect that turns Undead.

Actions

Multiattack. The mahaha makes two Claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) cold damage and the target must succeed on a DC 13 Constitution saving throw. On a failed saving throw, the creature is knocked prone and incapacitated for 1 minute as it is overcome by a fit of laughter. At the end of each of its turns, the creature can repeat the saving throw, ending the effect on itself on a success.

Horrifying Visage. Each non-undead creature within 60 feet of the mahaha that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the mahaha is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the mahaha's Horrifying Visage for the next 24 hours.

Bonus Actions

Aggressive. The mahaha moves up to its speed toward a hostile creature that it can see.

Mahaha, Elder

Medium Undead, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	16 (+3)	18 (+4)

Skills Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Turn Resistance. The mahaha has advantage on saving throws against any effect that turns Undead.

Actions

Multiattack. The mahaha uses Horrifying Visage. It then makes two Claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage plus 10 (3d6) cold damage and the target must succeed on a DC 15 Constitution saving throw. On a failed saving throw, the creature is knocked prone and incapacitated for 1 minute as it is overcome by a fit of laughter. At the end of each of its turns, the creature can repeat the saving throw, ending the effect on itself on a success.

Horrifying Visage. Each non-undead creature within 60 feet of the mahaha that can see her must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the mahaha is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the mahaha's Horrifying Visage for the next 24 hours.

Demented Shriek (Recharge 5–6). The mahaha emits a mind-wracking shriek that can be heard out to a range of 120 feet. Each creature within 60 feet of the mahaha that can hear it must succeed on a DC 15 Intelligence saving throw. On a failed save, the target takes 28 (8d6) psychic damage and has disadvantage on attack rolls, ability checks, and saving throws until the end of the mahaha's next turn. On a successful save, the creature takes half as much damage with no additional effects.

Bonus Actions

Aggressive. The mahaha moves up to its speed toward a hostile creature that it can see.

Mahaha, Ancient

Medium Undead, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 161 (17d8 + 85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	10 (+0)	17 (+3)	20 (+5)

Skills Stealth +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the mahaha fails a saving throw, it can choose to succeed instead.

Turn Resistance. The mahaha has advantage on saving throws against any effect that turns Undead.

Actions

Multiattack. The mahaha uses Horrifying Visage. It then makes two Claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) slashing damage plus 10 (3d6) cold damage and the target must succeed on a DC 17 Constitution saving throw. On a failed saving throw, the creature is knocked prone and incapacitated for 1 minute as it is overcome by a fit of laughter. At the end of each of its turns, the creature can repeat the saving throw, ending the effect on itself on a success.

Horrifying Visage. Each non-undead creature within 60 feet of the mahaha that can see her must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the mahaha is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the mahaha's Horrifying Visage for the next 24 hours.

Demented Shriek (Recharge 5–6). The mahaha emits a mind-wracking shriek that can be heard out to a range of 120 feet. Each creature within 60 feet of the mahaha that can hear it must succeed on a DC 17 Intelligence saving throw. On a failed save, the target takes 35 (10d6) psychic damage and has disadvantage on attack rolls, ability checks, and saving throws until the end of the mahaha's next turn. On a successful save, the creature takes half as much damage with no additional effects.

Bonus Actions

Aggressive. The mahaha moves up to its speed toward a hostile creature that it can see.

Legendary Actions

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

Move. The mahaha moves up to half its speed without provoking opportunity attacks.
Claw (Costs 2 Actions). The mahaha makes a Claw attack.
Raking Pounce (Costs 3 Actions). The mahaha moves up to its speed without provoking opportunity attacks and makes two Claw attacks.

Mothfiend



While not exactly a fiend, the mothfiend is a creature native to the demiplane of Nightmares, but can also be found in the plane of Shadows. Feared and revered as an omen of doom, worshippers have built statues and monuments based on rare sightings. The mothfiend is depicted as an 8-foot-tall, lean humanoid creature covered with dull-colored, dustlike scales. It has a pair of large, moth-like wings on its back and a long, prehensile proboscis extending from its mouth. A pair of glowing red bug-like eyes and feathery antennae top its head.

Omen of Death. Believers have come to regard the appearance of the mothfiend to be a sign of impending tragedy or death. In truth, the mothfiend ventures into the Material Plane to feed on fear and despair. It is often drawn to battlefields and similar places where it can drain the psychic energies of the dying. In most instances, the mothfiend itself causes these tragedies to happen so it can feed.

Bringer of Despair. When hunting for victims, the mothfiend flies low through the night sky, searching for lost, afraid, and injured creatures. It can sense such prey up to a range of 300 feet. Once it has targeted a victim, it moves close enough to it until the target is within range of the mothfiend's unnatural aura. Victims quickly become overcome with incapacitating fear. Once a creature has been rendered helpless, the mothfiend pierces the frightened victim's skull with its proboscis and drains it of its brain matter, which carries the heightened psychic energies it feeds on.

Mothfiend

Medium Monstrosity, Typically Neutral Evil

Armor Class 14 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	10 (+0)	15 (+2)	16 (+3)

Skills Perception +4, Stealth +7
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 14
Languages understands Common but can't speak, telepathy 120 ft.
Challenge 3 (700 XP) **Proficiency Bonus** +2

Aura of Despair. A creature that starts its turn within 30 feet of the mothfiend must succeed on a DC 13 Wisdom saving throw, unless the mothfiend is incapacitated. A creature with less than half of its maximum hit points has disadvantage on the saving throw. On a failed save, the creature is frightened until the start of its next turn. A frightened creature is incapacitated and must drop whatever it is holding. If a creature's saving throw is successful, the creature is immune to the mothfiend's Aura of Despair for the next 24 hours.

Detect Despair. The mothfiend can sense the presence and location of any dying or frightened creature within 300 feet of it, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell.

Actions

Multiattack. The mothfiend makes one Proboscis attack and one Talons attack. It can use Doom Glare in place of its Proboscis attack.

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is frightened, it takes an extra 7 (2d6) psychic damage, its hit point maximum is reduced by an amount equal to the psychic damage taken, and the mothfiend regains hit points equal to the psychic damage. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like *greater restoration*.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and if the target is Medium or smaller creature, it is also grappled (escape DC 13). Until this grapple ends, the target is restrained and the mothfiend can't use its Talons attack against other targets.

Doom Glare. The mothfiend targets one frightened creature it can see within 60 feet of it. If the target can see the mothfiend, it must succeed on a DC 13 Wisdom saving throw against this magic or take 13 (3d8) psychic damage.

Bonus Actions

Shadow Teleport (Recharge 5–6). The mothfiend teleports to an unoccupied space within 60 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

Mothfiend, Elder

Medium Monstrosity, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 97 (15d8 + 30)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	10 (+0)	16 (+3)	18 (+4)

Skills Perception +6, Stealth +10
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 16
Languages understands Common but can't speak, telepathy 120 ft.
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Aura of Despair. A creature that starts its turn within 30 feet of the mothfiend must succeed on a DC 15 Wisdom saving throw, unless the mothfiend is incapacitated. A creature with less than half of its maximum hit points has disadvantage on the saving throw. On a failed save, the creature takes 4 (1d8) psychic damage and is frightened until the start of its next turn. A frightened creature is incapacitated and must drop whatever it is holding. If a creature's saving throw is successful, the creature is immune to the mothfiend's Aura of Despair for the next 24 hours.

Detect Despair. The mothfiend can sense the presence and location of any dying or frightened creature within 300 feet of it, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell.

Actions

Multiattack. The mothfiend makes one Proboscis attack and one Talons attack. It can use Doom Glare in place of its Proboscis attack.

Proboscis. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is frightened, it takes an extra 10 (3d6) psychic damage, its hit point maximum is reduced by an amount equal to the psychic damage taken, and the mothfiend regains hit points equal to the psychic damage. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like *greater restoration*.

Talons. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and if the target is Medium or smaller creature, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and the mothfiend can't use its Talons attack against other targets.

Doom Glare. The mothfiend targets one frightened creature it can see within 60 feet of it. If the target can see the mothfiend, it must succeed on a DC 15 Wisdom saving throw against this magic or take 18 (4d8) psychic damage.

Wave of Despair (Recharge 5–6). The mothfiend magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Wisdom saving throw. A creature with less than half of its maximum hit points has disadvantage on the saving throw. On a failed save, a creature takes 22 (5d8) psychic damage and is frightened for 1 minute. A frightened creature is incapacitated and must drop whatever it is holding. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't frightened.

Bonus Actions

Shadow Teleport (Recharge 5–6). The mothfiend teleports to an unoccupied space within 60 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.



Mothfiend Lord

Medium Monstrosity, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 150 (20d8 + 60)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	12 (+1)	17 (+3)	20 (+5)

Skills Perception +7, Stealth +12
Condition Immunities frightened
Senses darkvision 120 ft., passive Perception 17
Languages understands Common but can't speak, telepathy 120 ft.
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Aura of Despair. A creature that starts its turn within 30 feet of the mothfiend must succeed on a DC 17 Wisdom saving throw, unless the mothfiend is incapacitated. A creature with less than half of its maximum hit points has disadvantage on the saving throw. On a failed save, the creature takes 7 (2d6) psychic damage and is frightened until the start of its next turn. A frightened creature is incapacitated and must drop whatever it is holding. If a creature's saving throw is successful, the creature is immune to the mothfiend's Aura of Despair for the next 24 hours.

Detect Despair. The mothfiend can sense the presence and location of any dying or frightened creature within 300 feet of it, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell.

Legendary Resistance (1/Day). If the mothfiend fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The mothfiend makes one Proboscis attack and one Talons attack. It can use Doom Glare in place of its Proboscis attack.

Proboscis. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is frightened, it takes an extra 14 (4d6) psychic damage, its hit point maximum is reduced by an amount equal to the psychic damage taken, and the mothfiend regains hit points equal to the psychic damage. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like *greater restoration*.

Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and if the target is Medium or smaller creature, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and the mothfiend can't use its Talons attack against other targets.

Doom Glare. The mothfiend targets one frightened creature it can see within 60 feet of it. If the target can see the mothfiend, it must succeed on a DC 17 Wisdom saving throw against this magic or take 22 (5d8) psychic damage.

Wave of Despair (Recharge 5–6). The mothfiend magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 17 Wisdom saving throw. A creature with less than half of its maximum hit points has disadvantage on the saving throw. On a failed save, a creature takes 31 (7d8) psychic damage and is frightened for 1 minute. A frightened creature is incapacitated and must drop whatever it is holding. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't frightened.

Bonus Actions

Shadow Teleport (Recharge 5–6). The mothfiend teleports to an unoccupied space within 60 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

Legendary Actions

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

Flyby. The mothfiend flies up to half its flying speed without provoking opportunity attacks.
Talons. The mothfiend makes a Talons attack.
Doom (Costs 2 Actions). The mothfiend makes a Proboscis attack or uses Doom Glare.

A Mothfiend Lord's Lair

A mothfiend lord's lair is usually found in the demiplane of Nightmares. In rare instances it can make a lair in the Material Plane for as long as the lair is within an area of perpetual gloom or twilight. Standard mothfiends, and other lesser creatures native to the demiplane of Nightmares, usually serve the mothfiend lord as guardians.

The challenge rating of a mothfiend lord increases to 12 (8,400 XP) when it's encountered in its lair.

Lair Actions

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

- The mothfiend targets up to three creatures it can see within 120 feet of it. The target must succeed on a DC 17 Wisdom saving throw, or the target, along with whatever it is wearing and carrying, is sent to the demiplane of Nightmares. While there, the target is incapacitated. The target remains there until the end of the mothfiend's next turn, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied and is frightened until the end of its next turn.
- The mothfiend casts *phantasmal killer*, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17). The mothfiend doesn't need to concentrate on the spell. The effect lasts until the mothfiend dies, is incapacitated, or uses this lair action again.
- The mothfiend targets one frightened creature it can see within 30 feet of it. The target must succeed on a DC 17 Wisdom saving throw against this magic or it drops to 0 hit points. On a successful save, the creature takes 13 (3d8) psychic damage.



Najahydra

The ancestors of the great serpentine races experimented with many of the primordial creatures to create loyal abominations that would strengthen their armies. It is said that they magically injected a clutch of hydra eggs with the blood of serpents. From these eggs came the very first najahydras.

Many-Headed Serpent. The najahydra appears as an immense 20-to-30-foot long king cobra with five heads. The color of its scales ranges from blue, yellow, olive green, brown, to black. Its back is typically highlighted by yellowish or whitish chevrons, and its underbelly may display colored bars. Just like all hydras, the najahydra can regrow severed heads. One must apply fire to the najahydra's neck stump to stop a severed head from regenerating. The heads possess an astonishing level of autonomy, moving independently as they survey the environment, vigilant for any potential threat or succulent prey. The creature's eyes, piercing and cunning, showcase its heightened senses and predatory instincts.

Venom Spitter. The najahydra's heads can deliver a deadly bite. Its fangs inject a highly toxic venom that can instantly cause respiratory and cardiac arrest. Worse still, it can spit this venom at its prey. Each of the najahydra's heads can squeeze its jaw muscles, causing the glands to squirt out through forward-facing orifices near the tip of its fangs. The spat venom instantly breaks down organic tissue it lands on, and can also cause blindness if it hits the target's eyes.

Jungle Hunters. Najahydras live mainly in warm rain forests, jungles, and mangrove swamps. Behaving as an apex predator, the najahydra is both solitary and highly territorial. It claims a vast domain within its lush habitat, where it skillfully navigates the tangled vegetation, utilizing its sinuous body to move with deceptive agility. With an unmatched speed and precision, the Najahydra silently stalks its victims, relying on stealth and patience before unleashing its deadly assault. The color of their scales tend to match their surroundings, allowing them to blend easily and remain hidden if they don't move. Najahydras feed mainly on giant snakes, reptiles, and mammals. It hunts by tracking the odor trails of its prey.

Older Najahydras. There are older, larger, and more dangerous specimens of najahydras. These monsters can reach lengths of up to 80 feet. They can constrict their prey while ancient ones can even breathe out poisonous gas. Such creatures are revered and even worshipped as gods by reptilian races.

Najahydra

Large Monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 30 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Keen Smell. The najahydra has advantage on Wisdom (Perception) checks that rely on smell.

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

Multiple Heads. The najahydra has five heads. While it has more than one head, the najahydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the najahydra takes 15 or more damage in a single turn, one of its heads dies. If all its heads die, the najahydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The najahydra regains 5 hit points for each head regrown in this way.

Reactive Heads. For each head the najahydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the najahydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The najahydra makes as many Bite attacks as it has heads. It can replace any number of Bite attacks with Spit Poison.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage.

Spit Poison. *Ranged Weapon Attack:* +6 to hit, range 15/30 ft., one creature. *Hit:* 3 (1d6) poison damage and the target must make a DC 13 Constitution saving throw or become poisoned until the najahydra's next turn. The poisoned creature is blind.

Najahydra, Greater

Huge Monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 147 (14d12 + 56)
Speed 40 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 17
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Keen Smell. The najahydra has advantage on Wisdom (Perception) checks that rely on smell.

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

Multiple Heads. The najahydra has five heads. While it has more than one head, the najahydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the najahydra takes 20 or more damage in a single turn, one of its heads dies. If all its heads die, the najahydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The najahydra regains 7 hit points for each head regrown in this way.

Reactive Heads. For each head the najahydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the najahydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The najahydra uses Constrict and makes as many Bite attacks as it has heads. It can replace any number of Bite attacks with Spit Poison.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 9 (2d8) poison damage.

Spit Poison. *Ranged Weapon Attack:* +6 to hit, range 20/40 ft., one creature. *Hit:* 4 (1d8) poison damage and the target must make a DC 15 Constitution saving throw or become poisoned until the najahydra's next turn. The poisoned creature is blind.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Large or smaller target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the najahydra can't use Constrict on another target.



An Ancient Najahydra's Lair

Underground caverns, caves, and large ruined buildings are the usual lairs of an ancient najahydra.

An ancient najahydra encountered in its lair has a challenge rating of 17 (18,000 XP).

Lair Actions

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

- The najahydra's heads emit a growling hiss. Each creature within 60 feet of the najahydra that can hear the najahydra must succeed on a DC 18 Wisdom saving throw or become frightened of the najahydra until the end of the najahydra's next turn.
- The najahydra targets as many visible creatures as it has heads within 60 feet of it. The najahydra uses Spit Poison on each target.
- The najahydra regains one severed head. If all of its heads are intact, it instead regains 10 hit points.

Najahydra, Ancient

Gargantuan Monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 248 (16d20 + 80)
Speed 50 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	20 (+5)	2 (-4)	13 (+1)	9 (-1)

Skills Perception +11
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 21
Languages —
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Keen Smell. The najahydra has advantage on Wisdom (Perception) checks that rely on smell.

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

Legendary Resistance (1/Day). If the najahydra fails a saving throw, it can choose to succeed instead.

Multiple Heads. The najahydra has five heads. While it has more than one head, the najahydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the najahydra takes 30 or more damage in a single turn, one of its heads dies. If all its heads die, the najahydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The najahydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the najahydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the najahydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The najahydra uses Constrict and makes as many Bite attacks as it has heads. It can replace any number of Bite attacks with Spit Poison.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 11 (2d10) poison damage.

Spit Poison. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one creature. *Hit:* 5 (1d10) poison damage and the target must make a DC 18 Constitution saving throw or become poisoned until the najahydra's next turn. The poisoned creature is blind.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Huge or smaller target. *Hit:* 15 (3d6 + 5) bludgeoning damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the najahydra can't use Constrict on another target.

Poison Breath (Recharge 5–6). The najahydra's heads exhale a single breath of poisonous gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw, taking 11 (2d10) poison damage for each head the najahydra has on a failed save, or half as much damage on a successful one.

Legendary Actions

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

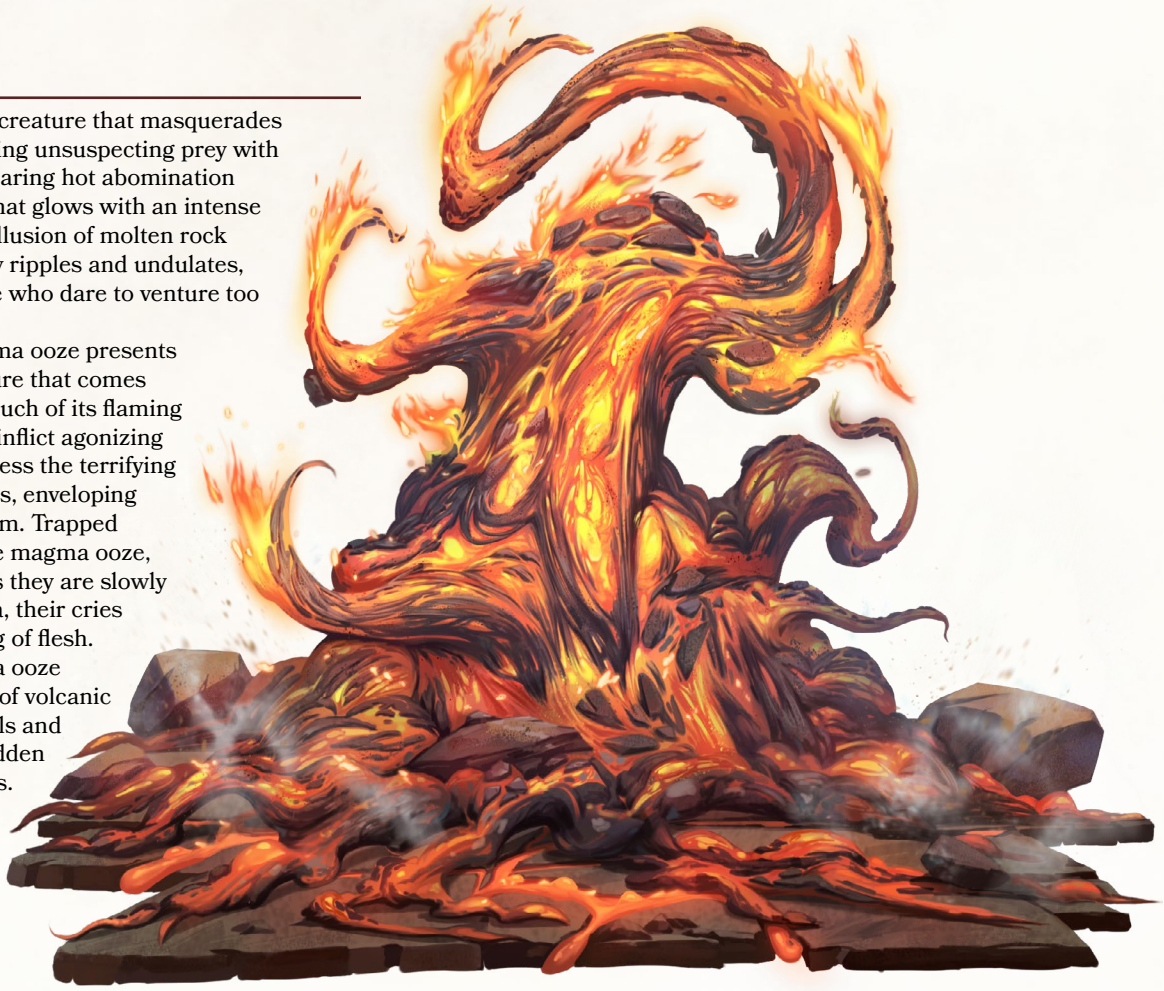
Slither. The najahydra moves up to half its speed without provoking opportunity attacks.
Bite. The najahydra makes a Bite attack.
Constrict. The najahydra uses Constrict.

Magma Ooze

The magma ooze is a menacing creature that masquerades as flowing lava, slowly approaching unsuspecting prey with its deceptive appearance. The searing hot abomination possesses an amorphous body that glows with an intense orange-red radiance, giving the illusion of molten rock in motion. Its surface continually ripples and undulates, captivating the attention of those who dare to venture too close.

Consuming Flames. The magma ooze presents a formidable threat to any creature that comes within its proximity. The mere touch of its flaming pseudopods can roast flesh and inflict agonizing burns. Its larger specimens possess the terrifying ability to engulf smaller creatures, enveloping them within their semi-liquid form. Trapped inside the molten embrace of the magma ooze, victims suffer a gruesome fate as they are slowly consumed by the blazing magma, their cries drowned out by the eerie sizzling of flesh.

Ambush Predator. The magma ooze primarily inhabits the periphery of volcanic regions, lurking near animal trails and paths where it can lie in wait, hidden in plain sight beside lava streams. There it bides its time until prey moves within striking distance, lashing out with its tentacle-like pseudopods.



Magma Ooze

Medium Ooze, Unaligned

Armor Class 8
Hit Points 26 (4d8 + 8)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	14 (+2)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +2
Damage Vulnerabilities cold
Damage Immunities fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. If the ooze is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the ooze move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the ooze is animate.

Fire Aura. At the start of each of the ooze's turns, each creature within 5 feet of it takes 5 (1d10) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Illumination. The ooze sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

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

Water Susceptibility. For every 5 feet the ooze moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 5 (1d10) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Magma Ooze, Enormous

Large Ooze, Unaligned

Armor Class 8
Hit Points 76 (8d10 + 32)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	18 (+4)	1 (-5)	7 (-2)	2 (-4)

Skills Stealth +2
Damage Vulnerabilities cold
Damage Immunities fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Fire Aura. At the start of each of the ooze's turns, each creature within 10 feet of it takes 5 (1d10) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Illumination. The ooze sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

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

Water Susceptibility. For every 5 feet the ooze moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The ooze makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 5 (1d10) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Engulf (Recharge 5–6). The ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a DC 14 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 16 (3d10) fire damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 27 (5d10) fire damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ooze and ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

The ooze can engulf up to two Medium-sized or smaller creatures.

Magma Ooze, Monstrous

Huge Ooze, Unaligned

Armor Class 8
Hit Points 150 (12d12 + 72)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	22 (+6)	1 (-5)	8 (-1)	2 (-4)

Skills Stealth +4
Damage Vulnerabilities cold
Damage Immunities fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Fire Aura. At the start of each of the ooze's turns, each creature within 15 feet of it takes 11 (2d10) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 11 (2d10) fire damage.

Illumination. The ooze sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

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

Water Susceptibility. For every 5 feet the ooze moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The ooze makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage plus 14 (4d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Engulf (Recharge 5–6). The ooze moves up to its speed. While doing so, it can enter Huge or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a DC 17 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 27 (5d10) fire damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 38 (7d10) fire damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 17 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ooze and ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

The ooze can engulf up to four Medium-sized or smaller creatures.



Necrotic Ooze

A relentless creature that instills dread in those who stumble upon one, the necrotic ooze is an amorphous horror that exists solely to consume living matter, leaving only death and decay in its wake. This malevolent entity moves with a sinister purpose, crawling over surfaces and slithering through crevices and cubbies as it silently stalks its prey.

Pungent Blob. Visually, the necrotic ooze is a grotesque sight to behold. It lacks any distinct form, appearing as a shapeless mass of greenish black, viscous goo. Occasionally, a corpse's face or a skull will pop from its surface, an expression of fear written

Necrotic Ooze

Medium Ooze, Neutral Evil

Armor Class 8
Hit Points 37 (5d8 + 15)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +2
Damage Immunities necrotic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Detect Life. The ooze can magically sense the presence of creatures up to 60 feet away that aren't Undead or Constructs. It knows the general direction they're in but not their exact locations.

Necrotic Aura. At the start of each of the ooze's turns, each creature within 5 feet of it takes 3 (1d6) necrotic damage. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 3 (1d6) necrotic damage. Undead and Constructs are immune to this aura.

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

Stench. Any creature other than a necrotic ooze that starts its turn within 5 feet of the ooze must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Stench of all necrotic oozes for 1 hour.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 7 (2d6) necrotic damage. If the target is Large or smaller, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, the ooze can automatically hit the target with its pseudopod, and the ooze can't make Pseudopod attacks on other targets.

In addition, if the target is a creature that isn't Undead or a Construct, it must succeed on a DC 13 Constitution saving throw. On a failed save, the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the ooze regains hit points equal to half that amount, rounded down. While its hit points are reduced, the target deals only half damage with weapon attacks. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

on its face, before getting sucked back into the writhing sludge. Pseudopods protrude from its formless body, allowing it to reach out and ensnare victims. Accompanying it is a vile, repulsive stench that permeates the air around the ooze. The putrid, nauseating odor has a heavy, sickly sweet undertone that mingles with an underlying rancid aroma that reminds you of rotting fish and decomposing viscera.

Desiccating Touch. When the necrotic ooze comes into contact with any living creature, the results are devastating. As its pseudopods adhere to the victim's flesh, the life force within the unfortunate victim is swiftly drained away. The necrotic ooze's touch causes flesh to wither and rot. The decay spreads rapidly, consuming the victim's body until nothing remains but dust.

Grim Origins. A necrotic ooze's emergence is closely tied to areas where death and necromancy have been heavily involved. It is thought to arise from a convergence of negative energies, drawing sustenance from the residual necrotic forces present in its surroundings. These areas may include ancient burial grounds, battlefields, or sites where occult rituals were once performed. The commonly encountered necrotic ooze measures around 6 feet in diameter. However, there have been reports of exceptionally large specimens reaching diameters of up to 20 feet.

Necrotic Ooze, Enormous

Large Ooze, Neutral Evil

Armor Class 8
Hit Points 105 (10d10 + 50)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	20 (+5)	1 (-5)	7 (-2)	2 (-4)

Skills Stealth +4
Damage Immunities necrotic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Detect Life. The ooze can magically sense the presence of creatures up to 90 feet away that aren't Undead or Constructs. It knows the general direction they're in but not their exact locations.

Necrotic Aura. At the start of each of the ooze's turns, each creature within 5 feet of it takes 7 (2d6) necrotic damage. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 7 (2d6) necrotic damage. Undead and Constructs are immune to this aura.

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

Stench. Any creature other than a necrotic ooze that starts its turn within 5 feet of the ooze must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Stench of all necrotic oozes for 1 hour.

Actions

Multiattack. The ooze makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is Large or smaller, the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the ooze can automatically hit the target with its pseudopod, and the ooze can't use one of its Pseudopod attacks on other targets.

In addition, if the target is a creature that isn't Undead or a Construct, it must succeed on a DC 16 Constitution saving throw. On a failed save, the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the ooze regains hit points equal to half that amount, rounded down. While its hit points are reduced, the target deals only half damage with weapon attacks. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Necrotic Ooze, Monstrous

Huge Ooze, Neutral Evil

Armor Class 8
Hit Points 187 (15d12 + 90)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	22 (+6)	1 (-5)	8 (-1)	2 (-4)

Skills Stealth +6
Damage Immunities necrotic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Detect Life. The ooze can magically sense the presence of creatures up to 120 feet away that aren't Undead or Constructs. It knows the general direction they're in but not their exact locations.

Necrotic Aura. At the start of each of the ooze's turns, each creature within 5 feet of it takes 10 (3d6) necrotic damage. A creature that touches the ooze or hits it with a melee attack while within 10 feet of it takes 10 (3d6) necrotic damage. Undead and Constructs are immune to this aura.

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

Stench. Any creature other than a necrotic ooze that starts its turn within 10 feet of the ooze must succeed on a DC 18 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Stench of all necrotic oozes for 1 hour.

Actions

Multiattack. The ooze makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 14 (4d6) necrotic damage. If the target is Large or smaller, the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, the ooze can automatically hit the target with its pseudopod, and the ooze can't use one of its Pseudopod attacks on other targets.

In addition, if the target is a creature that isn't Undead or a Construct, it must succeed on a DC 18 Constitution saving throw. On a failed save, the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the ooze regains hit points equal to half that amount, rounded down. While its hit points are reduced, the target deals only half damage with weapon attacks. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

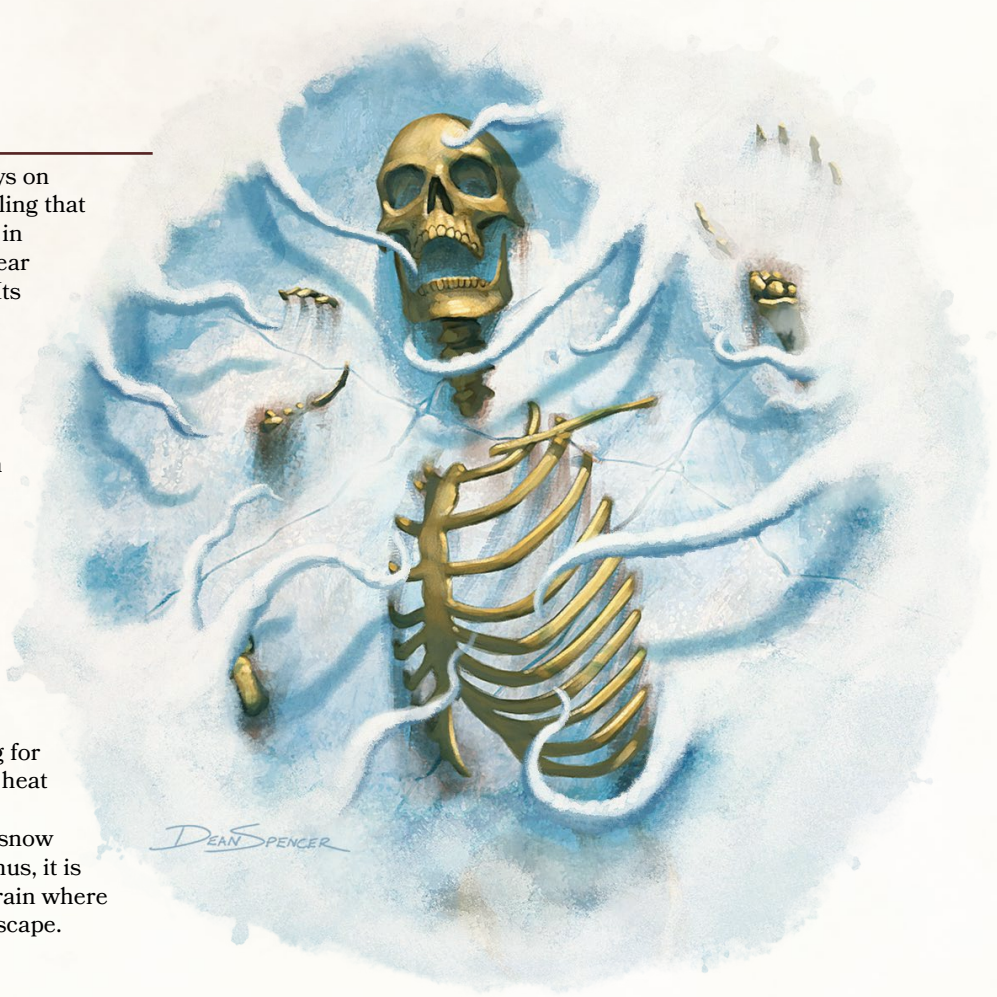
Snow Ooze

The snow ooze is an insidious creature that preys on warm-blooded creatures. Having a form resembling that of a mount of soft snow, its icy-white hue blends in perfectly with the winter landscape, making it near impossible to differentiate from ordinary snow. Its size can vary widely, depending on how much energy it has recently absorbed. Most are 5 or 10 feet in diameter, but monstrous versions of nearly 20 feet in diameter exist.

Detects Warmth. The snow ooze is relentless in its pursuit of heat energy which it drains from warm-blooded creatures. It can detect such prey up to 120 feet away, and once the snow ooze has caught the scent of one, it will stalk it relentlessly. Once the snow ooze is close enough, it extends its pseudopods and whips them toward the target.

Icy Pseudopods. Each hit made by a snow ooze's pseudopod is like being struck by piercing, icy water - excruciatingly painful and debilitating, leaving the victim weak and gasping for breath. And with each successful hit that drains heat from its victim, the snow ooze is rejuvenated.

Arctic Denizen. Even though prey is scarce, a snow ooze will never leave its natural environment. Thus, it is usually only encountered in arctic and frigid terrain where it can effortlessly disappear into the snowy landscape.



Snow Ooze

Medium Ooze, Unaligned

Armor Class 8
Hit Points 26 (4d8 + 8)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	14 (+2)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +2
Damage Immunities cold, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Detect Warmth. The ooze can sense the presence of warm-blooded creatures up to 60 feet away. It knows the general direction they're in but not their exact locations.

False Appearance. If the ooze is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the ooze move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the ooze is animate.

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

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 7 (2d6) cold damage and if the target is a creature, it must succeed on a DC 12 Constitution saving throw. On a failed save, the target gains one level of exhaustion and the ooze regains hit points equal to half the cold damage dealt, rounded down.

Reactions

Split. When the ooze is subjected to slashing damage, it splits into two new oozes if it has at least 5 hit points. Each new ooze has hit points equal to half the original ooze's, rounded down. New oozes are one size smaller than the original ooze.

Snow Ooze, Enormous

Large Ooze, Unaligned

Armor Class 8
Hit Points 76 (8d10 + 32)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	18 (+4)	1 (-5)	7 (-2)	2 (-4)

Skills Stealth +2
Damage Immunities cold, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Cold Aura. Any creature that starts its turn within 5 feet of the ooze takes 3 (1d6) cold damage.

Detect Warmth. The ooze can sense the presence of warm-blooded creatures up to 90 feet away. It knows the general direction they're in but not their exact locations.

False Appearance. If the ooze is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the ooze move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the ooze is animate.

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

Actions

Multiattack. The ooze makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 10 (3d6) cold damage and if the target is a creature, it must succeed on a DC 14 Constitution saving throw. On a failed save, the target gains one level of exhaustion and the ooze regains hit points equal to half the cold damage dealt, rounded down.

Reactions

Split. When the ooze is subjected to slashing damage, it splits into two new oozes if it has at least 10 hit points. Each new ooze has hit points equal to half the original ooze's, rounded down. New oozes are one size smaller than the original ooze. Medium or smaller oozes attack only once per turn and deal only half their normal damage.

Snow Ooze, Monstrous

Huge Ooze, Unaligned

Armor Class 8
Hit Points 150 (12d12 + 72)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	22 (+6)	1 (-5)	8 (-1)	2 (-4)

Skills Stealth +4
Damage Immunities cold, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Cold Aura. Any creature that starts its turn within 10 feet of the ooze takes 7 (2d6) cold damage.

Detect Warmth. The ooze can sense the presence of warm-blooded creatures up to 120 feet away. It knows the general direction they're in but not their exact locations.

False Appearance. If the ooze is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the ooze move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the ooze is animate.

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

Actions

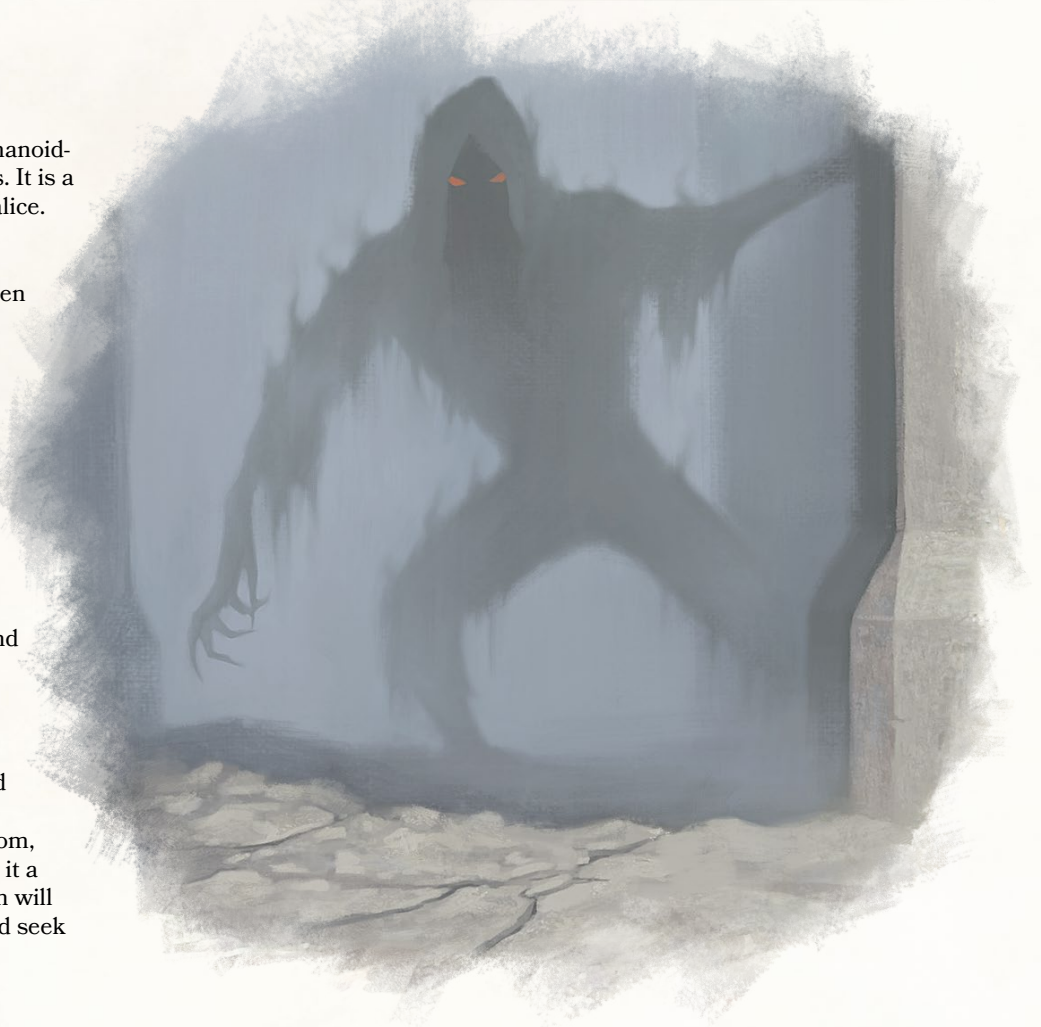
Multiattack. The ooze makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage plus 14 (4d6) cold damage and if the target is a creature, it must succeed on a DC 17 Constitution saving throw. On a failed save, the target gains one level of exhaustion and the ooze regains hit points equal to half the cold damage dealt, rounded down.

Reactions

Split. When the ooze is subjected to slashing damage, it splits into two new oozes if it has at least 20 hit points. Each new ooze has hit points equal to half the original ooze's, rounded down. New oozes are one size smaller than the original ooze. Large or smaller oozes attack only once per turn and deal only half their normal damage.

Phantom



A phantom appears as a 7-foot tall vaguely-humanoid-shaped shadow with intensely glowing red eyes. It is a restless undead spirit filled with hatred and malice. It moves only under the cover of darkness and always avoids the sunlight.

Violent Origins. One becomes a phantom when two requirements are met. First, the phantom must have been a murderous psychopath who died a violent death before it could fulfill a goal it had in life, such as protecting someone it obsessed over, slaying every member of an enemy clan, or as grim as completing its macabre art collection of a hundred corpses. Second, its remains were not burned or buried properly.

Bound Spirit. Upon returning from death as a phantom, the insane spirit seeks to complete its goal. However, because the phantom is bound to its place of death, it cannot move more than a mile away from it. Powerless, it does what it could do to satisfy its obsession: it waits and looks for new victims within its area that might have enough similarities with its real target and satisfy its compulsions.

Evil Reborn. To permanently destroy a phantom, one must first find and burn its remains or give it a proper burial ritual. If not, a destroyed phantom will return after 666 days, continue its mayhem, and seek vengeance upon those that defeated it.

Phantom

Medium Undead, Typically Neutral Evil

Armor Class 14
Hit Points 90 (12d8 + 36)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	16 (+3)	13 (+1)	15 (+2)	16 (+3)

Skills Stealth +10
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses truesight 60 ft., passive Perception 12
Languages the languages it knew in life
Challenge 6 (2,300XP) **Proficiency Bonus** +3

Incorporeal Movement. The phantom can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Hypersensitivity. The phantom takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Insidious Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) necrotic damage plus 4 (1d8) psychic damage.

Death Mark. The phantom targets a creature it can see within 60 feet of it. The target is magically imprinted with the phantom's sigil, which appears on the forehead of the creature. While the creature has this mark, the phantom always knows its exact location and has advantage on attack rolls against it. The mark lasts for 1 minute. If the phantom hits a marked creature with its Insidious Touch, the target must succeed on a DC 14 Constitution saving throw. On a failure, the target is reduced to 0 hit points. Constructs, Fiends, and Undead are immune to this effect.

The phantom can only have one marked target at a time. If the phantom uses Death Mark while it already has a marked target, the previous Death Mark ends. Casting *remove curse*, *dispel evil, greater restoration*, or a similar spell on a marked target ends the effect.

Deathly Visage. Each non-undead creature within 30 feet of the phantom that can see it must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target is reduced to 0 hit points. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this phantom's Deathly Visage for the next 24 hours.

Bonus Actions

Shadow Stealth. While in dim light or darkness, the phantom takes the Hide action.

Phantom, Greater

Large Undead, Typically Neutral Evil

Armor Class 14
Hit Points 152 (16d10 + 64)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	19 (+4)	14 (+2)	16 (+3)	17 (+3)

Skills Stealth +12
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses truesight 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 10 (5,900XP) **Proficiency Bonus** +4

Incorporeal Movement. The phantom can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Hypersensitivity. The phantom takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The phantom uses Insidious Touch twice. It can use Death Mark or Deathly Visage in place of one use of Insidious Touch.

Insidious Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) necrotic damage plus 9 (2d8) psychic damage.

Death Mark. The phantom targets a creature it can see within 60 feet of it. The target is magically imprinted with the phantom's sigil, which appears on the forehead of the creature. While the creature has this mark, the phantom always knows its exact location and has advantage on attack rolls against it. The mark lasts for 1 minute. If the phantom hits a marked creature with its Insidious Touch, the target must succeed on a DC 15 Constitution saving throw. On a failure, the target is reduced to 0 hit points. Constructs, Fiends, and Undead are immune to this effect.

The phantom can only have one marked target at a time. If the phantom uses Death Mark while it already has a marked target, the previous Death Mark ends. Casting *remove curse*, *dispel evil, greater restoration*, or a similar spell on a marked target ends the effect.

Deathly Visage. Each non-undead creature within 30 feet of the phantom that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target is reduced to 0 hit points. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this phantom's Deathly Visage for the next 24 hours.

Bonus Actions

Shadow Jump. The phantom teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness.

Shadow Stealth. While in dim light or darkness, the phantom takes the Hide action.



A Phantom Lord's Lair

An phantom lord lurks in the ruins of where it used to be active in life, such as a keep, mansion, opera house, or theater. A phantom lord attracts the company of other incorporeal undead, such as ghosts, specters, and wraiths.

A phantom lord encountered in its lair has a challenge rating of 17 (18,000 XP).

Lair Actions

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

- The phantom lord casts *darkness,* requiring no material components and using Charisma as the spellcasting ability. The phantom lord doesn't need to concentrate on the spell. It lasts until the phantom lord uses this lair action again, becomes incapacitated, or when the phantom lord is destroyed.
- The phantom lord creates a numbing wave of negative energy. Each creature within 60 feet of it must succeed on a DC 17 Constitution saving throw. On a failed save, a creature takes 16 (3d10) necrotic damage, can't use reactions, and its speed is halved. On a successful save, a creature takes half as much damage with no additional effects. Constructs and Undead are immune to this effect.
- The phantom lord summons 2d4 **shadows**, 1d6 **specters**, 1 **ghost**, or 1 **wraith**. The summoned Undead appears within 60 feet of it. The Undead obeys its telepathic commands, which can reach anywhere in the lair.

Phantom Lord

Large Undead, Typically Neutral Evil

Armor Class 15
Hit Points 190 (20d10 + 80)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	19 (+4)	15 (+2)	17 (+3)	18 (+4)

Skills Stealth +15
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses truesight 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 16 (15,000XP) **Proficiency Bonus** +5

Incorporeal Movement. The phantom lord can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Sunlight Hypersensitivity. The phantom lord takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The phantom lord uses Insidious Touch twice. It can use Death Mark or Deathly Visage in place of one use of Insidious Touch.

Insidious Touch. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) necrotic damage plus 9 (2d8) psychic damage and the target has disadvantage on saving throws against being frightened until the end of the phantom lord's next turn.

Death Mark. The phantom lord targets a creature it can see within 60 feet of it. The target is magically imprinted with the phantom's sigil, which appears on the forehead of the creature. While the creature has this mark, the phantom always knows its exact location and has advantage on attack rolls against it. The mark lasts for 1 minute. If the phantom lord hits a marked creature with its Insidious Touch, the target must succeed on a DC 17 Constitution saving throw. On a failure, the target is reduced to 0 hit points. Constructs, Fiends, and Undead are immune to this effect.

The phantom lord can only have one marked target at a time. If the phantom lord uses Death Mark while it already has a marked target, the previous Death Mark ends. Casting *remove curse*, *dispel evil, greater restoration*, or a similar spell on a marked target ends the effect.

Deathly Visage. Each non-undead creature within 60 feet of the phantom lord that can see it must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target is reduced to 0 hit points. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this phantom lord's Deathly Visage for the next 24 hours.

Bonus Actions

Shadow Jump. The phantom lord teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness.

Shadow Stealth. While in dim light or darkness, the phantom lord takes the Hide action.

Legendary Actions

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

Glide. The phantom lord moves up to its speed without provoking opportunity attacks.
Touch. The phantom lord uses Insidious Touch.
Dreadful Whispers (Costs 2 Actions). The phantom lord targets up to three creatures it can see within 30 feet of it. Each target must make a DC 17 Wisdom saving throw. On a failure, the target hears the phantom lord's unearthly voice calling to it, takes 13 (3d8) psychic damage, and is incapacitated and its speed is halved until the end of the phantom lord's next turn. On a success, the target takes half as much damage and isn't incapacitated.



Scorpicore

A scorpicore is a rare species of manticore that lives in arid deserts, desolate badlands, and hot-climate wastelands. Like a typical manticore, it has a feral-looking humanoid head, the body and tail of a lion, and the wings of a dragon. Where it differs is with its tail, which resembles that of a scorpion. Aside from using it to sting prey, the scorpicore can also launch venomous spikes like a manticore.

Deadly Mates. Scorpicores are usually solitary and are less sociable than their manticore cousins. Females are typically larger than males and only keep the company of their young unless it is mating season. Male scorpicores search for mates and offer gifts in the form of captured prey and treasure. If the offer is accepted, male scorpicores get to mate with the female. However, female scorpicores often kill the males after mating by injecting them with a series of lethal stings, after which the female devours them.

Monstrous Mercenaries. Scorpicores rarely keep the company of other creatures. They hate and are highly suspicious of other creatures and only see them as prey. However, if offered a steady supply of food and treasure, scorpicores can be hired as mercenaries by more formidable creatures such as lamias and sphinxes.

Scorpicore

Large Monstrosity, Typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Tail Spike Regrowth. The scorpicore has twenty-four tail spikes. Used spikes regrow when the scorpicore finishes a long rest.

Actions

Multiattack. The scorpicore makes one Bite attack, one Claws attack, and one Sting attack. Alternatively, it can make three Tail Spike attacks.

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

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

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 5 (1d10) poison damage.

A Legendary Scorpicore's Lair

A legendary scorpicore usually inhabits hidden cavern complexes and decrepit ruins half-buried by sand in desert wastes. It is not uncommon for them to keep minions such as ghourlings, goblinoids, and jackalweres.

A legendary scorpicore encountered in its lair has a challenge rating of 14 (11,500 XP).

Lair Actions

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

- The scorpicore violently beats its wings, launching and showering sand to everyone around it. Each creature within 20 feet of the scorpicore must succeed on a DC 18 Constitution saving throw or be blinded until initiative count 20 on the next round.
- The scorpicore makes one Tail Spike attack. If it hits, the creature must succeed on a DC 18 Strength saving throw or be impaled. An impaled creature is restrained until it or another creature spends an action to remove the spike.
- The scorpicore regrows 4 tail spikes.

Scorpicore Alpha

Large Monstrosity, Typically Lawful Evil

Armor Class 15 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Tail Spike Regrowth. The scorpicore has twenty-four tail spikes. Used spikes regrow when the scorpicore finishes a long rest.

Actions

Multiattack. The scorpicore makes one Bite attack, one Claws attack, and one Sting attack. If Roar is available, it can use Roar in place of its Bite attack. Alternatively, it can make three Tail Spike attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

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

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 27 (5d10) poison damage on a failed save, or half as much damage on a successful one.

Tail Spike. *Ranged Weapon Attack:* +7 to hit, range 100/200 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage.

Roar (Recharge 5–6). The scorpicore emits a loud, intimidating roar audible out to 120 feet. Each allied creature within 60 feet of the scorpicore that can hear it gains advantage on saving throws against being charmed and frightened for 1 minute. Each enemy creature within 60 feet of the scorpicore that can hear it must succeed on a DC 15 Wisdom saving throw or be frightened of the scorpicore for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this scorpicore's Roar for the next 24 hours.

Scorpicore, Legendary

Huge Monstrosity, Typically Lawful Evil

Armor Class 16 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	21 (+5)	7 (-2)	16 (+3)	8 (-1)

Saving Throws Dex +8, Con +10
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (1/Day). If the scorpicore fails a saving throw, it can choose to succeed instead.

Tail Spike Regrowth. The scorpicore has twenty-four tail spikes. Used spikes regrow when the scorpicore finishes a long rest.

Actions

Multiattack. The scorpicore makes one Bite attack, two Claw attacks, and one Sting attack. If Roar is available, it can use Roar in place of its Bite attack. Alternatively, it can make three Tail Spike attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Sting. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage, and the target must make a DC 18 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much damage on a successful one.

Tail Spike. *Ranged Weapon Attack:* +10 to hit, range 100/200 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 9 (2d8) poison damage.

Roar (Recharge 5–6). The scorpicore emits a loud, intimidating roar audible out to 120 feet. Each allied creature within 60 feet of the scorpicore that can hear it gains advantage on saving throws against being charmed and frightened for 1 minute. Each enemy creature within 60 feet of the scorpicore that can hear it must succeed on a DC 18 Wisdom saving throw or be frightened of the scorpicore for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this scorpicore's Roar for the next 24 hours.

Legendary Actions

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

Claw. The scorpicore makes one Claw attack.
Spike (Costs 2 Actions). The scorpicore makes one Tail Spike attack.
Wing Attack (Costs 2 Actions). The scorpicore beats its wings. Each creature within 15 feet of the scorpicore must succeed on a DC 18 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The scorpicore can then fly up to half its flying speed.

Siren

Sirens are aquatic creatures with the upper body of an alluring sea elf female and the lower body of a giant flying fish. Their humanoid bodies usually have pale blue or green skin, while their fish bodies have colorful scales ranging from sea blue to emerald green. Their fins are bright orange-red or orange-yellow and end with sharp, poisonous spines. Often mistaken for mermaids, sirens are cunning and deceitful predators.

Enchanting Singers. Sirens lurk in shallow waters, coral reefs, and atolls, waiting for passing ships. Once one is within their range, they lure unwitting sailors and passengers to their doom with their enchanting songs. Those under the siren's spell are drawn to the source and, entranced, jump overboard from the ship. Once a victim is in the water, the sirens rush towards their prey and devour it alive, tearing its flesh with their vicious claws and sharp teeth.

Winged Gliders. Unlike mermaids, sirens have the limited ability to fly; they can propel themselves out of the water with their powerful tails, leaping several feet into the air before using their pectoral fins to lift and glide over a short distance. Sirens usually use their gliding ability to escape enemies, but sometimes they employ it to pick off lone targets. They do this by gliding quietly toward a target and striking them dead with their venomous fin spines.

Monstrous Companions. Sirens are normally encountered in groups, sometimes led by a witch or a queen. It is not unusual for sirens to work with sea hags and merrows.



Siren

Medium Monstrosity, Typically Neutral Evil

Armor Class 12
Hit Points 44 (8d8 + 8)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	8 (-1)	11 (+0)	14 (+2)

Skills Deception +6
Senses passive Perception 10
Languages Aquan, Common
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The siren can breathe air and water.

Actions

Multiattack. The siren makes one Claws attack and one Fin Spines attack.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Fin Spines. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. The target must make a DC 11 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Luring Song. The siren sings a magical melody. Every humanoid and giant within 300 feet of the siren that can hear the song must succeed on a DC 12 Wisdom saving throw or be charmed until the song ends. The siren must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the siren is incapacitated.

While charmed by the siren, a target is incapacitated and ignores the songs of other sirens. If the charmed target is more than 5 feet away from the siren, the target must move on its turn toward the siren by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the siren, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this siren's Luring Song for the next 24 hours.

Bonus Actions

Wing Glide (Recharge 4–6). The siren gains a flying speed of 40 until the end of the turn.

Siren Witch

Medium Monstrosity, Typically Neutral Evil

Armor Class 12 (15 with *mage armor*)
Hit Points 78 (12d8 + 24)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	17 (+3)

Skills Arcana +2, Deception +7
Senses passive Perception 11
Languages Aquan, Common
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amphibious. The siren can breathe air and water.

Actions

Multiattack. The siren makes one Claws attack and one Fin Spines attack. Alternatively, it can make two Cursed Bolt attacks.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Fin Spines. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. The target must make a DC 12 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.

Cursed Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) psychic damage, and the target has disadvantage on attack rolls, ability checks, and saving throws until the end of the siren's next turn.

Luring Song. The siren sings a magical melody. Every humanoid and giant within 300 feet of the siren that can hear the song must succeed on a DC 13 Wisdom saving throw or be charmed until the song ends. The siren must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the siren is incapacitated.

While charmed by the siren, a target is incapacitated and ignores the songs of other sirens. If the charmed target is more than 5 feet away from the siren, the target must move on its turn toward the siren by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the siren, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this siren's Luring Song for the next 24 hours.

Spellcasting. The siren casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13):

At will: *dancing lights, minor illusion, thaumaturgy*
3/day each: *blindness/deafness, disguise self, mage armor*
1/day each: *bestow curse, polymorph, spirit guardians*

Bonus Actions

Wing Glide (Recharge 4–6). The siren gains a flying speed of 40 until the end of the turn.

A Siren Queen's Lair

A siren queen lives in sunken ruins, underwater caverns, and treacherous coral reefs. A siren queen attracts the company of evil merfolk and merrows.

A siren queen encountered in its lair has a challenge rating of 9 (5,000 XP).

Lair Actions

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

- The siren sees a vision of her immediate future. Until initiative count 20 on the next round, the siren gains advantage on attack rolls, ability checks, and saving throws. In addition, other creatures have disadvantage on attack rolls against the siren for the duration.
- Creatures within 120 feet of the siren have disadvantage to saving throws made against being charmed until initiative count 20 on the next round.
- The siren magically emits short bursts of lightning. Each creature within 30 feet of the siren must succeed on a DC 15 Constitution saving throw. On a failed save, a creature takes 17 (5d6) lightning damage and is incapacitated until initiative count 20 on the next round. On a successful save, a creature takes half as much damage and isn't incapacitated.

Siren Queen

Medium Monstrosity, Typically Neutral Evil

Armor Class 12 (15 with *mage armor*)
Hit Points 120 (16d8 + 48)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	19 (+4)

Saving Throws Dex +5, Wis +5
Skills Arcana +4, Deception +10
Senses passive Perception 12
Languages Aquan, Common
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Amphibious. The siren can breathe air and water.

Legendary Resistance (1/Day). If the siren fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The siren makes one Claws attack and one Fin Spines attack. Alternatively, it can make two Lightning Lash attacks.

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

Fin Spines. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. The target must make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Lightning Lash. *Melee or Ranged Weapon Attack:* +7 to hit, reach 10 ft. or range 60/120 ft., one target. *Hit:* 14 (3d6 + 4) lightning damage and the target can't use reactions until the end of the siren's next turn.

Luring Song. The siren sings a magical melody. Every humanoid and giant within 300 feet of the siren that can hear the song must succeed on a DC 15 Wisdom saving throw or be charmed until the song ends. The siren must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the siren is incapacitated.

While charmed by the siren, a target is incapacitated and ignores the songs of other sirens. If the charmed target is more than 5 feet away from the siren, the target must move on its turn toward the siren by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the siren, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this siren's Luring Song for the next 24 hours.

Spellcasting. The siren casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15):

At will: *dancing lights, minor illusion, thaumaturgy*
3/day each: *blindness/deafness, disguise self, mage armor*
1/day each: *bestow curse, chain lightning, dominate person, ice storm, polymorph, spirit guardians*

Bonus Actions

Wing Glide (Recharge 4–6). The siren gains a flying speed of 40 until the end of the turn.

Legendary Actions

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

Claw. The siren attacks with its Claws.

Command Thrall (Costs 1-3 Actions). Up to 3 creatures within 60 feet of the siren that are charmed by the siren must use their reaction to move up to half its speed and make one weapon attack against a visible target of the siren's choice. It costs 1 legendary action per creature.

Lightning Lash (Costs 2 Actions). The siren uses Lightning Lash.

Spellcasting (Costs 3 Actions). The siren uses Spellcasting.

Tarasca

At first glance, the monstrous tarasca appears to be a cross between a lion, a bear, and a turtle. The tarasca (not to be confused with the tarrasque) has the head of a lion, six legs of a bear, a turtle's shell, and a tail that ends with a deadly stinger. Its mouth is beaked like a snapping turtle's and ridged like a jagged saw. Sharp bony spikes line the top and sides of its hard shell.

Dangerous Adversary. The dreaded tarasca is fiercely territorial and is known for its aggression and irascibility. It fears little and will even attack creatures bigger than itself. Most predators, even dragons, stay clear of it and find the tarasca simply not worth the risk of having a grievous injury. Aside from its stinger that can inject deadly venom, the tarasca can also exhale a highly toxic gas. Victims who survived getting caught by the breath describe the experience as having unbearably excruciating pain as if their insides are getting burned.

Amphibious Predator. The tarasca is an amphibious creature that lives in flooded caves and underground caverns near large bodies of water such as coasts, coves, lakes, swamps, and rivers. It will eat and hunt anything of its size and smaller but prefers large fish and reptiles. It has been known to attack and pick off occupants of boats and even lunge from underwater to snap at a passing horse or livestock before dragging it back to the water.

An Ancient Tarasca's Lair

An ancient tarasca dwells in large, underground cavern complexes near marshes, rivers, and mangrove swamps. These lairs are usually accessible only via a large underwater tunnel or passage.

An ancient tarasca encountered in its lair has a challenge rating of 20 (25,000 XP).

Lair Actions

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

- The tarasca lets out a terrifying roar that is audible out to 600 feet. Each enemy creature within 120 feet of the tarasca that can hear it must succeed on a DC 20 Wisdom saving throw or be frightened of the tarasca for 1 minute. A frightened creature can repeat 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, the creature is immune to this lair action for the next 24 hours.
- The tarasca causes the ground near it to shake violently. Each creature standing on the ground within 60 feet of the tarasca must succeed on a DC 21 Strength saving throw or be knocked prone.
- The tarasca chooses a point on the ground that it can see within 120 feet of it. A 30-foot-radius, 1-foot-deep section centered on that point turns into roiling muck and becomes difficult terrain. It lasts for 1 minute, until the tarasca uses this lair action again, or until the tarasca dies or is incapacitated. A creature standing on the ground in that area, or enters it for the first time, must make a DC 20 Strength saving throw. On a failed save, the creature is restrained.
- The tarasca regains 30 hit points.

Tarasca

Large Monstrosity, Unaligned

Armor Class 16 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	3 (-4)	12 (+1)	6 (-2)

Damage Resistances fire
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

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

Actions

Multiattack. The tarasca makes one Bite attack and one Sting attack. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) poison damage and if the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the tarasca can automatically hit the target with its Bite attack, and the tarasca can't attack another target with its Bite attack.

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage. The target must make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Poison Breath (Recharge 5–6). The tarasca exhales poisonous fumes in a 15-foot cube. Each creature in that area must make a DC 14 Constitution saving throw. On a failed save, a creature takes 21 (6d6) poison damage and is poisoned for 1 minute. A poisoned creature is incapacitated. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned. A creature being grappled by the tarasca has disadvantage on the saving throw.



Tarasca, Elder

Huge Monstrosity, Unaligned

Armor Class 17 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	3 (-4)	14 (+2)	6 (-2)

Damage Resistances fire
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

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

Actions

Multiattack. The tarasca makes one Bite attack and one Sting attack. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage plus 10 (3d6) poison damage and if the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the tarasca can automatically hit the target with its Bite attack, and the tarasca can't attack another target with its Bite attack.

Sting. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 14 (2d8 + 5) piercing damage. The target must make a DC 17 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Swallow. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target grappled by the tarasca. *Hit:* 15 (3d6 + 5) slashing damage plus 10 (3d6) poison damage. The creature is also swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the tarasca, and it takes 7 (2d6) acid damage at the start of each of the tarasca's turns.

The tarasca can have only one target swallowed at a time. If the tarasca takes 15 damage or more on a single turn from a creature inside it, the tarasca must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 5 feet of the tarasca. If the tarasca dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Poison Breath (Recharge 5–6). The tarasca exhales poisonous fumes in a 30-foot cube. Each creature in that area must make a DC 17 Constitution saving throw. On a failed save, a creature takes 35 (10d6) poison damage and is poisoned for 1 minute. A poisoned creature is incapacitated. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned. A creature being grappled by the tarasca has disadvantage on the saving throw.

Tarasca, Ancient

Gargantuan Monstrosity, Unaligned

Armor Class 18 (natural armor)
Hit Points 297 (18d20 + 108)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	3 (-4)	16 (+3)	6 (-2)

Damage Resistances fire
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

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

Legendary Resistance (2/Day). If the tarasca fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The tarasca makes one Bite attack, two Claw attacks, and one Sting attack. It can't use its Bite and Sting attacks against the same target.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage plus 14 (4d6) poison damage and if the target is a Large or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the tarasca can automatically hit the target with its Bite attack, and the tarasca can't attack another target with its Bite attack.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Sting. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one creature. *Hit:* 17 (3d6 + 7) piercing damage. The target must make a DC 20 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Swallow. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target grappled by the tarasca. *Hit: Hit:* 17 (3d6 + 7) slashing damage plus 14 (4d6) poison damage. The creature is also swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the tarasca, and it takes 10 (3d6) acid damage at the start of each of the tarasca's turns.

The tarasca can have only one target swallowed at a time. If the tarasca takes 25 damage or more on a single turn from a creature inside it, the tarasca must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 5 feet of the tarasca. If the tarasca dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Poison Breath (Recharge 5–6). The tarasca exhales poisonous fumes in a 60-foot cube. Each creature in that area must make a DC 20 Constitution saving throw. On a failed save, a creature takes 49 (14d6) poison damage and is poisoned for 1 minute. A poisoned creature is incapacitated. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned. A creature being grappled by the tarasca has disadvantage on the saving throw.

Legendary Actions

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

Crawl. The tarasca moves up to half its speed.
Claw. The tarasca makes a Claw attack.
Bite (Costs 2 Actions). The tarasca makes a Bite attack or uses Swallow.



Teju Jagua

The dreaded teju jagua appears as a massive hydra, with each of its seven heads resembling that of a war hound with reptilian features. Its skin is thick and covered by rough, crocodilian-like scales and matted fur. Its eyes are luminescent orbs that glow with an otherworldly fire, with each set having a different color. The powerful jaws of each head is filled with a row of sharp, jagged teeth.

Nocturnal Omnivore. Despite its fearsome appearance, the teju jagua isn't particularly aggressive or evil. It usually avoids encounters except when hungry or defending its territory. It hates sunlight and will never enter locations that aren't hidden from the sun, except during twilight hours. This is the reason why the teju jagua is only encountered in dark areas, such as deep, massive caverns and forests and jungles heavily covered by canopies. Unbeknownst to most, the teju jagua is an omnivore with a diverse diet that includes berries, large mammals, and carrion. However, it has a predilection for fruits and honey, and is why a teju jagua will often make its lair in regions where giant bees live. A teju jagua may also come into conflict with humanoid settlements that grow and produce these sweet foods near its territory.

Eye Rays. When hunting, the teju jagua usually just uses its powerful bite attacks to bring down large prey. However, if its target is particularly agile or challenging to catch, the teju jagua has a set of weapons it can employ - its eyes. Each set of eyes the teju jagua has are said to be magical portals to different elemental dimensions and planes. The teju jagua can control these portals, opening and closing them just enough to release a specific type of energy, which the teju jagua then focuses and projects toward a target of its choosing. The resulting magical blast is enough to maim, if not outright kill, a creature.

Cursed Demigod. A teju jagua is not a naturally occurring creature. It is the result of being the offspring of a titan or god with a mortal being, cursed at birth by a powerful celestial or fiend, perhaps as revenge for the parent's past transgression or betrayal. This makes the teju jagua an almost unique creature, although there are rumors of other teju jagua. Whatever its origins, the teju jagua is often used as a mighty guardian by its parent or some other powerful being. While the teju jagua is inherently not evil, it is usually under the command of one that is.

Teju Jagua, Young

Large Monstrosity (Titan), Unaligned

Armor Class 16 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 30 ft., swim 15 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	19 (+4)	6 (-2)	14 (+2)	18 (+4)

Saving Throws Str +8, Dex +5, Con +8, Wis +6
Skills Perception +6
Damage Resistances acid, cold, fire, lightning, necrotic, poison, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened, paralyzed
Senses darkvision 120 ft., passive Perception 16
Languages understands Abyssal, Celestial, Infernal, Primordial, but can't speak
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Hold Breath. The teju jagua can hold its breath for 1 hour.

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

Reactive Heads. The teju jagua gets six extra reactions that can be used only for opportunity attacks.

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

Wakeful. While the teju jagua sleeps, at least one of its heads is awake.

Actions

Multiattack. The teju jagua makes seven Bite attacks, each of which it can replace with one use of Eye Rays.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Eye Rays. The teju jagua chooses one of the following magical eye rays at random (roll 1d8 and reroll 8s and Eye Rays that the teju jagua has used this turn):

1. *Acid Rays. Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 7 (2d6) acid damage.
2. *Cold Rays. Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 7 (2d6) cold damage.
3. *Fire Rays. Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 7 (2d6) fire damage.
4. *Lightning Rays. Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 7 (2d6) lightning damage.
5. *Necrotic Rays. Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 7 (2d6) necrotic damage.
6. *Poison Rays. Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 7 (2d6) poison damage.
7. *Radiant Rays. Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 7 (2d6) radiant damage.

Teju Jagua, Adult

Huge Monstrosity (Titan), Unaligned

Armor Class 17 (natural armor)
Hit Points 241 (21d12 + 105)
Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	21 (+5)	6 (-2)	16 (+3)	21 (+5)

Saving Throws Str +12, Dex +7, Con +11, Wis +9
Skills Perception +9
Damage Resistances acid, cold, fire, lightning, necrotic, poison, radiant
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened, paralyzed
Senses darkvision 120 ft., passive Perception 19
Languages understands Abyssal, Celestial, Infernal, Primordial, but can't speak
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Hold Breath. The teju jagua can hold its breath for 1 hour.

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

Reactive Heads. The teju jagua gets six extra reactions that can be used only for opportunity attacks.

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

Wakeful. While the teju jagua sleeps, at least one of its heads is awake.

Actions

Multiattack. The teju jagua makes seven Bite attacks, each of which it can replace with one use of Eye Rays.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Eye Rays. The teju jagua chooses one of the following magical eye rays at random (roll 1d8 and reroll 8s and Eye Rays that the teju jagua has used this turn):

1. *Acid Rays. Ranged Spell Attack:* +11 to hit, range 90 ft., one target. *Hit:* 9 (2d8) acid damage and if the target is wearing a nonmagical armor or shield, the nonmagical armor or shield (determined randomly) of the target takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.
2. *Cold Rays. Ranged Spell Attack:* +11 to hit, range 90 ft., one target. *Hit:* 9 (2d8) cold damage and the target's speed is reduced by 10 feet, can't use reactions, and has disadvantage on attack rolls and Dexterity ability checks and saving throws until the end of its next turn.
3. *Fire Rays. Ranged Spell Attack:* +11 to hit, range 90 ft., one target. *Hit:* 9 (2d8) fire damage and the target catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.
4. *Lightning Rays. Ranged Spell Attack:* +11 to hit, range 90 ft., one target. *Hit:* 9 (2d8) lightning damage and the target is incapacitated until the end of the teju jagua's next turn.
5. *Necrotic Rays. Ranged Spell Attack:* +11 to hit, range 90 ft., one target. *Hit:* 9 (2d8) necrotic damage and the target can't regain hit points, has disadvantage on Strength ability checks and saving throws, and deals only half damage with weapon attacks that use Strength until the end of the teju jagua's next turn.
6. *Poison Rays. Ranged Spell Attack:* +11 to hit, range 90 ft., one target. *Hit:* 9 (2d8) poison damage and the target is poisoned until the end of the teju jagua's next turn. A poisoned creature is paralyzed.
7. *Radiant Rays. Ranged Spell Attack:* +11 to hit, range 90 ft., one target. *Hit:* 9 (2d8) radiant damage and the target is blinded until the end of the teju jagua's next turn.

An Ancient Teju Jagua's Lair

Due to its aversion to light, the teju jagua lairs in very dark and secluded areas that makes sunlight nearly impossible to reach. Such locations can be a vast cavern system, underground burrow complex, the bottom of a thousand-foot deep gorge, or the ruins of an ancient city shrouded by gigantic 200-foot-tall canopy trees and lianas.

An ancient teju jagua encountered in its lair has a challenge rating of 23 (50,000 XP).

Lair Actions

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

- Each creature of the teju jagua's choice that is within 120 feet and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened of it until initiative count 20 on the next round. A creature that fails its saving throw by 5 or more is also paralyzed while frightened in this way.
- Magical darkness spreads from a point within the teju jagua's lair to fill a 60-foot-radius sphere. The darkness spreads around corners. Nonmagical light, as well as light created by spells of 6th level or lower, can't illuminate the area. A creature with darkvision, other than the teju jagua, can't see through this darkness. The darkness lasts until the teju jagua uses this lair action again, becomes incapacitated, or when the teju jagua dies.
- The teju jagua targets a point it can see within 60 feet of it. Any spell of 6th level or lower within 20 feet of that point ends. In addition, any type of fire (magical or otherwise) within that area is quenched.
- Until initiative count 20 on the next round, the teju jagua ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.
- The teju jagua regains 30 hit points. If the teju jagua has a severed body part (head, leg, tail, etc.), it is restored.

Teju Jagua, Ancient

Gargantuan Monstrosity (Titan), Unaligned

Armor Class 18 (natural armor)
Hit Points 379 (23d20 + 138)
Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	13 (+1)	23 (+6)	6 (-2)	18 (+4)	24 (+7)

Saving Throws Str +15, Dex +8, Con +13, Wis +11
Skills Perception +11
Damage Resistances acid, cold, fire, lightning, necrotic, poison, radiant
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened, paralyzed
Senses darkvision 120 ft., passive Perception 21
Languages understands Abyssal, Celestial, Infernal, Primordial, but can't speak
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Hold Breath. The teju jagua can hold its breath for 1 hour.

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

Reactive Heads. The teju jagua gets six extra reactions that can be used only for opportunity attacks.

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

Wakeful. While the teju jagua sleeps, at least one of its heads is awake.

Actions

Multiattack. The teju jagua makes seven Bite attacks, each of which it can replace with one use of Eye Rays.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage.

Eye Rays. The teju jagua chooses one of the following magical eye rays at random (roll 1d8 and reroll 8s and Eye Rays that the teju jagua has used this round):

1. Acid Rays. Ranged Spell Attack: +14 to hit, range 120 ft., one target. *Hit:* 11 (2d10) acid damage and if the target is wearing an armor or shield, the armor or shield (determined randomly) of the target takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

2. Cold Rays. Ranged Spell Attack: +14 to hit, range 120 ft., one target. *Hit:* 11 (2d10) cold damage and the target's speed is reduced by 10 feet, can't use reactions, and has disadvantage on attack rolls and Dexterity ability checks and saving throws until the end of its next turn.

3. Fire Rays. Ranged Spell Attack: +14 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage and the target catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

4. Lightning Rays. Ranged Spell Attack: +14 to hit, range 120 ft., one target. *Hit:* 11 (2d10) lightning damage and the target is incapacitated until the end of the teju jagua's next turn.

5. Necrotic Rays. Ranged Spell Attack: +14 to hit, range 120 ft., one target. *Hit:* 11 (2d10) necrotic damage and the target can't regain hit points, has disadvantage on Strength ability checks and saving throws, and deals only half damage with weapon attacks that use Strength until the end of the teju jagua's next turn.

6. Poison Rays. Ranged Spell Attack: +14 to hit, range 120 ft., one target. *Hit:* 11 (2d10) poison damage and the target is poisoned until the end of the teju jagua's next turn. A poisoned creature is paralyzed.

7. Radiant Rays. Ranged Spell Attack: +14 to hit, range 120 ft., one target. *Hit:* 11 (2d10) radiant damage and the target is blinded until the end of the teju jagua's next turn.

Legendary Actions

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

Move. The teju jagua moves up to half its speed.
Eye Rays. The teju jagua uses one of its magical eye rays at random (roll 1d8 and reroll 8s and Eye Rays that the teju jagua has used this round).
Tail Sweep (Costs 2 Actions). Each target in a 20-foot cube originating from the teju jagua must succeed on a DC 23 Strength saving throw. On a failed save, a target takes 19 (2d10 +8) bludgeoning damage and is knocked prone. On a successful save, a target takes half as much damage and isn't knocked prone.



Vrykolakas

When an evil dragon, giant, or monstrosity is cursed and magically slain by a demon lord, it may rise as a vrykolakas if the demon lord wills it. At first, this powerful undead creature resembles its original form but with pale skin and bloodshot eyes. The vrykolakas has the ability to shift into its hybrid form, where it transforms into a more feral-looking creature with vampire bat-like features. In this form, the vrykolakas gains bat-like wings, fangs, and ears. Unlike a regular vampire, the vrykolakas has only Sunlight Hypersensitivity as a weakness.

The vrykolakas exists to serve its master that spawned it and only gains its freedom if its master is destroyed.

Vrykolakas Template

Only evil dragons, giants, and monstrosities can be transformed into a vrykolakas. When a creature becomes a vrykolakas, it retains its statistics except as described below. The vrykolakas loses any trait, such as Amphibious, that assumes a living physiology. The vrykolakas may retain or lose any or all of its lair actions or inherit new ones, as the DM sees fit.

Species. The vrykolakas becomes an Undead species type.

Speed. The vrykolakas, while transformed, gains a flying speed of 50 ft. Ignore if the vrykolakas has a base flying speed that is faster. It also gains the other movement speeds of the original creature, if applicable.

Abilities. The vrykolakas's Strength, Dexterity, Constitution, and Wisdom increases by 2. Its Charisma score increases by 4.

Saving Throws. If the base creature's CR is 5 or less, the vrykolakas gains a number of proficiencies in saving throws until its total number of saving throws is 2. However, if the base creature already has 2 or more saving throw proficiencies, the vrykolakas retains those saving throws and doesn't gain additional ones.

If the base creature's CR is 5 or higher, the vrykolakas gains a number of proficiencies in saving throws until its total number of saving throws is 3. However, if the base creature already had 3 or a larger number of saving throws, the vrykolakas retains those saving throws and gains no additional ones.

When adding new saving throws, always prioritize Dexterity, Wisdom, and Charisma.

Skills. The vrykolakas has proficiencies in Perception and Stealth. Double the proficiency bonus of its Perception skill.

Senses. The vrykolakas has Blindsight 30 ft. and Darkvision 120 ft. Ignore if the creature has a better feature.

Resistances. The vrykolakas has resistances to necrotic damage and bludgeoning, piercing, and slashing damage from nonmagical Attacks.

New Feature. Regeneration. The vrykolakas regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vrykolakas takes radiant damage or damage from holy water, this trait doesn't function at the start of the vrykolakas's next turn.

New Feature. Sunlight Hypersensitivity. The vrykolakas takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

New Action: Bite (Hybrid Only). If the base creature is Medium or smaller, its Bite attack deals 1d6 piercing damage. If it is Large, its Bite deals 2d6 piercing damage. If it is Huge, its Bite attack deals 3d6 piercing damage. If it is Gargantuan, its Bite attack deals 4d6 piercing damage. If the base creature has a Bite attack that deals higher damage, use that instead.

In addition, the Bite attack deals extra necrotic damage depending on the CR of the vrykolakas. The extra necrotic damage is 3 (1d6) if the CR is 5 or lower, 7 (2d6) if the CR is higher than 5 and less than 11, and 10 (3d6) if the CR is 11 or higher. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vrykolakas regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

New Action: Multiattack (Hybrid Only). The vrykolakas makes a Bite attack, in addition to the base creature's attacks. If the base creature already has Multiattack, add a Bite attack to it. Ignore if the base creature already has a Bite attack.

New Bonus Action. Aura of Horror (Hybrid Form Only). Each creature of the vrykolakas's choice within 30 feet of the vrykolakas must make a Wisdom saving throw or become frightened for 1 minute. While frightened in this way, the creature's speed is halved, can't use reactions, can't make more than one attack per turn, and can use either an action or a bonus action during its turns, not both. A frightened creature can repeat 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, the creature is immune to this vrykolakas' Aura of Horror for the next 24 hours.

The DC of the Aura of Horror is equal to 8 + the vrykolakas's proficiency bonus + the vrykolakas's Wisdom or Charisma modifier (whichever is higher).

Increase the range of the Aura of Horror to 60 feet if the size of the vrykolakas is Huge or larger.

If the base creature already has an existing feature similar to Aura of Horror such as Fear Aura or Frightful Presence, the DM must decide which one it retains. It cannot have both.

New Bonus Action: Change Shape. The vrykolakas polymorphs into a hybrid vampire bat, or back into its true form. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Challenge Rating. The Challenge Rating needs to be calculated, especially if the creature has new features, attacks, and spells. For quick approximation purposes though, if the creature has no additional changes, its Challenge Rating increases by 2.

Adult Red Dragon Vrykolakas

Huge Undead, Typically Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 275 (19d12 + 152)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	27 (+8)	16 (+3)	15 (+2)	25 (+7)

Saving Throws Dex +7, Con +14, Wis +8, Cha +13
Skills Perception +14, Stealth +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

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

Regeneration. The vrykolakas regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vrykolakas takes radiant damage or damage from holy water, this trait doesn't function at the start of the vrykolakas's next turn.

Sunlight Hypersensitivity. The vrykolakas takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vrykolakas makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 7 (2d6) fire damage and 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vrykolakas regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Abyssal Fire Breath (Recharge 5–6). The vrykolakas exhales abyssal fire in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 31 (9d6) fire damage and 31 (9d6) necrotic damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Aura of Horror (Hybrid Form Only). Each creature of the vrykolakas's choice within 60 feet of the vrykolakas must make a DC 21 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, the creature's speed is halved, can't use reactions, can't make more than one attack per turn, and can use either an action or a bonus action during its turns, not both. A frightened creature can repeat 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, the creature is immune to this vrykolakas' Aura of Horror for the next 24 hours.

Change Shape. The vrykolakas polymorphs into a hybrid vampire bat or back into its true form. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Legendary Actions

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

Detect. The vrykolakas makes a Wisdom (Perception) check.
Tail Attack. The vrykolakas makes a Tail attack.
Wing Attack (Costs 2 Actions). The vrykolakas beats its wings. Each creature within 10 feet of the vrykolakas must succeed on a DC 23 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The vrykolakas can then fly up to half its flying speed.

Manticore Vrykolakas

Large Undead, Typically Lawful Evil

Armor Class 15 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	19 (+4)	7 (-2)	14 (+2)	12 (+1)

Saving Throws Dex +7, Wis +5, Cha +4
Skills Perception +8, Stealth +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Regeneration. The vrykolakas regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vrykolakas takes radiant damage or damage from holy water, this trait doesn't function at the start of the vrykolakas's next turn.

Sunlight Hypersensitivity. The vrykolakas takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Tail Spike Regrowth. The vrykolakas has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Actions

Multiattack. The vrykolakas makes one Bite attack and two Claw attacks. Alternatively, it can make three Tail Spike attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 3 (1d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vrykolakas regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +7 to hit, range 100/200 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Bonus Actions

Aura of Horror (Hybrid Form Only). Each creature of the vrykolakas's choice within 30 feet of the vrykolakas must make a DC 13 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, the creature's speed is halved, can't use reactions, can't make more than one attack per turn, and can use either an action or a bonus action during its turns, not both. A frightened creature can repeat 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, the creature is immune to this vrykolakas' Aura of Horror for the next 24 hours.

Change Shape. The vrykolakas polymorphs into a hybrid vampire bat, or back into its true form. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Oni Vrykolakas

Large Undead, Typically Lawful Evil

Armor Class 16 (chain mail)
Hit Points 123 (13d10 + 52)
Speed 30 ft., fly 30 ft., fly 50 ft. in hybrid form

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	18 (+4)	14 (+2)	14 (+2)	19 (+4)

Saving Throws Dex +5, Con +8, Wis +6, Cha +8
Skills Arcana +6, Deception +12, Perception +10, Stealth +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Common, Giant
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

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

Regeneration. The vrykolakas regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vrykolakas takes radiant damage or damage from holy water, this trait doesn't function at the start of the vrykolakas's next turn.

Sunlight Hypersensitivity. The vrykolakas takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vrykolakas makes one Bite attack and two Claw or Glaive attacks.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vrykolakas regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw (Oni or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Glaive. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage, or 10 (1d10 + 5) slashing damage in Small or Medium form.

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

At will: *darkness, invisibility*
1/day each: *charm person, cone of cold, gaseous form, sleep*

Bonus Actions

Aura of Horror (Hybrid Form Only). Each creature of the vrykolakas's choice within 30 feet of the vrykolakas must make a DC 16 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, the creature's speed is halved, can't use reactions, can't make more than one attack per turn, and can use either an action or a bonus action during its turns, not both. A frightened creature can repeat 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, the creature is immune to this vrykolakas' Aura of Horror for the next 24 hours.

Change Shape. The vrykolakas polymorphs into a hybrid vampire bat, Small or Medium Humanoid, Large Giant, or back into its true form. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.



Owlbear Vrykolakas

Large Undead, Typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 66 (7d10 + 28)
Speed 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	3 (-4)	14 (+2)	7 (-2)

Saving Throws Dex +5, Con +7
Skills Perception +8, Stealth +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Keen Sight and Smell. The vrykolakas has advantage on Wisdom (Perception) checks that rely on sight or smell.

Regeneration. The vrykolakas regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vrykolakas takes radiant damage or damage from holy water, this trait doesn't function at the start of the vrykolakas's next turn.

Sunlight Hypersensitivity. The vrykolakas takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vrykolakas makes one Bite attack and Claws attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 3 (1d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vrykolakas regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Bonus Actions

Aura of Horror (Hybrid Form Only). Each creature of the vrykolakas's choice within 30 feet of the vrykolakas must make a DC 13 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, the creature's speed is halved, can't use reactions, can't make more than one attack per turn, and can use either an action or a bonus action during its turns, not both. A frightened creature can repeat 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, the creature is immune to this vrykolakas' Aura of Horror for the next 24 hours.

Change Shape. The vrykolakas polymorphs into a hybrid vampire bat, or back into its true form. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Roper Vrykolakas

Large Undead, Typically Neutral Evil

Armor Class 21 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 10 ft., climb 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	7 (-2)	18 (+4)	6 (-2)

Saving Throws Con +7, Wis +7
Skills Perception +10, Stealth +3
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

False Appearance. While the vrykolakas remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The vrykolakas can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the vrykolakas, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 16 Strength check against it.

Regeneration. The vrykolakas regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vrykolakas takes radiant damage or damage from holy water, this trait doesn't function at the start of the vrykolakas's next turn.

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

Sunlight Hypersensitivity. The vrykolakas takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vrykolakas makes four Tendril attacks, uses Reel, and one Bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vrykolakas regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Tendril. *Melee Weapon Attack:* +8 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 16). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the vrykolakas can't use the same tendril on another target.

Bonus Actions

Aura of Horror (Hybrid Form Only). Each creature of the vrykolakas's choice within 30 feet of the vrykolakas must make a DC 15 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, the creature's speed is halved, can't use reactions, can't make more than one attack per turn, and can use either an action or a bonus action during its turns, not both. A frightened creature can repeat 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, the creature is immune to this vrykolakas' Aura of Horror for the next 24 hours.

Change Shape. The vrykolakas polymorphs into a hybrid vampire bat, or back into its true form. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Troll Vrykolakas

Large Undead, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 92 (8d10 + 48)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	22 (+6)	7 (-2)	11 (+0)	7 (-2)

Saving Throws Dex +5, Con +9
Skills Perception +6, Stealth +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Keen Smell. The vrykolakas has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The vrykolakas regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the vrykolakas takes radiant damage or damage from holy water, this trait doesn't function at the start of the vrykolakas's next turn.

Sunlight Hypersensitivity. The vrykolakas takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vrykolakas makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vrykolakas regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Bonus Actions

Aura of Horror (Hybrid Form Only). Each creature of the vrykolakas's choice within 30 feet of the vrykolakas must make a DC 11 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, the creature's speed is halved, can't use reactions, can't make more than one attack per turn, and can use either an action or a bonus action during its turns, not both. A frightened creature can repeat 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, the creature is immune to this vrykolakas' Aura of Horror for the next 24 hours.

Change Shape. The vrykolakas polymorphs into a hybrid vampire bat, or back into its true form. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.



Wight, Frost

At first glance, a frost wight resembles an ordinary animated skeleton or zombie. But as one approaches it, a few odd details begin to be noticeable - a bluish glow from within its hollow eye sockets and ribcage and frost emanating from its body. Those unfortunate enough to be within very close proximity of a frost wight will also feel a grim embrace of cold and despair. The frost wight brings with it the power of a merciless winter that seeks to drain the warmth of all living creatures.

Icy Guardians. Frost wights are created by necromancers and frost mages to serve as guardians of royal barrows, crypts, and tombs. Most are raised from the remains of the fiercest warriors, frost wights become eternal sentinels, forever watching their charge even after their masters are long gone. More powerful necromancers can use the same arcane rituals to transform the corpses beasts and monstrosities into frost wights. They lie buried under the snow, animating and bursting from their hiding place when an intruder approaches.

Legendary Frost Wight. There is a legend of a frost wight that gained full sentience and free will, one who is said to have once been a prince or king. No one truly knows how it happened, but a few believe an evil death god from the elemental plane of ice may have granted the frost wight this power to use it as its champion. This lord of the frost wights is now amassing an army of undead somewhere in the coldest and most desolate icy wastes.

Frost Wight

Medium Undead, Typically Neutral Evil

Armor Class 16 (armor scraps, shield)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

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

Skills Perception +4, Stealth +4
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Dreadfrost Aura. The frost wight generates an aura of baleful frost that fills the area within 10 feet of it. Any creature that starts its turn in this area takes 4 (1d8) cold damage and must make a DC 13 Wisdom saving throw or become frightened of the frost wight until the start of its next turn.

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

Turn Resistance. The frost wight has advantage on saving throws against any effect that turns Undead.

Actions

Multiattack. The frost wight makes two Longsword attacks or two Longbow attacks. It can use its Frostchill Touch in place of one Longsword attack.

Frostchill Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) cold damage and the target must succeed on a DC 13 Constitution saving throw or gain 1 level of exhaustion. When the target finishes a short or long rest, the target loses every level of exhaustion gained from this attack.
A humanoid slain by this attack rises 24 hours later as a zombie under the frost wight's control, unless the humanoid is restored to life or its body is destroyed. The frost wight can have no more than twelve zombies under its control at one time.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 3 (1d6) cold damage.

Wyvern Frost Wight

Large Undead, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages ---
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Dreadfrost Aura. The frost wight generates an aura of baleful frost that fills the area within 10 feet of it. Any creature that starts its turn in this area takes 4 (1d8) cold damage and must make a DC 15 Wisdom saving throw or become frightened of the frost wight until the start of its next turn.

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

Turn Resistance. The wyvern frost wight has advantage on saving throws against any effect that turns Undead.

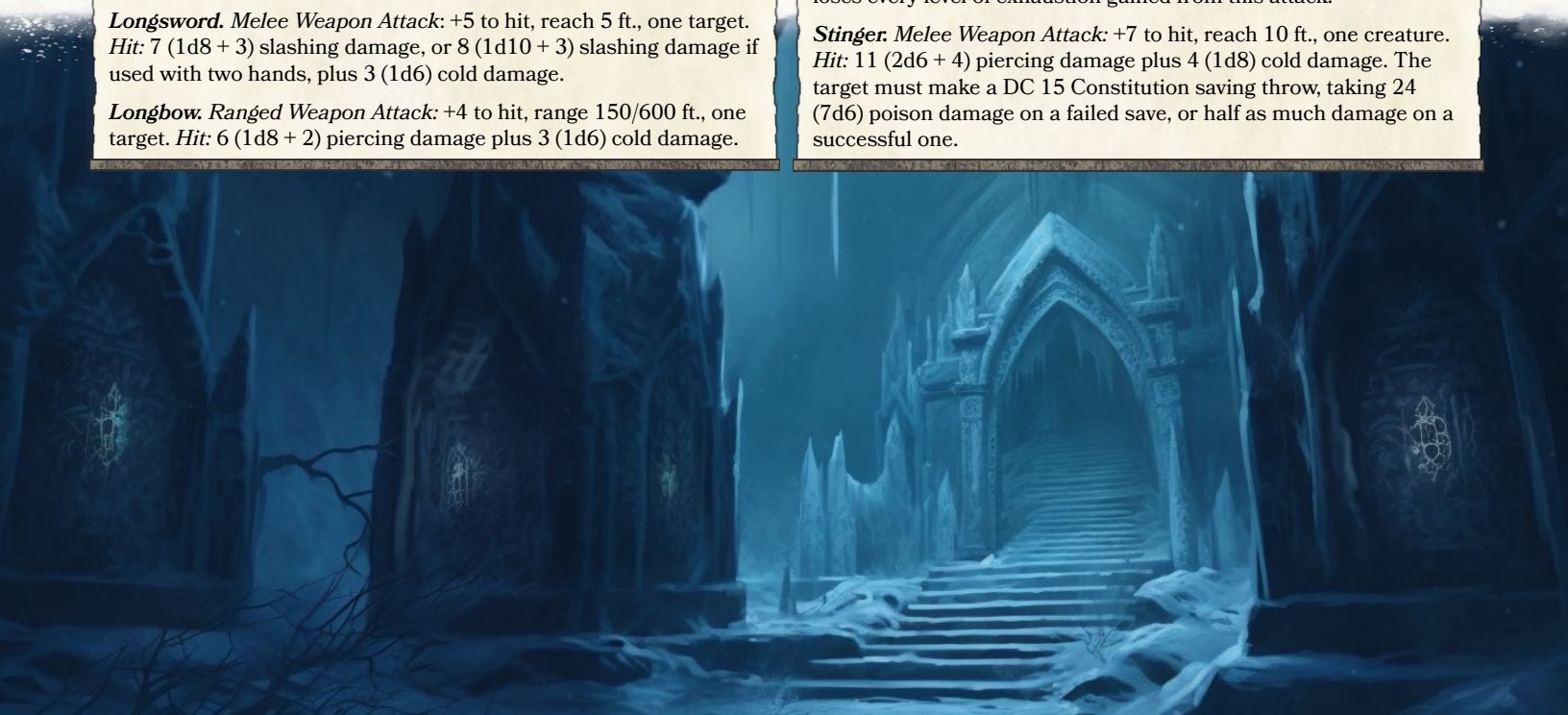
Actions

Multiattack. The wyvern makes one Bite attack and one Stinger attack. While flying, it can use its Claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage plus 4 (1d8) cold damage and the target must succeed on a DC 15 Constitution saving throw or gain 1 level of exhaustion. When the target finishes a short or long rest, the target loses every level of exhaustion gained from this attack.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 4 (1d8) cold damage and the target must succeed on a DC 15 Constitution saving throw or gain 1 level of exhaustion. When the target finishes a short or long rest, the target loses every level of exhaustion gained from this attack.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage plus 4 (1d8) cold damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.



A Frost Wight Lord's Lair

A frost wight lord makes its lair in the frozen ruins of a keep or dungeon, located in the middle of an unforgiving arctic wasteland or icy tundra. Zombies and wights regularly patrol these areas.

The challenge rating of a frost wight lord increases to 14 (11,500 XP) when it's encountered in its lair.

Lair Actions

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

- Ice and frost burst from the ground in a 30-foot-radius sphere centered on a point within 120 feet of the frost wight. Each creature other than the frost wight in that area must make a DC 16 Strength saving throw or be restrained by the ice. While restrained, a creature takes 3 (1d6) cold damage at the start of each of its turns. As an action, the restrained creature can make a DC 16 Strength check, escaping from the ice on a success. The ice can also be destroyed to end the effect. Each 5-foot-square section of ice has AC 10, 15 hit points, vulnerability to fire damage and immunity to poison and psychic damage. The ice lasts for 1 minute, until the frost wight uses this lair action again, becomes incapacitated, or when the frost wight dies.
- The frost wight targets up to 3 creatures it can see within 60 feet of it. The target must succeed on a DC 16 Constitution saving throw or become vulnerable to cold until the next initiative count 20.
- The frost wight causes up to six corpses within the lair to rise as **skeletons, zombies,** or **wights**. These Undead obey the frost wight's telepathic commands, which can reach anywhere in the lair.

Frost Wight Lord

Medium Undead, Typically Neutral Evil

Armor Class 17 (patchwork armor)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Con +8, Wis +8
Skills Perception +8, Stealth +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 18
Languages the languages it knew in life, telepathy 120 ft.
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Dreadfrost Aura. The frost wight generates an aura of baleful frost that fills the area within 20 feet of it. Any creature that starts its turn in this area takes 9 (2d8) cold damage and must make a DC 16 Wisdom saving throw or become frightened of the frost wight until the start of its next turn.

Legendary Resistance (1/Day). If the frost wight fails a saving throw, it can choose to succeed instead.

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

Turn Resistance. The frost wight has advantage on saving throws against any effect that turns Undead.

Actions

Multiattack. The frost wight makes three Scythe attacks or three Longbow attacks. It can use its Frostchill Touch in place of one Scythe attack.

Frostchill Touch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) cold damage and the target must succeed on a DC 16 Constitution saving throw or gain 2 levels of exhaustion. When the target finishes a short or long rest, the target loses every level of exhaustion gained from this attack.

A humanoid slain by this attack rises 24 hours later as a frost wight under this frost wight's control, unless the humanoid is restored to life or its body is destroyed. This frost wight can have no more than six other frost wights under its control at one time.

Scythe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) cold damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) cold damage.

Frostchill Blast (Recharge 5–6). The frost wight magically emits supernatural frost in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 27 (6d8) cold damage and gains 2 levels of exhaustion. On a successful save, a creature takes half as much damage with no additional effects.

Legendary Actions

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

Attack. The frost wight makes a Scythe or Longbow attack.
Chilling Glare. The frost wight targets one creature it can see within 60 feet of it. The target takes 10 (2d6 + 3) cold damage and must succeed on a DC 16 Wisdom saving throw or become frightened of the frost wight for 1 minute. A frightened creature is paralyzed. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
Command. The frost wight targets one allied Undead it can see within 30 feet of it and telepathically gives it a command. The target must use its reaction to make one melee attack.
Frostchill Touch (Costs 2 Actions). The frost wight uses Frostchill Touch.

Zburător

The zburător is a malevolent shapeshifting monster, shrouded in darkness and dread. Its natural form is a nightmarish hybrid. With the head and limbs of a feral wolf, the antlers, neck, and body of a hideous deer, and the fearsome wings of an enormous bat, it strikes a horrifying and intimidating silhouette.

Vampiric Predator. The zburător is driven by an insatiable hunger for the flesh and the life force of humanoids. Possessing heightened senses, night vision, and enhanced strength, it prowls the shadowy edges of civilization with predatory grace, tracking its victims with unerring precision. Its senses allow it to detect the slightest movements, ensuring a swift and stealthy approach. The points of its antlers drip potent venom that can paralyze creatures it injures. Feeding on the flesh and life force of its victims, the zburător revels in the consumption of their essence, gaining vitality from their very being.

Alluring Charmer. Once every full moon, adult zburător have an irresistible impulse to mate. Because of its accursed nature, it cannot bear offspring with another of its kind. Instead, it must seek a humanoid as a potential mate. And even then, the chances of conception is remote, which is probably the reason for the uncontrollable urge. Aiding it in this endeavor are the zburător's two uncanny abilities. The first one is to assume the form of any humanoid form, seamlessly blending into unsuspecting communities. In its humanoid disguise, it conceals its monstrous nature beneath an alluring facade, its appearance and demeanor tailored to enchant and beguile. The second one is its unsettling ability to magically charm and seduce humanoids. Its enchanting allure, combined with its dark magic, ensures the compliance of its chosen targets. With a glance or a touch, the zburător weaves its enchantments, leaving its victims entranced and submissive.

Natural Killer. A zburător offspring grows as a normal humanoid, but already bears the taint of its parent. Even as a child, its troubling behaviors will show lack of empathy or remorse, a tendency to manipulate and deceive others, and disturbing cruelty. As it gets older, it will entertain thoughts of eating the flesh of its kind. Once it has reached puberty, the zburător will be able to transform into its true form, finally realizing and embracing its nature. Because of this, it will be unable to have a communal life due to the risk of discovery. It will adopt one where it will lurk within the shadows and corners of the world, but still within reach of unsuspecting prey.

Insidious Wanderers. Zburators are usually encountered alone, but a few form a clan led by an alpha, often under the guise of a travelling or wandering band of entertainers. Once every decade, these clans will congregate, bringing charmed victims as an offering to their King or Queen.



Zburător

Medium Monstrosity (Shapechanger), Typically Neutral Evil

Armor Class 13 in humanoid form, 15 (natural armor) in monster form
Hit Points 45 (7d8 + 14)
Speed 40 ft., fly 60 ft. (30 ft. in humanoid form)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	10 (+0)	15 (+2)	16 (+3)

Skills Deception +7, Perception +4, Stealth +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 3 (700 XP) **Proficiency Bonus** +2

Dive Attack. If the zburător is flying and dives at least 30 feet straight toward a target and then hits it with a Gore attack, the attack deals an extra 9 (2d8) damage to the target.

Keen Hearing and Smell. The zburător has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite (Monster Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the zburător regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Gore (Monster Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature is paralyzed. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scimitar (Humanoid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Charm (Humanoid Form Only). One humanoid the zburător can see within 30 feet of it must succeed on a DC 13 Wisdom saving throw or be magically charmed for 1 hour. The charmed target obeys the zburător's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this zburător's Charm for the next 24 hours.

The zburător can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Bonus Actions

Change Shape. The zburător magically transforms into a Medium Humanoid or back into its true form, while retaining its game statistics. This transformation ends if the zburător is reduced to 0 hit points or uses a bonus action to end it.

Zburător Alpha

Large Monstrosity (Shapechanger), Typically Neutral Evil

Armor Class 13 in humanoid form, 15 (natural armor) in monster form
Hit Points 102 (12d8 + 36)
Speed 50 ft., fly 60 ft. (30 ft. in humanoid form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	10 (+0)	16 (+3)	17 (+3)

Skills Deception +9, Perception +6, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Senses darkvision 60 ft., passive Perception 16
Languages Common
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Dive Attack. If the zburător is flying and dives at least 30 feet straight toward a target and then hits it with a Gore attack, the attack deals an extra 9 (2d8) damage to the target.

Keen Hearing and Smell. The zburător has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite (Monster Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the zburător regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Gore (Monster Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 4) piercing damage and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. A poisoned creature is paralyzed. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scimitar (Humanoid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Charm (Humanoid Form Only). One humanoid the zburător can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 hour. The charmed target obeys the zburător's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this zburător's Charm for the next 24 hours.

The zburător can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Haunting Howl (Monster Form Only, Recharge 6). The zburător howls. Any Beast or Humanoid that isn't an ally of the zburător within 300 feet of it must succeed on a DC 14 Wisdom saving throw or be frightened of it for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's save is successful or the effect ends for it, the target is immune to any zburător's Haunting Howl for the next 24 hours.

Bonus Actions

Change Shape. The zburător magically transforms into a Medium Humanoid or back into its true form, while retaining its game statistics. This transformation ends if the zburător is reduced to 0 hit points or uses a bonus action to end it.

Zburător Monarch

Large Monstrosity (Shapechanger), Typically Neutral Evil

Armor Class 13 in humanoid form, 15 (natural armor) in monster form
Hit Points 136 (16d10 + 48)
Speed 50 ft., fly 60 ft. (30 ft. in humanoid form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	12 (+1)	17 (+3)	18 (+4)

Skills Deception +12, Perception +7, Stealth +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Senses darkvision 60 ft., passive Perception 17
Languages Common
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Dive Attack. If the zburător is flying and dives at least 30 feet straight toward a target and then hits it with a Gore attack, the attack deals an extra 9 (2d8) damage to the target.

Keen Hearing and Smell. The zburător has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (1/Day). If the zburător fails a saving throw, it can choose to succeed instead.

Actions

Bite (Monster Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the zburător regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Gore (Monster Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. A poisoned creature is paralyzed. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scimitar (Humanoid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Charm (Humanoid Form Only). One Humanoid the zburător can see within 30 feet of it must succeed on a DC 16 Wisdom saving throw or be magically charmed for 1 hour. The charmed target obeys the zburător's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this zburător's Charm for the next 24 hours.

The zburător can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Haunting Howl (Monster Form Only, Recharge 6). The zburător howls. Any Beast or Humanoid that isn't an ally of the zburător within 300 feet of it must succeed on a DC 15 Wisdom saving throw or be frightened of it for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's save is successful or the effect ends for it, the target is immune to any zburător's Haunting Howl for the next 24 hours. In addition, each ally of the zburător within 60 feet of it and can hear it gains advantage on attack rolls and saving throws made against being charmed and frightened until the end of the zburător's next turn.

Bonus Actions

Change Shape. The zburător magically transforms into a Medium Humanoid or back into its true form, while retaining its game statistics. This transformation ends if the zburător is reduced to 0 hit points or uses a bonus action to end it.

Legendary Actions

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

Charge. The zburător moves up to its speed.
Charm. The zburător uses Charm.
Command Thrall. The zburător targets a Humanoid charmed by it within 30 feet of it. The target must use its reaction to make one melee attack against a visible creature of the zburător's choice.
Attack (Costs 2 Actions). The zburător makes a melee attack.

A Zburător Monarch's Lair

A zburător monarch dwells in keeps and longhouses that are located in remote and secluded areas.

The challenge rating of a zburător monarch increases to 10 (5,900 XP) when it's encountered in its lair.

Lair Actions

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

- Shadowy tendrils instantly appear and extend from the zburător. Each creature of the zburător's choice within 20 feet of it must succeed on a DC 16 Constitution saving throw. On a failed save, the creature takes 9 (2d8) necrotic damage and is blinded until initiative count 20 on the next round.
- The zburător targets a point it can see within 120 feet of it. A thick shadowy mist magically appears in a 20-foot radius burst centered on that point. Each creature in that area must succeed on a DC 16 Constitution saving throw. On a failed save, the creature takes 9 (2d8) necrotic damage and has disadvantage on attack rolls, ability checks, and saving throws until initiative count 20 on the next round. On a successful save, a creature takes half as much damage with no additional effects. Constructs and Undead ignore this effect.
- The zburător casts *invisibility,* requiring no material components and using Charisma as the spellcasting ability. It lasts until initiative count 20 on the next round.



Appendix A: Miscellaneous Creatures

This appendix contains statistics for various animals, vermin, and other critters. The stat blocks are organized alphabetically by creature name.

Alligator

Large Beast, Unaligned

Armor Class 12 (natural armor)
Hit Points 13 (2d10 + 2)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2
Senses passive Perception 10
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the alligator can't use its Bite attack on another target.

Death Roll (Recharge 4-6). A creature the alligator is grappling must make a DC 12 Strength saving throw. On a failed save, the creature takes 11 (2d8 + 2) slashing damage. If this damage reduces a creature to 0 hit points, one of its limbs is dismembered. On a successful save, the creature takes half as much damage.

Alligator, Giant

Huge Beast, Unaligned

Armor Class 14 (natural armor)
Hit Points 51 (6d12 + 12)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	15 (+2)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +3
Senses passive Perception 10
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

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

Actions

Multiattack. The alligator makes one Bite attack and one Tail attack. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the alligator can't use its Bite attack on another target.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target not grappled by the alligator. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Death Roll (Recharge 4-6). A creature the alligator is grappling must make a DC 15 Strength saving throw. On a failed save, the creature takes 32 (6d8 + 5) slashing damage. If this damage reduces a creature to 0 hit points, one of its limbs is dismembered. On a successful save, the creature takes half as much damage.

Alligators

Alligators are smaller than crocodiles, tend to have broader, U-shaped snouts, and primarily inhabit freshwater environments. What they lack in size, they more than make up for their deadly ability to perform a death roll.



Giant Angler Fish

The giant angler fish silently stalks the darkest depths of the ocean. Its stout body can reach lengths of up to 15 feet, with a gaping maw filled with needle-like teeth that can easily pierce through armor.

Hypnotic Lure. The most distinctive feature of the giant angler fish is the bioluminescent lure that dangles from its head. This lure, which is shaped like a fishing rod with a light bulb at the end, is used to attract prey in the pitch-black darkness of the deep sea. The light pulsates and dims in a slow rhythm, inducing those observing the light into a trance-like state, causing them to unconsciously move toward it. The giant angler fish simply waits for its prey to move within striking distance of its jaws.



Angler Fish, Giant

Huge Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 85 (9d12 + 27)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	1 (-5)	12 (+1)	4 (-3)

Skills Stealth +6
Senses darkvision 120 ft., passive Perception 11
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Aquatic. The angler fish can breathe only underwater.

Hypnotic Lure. When a creature that can see the angler fish's hypnotic lure starts its turn within 60 feet of the angler fish, the angler fish can force it to make a DC 13 Wisdom saving throw if the angler fish isn't incapacitated and can see the creature. A creature that fails the save becomes charmed by the angler fish until the start of its next turn. While charmed in this way, the target tries to get as close to the angler fish as possible, using its actions to Dash until it is within 5 feet of the angler fish. A charmed target can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature becomes immune to the angler fish's Hypnotic Lure for 24 hours.

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

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 20 (3d10 + 4) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the angler fish, and takes 10 (3d6) acid damage at the start of each of the angler fish's turns.

The angler fish's gullet can hold up to two creatures at a time. If the angler fish takes 10 damage or more on a single turn from a creature inside it, the angler fish must succeed on a DC 13 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the angler fish. If the angler fish dies, any swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Giant Antlion

The giant antlion is a voracious hunter that lurks beneath sandy dunes. Its segmented body is covered by a thick carapace and is over 10 feet long. It has a set of oversized mandibles, which resemble the jaws of an ant.

Ambush Predator. The giant antlion rarely leaves its lair and spends most of its time lying in wait underneath a layer of sand at the bottom of an inverted cone-shaped desert dune. When a creature moves close to the edge of the sand dune, the giant antlion throws and sprays sandy debris along the incline of the sand near the target, creating a small landslide and causing the hapless victim to tumble down towards the center of the pit. Once the prey is within striking range, the giant antlion emerges from its hiding spot, surprising the target, and grabs it with its large mandibles before it can put up a defense. Once it has snared the prey in a vise-like grip, the giant antlion injects it with a concoction of paralytic venom and digestive enzymes, rendering the victim helpless. The giant antlion then drags its prey into its lair where it can feed unmolested.



Antlion, Giant

Large Beast, Unaligned

Armor Class 14 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 20 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	1 (-5)	8 (-1)	3 (-4)

Skills Stealth +5
Senses darkvision 60 ft., Tremorsense 60 ft., Passive Perception 9
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Ambusher. On the first round of each combat, the antlion has advantage on attack rolls against a creature that hasn't taken a turn yet.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success. Additionally, if the target is Medium or smaller, it is grappled (escape DC 12).

Rock Spray (Recharge 5-6). The antlion tosses debris in a 15-foot cone. Each creature in that area must succeed on a DC 12 Strength saving throw. On a failed save, a creature takes 10 (3d6) bludgeoning damage and is knocked prone. If the prone creature is on a sloped surface, it is pulled 10 feet toward the deepest space. On a successful save, a creature takes half as much damage and isn't knocked prone.

Antlion, Monstrous

Huge Beast, Unaligned

Armor Class 15 (natural armor)
Hit Points 95 (10d12 + 30)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	1 (-5)	9 (-1)	3 (-4)

Skills Stealth +5
Senses darkvision 60 ft., Tremorsense 60 ft., Passive Perception 9
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Ambusher. On the first round of each combat, the antlion has advantage on attack rolls against a creature that hasn't taken a turn yet.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage plus 10 (3d6) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success. Additionally, if the target is Large or smaller, it is grappled (escape DC 14).

Rock Spray (Recharge 5-6). The antlion tosses debris in a 30-foot cone. Each creature in that area must succeed on a DC 13 Strength saving throw. On a failed save, a creature takes 17 (5d6) bludgeoning damage and is knocked prone. If the prone creature is on a sloped surface, it is pulled 10 feet toward the deepest space. On a successful save, a creature takes half as much damage and isn't knocked prone.

Badger, Dire

Large Beast, Unaligned

Armor Class 11 (natural armor)
Hit Points 38 (4d10 + 16)
Speed 40 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	7 (-2)

Senses darkvision 30 ft., passive Perception 11
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The badger makes Bite attack and one Claws attack.

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

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

Box Jellyfish, Giant

Huge Beast, Unaligned

Armor Class 7 (natural armor)
Hit Points 76 (8d12 + 24)
Speed 0 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	4 (-3)	17 (+3)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances bludgeoning, poison
Damage Vulnerabilities acid
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Aquatic. The jellyfish can breathe only underwater.

Actions

Multiattack. The jellyfish makes four Tentacle attacks.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one creature. *Hit:* 11 (2d6 + 4) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. If the target is Medium or smaller, it is also grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the jellyfish can automatically hit the target with its tentacle. The tentacle can also be attacked and destroyed (AC 10; hp 5; vulnerability to acid and slashing damage; immunity to bludgeoning, poison, and psychic damage). The jellyfish has 20 tentacles, four of which can grapple one target. The jellyfish regrows a lost tentacle once every 24 hours.

Bull

Large Beast, Unaligned

Armor Class 11 (natural armor)
Hit Points 22 (3d10 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	2 (-4)	10 (+0)	4 (-3)

Senses passive Perception 10
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Trampling Charge. If the bull moves at least 20 feet straight toward a creature and then hits it with a Gore attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the bull can make one Stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Stomp. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Condor, Giant

Large Beast, Unaligned

Armor Class 10
Hit Points 42 (5d10 + 15)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Keen Sight and Smell. The condor has advantage on Wisdom (Perception) checks that rely on sight or smell.

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

Actions

Multiattack. The condor makes one Beak attack and one Talons attack.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

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



Crab, Monstrous

Large Beast, Unaligned

Armor Class 16 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	1 (-5)	10 (+0)	4 (-3)

Skills Stealth +4
Senses blindsight 30 ft., passive Perception 10
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The crab can breathe air and water.

Actions

Multiattack. The crab makes two Claw attacks.

Claw. *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). The crab has two claws, each of which can grapple only one target.

Death Dog, Giant

Large Monstrosity, Typically Neutral Evil

Armor Class 13 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +6, Stealth +4
Senses darkvision 120 ft., passive Perception 16
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

Actions

Multiattack. The dog uses Unnerving Growl, if available. It then makes two Bite attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

Unnerving Growl (Recharge 4-6). Each creature within 30 feet of the dog and can hear the dog must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A target that successfully saves is immune to the dog's Unnerving Growl for the next 24 hours.

Dunkleosteus

A dunkleosteus is a massive, 20-foot-long armored fish that hunts shallow, warm coastal bodies of water. It has a flattened head, a body covered with stone-like plates, and a powerful jaw lined with sharp, bony teeth.

The dunkleosteus typically preys on giant crabs and a variety of large fish and other marine creatures, but it will eat anything that looks edible to it. The dunkleosteus's jaws are so powerful, its bite can cut through bone and crush armor with ease.

Dunkleosteus

Huge Beast, Unaligned

Armor Class 16 (natural armor)
Hit Points 95 (10d12 + 30)
Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	16 (+3)	1 (-5)	10 (+0)	4 (-3)

Senses blindsight 10 ft., passive Perception 10
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Aquatic. The dunkleosteus can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 5) piercing damage and the target's nonmagical armor or shield (determined randomly if it has both) takes a permanent and cumulative -1 penalty. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. In addition, if the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the dunkleosteus can't use its Bite attack another target.



Earwig, Giant

Large Beast, Unaligned

Armor Class 14 (natural armor)
Hit Points 22 (4d10 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	1 (-5)	8 (-1)	3 (-4)

Skills Perception +3
Senses blindsight 30 ft., Passive Perception 13
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Actions

Multiattack. The earwig makes one Bite attack and one Pincer attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Pincer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and if the target is a Medium or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained.

Flying Snake, Giant

Medium Beast, Unaligned

Armor Class 14
Hit Points 16 (3d8 + 3)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	2 (-4)	12 (+1)	5 (-3)

Senses blindsight 10 ft., passive Perception 11
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage plus 10 (3d6) poison damage.

Giant Earwig

The giant earwig is a 10-foot long insect with an elongated and flattened body. Two long antennae top its head. The giant earwig is a nocturnal creature that skulks in dark, damp places during the day, such as caves, sewers, and abandoned ruins. It is an omnivore, feeding on both plant and animal matter.

The giant earwig mostly lives by scavenging but will not hesitate to attack creatures it happens upon that are smaller than itself. It usually attacks first with its rear pincer-like appendage, also known as cersi. It rears up its tail or backs toward its target until it snares it with its pincer. Once the giant earwig has prey secured, it lifts the victim over its body and moves it toward its head so it can slice it with its mandibles.



Gigantopithecus

A gigantopithecus is a large ape that stands over 10 feet tall and weighs over 500 kilograms. It resembles an orangutan with a thick, muscular body and a prominent jaw. While somewhat territorial, most species of gigantopithecus aren't aggressive and live on a diet of fruits, nuts, and vegetables. However, there are a few clans that, driven by starvation, have grown accustomed to the taste of meat.

Hell Pig (Entelodont)

Entelodonts, also known as "hell pigs," resemble giant boars with barrel-shaped bodies, short muscular legs, and a massive head with strong jaws and sharp tusk-like teeth. A bony, horn-like protrusion grows from each side of its head.

Entelodonts are omnivores but prefer a diet of meat. They are opportunistic hunters and scavengers, which means they will prey on anything they can bring down or stumble upon. Entelodonts will even scavenge the kills of other predators they can bully and drive away.

In combat, enteledonts charge at their prey, goring them with their oversized tusk-like teeth and horns.



Gigantopithecus

Large Beast, Unaligned

Armor Class 12
Hit Points 76 (9d10 + 27)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +7, Perception +3
Senses passive Perception 13
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The gigantopithecus makes two Fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +7 to hit, range 25/50 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Hell Pig (Entelodont)

Large Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	2 (-4)	8 (-1)	5 (-3)

Senses passive Perception 9
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Charge. If the hell pig moves at least 20 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the hell pig takes 15 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Hippopotamus

Large Beast, Unaligned

Armor Class 11 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Hold Breath. The hippopotamus can hold its breath for 5 minutes.

Actions

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

Hippopotamus, Giant

Huge Beast, Unaligned

Armor Class 12 (natural armor)
Hit Points 73 (7d12 + 28)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	19 (+4)	2 (-4)	13 (+1)	7 (-2)

Senses passive Perception 11
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Hold Breath. The hippopotamus can hold its breath for 5 minutes.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 18 (3d8 + 5) piercing damage.

Hyaenodon

Large Beast, Unaligned

Armor Class 12
Hit Points 26 (4d10 + 4)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

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

Rampage. When the hyaenodon reduces a creature to 0 hit points with a melee attack on its turn, the hyaenodon can take a bonus action to move up to half its speed and make a Bite attack.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 7 (1d10 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Hyaenodon

A hyaenodon is a carnivorous mammal that looks like a hybrid of a wolf and hyena. Its large powerful body measures over 10 feet long, and its powerful jaws can rip flesh and crush bone with ease. A hyaenodon typically hunts in packs by pursuing prey until they tire. However, a hyaenodon pack usually steals the kills of other predators, even those that are larger.



Ironclad Beetle, Giant

Medium Beast, Unaligned

Armor Class 18 (natural armor)
Hit Points 13 (2d8 + 2)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	1 (-5)	7 (-2)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Senses blindsight 30 ft., passive Perception 8
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Actions

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

Ironclad Beetle, Monstrous

Large Beast, Unaligned

Armor Class 19 (natural armor)
Hit Points 47 (5d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	1 (-5)	7 (-2)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Senses blindsight 30 ft., passive Perception 8
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

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

Jumping Spider, Giant

Medium Beast, Unaligned

Armor Class 13
Hit Points 11 (2d8 + 2)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	4 (-3)	14 (+2)	4 (-3)

Skills Athletics +3, Perception +4, Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Ambush. On the first round of each combat, the spider has advantage on attack rolls against a creature that hasn't taken a turn yet.

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

Standing Leap. The spider's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.
Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.



Jumping Spider, Monstrous

Large Beast, Unaligned

Armor Class 13
Hit Points 30 (4d10 + 8)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	4 (-3)	15 (+2)	5 (-3)

Skills Athletics +4, Perception +4, Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Ambush. On the first round of each combat, the spider has advantage on attack rolls against a creature that hasn't taken a turn yet.

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

Standing Leap. The spider's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.



Leopard Seal

Large Beast, Unaligned

Armor Class 12 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	3 (-4)	12 (+1)	5 (-3)

Skills Stealth +3
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

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

Keen Smell. The seal has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and if the target is Medium or smaller, it is also grappled (escape DC 12). Until this grapple ends, the creature is restrained, and the seal can't use its Bite attack on another target.

Leopard Seal, Giant

Huge Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 73 (7d12 + 28)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	3 (-4)	12 (+1)	5 (-3)

Skills Stealth +3
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

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

Keen Smell. The seal has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The seal makes one Bite attack and one Tail attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and if the target is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the seal can't use its Bite attack on another target.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target not grappled by the seal. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Mantis Shrimp, Giant

Large Beast, Unaligned

Armor Class 15 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 20 ft., burrow 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 30 ft., passive Perception 10
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The mantis shrimp can breathe air and water.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the mantis shrimp's next turn.

Mantis Shrimp, Monstrous

Huge Beast, Unaligned

Armor Class 16 (natural armor)
Hit Points 114 (12d12 + 36)
Speed 20 ft., burrow 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	17 (+3)	1 (-5)	11 (+0)	3 (-4)

Senses blindsight 60 ft., passive Perception 10
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amphibious. The mantis shrimp can breathe air and water.

Actions

Slam. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 32 (6d8 + 5) bludgeoning damage, and the target must succeed on a DC 17 Constitution saving throw or be stunned until the end of the mantis shrimp's next turn.

Phase Spider, Elder

Huge Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 85 (9d12 + 27)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	12 (+1)	7 (-2)

Skills Stealth +8
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

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

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Multiattack. The spider makes one Bite attack and two Foreleg attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 27 (6d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Foreleg. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Bonus Actions

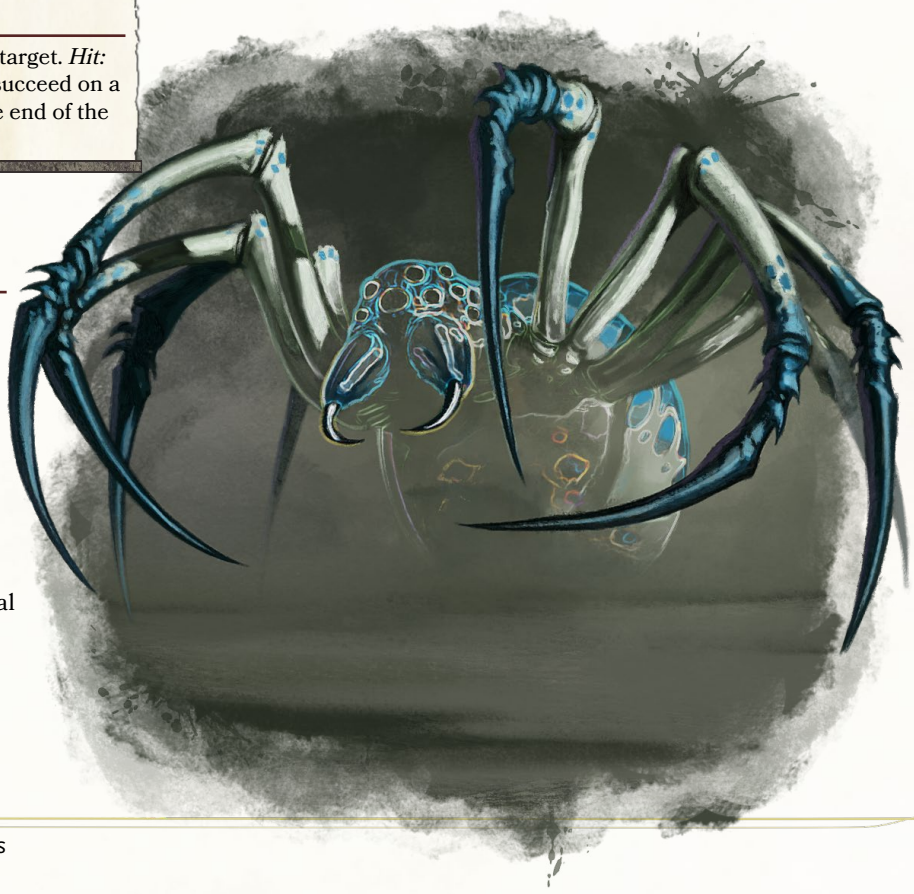
Ethereal Jaunt. The spider magically shifts from the Material Plane to the Ethereal Plane, or vice versa.

Giant Mantis Shrimp

A giant mantis shrimp is a marine crustacean with a12-foot-long, flattened, segmented body and a set of compound eyes that can perceive colors beyond humanoid comprehension.

What a giant mantis shrimp is known for is its highly specialized attack. The giant mantis shrimp is capable of delivering devastating 'punches' with its appendages, it can break hard shells and shatter bone with a single strike, leaving prey stunned and incapacitated.

Giant mantis shrimps can be found in shallow tropical and subtropical waters.





A titanoboa attacking an elasmotherium.

Rhinoceros, Giant (Elasmotherium)

Huge Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 104 (11d12 + 33)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	17 (+3)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Trampling Charge. If the giant rhinoceros moves at least 20 feet straight toward a creature and then hits it with a Gore attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the giant rhinoceros can make one Stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Rhinoceros, Woolly

Large Beast, Unaligned

Armor Class 12 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	16 (+3)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Trampling Charge. If the woolly rhinoceros moves at least 20 feet straight toward a creature and then hits it with a Gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the woolly rhinoceros can make one Stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Giant Sand Striker

Giant sand strikers are monstrous aquatic worms that ambush prey at the sandy bottoms of the ocean floor. They have segmented bodies that can reach lengths of over 20 feet long. Sand strikers have a distinctive set of mandibles that they use to capture and slice their prey with.

Giant sand strikers usually lie in wait in their burrows, launching themselves out of the sand with blinding speed when prey swims unwittingly within range.

Sand Striker, Giant

Large Beast, Unaligned

Armor Class 15 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 20 ft., burrow 15 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	1 (-5)	8 (-1)	3 (-4)

Skills Stealth +7
Senses blindsight 30 ft., Tremorsense 60 ft., Passive Perception 9
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Ambush. On the first round of each combat, the sand striker has advantage on attack rolls against a creature that hasn't taken a turn yet.

Amphibious. The sand striker can breathe air and water.

Improved Critical. The sand striker's weapon attacks score a critical hit on a roll of 19 or 20.

Actions

Multiattack. The sand striker attacks with its Mandibles. If it has a creature grappled, it can also use its Bite.

Mandibles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 3) slashing damage and if the target is a Medium or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the creature is restrained, and the sand striker can't use its Mandibles on another target.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature it is grappling with. *Hit:* 8 (2d4 + 3) slashing damage.

Titanoboa

Huge Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 104 (11d12 + 33)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2
Senses passive Perception 12
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the titanoboa can't use its Constrict attack on another target.



A giant sand striker faces off with a giant mantis shrimp.



Vinegaroon, Giant

At first glance, the giant vinegaroon resembles a giant scorpion. It has two large pincers, eight legs, and a spindly tail. Unlike the giant scorpion, the giant vinegaroon's tail doesn't end with a stinger. The giant vinegaroon has eight legs but only uses six of its legs for crawling. Its front pair of legs serve as antennae-like sensory organs, enabling them to detect vibrations of possible danger or prey up to 10 feet away.

Acidic Glands. The giant vinegaroon doesn't have any venom glands like a giant scorpion. Instead, it has glands near the rear of its abdomen where its tail is connected. These glands can project a caustic spray of acid that is enough to discourage larger predators, if not downright melt them. It is this vinegar-like-smelling acid that gives the creature its name and its pungent stench.

Nocturnal Predators. The giant vinegaroon usually hunts at night and will eat almost anything smaller than itself but preys mostly on other giant insects, as well as giant frogs, snakes, slugs, and worms. When it has detected its prey, it tries to capture it with its pincer claws. Only when the victim is secured does the giant vinegaroon use its mandibles to puncture and tear the flesh of its target. To help digest its food, the giant vinegaroon secretes poison from its mouth that dissolves flesh into soup. While it will not hesitate to make a meal out of an adventurer, a giant vinegaroon tends to retreat once it has taken a large amount of damage from a single attack. When this happens, it often blasts its attacker with its acid spray before scampering away.

Vinegaroon, Giant

Large Beast, Unaligned

Armor Class 16 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	1 (-5)	9 (-1)	3 (-4)

Senses blindsight 60 ft., passive Perception 9
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Stench. Any creature other than a vinegaroon that starts its turn within 5 feet of the vinegaroon must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Stench of all vinegaroons for 1 hour.

Actions

Multiattack. The vinegaroon makes two Claw attacks. If the vinegaroon is grappling a creature, the vinegaroon can also make a Bite attack.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, and the target is grappled (escape DC 13). The vinegaroon has two Claw attacks, each of which can grapple only one target.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one grappled target. *Hit:* 5 (1d4 + 3) piercing damage plus 2 (1d4) poison damage.

Acid Spray (Recharge 5-6). The vinegaroon sprays acid from its abdomen in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Reactions

Defensive Spray. In response to being damaged by a visible creature within 15 feet of it and Acid Spray is available, the vinegaroon uses its Acid Spray. The triggering creature must be in the Acid Spray's area.

Vinegaroon, Monstrous

Huge Beast, Unaligned

Armor Class 17 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	1 (-5)	9 (-1)	5 (-3)

Senses blindsight 60 ft., passive Perception 9
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Stench. Any creature other than a vinegaroon that starts its turn within 10 feet of the vinegaroon must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Stench of all vinegaroons for 1 hour.

Actions

Multiattack. The vinegaroon makes two Claw attacks. If the vinegaroon is grappling a creature, the vinegaroon can also make a Bite attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). The vinegaroon has two Claw attacks, each of which can grapple only one target.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one grappled target. *Hit:* 7 (1d6 + 4) piercing damage plus 3 (1d6) poison damage.

Acid Spray (Recharge 5-6). The vinegaroon sprays acid from its abdomen in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.

Reactions

Defensive Spray. In response to being damaged by a visible creature within 30 feet of it and Acid Spray is available, the vinegaroon uses its Acid Spray. The triggering creature must be in the Acid Spray's area.

Vinegaroon, Legendary

Huge Beast, Unaligned

Armor Class 17 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	1 (-5)	9 (-1)	5 (-3)

Senses blindsight 60 ft., passive Perception 9
Languages —
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Stench. Any creature other than a vinegaroon that starts its turn within 10 feet of the vinegaroon must succeed on a DC 17 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the Stench of all vinegaroons for 1 hour.

Actions

Multiattack. The vinegaroon makes two Claw attacks. If the vinegaroon is grappling a creature, the vinegaroon can also make a Bite attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage, and the target is grappled (escape DC 15). The vinegaroon has two Claw attacks, each of which can grapple only one target.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one grappled target. *Hit:* 8 (1d6 + 5) piercing damage plus 3 (1d6) poison damage.

Acid Spray (Recharge 5-6). The vinegaroon sprays acid from its abdomen in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.

Reactions

Defensive Spray. In response to being damaged by a visible creature within 30 feet of it and Acid Spray is available, the vinegaroon uses its Acid Spray. The triggering creature must be in the Acid Spray's area.

Legendary Actions

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

Crawl. The vinegaroon moves up to half its speed.
Bite. The vinegaroon makes a Bite attack, if possible.
Claw (Costs 2 Actions). The vinegaroon makes a Claw attack.



Appendix B: Nonplayer Characters

This appendix contains statistics for various nonplayer characters (NPCs) that player characters might encounter in their adventures. Most of the nonplayer characters come in three stat block versions, providing you with low-, mid-, and high-level options.

Balladeer



A graceful and soulful minstrel, the balladeer possesses a gift for weaving haunting melodies and poignant tales of love and loss. Often clad in rich crimson or purple attire, its slight stature belies the depth of emotion that resonates within its voice.

Evocative Songs. With delicate fingers gracefully caressing the strings of a lute, it delves into the depths of the heart, drawing forth both the tenderest of yearnings and the deepest sorrows. Its haunting ballads, filled with melancholic melodies and heartfelt lyrics, enchants audiences, leaving them immersed in a sea of bittersweet emotions.

Emotional Resonance. The balladeer's performances are a conduit for catharsis, a sanctuary for the lovesick and the broken-hearted to find solace in shared tales of romantic longing and laments of lost love. Its voice echoes through moonlit halls, captivating listeners with a delicate combination of vulnerability and resilience.

Balladeer

Medium Humanoid, Any Alignment

Armor Class 14 (studded leather)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +4, Cha +5
Skills Deception +5, Performance +7, Persuasion +7, Stealth +4
Senses passive Perception 11
Languages any two languages
Challenge 2 (450 XP) **Proficiency Bonus** +2

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 plus 3 (1d6) psychic damage and the target has disadvantage to Wisdom saving throws until the end of the balladeer's next turn.

Charm. One humanoid the balladeer can see within 30 feet of it must succeed on a DC 13 Wisdom saving throw or be magically charmed for 1 hour. The charmed target obeys the balladeer's verbal commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this balladeer's Charm for the next 24 hours.

The balladeer can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Spellcasting. The balladeer casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13):

At will: *message, minor illusion, vicious mockery* (2d4)
2/day each: *cure wounds, enthrall, suggestion*
1/day each: *bestow curse, major image*

Bonus Actions

Ballad. The balladeer can perform a ballad that lasts until the start of the balladeer's next turn. The balladeer can select from one of two effects:

1. Song of Inspiration. Provided the balladeer isn't incapacitated, an allied creature that starts its turn within 60 feet of the balladeer and can hear the balladeer gains advantage on attack rolls.

2. Song of Lamentation. Provided the balladeer isn't incapacitated, a hostile creature that starts its turn within 60 feet of the balladeer and can hear the balladeer must succeed on a DC 13 Wisdom saving throw. On a failed save, the creature is charmed until the start of its next turn. A charmed creature weeps in grief and is incapacitated. If a creature's saving throw is successful, the creature is immune to the balladeer's Song of Lamentation for the next 24 hours.

Virtuoso Balladeer

Medium Humanoid, Any Alignment

Armor Class 15 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	14 (+2)	12 (+1)	18 (+4)

Saving Throws Dex +6, Wis +4, Cha +7
Skills Deception +7, Performance +10, Persuasion +10, Stealth +6
Senses passive Perception 11
Languages any two languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Multiattack. The balladeer makes two Dagger attacks. Alternatively, it can make one Dagger attack and use Charm, Command Thrall, or Spellcasting.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) psychic damage and the target has disadvantage to Wisdom saving throws until the end of the balladeer's next turn.

Charm. Up to two humanoids the balladeer can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 hour. The charmed target obeys the balladeer's verbal commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this balladeer's Charm for the next 24 hours.

The balladeer can have up to two targets charmed at a time. If it charms another, the effect on one of the previous targets ends (balladeer's choice).

Command Thrall. The balladeer targets one humanoid creature charmed by it. The target must use its reaction and move up to half its speed and make one weapon attack against a visible creature of the balladeer's choice.

Spellcasting. The balladeer casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15):

At will: *message, minor illusion, vicious mockery* (3d4)
2/day each: *bestow curse, cure wounds, enthrall, suggestion*
1/day each: *compulsion, major image, mass suggestion, modify memory*

Bonus Actions

Ballad. The balladeer can perform a ballad that lasts until the start of the balladeer's next turn. The balladeer can select from one of two effects:

1. Song of Inspiration. Provided the balladeer isn't incapacitated, an allied creature that starts its turn within 60 feet of the balladeer and can hear the balladeer gains advantage on attack rolls.

2. Song of Lamentation. Provided the balladeer isn't incapacitated, a hostile creature that starts its turn within 60 feet of the balladeer and can hear the balladeer must succeed on a DC 15 Wisdom saving throw. On a failed save, the creature is charmed until the start of its next turn. A charmed creature weeps in grief and is incapacitated. If a creature's saving throw is successful, the creature is immune to the balladeer's Song of Lamentation for the next 24 hours.

Grand Maestro of Ballads

Medium Humanoid, Any Alignment

Armor Class 16 (studded leather)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	14 (+2)	14 (+2)	12 (+1)	20 (+5)

Saving Throws Dex +7, Wis +4, Cha +8
Skills Deception +8, Performance +11, Persuasion +11, Stealth +7
Senses passive Perception 11
Languages any two languages
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The ballader makes three Dagger attacks. Alternatively, it can make two Dagger attacks and use Charm, Command Thrall, or Spellcasting.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 10 (3d6) psychic damage and the target has disadvantage to Wisdom saving throws until the end of the balladeer's next turn.

Charm. Up to three humanoids the balladeer can see within 30 feet of it must succeed on a DC 16 Wisdom saving throw or be magically charmed for 1 hour. The charmed target obeys the balladeer's verbal commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this balladeer's Charm for the next 24 hours.

The balladeer can have up to three targets charmed at a time. If it charms another, the effect on one of the previous targets ends (balladeer's choice).

Command Thrall. The balladeer targets one humanoid creature charmed by it. The target must use its reaction and move up to half its speed and make one weapon attack against a visible creature of the balladeer's choice.

Spellcasting. The balladeer casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16):

At will: *message, minor illusion, vicious mockery* (3d4)
2/day each: *bestow curse, compulsion, cure wounds, enthrall, fear, suggestion*
1/day each: *glibness, major image, mass suggestion, modify memory, project image*

Bonus Actions

Ballad. The balladeer can perform a ballad that lasts until the start of the balladeer's next turn. The balladeer can select from one of two effects:

1. Song of Inspiration. Provided the balladeer isn't incapacitated, an allied creature that starts its turn within 60 feet of the balladeer and can hear the balladeer gains advantage on attack rolls.

2. Song of Lamentation. Provided the balladeer isn't incapacitated, a hostile creature that starts its turn within 60 feet of the balladeer and can hear the balladeer must succeed on a DC 16 Wisdom saving throw. On a failed save, the creature is charmed until the start of its next turn. A charmed creature weeps in grief and is incapacitated. If a creature's saving throw is successful, the creature is immune to the balladeer's Song of Lamentation for the next 24 hours.

Beast Master

Beast masters are highly skilled warriors who fight alongside beasts that they have forged a bond with. Because of this, beast masters are often encountered in the wilderness, where they and their beast companions feel more comfortable. Beast masters usually make their living hunting and trapping animals for their meat and pelt. Due to their natural affinity to the outdoors, they are often hired as scouts and trackers. Evil beast masters often stalk intelligent beings for the sake of the hunt and the pleasure they and their beast companions get from the kill.

Tag Team. In combat, beast masters bring down their targets by coordinating their attacks with their beasts. They have trained their beast companions to strike with such accuracy and ferocity, the attack can distract prey and create an opening for the beast masters to deliver a killing blow. More experienced beast masters can even command their beasts to intercept approaching enemies.



Beast Master

Medium Humanoid, Any Alignment

Armor Class 17 (studded leather, shield)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +5, Dex +5
Skills Perception +4, Stealth +5, Survival +6
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The beast master uses Command Beast. It then makes two Spear attacks or two Longbow attacks.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Command Beast. The beast master targets one allied beast it can see within 30 feet of it. If the allied beast can see and hear the beast master, the allied beast can use its reaction to make one melee weapon attack. If the attack hits and deals damage, the next attack roll made against the attacked creature by the beast master before the end of the turn has advantage.

Spellcasting. The beast master casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12):
1/day each: *animal friendship, animal messenger, silence, speak with animals*

Bonus Actions

Hunter's Mark (2/Day). The beast master casts *hunter's mark* using Wisdom as the spellcasting ability.

Beast Master, Elite

Medium Humanoid, Any Alignment

Armor Class 18 (studded leather, shield)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	10 (+0)	15 (+2)	10 (+0)

Saving Throws Str +7, Dex +7
Skills Perception +5, Stealth +7, Survival +8
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Actions

Multiattack. The beast master uses Command Beast. It then makes two Spear attacks or two Longbow attacks.

Spear. *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) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) poison damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage.

Command Beast. The beast master targets one allied beast it can see within 30 feet of it. If the allied beast can see and hear the beast master, the allied beast can use its reaction to make one melee weapon attack. If the attack hits and deals damage, the next attack roll made against the attacked creature by the beast master before the end of the turn has advantage.

Spellcasting. The beast master casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13):
1/day each: *animal friendship, animal messenger, conjure animals, silence, speak with animals*

Bonus Actions

Hunter's Mark (3/Day). The beast master casts *hunter's mark* using Wisdom as the spellcasting ability.

Reactions

Command Intercept (3/Day). When the beast master is hit by an attack, the beast master targets an allied beast within 15 feet of it. If the allied beast can see and hear the beastmaster and the attacker, the allied beast uses its reaction to move up to half its speed toward the attacker. Once the allied beast is within 5 feet of the attacker, the allied beast makes one melee weapon attack against the attacker. If the attack hits, the allied beast gives the beast master a +3 bonus to its AC against the earlier attack, potentially causing a miss. To use this ability, the beast master must be able to see the allied beast and the attacker.

Beast Master, Legendary

Medium Humanoid, Any Alignment

Armor Class 19 (studded leather, shield)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	16 (+3)	10 (+0)	15 (+2)	10 (+0)

Saving Throws Str +9, Dex +9
Skills Perception +6, Stealth +9, Survival +10
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Legendary Resistance (2/Day). If the beast master fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The beast master uses Command Beast. It then makes two Spear attacks or two Longbow attacks.

Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, or 9 (1d8 + 5) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) poison damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) poison damage.

Command Beast. The beast master targets one allied beast it can see within 30 feet of it. If the allied beast can see and hear the beast master, the allied beast can use its reaction to make one melee weapon attack. If the attack hits and deals damage, the next attack roll made against the attacked creature by the beast master before the end of the turn has advantage.

Spellcasting. The beast master casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14):
1/day each: *animal messenger, conjure woodland beings, conjure animals, silence, speak with animals, stoneskin, tree stride*

Bonus Actions

Hunter's Mark (3/Day). The beast master casts *hunter's mark* using Wisdom as the spellcasting ability.

Reactions

Command Intercept (4/Day). When the beast master is hit by an attack, the beast master targets an allied beast within 15 feet of it. If the allied beast can see and hear the beastmaster and the attacker, the allied beast uses its reaction to move up to half its speed toward the attacker. Once the allied beast is within 5 feet of the attacker, the allied beast makes one melee weapon attack against the attacker. If the attack hits, the allied beast gives the beast master a +4 bonus to its AC against the earlier attack, potentially causing a miss. To use this ability, the beast master must be able to see the allied beast and the attacker.

Legendary Actions

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

Attack. The beast master makes a Spear or Longbow attack.
Command. The beast master uses Command Beast.
Cast a Spell (Costs 2 Actions). The beast master uses Spellcasting.

Brigands



Brigands are notorious outlaws and marauders who roam the countryside, preying upon unsuspecting travelers and caravans. They show little regard for the lives of those they rob and plunder.

Crafty Bushwackers. Brigands are masters of ambush and guerrilla tactics, utilizing their knowledge of the terrain to strike swiftly and disappear just as quickly. They are also skilled trackers, able to navigate rough terrain with ease and identify suitable ambush sites and escape routes. They often employ a network of informants and spies to gather intelligence about potential targets, allowing them to choose their victims wisely and maximize their gains.

Ruthless Desperados. Brigands are driven by greed, desperation, and disdain for authority. Many are disillusioned former soldiers or peasants who have turned to a life of crime due to economic hardships or a sense of injustice. Seeking to improve their own circumstances, they resort to pillaging as a means to survive. For some, it is an act of rebellion against a corrupt ruling class, while others simply revel in the thrill of lawlessness and power that their activities afford them.

Organized Bandits. Brigands operate within a hierarchical structure, often led by a charismatic and cunning leader known as the "Bandit King" or "Brigand Lord." These leaders possess strong leadership skills and a knack for strategy, coordinating their subordinates to carry out devastating ambushes and raids. Brigands tend to establish hidden encampments in remote and hard-to-reach locations, such as dense forests, treacherous mountain passes, or abandoned ruins. These bases serve as safe havens where they can regroup, plan their next attacks, and store their ill-gotten gains.

Brigand

Medium Humanoid, Any Non-Lawful Alignment

Armor Class 14 (leather armor, shield)
Hit Points 22 (4d8 + 4)
Speed 30 ft.

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

Skills Stealth +5, Survival +3
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Bushwack. If the brigand hits a creature that hasn't taken a turn yet, the target takes an extra 7 (2d6) damage from the attack.

Actions

Longsword. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

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

Bonus Actions

Guerilla Tactics. The brigand takes the Dash or Hide action.

Brigand Captain

Medium Humanoid, Any Non-Lawful Alignment

Armor Class 14 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

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

Saving Throws Dex +4, Con +4
Skills Stealth +6, Survival +4
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Bushwack. If the brigand hits a creature that hasn't taken a turn yet, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack. The brigand makes two Longsword attacks and one Dagger attack. Alternatively, it can make two ranged attacks.

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

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80 ft./320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Bonus Actions

Command. The brigand targets one ally it can see within 30 feet of it. If the target can see or hear the brigand, the target can use its reaction to make one weapon attack or move up to its speed.

Guerilla Tactics. The brigand takes the Dash or Hide action.



Brigand Lord

Medium Humanoid, Any Non-Lawful Alignment

Armor Class 16 (breastplate)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Dex +5, Con +6
Skills Intimidate +5, Stealth +8, Survival +6
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Bushwack. If the brigand hits a creature that hasn't taken a turn yet, the target takes an extra 14 (4d6) damage from the attack.

War Leader. The brigand's allies that can see and hear the brigand have advantage on attack rolls while within 20 feet of the brigand, provided it isn't frightened or incapacitated.

Legendary Resistance (1/Day). If the brigand fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The brigand makes two Greatsword attacks or two Light Crossbow attacks.

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

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80 ft./320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Bonus Actions

Command. The brigand targets one ally it can see within 30 feet of it. If the target can see or hear the brigand, the target can use its reaction to make one weapon attack or move up to its speed.

Guerilla Tactics. The brigand takes the Dash or Hide action.

Legendary Actions

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

Shift. The brigand moves up to half its speed without provoking opportunity attacks.

Menacing Words. The brigand targets one humanoid creature it can see within 30 feet of it. If the target can see, hear, and understand the brigand, it must succeed on a DC 13 Wisdom saving throw or become frightened of the brigand until the end of the brigand's next turn.

Greatsword (Costs 2 Actions). The brigand makes one Greatsword attack.

Cleric, Tyrant



Tyrant clerics are paranoid, sadistic, and narcissistic sociopaths who worship deities that seek dominion over everything. These villainous despots obsess about total domination and go to extreme lengths to control and subjugate others in the name of their gods.

Tyrant clerics amass loyal followers and surround themselves with henchmen, lackeys, and politically-connected allies who do their every whim. They establish multiple churches and organizations to strengthen their positions and reach, and swiftly eliminate any threats.

A Legendary Tyrant Cleric's Lair

The lair of a legendary tyrant cleric is often the most secure throne room within their church, keep, or monastery, and is always protected by many guardians and templars, aside from numerous magical defenses and traps.

A legendary tyrant cleric encountered in its lair has a challenge rating of 19 (22,000 XP).

Lair Actions

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

- The cleric casts *command* at up to 3 creatures, requiring no material components and using Wisdom as the spellcasting ability (DC 19).
- The cleric targets one creature it can see within 60 feet of it. The creature must succeed on a DC 19 Wisdom saving throw. On a failed save, the creature takes 10 (3d6) psychic damage and is frightened of the cleric until the end of the cleric's next turn.
- The cleric teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.
- The cleric casts *cure wounds* (4d8 + 5) on itself, requiring no material components and using Wisdom as the spellcasting ability.

Tyrant Cleric

Medium Humanoid, Typically Lawful Evil

Armor Class 15 (half plate)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	12 (+1)	17 (+3)	16 (+3)

Saving Throws Con +6, Wis +6
Skills Intimidation +6, Perception +6, Persuasion +6
Senses passive Perception 16
Languages any two languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Aura of Oppression. Any creature hostile to the cleric that starts its turn within 10 feet of it must make a DC 14 Wisdom saving throw, unless the cleric is incapacitated. Unless the save succeeds, the creature is frightened until the start of its next turn. While frightened, a creature is incapacitated. If a creature's saving throw is successful, the creature is immune to the cleric's Aura of Oppression for the next 24 hours.

Actions

Multiattack. The cleric makes two Maul attacks. It can use Domineer or Spellcasting in place of one Maul attack.

Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 3 (1d6) psychic damage.

Domineer. The cleric targets one visible creature within 60 feet that is charmed or frightened by it. If the creature is incapacitated, it no longer is incapacitated. The creature must succeed on a DC 14 Wisdom saving throw. On a failed save, the creature takes 9 (2d8) psychic damage and must use its reaction to move up to half its speed and make one weapon attack against a visible target of the cleric's choice.

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

2/day each: *charm person, command, hold person*
1/day each: *fear, suggestion*

Bonus Actions

Ruthless Orders. The cleric targets one visible ally within 30 feet of it. The ally takes 4 (1d8) psychic damage and must use its reaction to move up to half its speed and make one weapon attack with advantage on the attack roll.

Tyrant Cleric, Elite

Medium Humanoid, Typically Lawful Evil

Armor Class 16 (*+1 half plate*)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	12 (+1)	19 (+4)	17 (+3)

Saving Throws Con +8, Wis +8
Skills Intimidation +7, Perception +8, Persuasion +7
Senses passive Perception 18
Languages any two languages
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Aura of Oppression. Any creature hostile to the cleric that starts its turn within 15 feet of it must make a DC 16 Wisdom saving throw, unless the cleric is incapacitated. Unless the save succeeds, the creature is frightened until the start of its next turn. While frightened, a creature is incapacitated. If a creature's saving throw is successful, the creature is immune to the cleric's Aura of Oppression for the next 24 hours.

Actions

Multiattack. The cleric makes two Maul attacks. It can use Domineer or Spellcasting in place of one Maul attack.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 7 (2d6) psychic damage.

Domineer. The cleric targets up to two visible creatures within 60 feet that are charmed or frightened by it. If the creature is incapacitated, it no longer is incapacitated. The creature must succeed on a DC 16 Wisdom saving throw. On a failed save, the creature takes 9 (2d8) psychic damage and must use its reaction to move up to half its speed and make one weapon attack against a visible target of the cleric's choice.

Word of Torment (Recharge 5–6). The cleric utters a baleful word. Each hostile creature within 30 feet of the cleric and can hear the cleric must succeed on a DC 16 Wisdom saving throw. On a failed save, a creature takes 28 (8d6) psychic damage and is stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't stunned.

Spellcasting. The cleric casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 16):

2/day each: *charm person, command, fear, hold person*
1/day each: *banishment, dominate person, flame strike, suggestion*

Bonus Actions

Ruthless Orders. The cleric targets one visible ally within 30 feet of it. The ally takes 4 (1d8) psychic damage and must use its reaction to move up to half its speed and make one weapon attack with advantage on the attack roll.

Tyrant Cleric, Legendary

Medium Humanoid, Typically Lawful Evil

Armor Class 17 (*+2 half plate*)
Hit Points 195 (23d8 + 92)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	12 (+1)	20 (+5)	18 (+4)

Saving Throws Con +10, Wis +11
Skills Intimidation +10, Perception +11, Persuasion +10
Senses passive Perception 21
Languages any two languages
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Aura of Oppression. Any creature hostile to the cleric that starts its turn within 20 feet of it must make a DC 19 Wisdom saving throw, unless the cleric is incapacitated. Unless the save succeeds, the creature is frightened until the start of its next turn. While frightened, a creature is incapacitated. If a creature's saving throw is successful, the creature is immune to the cleric's Aura of Oppression for the next 24 hours.

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

Actions

Multiattack. The cleric makes two Maul attacks. It can use Domineer or Spellcasting in place of one Maul attack.

Maul. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 10 (3d6) psychic damage.

Domineer. The cleric targets up to three visible creatures within 60 feet that are charmed or frightened by it. If the creature is incapacitated, it no longer is incapacitated. The creature must succeed on a DC 19 Wisdom saving throw. On a failed save, the creature takes 9 (2d8) psychic damage and must use its reaction to move up to half its speed and make one weapon attack against a visible target of the cleric's choice.

Word of Torment (Recharge 5–6). The cleric utters a baleful word. Each hostile creature within 30 feet of the cleric and can hear the cleric must succeed on a DC 19 Wisdom saving throw. On a failed save, a creature takes 35 (10d6) psychic damage and is stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't stunned.

Spellcasting. The cleric casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 19):

2/day each: *banishment, charm person, command, fear, hold person*
1/day each: *blade barrier, dispel magic, dominate monster, dominate person, flame strike, suggestion, symbol* (as an action)

Bonus Actions

Ruthless Orders. The cleric targets one visible ally within 30 feet of it. The ally takes 4 (1d8) psychic damage and must use its reaction to move up to half its speed and make one weapon attack with advantage on the attack roll.

Legendary Actions

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

Charge. The cleric moves up to its speed.
Maul. The cleric makes a Maul attack.
Gaze of Despair. *Ranged Spell Attack:* +11 to hit, range 60 ft., one target. *Hit:* 14 (4d6) psychic damage and the target has disadvantage on all saving throws until the end of the cleric's next turn.
Cast a Spell (Costs 2 Actions). The cleric uses Spellcasting.



Druid, Pestilence

While most druids revere and draw their power from nature itself, the pestilence druid worships the natural urge of nature to consume. In order to maintain balance between civilized folk and nature, the pestilence druid must devour those that oppose or threaten the natural world.

Plaguebringer. The spells and powers of a pestilence druid are oriented on famine, plagues, and voracious vermin such as gnats, rats, locusts, or other parasitic pests. These creatures typically swarm around and follow the pestilence druid, seemingly awaiting its command. The pestilence druid is able to magically implant eggs into a creature's body that hatch into tiny parasitic bugs that eat their host alive. When facing groups of enemies, a pestilence druid can exhale a cloud of venomous insects that swarm and bite its targets. The most powerful pestilence druids can temporarily grow two pairs of wings that enable it to fly a short distance and can summon and command a deadly swarm of poisonous bugs that can lay waste to a town in minutes.

Mysterious Hermits. Because of its very nature and the company it keeps, a pestilence druid is usually feared and shunned by society and often treated as an outcast. A few are revered and serve as tribal shamans or witch doctors. Most pestilence druids avoid civilized folk while evil ones seek them out as food for its swarm to consume.

Pestilence Druid

Medium Humanoid, Any Alignment

Armor Class 13 (hide)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	16 (+3)	12 (+1)	17 (+3)	11 (+0)

Saving Throws Wis +5, Cha +2
Skills Nature +3, Perception +5
Damage Resistance poison, necrotic
Senses passive Perception 15
Languages Druidic plus any two languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit (+5 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, 5 (1d8 + 1) bludgeoning damage if wielded with two hands, or 7 (1d8 + 3) bludgeoning damage with *shillelagh,* plus 7 (2d6) necrotic damage.

Infest. The druid magically implants parasitic bug eggs in one creature it can see within 60 feet of it. The target must succeed on a DC 13 Constitution saving throw against disease. On a failed save, the eggs hatch and the parasitic bugs begin to eat the target from the inside out. Immediately on this turn and at the start of each of the target's turns, the target takes 3 (1d6) piercing damage plus 7 (2d6) necrotic damage and is poisoned. While poisoned, the target is incapacitated. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the target takes half as much damage and isn't poisoned. If an infested target is targeted by an effect that cures disease, dispels magic, or removes a curse, all the bugs infesting it wither away. Constructs and Undead are immune to this effect.

Pestilence Breath (Recharge 5–6). The druid exhales a cloud of locusts, mites, fleas, and other venomous parasites to appear momentarily in a 30-foot cube originating from the druid. Each creature in that area must make a DC 13 Constitution saving throw. On a failed save, a creature takes 14 (4d6) piercing damage and 14 (4d6) necrotic damage and is poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.

Spellcasting. The druid casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13):

At will: *druidcraft, poison spray* (2d12)
2/day each: *conjure animals* (bug swarms only), *entangle, hold person, speak with animals*
1/day each: *giant insect, hold person* (2 targets), *spike growth*

Bonus Actions

Shillelagh. The druid casts *shillelagh* using Wisdom as the spellcasting ability.

Pestilence Druid, Elder

Medium Humanoid, Any Alignment

Armor Class 13 (hide)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	18 (+4)	12 (+1)	19 (+4)	11 (+0)

Saving Throws Wis +7, Cha +3
Skills Nature +4, Perception +7
Damage Resistance poison, necrotic
Senses passive Perception 17
Languages Druidic plus any two languages
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The druid makes two Quarterstaff attacks or uses Infest twice.

Quarterstaff. *Melee Weapon Attack:* +4 to hit (+7 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, 5 (1d8 + 1) bludgeoning damage if wielded with two hands, or 8 (1d8 + 4) bludgeoning damage with *shillelagh,* plus 7 (2d6) necrotic damage.

Infest. The druid magically implants parasitic bug eggs in one creature it can see within 60 feet of it. The target must succeed on a DC 15 Constitution saving throw against disease. On a failed save, the eggs hatch and the parasitic bugs begin to eat the target from the inside out. Immediately on this turn and at the start of each of the target's turns, the target takes 3 (1d6) piercing damage plus 7 (2d6) necrotic damage and is poisoned. While poisoned, the target is incapacitated. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the target takes half as much damage and isn't poisoned. If an infested target is targeted by an effect that cures disease, dispels magic, or removes a curse, all the bugs infesting it wither away. Constructs and Undead are immune to this effect.

Breath of Pestilence (Recharge 5–6). The druid exhales a cloud of locusts, mites, fleas, and other venomous parasites to appear momentarily in a 30-foot cube originating from the druid. Each creature in that area must make a DC 15 Constitution saving throw. On a failed save, a creature takes 17 (5d6) piercing damage and 17 (5d6) necrotic damage and is poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.

Spellcasting. The druid casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 15):
At will: *druidcraft, poison spray* (3d12)
2/day each: *blight, entangle, hold person, insect plague, speak with animals*
1/day each: *giant insect, harm, hold person* (2 targets), *spike growth*

Bonus Actions

Shillelagh. The druid casts *shillelagh* using Wisdom as the spellcasting ability.

Reactions

Acid Bombard (3/Day). When an enemy creature the druid can see moves within 15 feet of the druid, the druid can discharge a vile, noxious gas in a 15-foot cone. The triggering enemy creature must be in that area. Each creature in that area must succeed on a DC 15 Constitution saving throw. On a failed save, the creature takes 10 (3d6) acid damage and is poisoned until the end of the druid's next turn. A poisoned creature is incapacitated. On a successful save, the creature takes half as much damage and isn't poisoned.

A Legendary Pestilence Druid's Lair

A legendary pestilence druid makes its lair in desolated areas such as arid deserts, mosquito-infested swamps, and wastelands.

A legendary pestilence druid encountered in its lair has a challenge rating of 15 (13,000 XP).

Lair Actions

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

- The druid summons 2d4 **swarms of insects** that appear within 120 feet of it. The **swarms of insects** act as allies of the druid and obey its commands. The **swarms of insects** act right after the druid on the same initiative count and fight until they're destroyed. They remain for 1 minute, until they or the druid dies, or until the druid dismisses them as a bonus action.
- The druid spews a large glob of sticky, toxic mucus at a point it can see within 60 feet of it. Each creature within 5 feet of that point must succeed on a DC 17 Strength saving throw. On a failed save, the creature is restrained. A restrained creature is poisoned. A creature can use an action to make a DC 17 Strength check to free the restrained creature.
- The druid targets up to three creatures it can see within 120 feet of it. Tiny swarms of stinging insects appear above the head of each target and attack their eyes. Each target must succeed on a DC 18 Constitution saving throw. On a failed save, the target takes 3 (1d6) piercing damage plus 7 (2d6) poison damage and is blinded until the end of the druid's next turn. On a successful save, the target takes half as much damage and isn't blinded.

Pestilence Druid, Legendary

Medium Humanoid, Any Alignment

Armor Class 13 (hide)
Hit Points 187 (22d8 + 88)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	19 (+4)	12 (+1)	20 (+5)	12 (+1)

Saving Throws Wis +10, Cha +6
Skills Nature +6, Perception +10
Damage Resistance poison, necrotic
Senses passive Perception 20
Languages Druidic plus any two languages
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Legendary Resistance (2/Day). If the druid fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The druid makes two Quarterstaff attacks or uses Infest twice.

Quarterstaff. *Melee Weapon Attack:* +6 to hit (+10 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, 5 (1d8 + 1) bludgeoning damage if wielded with two hands, or 9 (1d8 + 5) bludgeoning damage with *shillelagh,* plus 10 (3d6) necrotic damage.

Infest. The druid magically implants parasitic bug eggs in one creature it can see within 60 feet of it. The target must succeed on a DC 18 Constitution saving throw against disease. On a failed save, the eggs hatch and the parasitic bugs begin to eat the target from the inside out. Immediately on this turn and at the start of each of the target's turns, the target takes 3 (1d6) piercing damage plus 7 (2d6) necrotic damage and is poisoned. While poisoned, the target is incapacitated. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the target takes half as much damage and isn't poisoned. If an infested target is targeted by an effect that cures disease, dispels magic, or removes a curse, all the bugs infesting it wither away. Constructs and Undead are immune to this effect.

Breath of Pestilence (Recharge 5–6). The druid exhales a cloud of locusts, mites, fleas, and other venomous parasites to appear momentarily in a 30-foot cube originating from the druid. Each creature in that area must make a DC 17 Constitution saving throw. On a failed save, a creature takes 21 (6d6) piercing damage plus 21 (6d6) necrotic damage and is poisoned for 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.

Creeping Doom (1/Day). Swarming, biting venomous insects magically fill a 40-foot-radius sphere centered on a point the druid can see within 120 feet of it. The sphere spreads around corners. The sphere remains for 1 minute, until the druid dies, or until the druid dismisses it as an action. The sphere's area is lightly obscured and is difficult terrain.

When the area appears, each creature in it must make a DC 18 Constitution saving throw. A creature takes 27 (5d10) piercing damage and 27 (5d10) poison damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the sphere's area for the first time on a turn or ends its turn there.

Spellcasting. The druid casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 18):

At will: *druidcraft, poison spray* (4d12)
2/day each: *blight, entangle, hold person, insect plague, speak with animals*
1/day each: *giant insect, harm, hold person* (4 targets), *shapechange, spike growth*

Bonus Action

Shillelagh. The druid casts *shillelagh* using Wisdom as the spellcasting ability.

Wings (Recharge 5–6). The druid magically grows a temporary pair of giant locust-like wings and gains a flying speed of 40 feet. The wings last for 1 minute. When the effect ends, the druid falls if it is still aloft, unless it can stop the fall.

Reactions

Acid Bombard (3/Day). When an enemy creature the druid can see moves within 15 feet of the druid, the druid can discharge a vile, noxious gas in a 15-foot cone. The triggering enemy creature must be in that area. Each creature in that area must succeed on a DC 17 Constitution saving throw. On a failed save, the creature takes 14 (4d6) acid damage and is poisoned until the end of the druid's next turn. A poisoned creature is incapacitated. On a successful save, the creature takes half as much damage and isn't poisoned.

Legendary Actions

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

Staff. The druid attacks with its Quarterstaff.
Infest. The druid uses Infest.
Cast a Spell (Costs 2 Actions). The druid uses Spellcasting.
Pestilence (Costs 3 Actions). The druid targets a creature within 60 feet of it that is currently poisoned by Infest. The target takes 3 (1d6) piercing damage and 7 (2d6) necrotic damage. Each creature within 15 feet of the target is immediately subjected to the druid's Infest attack.



Druid, Verdure

Verdure druids see themselves as protectors of all plant life. They dedicate their lives ensuring the natural life cycle, growth, and continued existence of all flora.

Benevolent Workers. Good-aligned verdure druids acknowledge the value of other life forms and strive to have a harmonious relationship between flora and fauna. They recognize that one cannot exist without the other, and thus endeavor to resolve any conflict between flora and other life forms through peaceful means. Violence and destruction is only a last recourse to resolve an issue.

Territorial Wardens. Neutral-aligned verdure druids value flora over all life forms, and will protect them fiercely if harmed. They tolerate the presence of other forest beings, such as elves and fey, and view all others with suspicion. While they will always prioritize resolving conflict peacefully, neutral-aligned verdure druids will not hesitate to use violence, especially if the opposing parties are intruding in territories they have sworn to protect. They will kill if they must, but only as a last option.

Fanatic Bigots. Evil-aligned verdure druids are extremists who see all other lifeforms as threats to the existence of flora. They actively seek opportunities to harm other beings, especially intelligent ones, and use their corpses as carcasses as compost. Evil-aligned verdure druids are often in the company of corrupted and monstrous plants like blights and shambling mounds, which they amass as armies. These druids scheme and work with evil fey like hags, which they see as instruments they can wield until they are no longer of use to them.

Verdure Druid

Medium Humanoid, Any Alignment

Armor Class 14 (hide)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	17 (+3)	13 (+1)

Saving Throws Wis +5, Cha +3
Skills Nature +3, Medicine +5, Perception +5
Damage Immunities poison
Senses passive Perception 15
Languages Druidic plus any two languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Spore Strike. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 12 (2d8 + 3) poison damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw. On a failed save, the creature is poisoned for 1 minute and the creature suffers an additional effect of the druid's choice:

1. Charm. While poisoned in this way, the creature is charmed.
2. Madness. While poisoned in this way, the creature must move up to its speed to the nearest creature it can see and use its action to make a melee attack against a randomly determined creature within its reach.
3. Paralysis. While poisoned in this way, the creature is paralyzed.

A creature can have only one poison effect at a time. If a creature receives a new poison effect, the previous one immediately ends. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the poison effect on itself on a success.

Ensnaring Vegetation (Recharge 5–6). The druid targets one or more creatures it can see within 60 feet of it. Grasping thorny and poisonous roots and vines sprout underneath each target and attempt to envelop it. Each target must make a DC 13 Strength saving throw or be restrained by the entangling vegetation for 1 minute. While restrained in this way, a creature takes 7 (2d6) piercing damage and 7 (2d6) poison damage at the end of each of its turns. As an action, the restrained creature can make a DC 13 Strength check, escaping from the vegetation on a success. The vegetation can also be destroyed to end the effect. The entangling vegetation has AC 10, 10 hit points, vulnerability to fire damage and immunity to bludgeoning, piercing, poison, and psychic damage.

Summon Plants (1/Day). The druid conjures Plant creatures whose combined average hit points don't exceed 60. These creatures magically sprout from the ground in unoccupied spaces within 60 feet of the druid, obey its commands, and immediately act after the druid's turn. It remains until it or the druid dies, until the druid uses Summon Plants again, or until the druid dismisses it as an action.

Spellcasting. The druid casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13):

At will: *druidcraft, guidance, resistance, speak with plants*
2/day each: *barkskin, entangle, goodberry*
1/day each: *pass without trace, plant growth*

Verdure Druid, Elder

Medium Humanoid, Any Alignment

Armor Class 14 (hide)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	12 (+1)	19 (+4)	13 (+1)

Saving Throws Wis +7, Cha +4
Skills Nature +4, Medicine +7, Perception +7
Damage Immunities poison
Senses passive Perception 17
Languages Druidic plus any two languages
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The druid makes two Spore Strike attacks.

Spore Strike. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 13 (2d8 + 4) poison damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw. On a failed save, the creature is poisoned for 1 minute and the creature suffers an additional effect of the druid's choice:

1. Blight. While poisoned in this way, the creature takes 4 (1d8) poison damage and 4 (1d8) necrotic damage at the end of each of its turns.
2. Charm. While poisoned in this way, the creature is charmed.
3. Madness. While poisoned in this way, the creature must move up to its speed to the nearest creature it can see and use its action to make a melee attack against a randomly determined creature within its reach.
4. Paralysis. While poisoned in this way, the creature is paralyzed.

A creature can have only one poison effect at a time. If a creature receives a new poison effect, the previous one immediately ends. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the poison effect on itself on a success.

Ensnaring Vegetation (Recharge 5–6). The druid targets one or more creatures it can see within 60 feet of it. Grasping thorny and poisonous roots and vines sprout underneath each target and attempt to envelop it. Each target must make a DC 15 Strength saving throw or be restrained by the entangling vegetation for 1 minute. While restrained in this way, a creature takes 10 (3d6) piercing damage and 10 (3d6) poison damage at the end of each of its turns. As an action, the restrained creature can make a DC 15 Strength check, escaping from the vegetation on a success. The vegetation can also be destroyed to end the effect. The entangling vegetation has AC 10, 10 hit points, vulnerability to fire damage and immunity to bludgeoning, piercing, poison, and psychic damage.

Summon Plants (1/Day). The druid conjures Plant creatures whose combined average hit points don't exceed 120. These creatures magically sprout from the ground in unoccupied spaces within 60 feet of the druid, obey its commands, and immediately act after the druid's turn. It remains until it or the druid dies, until the druid uses Summon Plants again, or until the druid dismisses it as an action.

Spellcasting. The druid casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 15):

At will: *druidcraft, guidance, resistance, speak with plants*
2/day each: *barkskin, entangle, goodberry, pass without trace, plant growth*
1/day each: *transport via plants, wall of thorns*

Bonus Actions

Command Plant. The druid targets one allied plant it can see within 30 feet of it. The plant performs an action of the druid's choice:

1. Attack. The plant uses its reaction to make one weapon attack against a visible target of the druid's choice.
2. Creep. The plant uses its reaction to move up to its speed or move up to half its speed without provoking opportunity attacks.
3. Transfer Druid. If the druid is within reach of the plant's melee attack, the plant moves the druid to another space of the druid's choice within reach of the plant's melee attack. This action does not provoke opportunity attacks.

A Legendary Verdure Druid's Lair

A legendary verdure druid's lair is often a structure in the center of hidden garden of flowering vegetation, a copse of trees, or grove of giant, wild fungi. The appearance of the flora, whether they are majestic and blooming or wild and twisted, reflect the legendary druid's alignment.

A legendary verdure druid encountered in its lair has a challenge rating of 16 (15,000 XP).

Lair Actions

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

- The druid magically releases spores that spread all around it. Each creature within 30 feet of it must succeed on a DC 18 Constitution saving throw or fall into a deep sleep and become unconscious. An unconscious creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the unconscious creature takes damage, or someone uses an action to shake or slap it awake, it gains advantage on its next saving throw. Creatures that don't need to breathe are immune to this effect.
- The druid casts *faerie fire* spell three times, requiring no material components and using Wisdom as the spellcasting ability. The druid targets different areas within its lair with the spell and the areas need not be within line of sight. The druid doesn't need to concentrate on the spells, which end on initiative count 20 of the next round.
- The druid regains 60 hit points or casts *greater restoration* at itself, requiring no material components and using Wisdom as the spellcasting ability.

Verdure Druid, Legendary

Medium Humanoid, Any Alignment

Armor Class 14 (hide)
Hit Points 187 (22d8 + 88)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	12 (+1)	21 (+5)	13 (+1)

Saving Throws Wis +10, Cha +6
Skills Nature +6, Medicine +10, Perception +10
Damage Immunities poison
Senses passive Perception 20
Languages Druidic plus any two languages
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Legendary Resistance (2/Day). If the druid fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The druid makes two Spore Strike attacks.

Spore Strike. *Melee or Ranged Spell Attack:* +10 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 14 (2d8 + 5) poison damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw. On a failed save, the creature is poisoned for 1 minute and the creature suffers an additional effect of the druid's choice:

1. Blight. While poisoned in this way, the creature takes 4 (1d8) poison damage and 4 (1d8) necrotic damage at the end of each of its turns.

2. Charm. While poisoned in this way, the creature is charmed.

3. Madness. While poisoned in this way, the creature must move up to its speed to the nearest creature it can see and use its action to make a melee attack against a randomly determined creature within its reach.

4. Paralysis. While poisoned in this way, the creature is paralyzed.

A creature can have only one poison effect at a time. If a creature receives a new poison effect, the previous one immediately ends.

Ensnaring Vegetation (Recharge 5–6). The druid targets one or more creatures it can see within 60 feet of it. Grasping thorny and poisonous roots and vines sprout underneath each target and attempt to envelop it. Each target must make a DC 18 Strength saving throw or be restrained by the entangling vegetation for 1 minute. While restrained in this way, a creature takes 14 (4d6) piercing damage and 14 (4d6) poison damage at the end of each of its turns. As an action, the restrained creature can make a DC 18 Strength check, escaping from the vegetation on a success. The vegetation can also be destroyed to end the effect. The entangling vegetation has AC 10, 10 hit points, vulnerability to fire damage and immunity to bludgeoning, piercing, poison, and psychic damage.

Summon Plants (1/Day). The druid conjures Plant creatures whose combined average hit points don't exceed 180. These creatures magically sprout from the ground in unoccupied spaces within 60 feet of the druid, obey its commands, and immediately act after the druid's turn. It remains until it or the druid dies, until the druid uses Summon Plants again, or until the druid dismisses it as an action.

Spellcasting. The druid casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 18):

At will: *druidcraft, guidance, resistance, speak with plants*
2/day each: *barkskin, entangle, goodberry, pass without trace, plant growth, transport via plants, wall of thorns*
1/day each: *antipathy/sympathy, regenerate*

Bonus Actions

Command Plant. The druid targets one allied plant it can see within 30 feet of it. The plant performs an action of the druid's choice:

1. Attack. The plant uses its reaction to make one weapon attack against a visible target of the druid's choice.

2. Creep. The plant uses its reaction to move up to its speed or move up to half its speed without provoking opportunity attacks.

3. Transfer Druid. If the druid is within reach of the plant's melee attack, the plant moves the druid to another space of the druid's choice within reach of the plant's melee attack. This action does not provoke opportunity attacks.

Reactions

Protective Minion. When the druid is hit by an attack roll, one Plant ally or a creature that is charmed by the druid that is within 5 feet of it is hit by the attack instead.

Legendary Actions

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

Spore Strike. The druid makes one Spore Strike attack.
Cast a Spell (Costs 2 Actions). The druid uses Spellcasting.
Spore Cloud (Costs 3 Actions). The druid magically emits spores that spread in a 30-foot-radius centered on the druid. The druid chooses from one two effects:

Healing Spores. Each creature in that area regains 18 (4d8) hit points. The spores have no effect on Constructs, Elementals, and Undead.

Toxic Spores. Each non-Plant creature in that area must succeed on a DC 18 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Death Touch (Costs 3 Actions). *Melee Spell Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* The target must succeed on a DC 18 Constitution saving throw against poison. On a failed save, the creature is reduced to 0 hit points. On a successful save, the creature takes 27 (6d8) poison damage.

Geomancer

Geomancers are powerful practitioners of magic who specialize in harnessing the power of the earth and its energies. They use gravity to reshape terrain, create walls, projectiles, and other structures.

One with the Earth. Geomancers tend to be introspective and meditative due to their commitment to attuning with the earth. To increase their sensitivity, they often keep a part of their body in contact with the ground, allowing them to perceive vibrations caused by objects impacting the surface of the earth, such as footsteps.

Defense and Destruction. While geomancers are often sought after for their defensive uses, such as fortifying a section of land, they are also incredibly devastating magic-users. They can cause the ground to ripple like a wave, generate earthquakes, summon dangerous earth elementals, and even reverse an area's gravity.



Geomancer

Medium Humanoid, Any Alignment

Armor Class 11 (14 with *mage armor*)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +5, Wis +3
Skills Arcana +5, Nature +5
Senses tremorsense 30 ft., passive Perception 11
Languages any five languages
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Multiattack. The geomancer uses Rock Strike twice.

Rock Strike. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage, and if the target is a Large or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Rippling Earth (Recharges 5–6). The geomancer magically causes the earth to suddenly move in a violent, cascading motion in a 30-foot line that is 10 feet wide. Each creature standing on the ground in that line must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 26 (4d12) bludgeoning damage, is pushed up to 10 feet, and is knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Spellcasting. The geomancer casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *acid splash* (2d6), *mage hand, mending*
2/day each: *spike growth, thunderwave*
1/day each: *mage armor, meld into stone*

Reactions

Stone Shield (2/Day). When the geomancer or a creature within 30 feet of it is hit by an attack roll, the geomancer gives the target a +5 bonus to its AC, which can cause the triggering attack roll to miss, and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks until the start of the geomancer's next turn.

Geomancer, Elder

Medium Humanoid, Any Alignment

Armor Class 11 (14 with *mage armor*)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	17 (+3)	19 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +4
Skills Arcana +7, Nature +7
Senses tremorsense 60 ft., passive Perception 11
Languages any five languages
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The geomancer uses Rock Strike three times.

Rock Strike. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and if the target is a Large or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Rippling Earth (Recharges 5–6). The geomancer magically causes the earth to suddenly move in a violent, cascading motion in a 30-foot line that is 10 feet wide. Each creature standing on the ground in that line must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 32 (5d12) bludgeoning damage, is pushed up to 10 feet, and is knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Avalanche (1/Day). The geomancer conjures rocks and boulders and launches them toward a chosen point within 120 feet of it. Each creature in a 30-foot-radius, 40-foot-high cylinder centered on that point must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 38 (7d10) bludgeoning damage, is knocked prone, and restrained. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 15 Strength check. On a success, the creature is no longer restrained. On a successful save, a creature takes half as much damage and isn't knocked prone or restrained. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Spellcasting. The geomancer casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *acid splash* (3d6), *mage hand, mending*
2/day each: *mage armor, meld into stone, spike growth, thunderwave*
1/day each: *conjure elemental* (earth), *stoneskin, wall of stone, reverse gravity*

Bonus Actions

Earth Skate. While the geomancer is standing on the ground, the geomancer magically manipulates the earth to ripple and carry the geomancer a short distance. The geomancer moves up to 15 feet without provoking opportunity attacks.

Reactions

Stone Shield (3/Day). When the geomancer or a creature within 30 feet of it is hit by an attack roll, the geomancer gives the target a +5 bonus to its AC, which can cause the triggering attack roll to miss, and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks until the start of the geomancer's next turn.



A Master Geomancer's Lair

A master geomancer lives in great citadels made entirely from stone and rock. These can be located high atop tall mountains or in deep crevasses.

A master geomancer encountered in its lair has a challenge rating of 15 (13,000 XP).

Lair Actions

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

- The geomancer casts *spike growth* (spell save DC 18, no components required) at 3 different points within its lair. The geomancer doesn't need to see the points and doesn't need to maintain concentration of the spell. The effect lasts for 1 minute, until the geomancer uses this lair action again, or until the geomancer dies or is incapacitated.
- The geomancer magically conjures a stone wall on unoccupied sections of the ground within 120 feet of it. The wall is 3 inches thick and is composed of five 10-foot-by-10-foot panels. Each panel must be contiguous with at least one panel. The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15, 30 hit points, vulnerability to thunder damage, resistance to bludgeoning, piercing, and slashing damage from attacks that aren't adamantine, and immunity to poison and psychic damage. Reducing a panel to 0 hit points destroys it. The wall lasts for 1 minute, until the geomancer uses this lair action again, or until the geomancer dies or is incapacitated.
- The geomancer targets up to three Large or smaller creatures on the ground within 60 feet of it. The ground beneath each target animates and forms into giant stone grasping hand. Each target must make a DC 18 Strength saving throw or take 9 (2d8) bludgeoning damage and be restrained by the giant hand. Each hand lasts for 1 minute, until the geomancer uses this lair action again, or until the geomancer dies or is incapacitated. While restrained in this way, a creature takes 9 (2d8) bludgeoning damage at the end of each of its turns. As an action, a creature can make a DC 18 Strength check to free the restrained creature. The stone hand can also be destroyed to end the effect. Each stone hand has AC 13, 30 hit points, vulnerability to thunder damage, resistance to bludgeoning, piercing, and slashing damage from attacks that aren't adamantine, and immunity to poison and psychic damage.

Geomancer, Master

Medium Humanoid, Any Alignment

Armor Class 11 (14 with *mage armor*)
Hit Points 187 (22d8 + 88)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	18 (+4)	20 (+5)	12 (+1)	12 (+1)

Saving Throws Int +10, Wis +6
Skills Arcana +10, Nature +10
Senses tremorsense 90 ft., passive Perception 11
Languages any five languages
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Legendary Resistance (1/Day). If the geomancer fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The geomancer uses Rock Strike four times.

Rock Strike. *Melee or Ranged Spell Attack:* +10 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage, and if the target is a Large or smaller creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Rippling Earth (Recharges 5–6). The geomancer magically causes the earth to suddenly move in a violent, cascading motion in a 30-foot line that is 10 feet wide. Each creature standing on the ground in that line must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 39 (6d12) bludgeoning damage, is pushed up to 10 feet, and is knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Avalanche (1/Day). The geomancer conjures rocks and boulders and launches them toward a chosen point within 120 feet of it. Each creature in a 30-foot-radius, 40-foot-high cylinder centered on that point must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 44 (8d10) bludgeoning damage, is knocked prone, and restrained. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 18 Strength check. On a success, the creature is no longer restrained. On a successful save, a creature takes half as much damage and isn't knocked prone or restrained. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Spellcasting. The geomancer casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

At will: *acid splash* (4d6), *mage hand, mending*
2/day each: *mage armor, meld into stone, spike growth, stoneskin, thunderwave, wall of stone*
1/day each: *conjure elemental* (earth), *earthquake, move earth, reverse gravity*

Bonus Actions

While the geomancer is standing on the ground, the geomancer magically manipulates the earth to ripple and carry the geomancer a short distance. The geomancer moves up to 15 feet without provoking opportunity attacks.

Reactions

Stone Shield (5/Day). When the geomancer or a creature within 30 feet of it is hit by an attack roll, the geomancer gives the target a +5 bonus to its AC, which can cause the triggering attack roll to miss, and resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks until the start of the geomancer's next turn.

Legendary Actions

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

Rock Strike. The geomancer uses Rock Strike.
Stone Barrier. The geomancer conjures magical, levitating stones that spin around the geomancer and deflect attacks. The geomancer gains 16 (3d10) temporary hit points.
Cast a Spell (Costs 2 Actions). The geomancer uses Spellcasting.

Jongleur



With a mischievous grin and colorful attire, the jongleur employs a unique blend of physical comedy, biting insults, and nimble movements to confuse and incapacitate foes. Its quick wit and sharp tongue are weapons in themselves, leaving adversaries bewildered and distracted. In addition to its acrobatic prowess, the jongleur hurls poison-coated daggers and throwing knives with deadly accuracy. It enhances its performances with bardic magic, weaving spells of enchantment, illusion, and trickery.

The jongleur is a delightful enigma, combining laughter, dexterity, and the power of music and magic to both entertain and leave adversaries reeling in the face of its whimsical yet potent abilities.

Jongleur

Medium Humanoid, Any Non-Lawful Alignment

Armor Class 14 (leather)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Saving Throws Dex +5, Cha +5
Skills Acrobatics +7, Deception +5, Performance +7, Stealth +5
Senses passive Perception 10
Languages any two languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The jongleur makes two Dagger attacks.

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 plus 3 (1d6) poison damage.

Absurd Shenanigans (Recharges 5–6). The jongleur hurls insults, witty wordplay, and uses physical comedy to create a moment of irony and surprise. Each creature of the jongleur's choice within 30 feet of it must succeed on a DC 13 Charisma saving throw. On a failed save, the creature is charmed for 1 minute. A charmed creature suffers the effect of the *confusion* spell. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the jongleur's Absurd Shenanigans for the next 24 hours.

Fan of Knives (1/Day). The jongleur hurls a set of daggers and throwing knives in a 15-foot cone. Each creature in that area must succeed on a DC 13 Dexterity saving throw, taking 13 (4d4 + 3) piercing damage plus 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Spellcasting. The jongleur casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13):

At will: *mage hand, minor illusion, vicious mockery* (2d4)
2/day each: *charm person, mirror image, thunderwave*
1/day each: *stinking cloud*

Bonus Actions

Disengage. The jongleur takes the Disengage action.

Reactions

Dance Around. When an attacker the jongleur can see makes an attack roll against the jongleur, the jongleur can impose disadvantage on the attack roll. If the attack roll is successful, the jongleur only takes half as much damage.

Jongleur Virtuoso

Medium Humanoid, Any Alignment

Armor Class 16 (studded leather)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	14 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Dex +7, Wis +4, Cha +7
Skills Acrobatics +10, Deception +7, Performance +10, Stealth +7
Senses passive Perception 11
Languages any two languages
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Actions

Multiattack. The jongleur makes two Dagger attacks. Alternatively, it can make one Dagger attack and use Spellcasting.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage.

Absurd Shenanigans (Recharges 5–6). The jongleur hurls insults, witty wordplay, and uses physical comedy to create a moment of irony and surprise. Each creature of the jongleur's choice within 30 feet of it must succeed on a DC 15 Charisma saving throw. On a failed save, the creature is charmed for 1 minute. A charmed creature suffers the effect of the *confusion* spell. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the jongleur's Absurd Shenanigans for the next 24 hours.

Fan of Knives (2/Day). The jongleur hurls a set of daggers and throwing knives in a 15-foot cone. Each creature in that area must succeed on a DC 15 Dexterity saving throw, taking 16 (5d4 + 4) piercing damage plus 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Spellcasting. The jongleur casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15):

At will: *mage hand, minor illusion, vicious mockery* (3d4)
2/day each: *charm person, mirror image, stinking cloud, thunderwave*
1/day each: *animate objects, freedom of movement, irresistible dance, polymorph*

Bonus Actions

Disengage. The jongleur takes the Disengage action.

Hilarious Act. The jongleur targets a creature within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or falls into fits of laughter. The target is prone, incapacitated, and unable to stand up until the end of the jongleur's next turn. A creature that can't hear or understand the jongleur, or has an Intelligence score of 4 or less, isn't affected. If a creature's saving throw is successful, the creature is immune to the jongleur's Hilarious Act for the next 24 hours.

Reactions

Dance Around. When an attacker the jongleur can see makes an attack roll against the jongleur, the jongleur can impose disadvantage on the attack roll. If the attack roll is successful, the jongleur only takes half as much damage.

Jongleur Grand Maestro

Medium Humanoid, Any Alignment

Armor Class 17 (studded leather)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	16 (+3)	12 (+1)	14 (+2)	20 (+5)

Saving Throws Dex +9, Wis +6, Cha +9
Skills Acrobatics +13, Deception +9, Performance +13, Stealth +9
Senses passive Perception 12
Languages any two languages
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Persistent Magic. When the jongleur ends or loses its concentration on an active spell, that spell lasts until the end of the jongleur's next turn, even if the jongleur casts another spell that requires concentration.

Actions

Multiattack. The jongleur makes two Dagger attacks. Alternatively, it can make one Dagger attack and use Spellcasting.

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 10 (3d6) poison damage.

Absurd Shenanigans (Recharges 5–6). The jongleur hurls insults, witty wordplay, and uses physical comedy to create a moment of irony and surprise. Each creature of the jongleur's choice within 30 feet of it must succeed on a DC 17 Charisma saving throw. On a failed save, the creature is charmed for 1 minute. A charmed creature suffers the effect of the *confusion* spell. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the jongleur's Absurd Shenanigans for the next 24 hours.

Fan of Knives (3/Day). The jongleur hurls a set of daggers and throwing knives in a 15-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw, taking 20 (6d4 + 5) piercing damage plus 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Spellcasting. The jongleur casts one of the following spells using Charisma as the spellcasting ability (spell save DC 17):

At will: *mage hand, minor illusion, vicious mockery* (4d4)
2/day each: *animate objects, charm person, irresistible dance, mirror image, polymorph, stinking cloud, thunderwave*
1/day each: *foresight, freedom of movement, glibness, mirage arcane*

Bonus Actions

Disengage. The jongleur takes the Disengage action.

Hilarious Act. The jongleur targets a creature within 30 feet of it. The target must succeed on a DC 17 Wisdom saving throw or falls into fits of laughter. The target is prone, incapacitated, and unable to stand up until the end of the jongleur's next turn. A creature that can't hear or understand the jongleur, or has an Intelligence score of 4 or less, isn't affected. If a creature's saving throw is successful, the creature is immune to the jongleur's Hilarious Act for the next 24 hours.

Reactions

Dance Around. When an attacker the jongleur can see makes an attack roll against the jongleur, the jongleur can impose disadvantage on the attack roll. If the attack roll is successful, the jongleur only takes half as much damage.

Knight, Abyssal



An abyssal knight was once a powerful paladin. For whatever tragic reason, the paladin lost his sanity and broke his oath. Sensing an opportunity to gain a powerful agent, a demon lord sends whispers to it and plants its seed of corruption. Driven by madness, the fallen champion begins its acts of depravity and eventually becomes an abyssal knight. It is devoid of compassion or empathy and lives only to obey its new master, further its ambitions, and sow chaos and destruction.

Champion of Chaos. Gifted with magic and boons by its demon lord patron, the abyssal knight can channel and project abyssal energy with ease. It can also summon several demons that do its bidding. Unlike a commander of a unit, however, it cares not about battle tactics and sees these demons as mere pawns and fodder that it can use to distract its foes or for its consumption.

Abyssal Knight

Medium Humanoid, Typically Chaotic Evil

Armor Class 18 (plate)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	10 (+0)	11 (+0)	17 (+3)

Saving Throws Con +7, Wis +3, Cha +6
Skills Athletics +7, Deception +6, Intimidation +6
Damage Resistances poison
Senses passive Perception 10
Languages Abyssal, Common
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Abyssal Leader. The abyssal knight's Demon allies have advantage on attack rolls and saving throws against being charmed or frightened while within 10 feet of the abyssal knight, provided it isn't incapacitated.

Magic Weapons. The abyssal knight's weapon attacks are magical.

Actions

Multiattack. The abyssal knight makes two Greataxe attacks. It can use Abyssal Gaze or Spellcasting in place of one Greataxe attack.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage plus 3 (1d6) necrotic damage.

Abyssal Gaze. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 4 (1d8) necrotic damage plus 4 (1d8) psychic damage and the target must succeed on a DC 14 Wisdom saving throw or become frightened until the end of the abyssal knight's next turn. While frightened in this way, the target is paralyzed.

Summon Demon (1/Day). The abyssal knight summons 1d4 **quasits or** 2d4 **dretches**. A summoned Demon appears in an unoccupied space within 60 feet of the abyssal knight and acts as an ally of the abyssal knight. It remains for an hour, until it or the abyssal knight dies, or until the abyssal knight dismisses it as an action.

Spellcasting. The abyssal knight casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14):

1/day each: *crown of madness, false life, stinking cloud, vampiric touch*

Bonus Actions

Aura of Abyssal Madness. The abyssal knight activates or deactivates this aura. While active, a creature that starts its turn within 10 feet of the abyssal knight takes 3 (1d6) necrotic damage plus 3 (1d6) psychic damage and must succeed on a DC 14 Wisdom saving throw, unless the abyssal knight is incapacitated. On a failed save, the target suffers the effect of the *confusion* spell until the start of its next turn. Undead and Demons ignore this effect.

Abyssal Knight, Elite

Medium Humanoid, Typically Chaotic Evil

Armor Class 19 (*+1 plate*)
Hit Points 171 (18d8 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	10 (+0)	11 (+0)	19 (+4)

Saving Throws Con +9, Wis +4, Cha +8
Skills Athletics +9, Deception +8, Intimidation +8
Damage Resistances poison
Senses passive Perception 10
Languages Abyssal, Common
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Abyssal Leader. The abyssal knight's Demon allies have advantage on attack rolls and saving throws against being charmed or frightened while within 15 feet of the abyssal knight, provided it isn't incapacitated.

Magic Weapons. The abyssal knight's weapon attacks are magical.

Actions

Multiattack. The abyssal knight makes three Greataxe attacks. It can use Abyssal Gaze in place of one Greataxe attack. Alternatively, it can make one Greataxe attack and use Spellcasting.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage plus 7 (2d6) necrotic damage.

Abyssal Gaze. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 9 (2d8) necrotic damage plus 4 (1d8) psychic damage and the target must succeed on a DC 16 Wisdom saving throw or become frightened until the end of the abyssal knight's next turn. While frightened in this way, the target is paralyzed

Abyssal Shroud (Recharge 6). The abyssal knight opens a momentary dimensional pocket to the Abyss. Shadowy tendrils emerge from the pocket, spreading into a 30-foot radius sphere centered on the abyssal knight. Each creature other than the abyssal knight in that area must make a DC 16 Constitution saving throw, taking 9 (2d8) necrotic damage plus 9 (2d8) psychic damage on a failed save, or half as much damage on a successful one. Undead and Demons ignore this effect. In addition, 1d4 **quasits** and 2d4 **dretches** appear in unoccupied spaces in the sphere. They act as the abyssal knight's allies, taking their turns immediately after the abyssal knight. They remain for 1 minute, until destroyed, or until the abyssal knight dismisses them as an action.

Summon Demon (1/Day). The abyssal knight summons 1 **vrock**, 3d4 **quasits,** or 4d4 **dretches**. A summoned Demon appears in an unoccupied space within 60 feet of the abyssal knight and acts as an ally of the abyssal knight. It remains for an hour, until it or the abyssal knight dies, or until the abyssal knight dismisses it as an action.

Spellcasting. The abyssal knight casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16):

2/day each: *crown of madness, false life, vampiric touch*
1/day each: *blight, hold person, stinking cloud*

Bonus Actions

Aura of Abyssal Madness. The abyssal knight activates or deactivates this aura. While active, a creature that starts its turn within 15 feet of the abyssal knight takes 7 (2d6) necrotic damage plus 7 (2d6) psychic damage and must succeed on a DC 16 Wisdom saving throw, unless the abyssal knight is incapacitated. On a failed save, the target suffers the effect of the *confusion* spell until the start of its next turn. Undead and Demons ignore this effect.



A Legendary Abyssal Knight's Lair

A hidden or well-defended keep, temple, or ruins is the preferred lair of an abyssal knight. It is often surrounded by treacherous terrain and guarded by low tier Demons and Undead.

A legendary abyssal knight encountered in its lair has a challenge rating of 20 (25,000 XP).

Lair Actions

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

- The abyssal knight casts *bestow curse*, requiring no material components and using Charisma as the spellcasting ability (DC 19). The abyssal knight doesn't need to concentrate on the spell, which ends when the abyssal knight dies, is incapacitated, or until it uses this lair action again.
- The abyssal knight targets up to 3 creatures it can see within 60 feet of it. The creature must succeed on a DC 19 Wisdom saving throw. On a failed save, the creature takes 7 (2d6) psychic damage and has disadvantage on Wisdom saving throws until the end of the abyssal knight's next turn.
- The abyssal knight teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Abyssal Knight, Legendary

Medium Humanoid, Typically Chaotic Evil

Armor Class 20 (*+2 plate*)
Hit Points 252 (24d8 + 144)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	10 (+0)	11 (+0)	20 (+5)

Saving Throws Con +12, Wis +6, Cha +11
Skills Athletics +12, Deception +11, Intimidation +11
Damage Resistances poison
Senses passive Perception 10
Languages Abyssal, Common
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Abyssal Leader. The abyssal knight's Demon allies have advantage on attack rolls and saving throws against being charmed or frightened while within 20 feet of the abyssal knight, provided it isn't incapacitated.

Magic Weapons. The abyssal knight's weapon attacks are magical.

Legendary Resistance (1/Day). If the abyssal knight fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The abyssal knight makes three Greataxe attacks. It can use Abyssal Gaze in place of one Greataxe attack. Alternatively, it can make one Greataxe attack and use Spellcasting.

Greataxe. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) slashing damage plus 10 (3d6) necrotic damage.

Abyssal Gaze. *Ranged Spell Attack:* +11 to hit, range 60 ft., one target. *Hit:* 9 (2d8) necrotic damage plus 9 (2d8) psychic damage and the target must succeed on a DC 19 Wisdom saving throw or become frightened until the end of the abyssal knight's next turn. While frightened in this way, the target is paralyzed

Abyssal Shroud (Recharge 6). The abyssal knight opens a momentary dimensional pocket to the Abyss. Shadowy tendrils emerge from the pocket, spreading into a 30-foot radius sphere centered on the abyssal knight. Each creature other than the abyssal knight in that area must make a DC 19 Constitution saving throw, taking 13 (3d8) necrotic damage plus 13 (3d8) psychic damage on a failed save, or half as much damage on a successful one. Undead and Demons ignore this effect. In addition, 1 **vrock**, 1d4 **quasits,** and 2d4 **dretches** appear in unoccupied spaces in the sphere. They act as the abyssal knight's allies, taking their turns immediately after the abyssal knight. They remain for 1 minute, until destroyed, or until the abyssal knight dismisses them as an action.

Summon Demon (1/Day). The abyssal knight summons 1 **hezrou,** 1d2 **vrock,** 3d4 **quasits**, or 4d4 **dretches**. A summoned Demon appears in an unoccupied space within 60 feet of the abyssal knight and acts as an ally of the abyssal knight. It remains for an hour, until it or the abyssal knight dies, or until the abyssal knight dismisses it as an action.

Spellcasting. The abyssal knight casts one of the following spells using Charisma as the spellcasting ability (spell save DC 19):

2/day each: *blight, crown of madness, false life, vampiric touch*
1/day each: *cloudkill, hold person, stinking cloud*

Bonus Actions

Aura of Abyssal Madness. The abyssal knight activates or deactivates this aura. While active, a creature that starts its turn within 20 feet of the abyssal knight takes 10 (3d6) necrotic damage plus 10 (3d6) psychic damage and must succeed on a DC 19 Wisdom saving throw, unless the abyssal knight is incapacitated. On a failed save, the target suffers the effect of the *confusion* spell until the start of its next turn. Undead and Demons ignore this effect.

Legendary Actions

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

Command Demon. The abyssal knight targets a Demon ally it can see within 30 feet of it. If the target can see and hear the abyssal knight, the target can use its reaction to make one melee weapon attack or move up to half its speed.

Consume Demon. The abyssal knight targets one Demon ally it summoned within 30 feet of it. The target must succeed on a DC 19 Constitution saving throw. On a failed save, the target is reduced to 0 hit points and the abyssal knight regains hit points equal to one half the target's maximum hit points.

Abyssal Strike (Costs 2 Actions). The abyssal knight makes a Greataxe attack or uses Abyssal Gaze.

Cast a Spell (Costs 2 Actions). The abyssal knight uses Spellcasting.

Knight, Gloom



While most fallen paladins were corrupted by powerful fiends, a few fallen paladins were led astray by insidious beings from the spirit realms. While not undead, these gloom knights turn from the light and now embrace the enigma and dread that darkness brings. They operate only at night and in the shadows, rarely revealing themselves unless it is to their advantage.

Spectral Lords. Gloom knights often serve as powerful agents of liches and sinister gods that rule the Ethereal Plane, the Negative Plane, and the Realm of Shadows. Because of their affinity to these ghostly planes, they become conduits to the Material Plane, enabling noncorporeal undead to pass through and serve as the gloom knights' minions. In addition, gloom knights can easily traverse back and forth to the Ethereal Plane.

Ghostly Warriors. During combat, gloom knights can tap negative energy, allowing them to weave necrotic and shadow magic. Their supernatural gaze can render a creature helpless, and their spectral swords can temporarily prevent wounds from healing. As gloom knights grow in power, they can create dangerous shadow rifts where negative energy seeps out and harm living things.

Gloom Knight

Medium Humanoid, Typically Neutral Evil

Armor Class 18 (plate)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	16 (+3)	12 (+1)	13 (+1)	18 (+4)

Saving Throws Con +6, Wis +4, Cha +7
Skills Arcana +4, Deception +7, Intimidation +7
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 11
Languages any two languages
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Spectral Leader. The gloom knight's noncorporeal Undead allies have advantage on attack rolls and saving throws against any effect that turns undead while within 10 feet of the gloom knight, provided it isn't incapacitated.

Actions

Multiattack. The gloom knight makes two Spectral Greatsword attacks. It can use Haunting Gaze or Spellcasting in place of one Spectral Greatsword attack.

Spectral Greatsword. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) necrotic damage and the target can't regain hit points until the end of the gloom knight's next turn.

Haunting Gaze. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 4 (1d8) necrotic damage plus 4 (1d8) psychic damage and the target must succeed on a DC 15 Wisdom saving throw or become frightened until the end of the gloom knight's next turn. While frightened in this way, the target is incapacitated.

Summon Undead (1/Day). The gloom knight summons a number of **shadows** and **specters** whose combined average hit points don't exceed 70. A summoned undead appears in an unoccupied space within 60 feet of the gloom knight and acts as an ally of the gloom knight. It remains for an hour, until it or the gloom knight dies, or until the gloom knight dismisses it as an action.

Spellcasting. The gloom knight casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15):

1/day each: *darkness, fly, hold person, vampiric touch*

Bonus Actions

Aura of Gloom. The gloom knight activates or deactivates this aura. While active, a creature that starts its turn within 10 feet of the gloom knight must succeed on a DC 15 Constitution saving throw, unless the gloom knight is incapacitated. On a failed save, the target takes 7 (2d6) necrotic damage and has disadvantage on attack rolls, ability checks, and saving throws until the start of its next turn. On a successful save, a creature takes half as much damage with no additional effects. Constructs and Undead ignore this effect.

Etherealness. The gloom knight magically shifts from the Material Plane to the Ethereal Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Gloom Knight, Elite

Medium Humanoid, Typically Neutral Evil

Armor Class 19 (*+1 plate*)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	18 (+4)	12 (+1)	15 (+2)	20 (+5)

Saving Throws Con +8, Wis +6, Cha +9
Skills Arcana +5, Deception +9, Intimidation +9
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 12
Languages any two languages
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Spectral Leader. The gloom knight's noncorporeal Undead allies have advantage on attack rolls and saving throws against any effect that turns undead while within 15 feet of the gloom knight, provided it isn't incapacitated.

Actions

Multiattack. The gloom knight makes three Spectral Greatsword attacks. It can use Haunting Gaze in place of one Spectral Greatsword attack. Alternatively, it can make one Spectral Greatsword attack and use Spellcasting.

Spectral Greatsword. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) necrotic damage and the target can't regain hit points until the end of the gloom knight's next turn.

Haunting Gaze. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 9 (2d8) necrotic damage plus 9 (2d8) psychic damage and the target must succeed on a DC 17 Wisdom saving throw or become frightened until the end of the gloom knight's next turn. While frightened in this way, the target is incapacitated.

Shadow Rifts (Recharge 6). The gloom knight opens momentary dimensional rifts to the Negative Plane at three different points within 60 feet of it. Each rift is a 10-foot-radius sphere. Each creature that isn't a Construct or Undead in the rifts must make a DC 17 Dexterity saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one dimensional rift is affected only once. In addition, 3d4 **shadows** appear in unoccupied spaces in any of the spheres. They act as the gloom knight's allies, taking their turns immediately after the gloom knight. They remain for 1 minute, until destroyed, or until the gloom knight dismisses them as an action.

Summon Undead (1/Day). The gloom knight summons a number of **ghosts**, **shadows**, **specters**, and **wraiths** whose combined average hit points don't exceed 100. A summoned undead appears in an unoccupied space within 60 feet of the gloom knight and acts as an ally of the gloom knight. It remains for an hour, until it or the gloom knight dies, or until the gloom knight dismisses it as an action.

Spellcasting. The gloom knight casts one of the following spells using Charisma as the spellcasting ability (spell save DC 17):

2/day each: *blight, hold person, vampiric touch*
1/day each: *cone of cold, darkness, fly*

Bonus Actions

Aura of Gloom. The gloom knight activates or deactivates this aura. While active, a creature that starts its turn within 15 feet of the gloom knight must succeed on a DC 17 Constitution saving throw, unless the gloom knight is incapacitated. On a failed save, the target takes 10 (3d6) necrotic damage and has disadvantage on attack rolls, ability checks, and saving throws until the start of its next turn. On a successful save, a creature takes half as much damage with no additional effects. Constructs and Undead ignore this effect.

Etherealness. The gloom knight magically shifts from the Material Plane to the Ethereal Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.



A Legendary Gloom Knight's Lair

The lair of a gloom knight is usually a keep or ruins that is located in a place of perpetual darkness. Thus, its lair is usually underground, deep within a thick, dismal forest where sunlight can't penetrate, or in a shadowy plane. Noncorporeal undead prowl and guard the lair from intruders.

A legendary gloom knight encountered in its lair has a challenge rating of 20 (25,000 XP).

Lair Actions

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

- The gloom knight casts the *darkness* spell three times, requiring no material components and using Charisma as the spellcasting ability. The gloom knight targets different areas with the spell. The gloom knight doesn't need to concentrate on the spells, which end on initiative count 20 of the next round.
- The gloom knight targets up to 3 creatures it can see within 60 feet of it. The creature must succeed on a DC 20 Constitution saving throw. On a failed save, the creature becomes vulnerable to necrotic damage until the end of the gloom knight's next turn.
- The gloom knight teleports to an unoccupied space within 60 feet of it, provided that both the space it's teleporting from and its destination are in dim light or darkness. The destination need not be within line of sight.

Gloom Knight, Legendary

Medium Humanoid, Typically Neutral Evil

Armor Class 20 (*+2 plate*)
Hit Points 228 (24d8 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	20 (+5)	13 (+1)	16 (+3)	22 (+6)

Saving Throws Con +11, Wis +9, Cha +12
Skills Arcana +7, Deception +12, Intimidation +12
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 13
Languages any two languages
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Spectral Leader. The gloom knight's noncorporeal Undead allies have advantage on attack rolls and saving throws against any effect that turns undead while within 20 feet of the gloom knight, provided it isn't incapacitated.

Legendary Resistance (1/Day). If the gloom knight fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The gloom knight makes three Spectral Greatsword attacks. It can use Haunting Gaze in place of one Spectral Greatsword attack. Alternatively, it can make one Spectral Greatsword attack and use Spellcasting.

Spectral Greatsword. *Melee Spell Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (2d12 + 6) necrotic damage and the target can't regain hit points until the end of the gloom knight's next turn.

Haunting Gaze. *Ranged Spell Attack:* +12 to hit, range 60 ft., one target. *Hit:* 13 (3d8) necrotic damage plus 13 (3d8) psychic damage and the target must succeed on a DC 20 Wisdom saving throw or become frightened until the end of the gloom knight's next turn. While frightened in this way, the target is incapacitated.

Shadow Rifts (Recharge 6). The gloom knight opens momentary dimensional rifts to the Negative Plane at three different points within 60 feet of it. Each rift is a 10-foot-radius sphere. Each creature that isn't a Construct or Undead in the rifts must make a DC 20 Dexterity saving throw, taking 27 (6d8) necrotic damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one dimensional rift is affected only once. In addition, 1d2 **wraiths** and 1d8 **shadows** appear in unoccupied spaces in any of the spheres. They act as the gloom knight's allies, taking their turns immediately after the gloom knight. They remain for 1 minute, until destroyed, or until the gloom knight dismisses them as an action.

Summon Undead (1/Day). The gloom knight summons a number of **ghosts**, **shadows**, **specters**, and **wraiths** whose combined average hit points don't exceed 150. A summoned undead appears in an unoccupied space within 60 feet of the gloom knight and acts as an ally of the gloom knight. It remains for an hour, until it or the gloom knight dies, or until the gloom knight dismisses it as an action.

Spellcasting. The gloom knight casts one of the following spells using Charisma as the spellcasting ability (spell save DC 20):

2/day each: *blight, cone of cold, hold person, vampiric touch*
1/day each: *darkness, fly, protection from evil and good*

Bonus Actions

Aura of Gloom. The gloom knight activates or deactivates this aura. While active, a creature that starts its turn within 20 feet of the gloom knight must succeed on a DC 20 Constitution saving throw, unless the gloom knight is incapacitated. On a failed save, the target takes 14 (4d6) necrotic damage and has disadvantage on attack rolls, ability checks, and saving throws until the start of its next turn. On a successful save, a creature takes half as much damage with no additional effects. Constructs and Undead ignore this effect.

Etherealness. The gloom knight magically shifts from the Material Plane to the Ethereal Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Legendary Actions

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

Command Undead. The gloom knight targets an Undead ally it can see within 30 feet of it. If the target can see and hear the gloom knight, the target can use its reaction to make one melee weapon attack or move up to half its speed.

Spectral Shift. The gloom knight becomes temporarily noncorporeal and flies up to 30 feet through other creatures and objects. This movement does not provoke opportunity attacks. If the gloom knight ends its turn in another creature's space or inside an object, it is shunted to the last unoccupied space it occupied, and takes 4 (1d8) force damage.

Ghostly Strike (Costs 2 Actions). The gloom knight makes a Spectral Greatsword attack or uses Haunting Gaze.

Cast a Spell (Costs 3 Actions). The gloom knight uses Spellcasting.



Knight, Hell

The hell knight is a once powerful fallen paladin who has pledged loyalty and servitude to an arch devil, often driven to seek vengeance on its former allies or patrons. While the hell knight works tirelessly to achieve the goals of its infernal master, it does so as a means to gain supernatural strength and power. The hell knight is ruthless in its pursuits to gain any advantage, whether in politics or martial combat. It dominates those who are weak-willed, manipulates those with hidden agendas and vendettas, and annihilates anyone who stands in its way.

Infernal Champion. A hell knight is a mighty foe to face in combat. Aside from its martial prowess, it has a number of deadly supernatural abilities it can employ. One such ability is the constant presence of dread the hell knight projects, causing those who succumb to it to become unable to act. Another is the hell knight's gaze which can project fiery beams that burn a target and make it more susceptible to fear and fire. What makes the hell knight more dangerous, however, is its ability to summon and command devils efficiently on the battlefield. Devils under the command of a hell knight fight with discipline and fervor, and do not easily break rank or flee.

Infernal Rifts. More powerful hell knights are able to temporarily open dimensional rifts to Hell. Such fiery portals sear the flesh of those caught within it. Despite the short duration of the rift, it is enough for a small number of devils to pass through. These devils immediately submit themselves to the hell knight that summoned them, and become its allies.

Hell Knight

Medium Humanoid, Typically Lawful Evil

Armor Class 18 (plate)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	12 (+1)	13 (+1)	17 (+3)

Saving Throws Con +6, Wis +4, Cha +6
Skills Athletics +6, Deception +6, Intimidation +6
Damage Resistances fire, poison
Senses passive Perception 11
Languages Common, Infernal
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Infernal Aura. An enemy that starts its turn within 10 feet of the hell knight must succeed on a DC 14 Wisdom saving throw, unless the hell knight is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target is incapacitated and its speed is halved. If a creature's saving throw is successful, the creature is immune to the hell knight's Infernal Aura for the next 24 hours or until it takes damage from the hell knight's Infernal Gaze.

Infernal Leader. The hell knight's Devil allies have advantage on attack rolls and saving throws against being charmed or frightened while within 10 feet of the hell knight, provided it isn't incapacitated.

Magic Weapons. The hell knight's weapon attacks are magical.

Actions

Multiattack. The hell knight makes two Greatsword attacks. It can use Infernal Gaze in place of one Greatsword attack.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) fire damage.

Infernal Gaze. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 9 (2d8) fire damage and the target has disadvantage on saving throws made against being frightened until the end of the hell knight's next turn.

Summon Devil (1/Day). The hell knight summons 1 **bearded devil** or 1d4+1 **imps**. A summoned Devil appears in an unoccupied space within 60 feet of the hell knight and acts as an ally of the hell knight. It remains for an hour, until it or the hell knight dies, or until the hell knight dismisses it as an action.

Spellcasting. The hell knight casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14):

1/day each: *command, dispel magic, fireball, scorching ray*

Reactions

Hellish Rebuke (3/Day). In response to being damaged by a visible creature within 60 feet of it, the hell knight forces that creature to make a DC 14 Constitution saving throw, taking 11 (2d10) fire damage on a failed save, or half as much damage on a successful one.

Hell Knight, Elite

Medium Humanoid, Typically Lawful Evil

Armor Class 19 (*+1 plate*)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	12 (+1)	13 (+1)	19 (+4)

Saving Throws Con +8, Wis +5, Cha +8
Skills Athletics +8, Deception +8, Intimidation +8
Damage Resistances fire, poison
Senses passive Perception 11
Languages Common, Infernal
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Infernal Aura. An enemy that starts its turn within 15 feet of the hell knight must succeed on a DC 16 Wisdom saving throw, unless the hell knight is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target is incapacitated and its speed is halved. If a creature's saving throw is successful, the creature is immune to the hell knight's Infernal Aura for the next 24 hours or until it takes damage from the hell knight's Infernal Gaze.

Infernal Leader. The hell knight's Devil allies have advantage on attack rolls and saving throws against being charmed or frightened while within 15 feet of the hell knight, provided it isn't incapacitated.

Magic Weapons. The hell knight's weapon attacks are magical.

Actions

Multiattack. The hell knight makes three Greatsword attacks. It can use Infernal Gaze in place of one Greatsword attack.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 7 (2d6) fire damage.

Infernal Gaze. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 13 (3d8) fire damage and the target has disadvantage on saving throws made against being frightened until the end of the hell knight's next turn.

Infernal Rift (Recharge 6). The hell knight opens a momentary dimensional rift to Hell within 60 feet of it. The rift is a 20-foot-radius sphere. Each creature in that area must make a DC 16 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one. In addition, 1d4 **imps** appear in unoccupied spaces in the sphere. They act as the hell knight's allies, taking their turns immediately after the hell knight. They remain for 1 minute, until destroyed, or until the hell knight dismisses them as an action.

Summon Devil (1/Day). The hell knight summons 1 **barbed devil,** 1d3 **bearded devils**, or 2d4 **imps**. A summoned Devil appears in an unoccupied space within 60 feet of the hell knight and acts as an ally of the hell knight. It remains for an hour, until it or the hell knight dies, or until the hell knight dismisses it as an action.

Spellcasting. The hell knight casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

2/day each: *command, fireball, scorching ray*
1/day each: *dispel magic, locate object, wall of fire*

Reactions

Hellish Rebuke (4/Day). In response to being damaged by a visible creature within 60 feet of it, the hell knight forces that creature to make a DC 16 Constitution saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one.

A Legendary Hell Knight's Lair

The lair of a legendary hell knight is usually something that is logistically practical and strategic. Thus, the lair is often in a very defensible location or is well hidden, but placed within reach of resources. Such lairs are typically fortresses high atop mountains or volcanoes, ruins deep within a dismal swamp, or forgotten dungeons underneath a city.

A legendary hell knight encountered in its lair has a challenge rating of 20 (25,000 XP).

Lair Actions

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

- The hell knight casts *command* at up to 3 creatures, requiring no material components and using Charisma as the spellcasting ability (DC 19).
- The hell knight teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.
- The hell knight targets up to three creatures on the ground it can see within 120 feet of it. A 5-foot-diameter and 5-foot-high vertical column of infernal fire roars upward from the ground underneath each target. Each target must succeed on a DC 19 Dexterity saving throw, taking 13 (3d8) fire damage on a failed save, and half as much damage on a successful one.
- The hell knight targets a visible Devil ally it has summoned within 30 feet of it. The target is destroyed and the hell knight regains a number of hit points equal to half the target's maximum hit points.

Hell Knight, Legendary

Medium Humanoid, Typically Lawful Evil

Armor Class 20 (*+2 plate*)
Hit Points 228 (24d8 + 120)
Speed 30 ft.

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

Saving Throws Con +11, Wis +8, Cha +11
Skills Athletics +11, Deception +11, Intimidation +11
Damage Resistances fire, poison
Senses passive Perception 12
Languages Common, Infernal
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Infernal Aura. An enemy that starts its turn within 20 feet of the hell knight must succeed on a DC 19 Wisdom saving throw, unless the hell knight is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target is incapacitated and its speed is halved. If a creature's saving throw is successful, the creature is immune to the hell knight's Infernal Aura for the next 24 hours or until it takes damage from the hell knight's Infernal Gaze.

Infernal Leader. The hell knight's Devil allies have advantage on attack rolls and saving throws against being charmed or frightened while within 20 feet of the hell knight, provided it isn't incapacitated.

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

Magic Weapons. The hell knight's weapon attacks are magical.

Actions

Multiattack. The hell knight makes three Greatsword attacks. It can use Infernal Gaze in place of one Greatsword attack.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 10 (3d6) fire damage.

Infernal Gaze. *Ranged Spell Attack:* +11 to hit, range 60 ft., one target. *Hit:* 18 (4d8) fire damage and the target has disadvantage on saving throws made against being frightened until the end of the hell knight's next turn.

Infernal Rift (Recharge 6). The hell knight opens a momentary dimensional rift to Hell within 60 feet of it. The rift is a 20-foot-radius sphere. Each creature in that area must make a DC 19 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one. In addition, 1d4 **bearded devils**, and 1d4 **imps** appear in unoccupied spaces in the sphere. They act as the hell knight's allies, taking their turns immediately after the hell knight. They remain for 1 minute, until destroyed, or until the hell knight dismisses them as an action.

Summon Devil (1/Day). The hell knight summons 1 **bone devil,** 1 **chained devil,** 1d2 **barbed devils,** 1d4+1 **bearded devils**, or 4d4 **imps**. A summoned Devil appears in an unoccupied space within 60 feet of the hell knight and acts as an ally of the hell knight. It remains for an hour, until it or the hell knight dies, or until the hell knight dismisses it as an action.

Spellcasting. The hell knight casts one of the following spells using Charisma as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

2/day each: *command, fireball, scorching ray, wall of fire*
1/day each: *dispel magic, locate object, stinking cloud*

Reactions

Hellish Rebuke (4/Day). In response to being damaged by a visible creature within 60 feet of it, the hell knight forces that creature to make a DC 19 Constitution saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

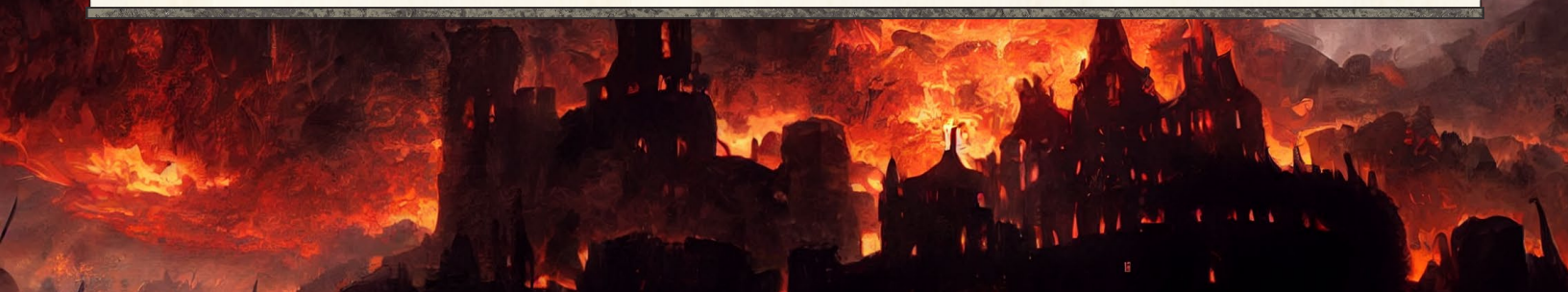
The hell knight can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hell knight regains spent legendary actions at the start of its turn.

Command Devil. The hell knight targets a Devil ally it can see within 30 feet of it. If the target can see and hear the hell knight, the target can use its reaction to make one melee weapon attack or move up to half its speed.

Dominate. The hell knight targets one creature it can see within 30 feet of it. The target must succeed on a DC 19 Wisdom saving throw. On a failed save, the target must use its reaction to move up to its speed and make one melee weapon attack against a visible creature of the hell knight's choice.

Infernal Strike (Costs 2 Actions). The hell knight makes a Greatsword attack or uses Infernal Gaze.

Cast a Spell (Costs 3 Actions). The hell knight uses Spellcasting.



Knight, Pale



The pale knight has both the martial skills of an experienced warrior and the arcane powers of a talented necromancer. It stands tall and imposing, wearing dark ornate breastplate armor and wielding a fearsome-looking ancient scythe that seems to have a life of its own as if it is imbued with necrotic energy.

Arcane Assassin. Despite its imposing appearance, the pale knight moves with the grace and speed of a dancer. Its fighting style is brutal and efficient, striking with precision and power and mixing it with its supernatural abilities and necromantic magic to dispatch foes quickly... or slowly.

Undead Commander. The pale knight's most terrifying ability is its ability to summon and command the undead. It can raise fallen foes or open shadowy portals that reach into the Negative Plane and pull skeletal servants that do its bidding. The pale knight lets its minions swarm over the battlefield to overwhelm opponents while it picks off critical targets with its spells and its deadly scythe that can deliver mortal blows.

Pale Knight

Medium Humanoid, Typically Neutral Evil

Armor Class 16 (breastplate)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	17 (+3)

Saving Throws Con +6, Wis +4, Cha +6
Skills Arcana +4, Deception +6, Intimidation +6
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 11
Languages any two languages
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Undead Leader. The pale knight's Undead allies have advantage on attack rolls and saving throws against any effect that turns undead while within 10 feet of the pale knight, provided it isn't incapacitated.

Actions

Multiattack. The pale knight makes two Scythe attacks. It can use Necrotic Gaze or Spellcasting in place of one Scythe attack.

Scythe. *Melee Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 7 (2d6) necrotic damage and the target can't regain hit points until the end of the pale knight's next turn.

Necrotic Gaze. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 13 (3d8) necrotic damage and the target can't regain hit points until the end of the pale knight's next turn.

Summon Undead (1/Day). The pale knight summons a number of **skeletons, zombies, ghouls,** and **wights** whose combined average hit points don't exceed 80. A summoned undead appears in an unoccupied space within 60 feet of the pale knight and acts as an ally of the pale knight. It remains for an hour, until it or the pale knight dies, or until the pale knight dismisses it as an action.

Spellcasting. The pale knight casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

1/day each: *animate dead* (as an action), *blindness/deafness, fear, ray of enfeeblement*

Bonus Actions

Aura of Necrosis. The pale knight activates or deactivates this aura. While active, a creature that starts its turn within 10 feet of the pale knight must succeed on a DC 14 Constitution saving throw, unless the pale knight is incapacitated. On a failed save, the target takes 7 (2d6) necrotic damage and is poisoned until the start of its next turn. A poisoned creature has vulnerability to bludgeoning, piercing, and slashing damage. On a successful save, a creature takes half as much damage and isn't poisoned. Constructs and Undead ignore this effect.

Mortal Strike (1/Day). Immediately after the pale knight hits a target with a Scythe attack, the pale knight can force that target to make a DC 14 Constitution saving throw. On a failed save, the creature drops to 0 hit points. On a successful save, the creature takes 7 (2d6) necrotic damage.

Pale Knight, Elite

Medium Humanoid, Typically Neutral Evil

Armor Class 17 (*+1 breastplate*)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	12 (+1)	12 (+1)	19 (+4)

Saving Throws Con +8, Wis +5, Cha +8
Skills Arcana +5, Deception +8, Intimidation +8
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 11
Languages any two languages
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Undead Leader. The pale knight's Undead allies have advantage on attack rolls and saving throws against any effect that turns undead while within 15 feet of the pale knight, provided it isn't incapacitated.

Actions

Multiattack. The pale knight makes three Scythe attacks. It can use Necrotic Gaze in place of one Scythe attack. Alternatively, it can make one Scythe attack and use Spellcasting.

Scythe. *Melee Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 10 (3d6) necrotic damage and the target can't regain hit points until the end of the pale knight's next turn.

Necrotic Gaze. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 18 (4d8) necrotic damage and the target can't regain hit points until the end of the pale knight's next turn.

Nether Rifts (Recharge 6). The pale knight opens momentary dimensional rifts to the Negative Plane at three different points within 60 feet of it. Each rift is a 10-foot-radius sphere. Each creature that isn't a Construct or Undead in the rifts must make a DC 16 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one. In addition, 1d4 **wights,** 1d4 **ghasts**, and 1d4 **ghouls** appear in unoccupied spaces in any of the spheres. They act as the pale knight's allies, taking their turns immediately after the pale knight. They remain for 1 minute, until destroyed, or until the pale knight dismisses them as an action.

Summon Undead (1/Day). The pale knight summons a number of **skeletons, zombies, ghasts, ghouls,** and **wights** whose combined average hit points don't exceed 120. A summoned undead appears in an unoccupied space within 60 feet of the pale knight and acts as an ally of the pale knight. It remains for an hour, until it or the pale knight dies, or until the pale knight dismisses it as an action.

Spellcasting. The pale knight casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

2/day each: *blight, blindness/deafness, fear, ray of enfeeblement*
1/day each: *animate dead* (as an action), *circle of death, cloudkill, vampiric touch*

Bonus Actions

Aura of Necrosis. The pale knight activates or deactivates this aura. While active, a creature that starts its turn within 15 feet of the pale knight must succeed on a DC 16 Constitution saving throw, unless the pale knight is incapacitated. On a failed save, the target takes 10 (3d6) necrotic damage and is poisoned until the start of its next turn. A poisoned creature has vulnerability to bludgeoning, piercing, and slashing damage. On a successful save, a creature takes half as much damage and isn't poisoned. Constructs and Undead ignore this effect.

Mortal Strike (2/Day). Immediately after the pale knight hits a target with a Scythe attack, the pale knight can force that target to make a DC 16 Constitution saving throw. On a failed save, the creature drops to 0 hit points. On a successful save, the creature takes 10 (3d6) necrotic damage.



A Legendary Pale Knight's Lair

The lair of a pale knight is usually the ruins of a keep or temple that is located beside a cemetery, graveyard, or ancient battlefield, or a place where there is a resource of corpses. Numerous undead patrol the area.

A legendary pale knight encountered in its lair has a challenge rating of 20 (25,000 XP).

Lair Actions

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

- The pale knight chooses a point it can see within its lair. Grasping skeletal arms and claws rise from the ground in a 20-foot-radius sphere center on that point. Each creature other than the pale knight in that area must make a DC 19 Strength saving throw. On a failed save, a creature takes 10 (3d6) slashing damage and is restrained until initiative count 20 on the next round. On a successful save, a creature takes half as much damage and isn't restrained.
- The pale knight targets up to 3 creatures it can see within 60 feet of it. Dismembered ghoulish claws fly from pale knight's hands and strike each creature unerringly before crumbling into dust. Each creature must succeed on a DC 19 Constitution saving throw. On a failed save, the creature takes 7 (2d6) slashing damage and 7 (2d6) necrotic damage and is paralyzed until initiative count 20 on the next round. On a successful save, a creature takes half as much damage and isn't paralyzed.
- The pale knight teleports to an unoccupied space within 60 feet of it that it can see.

Pale Knight, Legendary

Medium Humanoid, Typically Neutral Evil

Armor Class 18 (*+2 breastplate*)
Hit Points 228 (24d8 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	12 (+1)	12 (+1)	21 (+5)

Saving Throws Con +11, Wis +7, Cha +11
Skills Arcana +7, Deception +11, Intimidation +11
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 11
Languages any two languages
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Legendary Resistance (1/Day). If the pale knight fails a saving throw, it can choose to succeed instead.

Undead Leader. The pale knight's Undead allies have advantage on attack rolls and saving throws against any effect that turns undead while within 20 feet of the pale knight, provided it isn't incapacitated.

Actions

Multiattack. The pale knight makes three Scythe attacks. It can use Necrotic Gaze in place of one Scythe attack. Alternatively, it can make one Scythe attack and use Spellcasting.

Scythe. *Melee Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 14 (4d6) necrotic damage and the target can't regain hit points until the end of the pale knight's next turn.

Necrotic Gaze. *Ranged Spell Attack:* +11 to hit, range 60 ft., one target. *Hit:* 27 (6d8) necrotic damage and the target can't regain hit points until the end of the pale knight's next turn.

Nether Rifts (Recharge 6). The pale knight opens momentary dimensional rifts to the Negative Plane at three different points within 60 feet of it. Each rift is a 10-foot-radius sphere. Each creature that isn't a Construct or Undead in the rifts must make a DC 19 Constitution saving throw, taking 31 (7d8) necrotic damage on a failed save, or half as much damage on a successful one. In addition 1d6 **wights,** 1d6 **ghasts**, and 1d6 **ghouls** appear in unoccupied spaces in any of the spheres. They act as the pale knight's allies, taking their turns immediately after the pale knight. They remain for 1 minute, until destroyed, or until the pale knight dismisses them as an action.

Summon Undead (1/Day). The pale knight summons a number of **skeletons, zombies, ghasts, ghouls, wights, mummies,** and **vampire spawns** whose combined average hit points don't exceed 160. A summoned undead appears in an unoccupied space within 60 feet of the pale knight and acts as an ally of the pale knight. It remains for an hour, until it or the pale knight dies, or until the pale knight dismisses it as an action.

Spellcasting. The pale knight casts one of the following spells using Charisma as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

2/day each: *blight, blindness/deafness, cloudkill, fear*
1/day each: *animate dead* (as an action), *circle of death, dispel magic, vampiric touch*

Bonus Actions

Aura of Necrosis. The pale knight activates or deactivates this aura. While active, a creature that starts its turn within 20 feet of the pale knight must succeed on a DC 19 Constitution saving throw, unless the pale knight is incapacitated. On a failed save, the target takes 14 (4d6) necrotic damage and is poisoned until the start of its next turn. A poisoned creature has vulnerability to bludgeoning, piercing, and slashing damage. On a successful save, a creature takes half as much damage and isn't poisoned. Constructs and Undead ignore this effect.

Mortal Strike (3/Day). Immediately after the pale knight hits a target with a Scythe attack, the pale knight can force that target to make a DC 19 Constitution saving throw. On a failed save, the creature drops to 0 hit points. On a successful save, the creature takes 14 (4d6) necrotic damage.

Legendary Actions

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

Command Undead. The pale knight targets an Undead ally it can see within 30 feet of it. If the target can see and hear the pale knight, the target can use its reaction to make one melee weapon attack or move up to half its speed.

Drain Life. The pale knight targets one creature it can see within 30 feet of it. The target must succeed on a DC 19 Constitution saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one. The pale knight regains hit points equal to the necrotic damage the target took.

Necrotic Strike (Costs 2 Actions). The pale knight makes a Scythe attack or uses Necrotic Gaze.

Cast a Spell (Costs 3 Actions). The pale knight uses Spellcasting.

Mage, Frost

Frost mages devote their lives learning and obsessing about the power of the elemental cold. They seek to unlock the mysteries of frost magic and master how to harness and channel its energy. Due to years of exposure to cold magic, frost mages develop a resistance to it.

In combat, frost mages can be surprisingly versatile despite their focus in cold magic. They can provide cover by blanketing large areas with fog and sleet, paralyze people with their *hold person* spells, and harm multiple targets with their ice blast ability and *ice storm* spell.

A Legendary Frost Mage's Lair

Legendary frost mages typically live in keeps and towers, often built from ice, in desolate and uninviting places that are perpetually shrouded by the cold such as glaciers and tundras.

A legendary frost mage encountered in its lair has a challenge rating of 14 (11,500 XP).



Lair Actions

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

- The frost mage casts *fog cloud* requiring no material components, and using Intelligence as the spellcasting ability.
- The frost mage targets one creature it can see within 120 feet of it. The target is struck by a magical, numbing cold. The target must succeed on a DC 18 Constitution saving throw. On a failed save, a creature takes 13 (3d8) cold damage and its speed is reduced by 10 feet until initiative count 20 on the next round. On a successful save, the creature takes half as much damage with no additional effects.
- The ground in a 20-foot radius centered on a point within 120 feet of the frost mage instantaneously erupts with jagged ice and frost. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2 (1d4) piercing damage and 2 (1d4) cold damage for every 5 feet it travels. The jagged ice and frost disappears when the frost mage uses this lair action again or when the frost mage dies or is incapacitated.

Frost Mage

Medium Humanoid, Any Alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +3
Skills Arcana +6, History +6
Damage Resistance cold
Senses passive Perception 11
Languages any five languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The frost mage uses Frost Strike twice.

Frost Strike. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 13 (2d8 + 4) cold damage and the target can't take reactions until the end of the frost mage's next turn.

Ice Blast (Recharge 5–6). The frost mage magically shoots forth freezing icicles in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 14 (4d6) cold damage and 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one.

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

At will: *light, mage hand, prestidigitation*
2/day each: *fog cloud, hold person, sleet storm*
1/day each: *ice storm, mage armor*

Frost Mage, Elder

Medium Humanoid, Any Alignment

Armor Class 13 (16 with *mage armor*)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +4
Skills Arcana +7, History +7
Damage Resistance cold
Senses passive Perception 11
Languages any five languages
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Actions

Multiattack. The frost mage uses Frost Strike twice.

Frost Strike. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 13 (2d8 + 4) cold damage and the target can't take reactions until the end of the frost mage's next turn.

Ice Blast (Recharge 5–6). The frost mage magically shoots forth freezing icicles in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 17 (5d6) cold damage and 17 (5d6) piercing damage on a failed save, or half as much damage on a successful one.

Frost Bloom (1/Day). A magical, dazzling snowflake streaks from the frost mage's pointing finger to a point within 120 feet and then blossoms with a crackling and hissing sound into an explosion of freezing ice. Each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Constitution saving throw. On a failed save, a creature takes 35 (10d6) cold damage and is frozen in ice for 1 minute. While frozen, a creature is restrained. As an action, the restrained target can make a DC 15 Strength check, breaking the ice on a success. The ice can also be attacked and destroyed (AC 12; hp 15; vulnerability to fire damage; immunity to cold, poison, and psychic damage). On a successful save, a creature takes half as much damage and isn't frozen in ice.

The freezing ice spreads around corners.

Spellcasting. The frost mage casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 15):

At will: *light, mage hand, prestidigitation*
2/day each: *fog cloud, hold person, ice storm, sleet storm*
1/day each: *cone of cold, mage armor*

Reactions

Ice Block (3/Day). The frost mage can choose from two magical effects:

1. Shield. The frost mage adds 4 to its AC against one attack that would hit it. To do so, the frost mage must see the attacker.
2. Barrier. When the frost mage is subjected to an effect that allows it to make a Strength or Dexterity saving throw to take only half damage, it can instead take no damage if it succeeds on the saving throw, and only half damage if it fails.

Frost Mage, Legendary

Medium Humanoid, Any Alignment

Armor Class 13 (16 with *mage armor*)
Hit Points 165 (22d8 + 66)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	20 (+5)	12 (+1)	11 (+0)

Saving Throws Int +10, Wis +6
Skills Arcana +10, History +10
Damage Resistance cold
Senses passive Perception 11
Languages any five languages
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (2/Day). If the frost mage fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The frost mage uses Frost Strike three times.

Frost Strike. *Melee or Ranged Spell Attack:* +10 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 14 (2d8 + 5) cold damage and the target can't take reactions until the end of the frost mage's next turn.

Ice Blast (Recharge 5–6). The frost mage magically shoots forth freezing icicles in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 21 (6d6) cold damage and 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one.

Frost Bloom (1/Day). A magical, dazzling snowflake streaks from the frost mage's pointing finger to a point within 120 feet and then blossoms with a crackling and hissing sound into an explosion of freezing ice. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Constitution saving throw. On a failed save, a creature takes 42 (12d6) cold damage and is frozen in ice for 1 minute. While frozen, a creature is restrained. As an action, the restrained target can make a DC 18 Strength check, breaking the ice on a success. The ice can also be attacked and destroyed (AC 12; hp 15; vulnerability to fire damage; immunity to cold, poison, and psychic damage). On a successful save, a creature takes half as much damage and isn't frozen in ice.

The freezing ice spreads around corners.

Spellcasting. The frost mage casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 18):

At will: *light, mage hand, prestidigitation*
2/day each: *cone of cold, hold person, ice storm, sleet storm*
1/day each: *mage armor, wall of ice*

Reactions

Ice Block (5/Day). The frost mage can choose from two magical effects:

1. Shield. The frost mage adds 5 to its AC against one attack that would hit it. To do so, the frost mage must see the attacker..
2. Barrier. When the frost mage is subjected to an effect that allows it to make a Strength or Dexterity saving throw to take only half damage, it can instead take no damage if it succeeds on the saving throw, and only half damage if it fails.

Legendary Actions

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

Ice Slide. The frost mage moves up to half its speed without provoking opportunity attacks.
Frost Strike. The frost mage uses Frost Strike.
Cast a Spell (Costs 3 Actions). The frost mage uses Spellcasting.

Maul Brute

The maul brute is a hulking and savage warrior who wields a massive maul. It rarely wears any armor, opting to fight bare-chested to show its horrifying scarred skin and make itself more mobile. When the maul brute approaches, the heavy thumps its iron boots make can be heard.

During combat, the maul brute charges recklessly toward its foes with no concern about getting hit. It believes it can finish its foes quickly before they can deal any real injury to it. The maul brute can crush the skulls of its enemies with a single strike of its weapon and batter their armor and shields, rendering them useless.

A maul brute is often encountered as a bodyguard, a guardian, a gladiator champion, or a warden of a dungeon.



Maul Brute

Medium Humanoid, Any Chaotic Alignment

Armor Class 15
Hit Points 102 (12d8 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	9 (-1)	11 (+0)	9 (-1)

Saving Throws Str +6, Con +6
Skills Athletics +6
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the maul brute hits with it (included in the attack).

Reckless. At the start of its turn, the maul brute can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Unarmored Defense. While the maul brute is wearing no armor, its AC includes its Constitution modifier.

Actions

Maul. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) bludgeoning damage and the target has disadvantage on the next weapon attack roll it makes before the end of its next turn.

Sunder. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and if the target is wearing a nonmagical armor or shield, it must succeed on a DC 14 Strength saving throw or the Armor Class (AC) of the nonmagical armor or shield (determined randomly) of the target takes a permanent and cumulative -1 penalty. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Maul Crusher

Medium Humanoid, Any Chaotic Alignment

Armor Class 15
Hit Points 142 (15d8 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	9 (-1)	11 (+0)	10 (+0)

Saving Throws Str +8, Con +8
Skills Athletics +8
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Brute. A melee weapon deals one extra die of its damage when the maul crusher hits with it (included in the attack).

Reckless. At the start of its turn, the maul crusher can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Unarmored Defense. While the maul crusher is wearing no armor, its AC includes its Constitution modifier.

Actions

Multiattack. The maul crusher makes two melee attacks.

Maul. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage and the target has disadvantage on the next weapon attack roll it makes before the end of its next turn.

Sunder. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and if the target is wearing a nonmagical armor or shield, it must succeed on a DC 16 Strength saving throw or the Armor Class (AC) of the nonmagical armor or shield (determined randomly) of the target takes a permanent and cumulative -1 penalty. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Staggering Blow ***(Recharge 5–6).*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 26 (6d6 + 5) bludgeoning damage, and if the target is a creature, it must succeed on a DC 16 Constitution saving throw. On a failed save, the creature has disadvantage on attack rolls and ability checks, can't take reactions, and its speed is reduced to 10 feet for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effects on itself on a success.

Maul Juggernaut

Medium Humanoid, Any Chaotic Alignment

Armor Class 16
Hit Points 171 (18d8 + 90)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	9 (-1)	11 (+0)	12 (+1)

Saving Throws Str +9, Con +9
Skills Athletics +9
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Brute. A melee weapon deals one extra die of its damage when the maul juggernaut hits with it (included in the attack).

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

Overpowering Charge. If the maul juggernaut moves at least 20 feet straight toward a target and then hits it with a Maul attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Strength saving throw or be pushed horizontally up to 5 feet away and knocked prone. If the target's saving throw fails by 5 or more, the target is also stunned until the end of its next turn.

Reckless. At the start of its turn, the maul juggernaut can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Unarmored Defense. While the maul juggernaut is wearing no armor, its AC includes its Constitution modifier.

Actions

Multiattack. The maul juggernaut makes two melee attacks.

Maul. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage and the target has disadvantage on the next weapon attack roll it makes before the end of its next turn.

Sunder. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage and if the target is wearing a nonmagical armor or shield, it must succeed on a DC 17 Strength saving throw or the Armor Class (AC) of the nonmagical armor or shield (determined randomly) of the target takes a permanent and cumulative -1 penalty. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

Staggering Blow ***(Recharge 5–6).*** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 26 (6d6 + 5) bludgeoning damage, and if the target is a creature, it must succeed on a DC 17 Constitution saving throw. On a failed save, the creature has disadvantage on attack rolls and ability checks, can't take reactions, and its speed is reduced to 10 feet for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effects on itself on a success.

Legendary Actions

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

Charge. The maul juggernaut moves up to its speed.

Intimidate Foe. The maul juggernaut targets one creature it can see within 30 feet of it. If the target can see and hear the maul juggernaut, it must make a DC 13 Wisdom saving throw or become frightened of the maul juggernaut until the end of the maul juggernaut's next turn.

Attack (Costs 2 Actions). The maul juggernaut makes a Maul or Sunder attack.

Pyromancer

Pyromancers are the masters of fire creation and manipulation. They are obsessed with the power of the fiery magic and focus all their energy into discovering the element's secrets. Pyromancers are feared by many for their aggressiveness, impatience, and unpredictability. Others see them as dangerous megalomaniacs who only use force and intimidation to resolve conflicts.

Pyromancers are valued by military leaders for their ability to cause havoc and destruction on the battlefield. They are able to unleash fiery blasts that can burn and knock foes to the ground and blanket the fields with roaring flames. If things get dicey, pyromancers are able to fly temporarily to safety, leaving a fiery shockwave in their wake. Decades of exposure and training have made pyromancers resistant to fire.



Pyromancer

Medium Humanoid, Any Alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +3
Skills Arcana +6, History +6
Damage Resistance fire
Senses passive Perception 11
Languages any five languages
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Multiattack. The pyromancer uses Ember Strike twice.

Ember Strike. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 15 (2d10 + 4) fire damage.

Fire Blast (Recharge 5–6). The pyromancer magically emits wide sheets of flame from its hands. Each creature in a 30-foot cone must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 22 (5d8) fire damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

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

At will: *acid splash* (2d6), *fire bolt* (2d10), *light, mage hand*
2/day each: *mage armor, mirror image*
1/day each: *fireball, flaming sphere*

Reactions

Flame Aegis (2/Day). When a creature within 5 feet of the pyromancer attacks the pyromancer with a melee attack, the pyromancer forces it to make a DC 14 Dexterity saving throw. On a failed save, the creature takes 5 (1d10) fire damage and has disadvantage on its attack roll. The pyromancer must be able to see the attacker. Creatures that are immune to fire automatically succeed on this saving throw.

Pyromancer, Elder

Medium Humanoid, Any Alignment

Armor Class 13 (16 with *mage armor*)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +4
Skills Arcana +7, History +7
Damage Resistance fire
Senses passive Perception 11
Languages any five languages
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The pyromancer uses Ember Strike twice. If Flame Leap is available, it can use Flame Leap in place of one use of Ember Strike.

Ember Strike. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 15 (2d10 + 4) fire damage.

Fire Blast (Recharge 5–6). The pyromancer magically emits wide sheets of flame from its hands. Each creature in a 30-foot cone must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

Flame Leap (3/Day). Each creature within 5 feet of the pyromancer must make a DC 15 Strength saving throw. On a failed save, a creature takes 9 (2d8) fire damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The pyromancer then flies to an unoccupied space within 30 feet without provoking opportunity attacks.

Inferno (1/Day). A wall made up of sheets of roaring flame and thick, choking smoke appears within 120 feet of the pyromancer. The area of the wall consists of up to ten 10-foot cubes, which the pyromancer can arrange as it wishes. Each cube must have at least one face adjacent to the face of another cube. The wall is opaque and lasts for 1 minute or until the pyromancer dies or is incapacitated. Creatures within the wall can't breathe. When the wall appears, each creature within its area must make a DC 15 Constitution saving throw. On a failed save, a creature takes 16 (3d10) fire damage and is incapacitated until the start of the pyromancer's next turn. On a successful save, a creature takes half as much damage and isn't incapacitated. Creatures that are immune to fire automatically succeed on this saving throw. A creature must immediately make the same saving throw when it enters the wall for the first time on a turn or ends its turn within 5 feet of the wall.

Spellcasting. The pyromancer casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 15):

At will: *acid splash* (3d6), *fire bolt* (3d10), *light, mage hand*
2/day each: *fireball, flaming sphere, mage armor*
1/day each: *conjure elemental* (fire), *fire shield, wall of fire*

Reactions

Flame Aegis (3/Day). When a creature within 5 feet of the pyromancer attacks the pyromancer with a melee attack, the pyromancer forces it to make a DC 15 Dexterity saving throw. On a failed save, the creature takes 11 (2d10) fire damage and has disadvantage on its attack roll. The pyromancer must be able to see the attacker. Creatures that are immune to fire automatically succeed on this saving throw.



A Legendary Pyromancer's Lair

Legendary pyromancers can live anywhere they wish, though they prefer their lairs to be generally impervious or at least resistant to fire, such as towers and keeps made almost entirely of stone and metal. Some even choose to live in very inhospitably hot places, such as near a volcano.

A legendary pyromancer encountered in its lair has a challenge rating of 15 (13,000 XP).

Lair Actions

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

- The pyromancer causes a dazzling explosion of flame and color at a point it can see within 120 feet of it. Each creature within 20 feet of that point must succeed on a DC 18 Constitution saving throw or become blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- The pyromancer causes a fiery, concussive explosion at a point it can see within 60 feet of it. Each creature within 10 feet of that point must succeed on a DC 18 Constitution saving throw. On a failed save, a creature takes 9 (2d8) fire damage and 4 (1d8) force damage and is stunned until the end of the pyromancer's next turn. On a successful save, a creature takes half as much damage and isn't stunned.
- Smoke fills a 20-foot-radius sphere centered on a point within 120 feet of the pyromancer. The sphere is heavily obscured. Creatures within the smoke sphere can't breathe. Wind disperses the cloud. It lasts until the pyromancer uses this lair action again, becomes incapacitated, or when the pyromancer dies.

Pyromancer, Legendary

Medium Humanoid, Any Alignment

Armor Class 13 (16 with *mage armor*)
Hit Points 165 (22d8 + 66)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	20 (+5)	12 (+1)	11 (+0)

Saving Throws Int +10, Wis +6
Skills Arcana +10, History +10
Damage Resistance fire
Senses passive Perception 11
Languages any five languages
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Legendary Resistance (2/Day). If the pyromancer fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The pyromancer uses Ember Strike three times. If Flame Leap is available, it can use Flame Leap in place of one use of Ember Strike.

Ember Strike. *Melee or Ranged Spell Attack:* +10 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 16 (2d10 + 5) fire damage.

Fire Blast (Recharge 5–6). The pyromancer magically emits wide sheets of flame from its hands. Each creature in a 30-foot cone must make a DC 18 Dexterity saving throw, taking 40 (9d8) fire damage on a failed save, or half as much damage on a successful one.

Flame Leap (3/Day). Each creature within 5 feet of the pyromancer must make a DC 18 Strength saving throw. On a failed save, a creature takes 13 (3d8) fire damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The pyromancer then flies to an unoccupied space within 30 feet without provoking opportunity attacks.

Inferno (1/Day). A wall made up of sheets of roaring flame and thick, choking smoke appears within 120 feet of the pyromancer. The area of the wall consists of up to ten 10-foot cubes, which the pyromancer can arrange as it wishes. Each cube must have at least one face adjacent to the face of another cube. The wall is opaque and lasts for 1 minute or until the pyromancer dies or is incapacitated. Creatures within the wall can't breathe. When the wall appears, each creature within its area must make a DC 18 Constitution saving throw. On a failed save, a creature takes 27 (5d10) fire damage and is incapacitated until the start of the pyromancer's next turn. On a successful save, a creature takes half as much damage and isn't incapacitated. Creatures that are immune to fire automatically succeed on this saving throw. A creature must immediately make the same saving throw when it enters the wall for the first time on a turn or ends its turn within 5 feet of the wall.

Spellcasting. The pyromancer casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 18):

At will: *acid splash* (4d6), *fire bolt* (4d10), *light, mage hand*
2/day each: *conjure elemental* (fire), *fireball, flaming sphere, mage armor, wall of fire*
1/day each: *delayed blast fireball, fire shield, incendiary cloud*

Reactions

Flame Aegis (5/Day). When a creature within 5 feet of the pyromancer attacks the pyromancer with a melee attack, the pyromancer forces it to make a DC 18 Dexterity saving throw. On a failed save, the creature takes 16 (3d10) fire damage and has disadvantage on its attack roll. The pyromancer must be able to see the attacker. Creatures that are immune to fire automatically succeed on this saving throw.

Legendary Actions

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

Ember Strike. The pyromancer uses Ember Strike.
Flame Leap. The pyromancer uses Flame Leap, if available.
Cast a Spell (Costs 3 Actions). The pyromancer uses Spellcasting.



Ranger, Sniper

A sniper ranger is a sharpshooter who engages targets from long distances and in positions of concealment. The sniper ranger is a master of the use of the longbow and can easily kill a target that is partially covered with one shot. The sniper ranger is also highly skilled in detection, stalking, stealth, and tracking.

Elite and legendary sniper rangers are even more dangerous, able to strike targets from even longer distances.

Sniper Ranger

Medium Humanoid, Any Alignment

Armor Class 16 (studded leather)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +2, Dex +6
Skills Perception +4, Stealth +8, Survival +4
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Archery. The sniper ranger has a +2 bonus to ranged weapon attack rolls (included in the attack).

Sniper. Attacking at long range doesn't impose disadvantage on the sniper ranger's Longbow attack rolls and the sniper ranger's Longbow attacks ignore half cover and three-quarters cover. Additionally, the sniper ranger deals an extra 4 (1d8) damage when it hits a target with a Longbow attack and has advantage on the attack roll.

Actions

Multiattack. The sniper ranger makes two Longbow attacks or two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Spellcasting. The sniper ranger casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12):
1/day each: *fog cloud, jump, pass without trace, spike growth*

Bonus Actions

Hunter's Mark (2/Day). The sniper ranger casts *hunter's mark* using Wisdom as the spellcasting ability.

Sniper Ranger, Elite

Medium Humanoid, Any Alignment

Armor Class 17 (studded leather)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	16 (+3)	11 (+0)	14 (+2)	11 (+0)

Saving Throws Str +3, Dex +8
Skills Perception +5, Stealth +11, Survival +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Archery. The sniper ranger has a +2 bonus to ranged weapon attack rolls (included in the attack).

Land's Stride. The sniper ranger can move through nonmagical difficult terrain without costing it extra movement.

Elite Sniper. Attacking at long range doesn't impose disadvantage on the sniper ranger's Longbow attack rolls and the sniper ranger's Longbow attacks ignore half cover and three-quarters cover. Additionally, the sniper ranger deals an extra 9 (2d8) damage when it hits a target with a Longbow attack and has advantage on the attack roll.

Actions

Multiattack. The sniper ranger makes two Longbow attacks or two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Longbow. *Ranged Weapon Attack:* +10 to hit, range 175/700 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Deadly Shot. The sniper ranger makes one Longbow attack. If the sniper ranger didn't move this turn and the attack hits, the attack deals an extra 45 (10d8) piercing damage and the target must succeed on a DC 16 Constitution saving throw or be stunned until the end of the sniper ranger's next turn. Whether the attack hits or not, the sniper ranger's speed is reduced to 5 feet until the start of its next turn.

Spellcasting. The sniper ranger casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13):
1/day each: *fog cloud, jump, nondetection, pass without trace, spike growth*

Bonus Actions

Hunter's Mark (2/Day). The sniper ranger casts *hunter's mark* using Wisdom as the spellcasting ability.

Sniper Ranger, Legendary

Medium Humanoid, Any Alignment

Armor Class 17 (studded leather)
Hit Points 144 (17d8 + 68)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	18 (+4)	11 (+0)	16 (+3)	12 (+1)

Saving Throws Str +5, Dex +10, Wis +8
Skills Perception +8, Stealth +15, Survival +8
Senses passive Perception 18
Languages any one language (usually Common)
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Archery. The sniper ranger has a +2 bonus to ranged weapon attack rolls (included in the attack).

Land's Stride. The sniper ranger can move through nonmagical difficult terrain without costing it extra movement.

Legendary Resistance (2/Day). If the sniper ranger fails a saving throw, it can choose to succeed instead.

Legendary Sniper. Attacking at long range doesn't impose disadvantage on the sniper ranger's Longbow attack rolls and the sniper ranger's Longbow attacks ignore half cover and three-quarters cover. Additionally, the sniper ranger deals an extra 13 (3d8) damage when it hits a target with a Longbow attack and has advantage on the attack roll.

Actions

Multiattack. The sniper ranger makes two Longbow attacks or two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Longbow. *Ranged Weapon Attack:* +12 to hit, range 200/800 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Deadly Shot. The sniper ranger makes one Longbow attack. If the sniper ranger didn't move this turn and the attack hits, the attack deals an extra 67 (15d8) piercing damage and the target must succeed on a DC 18 Constitution saving throw or be stunned until the end of the sniper ranger's next turn. Whether the attack hits or not, the sniper ranger's speed is reduced to 5 feet until the start of its next turn.

Spellcasting. The sniper ranger casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 16):
1/day each: *conjure animals, fog cloud, freedom of movement, jump, locate creature, nondetection, pass without trace, spike growth*

Bonus Actions

Hunter's Mark (3/Day). The sniper ranger casts *hunter's mark* using Wisdom as the spellcasting ability.

Legendary Actions

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

Move. The sniper ranger moves up to half its speed without provoking opportunity attacks.
Hide. The sniper ranger takes the Hide action.
Attack. The sniper ranger makes a Longbow or Shortsword attack.
Cast a Spell (Costs 2 Actions). The sniper ranger uses Spellcasting.

Seer



The seer is a mystic gifted with the ability to perceive beyond the realm of ordinary senses. Its eyes possess a profound gaze that pierces the veil of time and space, allowing it to act and react accordingly.

Enlightening Oracle. With a serene presence, the seer communes with otherworldly forces and taps into the threads of destiny. Through divination, it offers glimpses of the past, present, and potential futures. Its visions guide the path of its allies or foreshadow one's horrific fate that can instill dread in its foes.

Seer

Medium Humanoid, Any Alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	13 (+1)	16 (+3)

Saving Throws Int +3, Wis +3
Skills Arcana +5, Insight +5, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages any two languages, telepathy 60 ft.
Challenge 2 (450 XP) **Proficiency Bonus** +2

Fey Ancestry. The seer has advantage on saving throws against being charmed, and magic can't put the seer to sleep.

Prescience. The seer can't be surprised and has advantage on saving throws, unless the seer is incapacitated.

Actions

Multiattack. The seer makes two Dagger attacks.

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 plus 3 (1d6) psychic damage.

Haunting Fate. The seer targets a creature it can see within 60 feet of it. The target immediately receives a vision of its future demise and must succeed on a DC 13 Wisdom saving throw. On a failed save, the target takes 20 (5d6 + 3) psychic damage and is frightened until the end of the seer's next turn. On a successful save, the creature takes half as much damage and isn't frightened. A creature with an Intelligence score of 4 or less isn't affected.

Spellcasting. The seer casts one of the following spells using Charisma (spell save DC 13) as the spellcasting ability:

At will: *guidance, message, prestidigitation*
1/day each: *clairvoyance* (as an action), *detect magic, detect thoughts, divination, locate object, mage armor, see invisibility*

Bonus Actions

Prognosticate. Until the end of its next turn, the seer has advantage to its next attack roll or ability check.

Reactions

Premonition. The seer foresees an incoming attack. When an attacker the seer can see makes an attack roll against the seer or a creature within 5 feet of the seer, the seer can impose disadvantage on the attack roll. If the attack roll is successful, the seer only takes half as much damage.

Seer, Elder

Medium Humanoid, Any Alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 88 (16d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +5, Int +5, Wis +5
Skills Arcana +5, Insight +5, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages any two languages, telepathy 60 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Fey Ancestry. The seer has advantage on saving throws against being charmed, and magic can't put the seer to sleep.

Prescience. The seer can't be surprised and has advantage on saving throws, unless the seer is incapacitated.

Actions

Multiattack. The seer makes two Dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 7 (2d6) psychic damage.

Haunting Fate. The seer targets up to two creatures it can see within 60 feet of it. The target immediately receives a vision of its future demise and must succeed on a DC 15 Wisdom saving throw. On a failed save, the target takes 21 (5d6 + 4) psychic damage and is frightened until the end of the seer's next turn. On a successful save, the creature takes half as much damage and isn't frightened. A creature with an Intelligence score of 4 or less isn't affected.

Share Presage (Recharge 5–6). The seer chooses up to 4 creatures it can see within 60 feet of it and telepathically shares with them a vision of the immediate future. Until the end of the seer's next turn, each creature can't be surprised and has advantage on attack rolls, ability checks, and saving throws.

Spellcasting. The seer casts one of the following spells using Charisma (spell save DC 15) as the spellcasting ability:

At will: *guidance, message, prestidigitation*
1/day each: *clairvoyance* (as an action), *detect magic, detect thoughts, divination, locate object, mage armor, scrying* (as an action), *see invisibility, true seeing* (self only)

Bonus Actions

Prognosticate. Until the end of its next turn, the seer has advantage to its next attack roll or ability check.

Reactions

Premonition. The seer foresees an incoming attack. It can choose from two effects:

1. Dodge. When an attacker the seer can see makes an attack roll against the seer or a creature within 5 feet of the seer the seer can impose disadvantage on the attack roll. If the attack roll is successful, the seer only takes half as much damage.

2. Evasion. When the seer is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Seer, Master

Medium Humanoid, Any Alignment

Armor Class 13 (16 with *mage armor*)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	15 (+2)	15 (+2)	20 (+5)

Saving Throws Dex +7, Con +6, Int +6, Wis +6
Skills Arcana +6, Insight +6, Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages any two languages, telepathy 60 ft.
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Fey Ancestry. The seer has advantage on saving throws against being charmed, and magic can't put the seer to sleep.

Prescience. The seer can't be surprised and has advantage on saving throws, unless the seer is incapacitated.

Actions

Multiattack. The seer makes two Dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 10 (3d6) psychic damage.

Haunting Fate. The seer targets up to three creatures it can see within 60 feet of it. The target immediately receives a vision of its future demise and must succeed on a DC 17 Wisdom saving throw. On a failed save, the target takes 22 (5d6 + 5) psychic damage and is frightened until the end of the seer's next turn. On a successful save, the creature takes half as much damage and isn't frightened. A creature with an Intelligence score of 4 or less isn't affected.

Share Presage (Recharge 5–6). The seer chooses up to 6 creatures it can see within 60 feet of it and telepathically shares with them a vision of the immediate future. Until the end of the seer's next turn, each creature can't be surprised and has advantage on attack rolls, ability checks, and saving throws.

Spellcasting. The seer casts one of the following spells using Charisma (spell save DC 17) as the spellcasting ability:

At will: *guidance, message, prestidigitation*
1/day each: *clairvoyance* (as an action), *detect magic, detect thoughts, divination, foresight* (self only), *locate object, mage armor, scrying* (as an action), *see invisibility, true seeing* (self only)

Bonus Actions

Prognosticate. Until the end of its next turn, the seer has advantage to its next attack roll or ability check.

Reactions

Premonition. The seer foresees an incoming attack. It can choose from two effects:

1. Dodge. When an attacker the seer can see makes an attack roll against the seer or a creature within 5 feet of the seer, the seer can impose disadvantage on the attack roll. If the attack roll is successful, the seer only takes half as much damage.

2. Evasion. When the seer is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Tinker

The tinker is a master of ingenious inventions and magical engineering. It wears a specially crafted armor that combines medium armor with arcane enchantments, runes, and engineering enhancements. Its trusty wrench not only mends and modifies machinery but also delivers potent electrical shocks that incapacitate foes at close range.

Among the tinker's deadly array of gadgets is an arcane musket that can fire electrified projectiles at ranged targets with pinpoint accuracy. It has arcane grenades and caltrops at its disposal, enabling it to create chaos and disruption on the battlefield. It also has arcane-powered boots that can propel the tinker into the air.

The tinker, with its arsenal of arcane-infused contraptions, combines intellect and innovation to become an dangerous and effective adversary.



A Grand Engineer Tinker's Lair

A grand engineer tinker's lair is usually an airship, mechanical tower, or hidden underground workshop.

A grand engineer tinker encountered in its lair has a challenge rating of 16 (15,000 XP).

Lair Actions

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

- The tinker causes a dazzling explosion of light and color at three points it can see within its lair. Each creature within 10 feet of each point must succeed on a DC 18 Constitution saving throw or become blinded until initiative count 20 on the next round.
- Adhesive covers the ground in a 20-foot diameter circle centered on a point on the ground the tinker can see within its lair and turns it into difficult terrain. It lasts for 1 minute or until the tinker uses this lair action again. Each creature standing in that area, or enters it for the first time, must succeed on a DC 18 Strength saving throw. On a failed save, the creature is restrained. A creature can use an action to make a DC 18 Strength check to free the restrained creature.
- The tinker regains one use of Arcane Grenade.

Tinker

Medium Humanoid, Any Alignment

Armor Class 18 (half plate)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	15 (+2)	17 (+3)	12 (+1)	10 (+0)

Saving Throws Con +4, Int +5
Skills Arcana +5
Senses darkvision 60 ft., passive Perception 11
Languages any two languages
Challenge 3 (700 XP) **Proficiency Bonus** +2

Arcane-Powered Enhancements. The tinker uses its Intelligence modifier for its melee attack and damage rolls (already included in the attacks). While wearing medium armor, it adds its proficiency bonus to its AC (already included in the AC).

Actions

Multiattack. The tinker makes two Wrench attacks.

Wrench. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 3 (1d6) lightning damage and the target can't use reactions until the end of the tinker's next turn.

Arcane Musket. *Ranged Weapon Attack:* +3 to hit, range 40/120 ft., one target. *Hit:* 7 (1d12 + 1) piercing damage plus 7 (2d6) lightning damage and the target can't use reactions until the end of the tinker's next turn.

Arcane Grenade (2/Day). The tinker hurls a grenade that detonates on a point on the ground within 30 feet of it. Each creature within 20 feet of the grenade's detonation must make a DC 13 Dexterity saving throw. Creatures within 5 feet of the detonation point have disadvantage on the saving throw. On a failed save, a creature takes 14 (4d6) force damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Spellcasting. The tinker casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 13):

At will: *mending, prestidigitation, true strike*
2/day each: *grease, mirror image, thunderwave*
1/day each: *haste*

Bonus Actions

Arcane-Powered Rocket Jump (Recharge 5–6). The tinker gains a fly speed of 40 until the end of the turn.

Tinker, Master

Medium Humanoid, Any Alignment

Armor Class 20 (half plate)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	16 (+3)	18 (+4)	13 (+1)	10 (+0)

Saving Throws Con +6, Int +7
Skills Arcana +7
Senses darkvision 60 ft., passive Perception 11
Languages any two languages
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Arcane-Powered Enhancements. The tinker uses its Intelligence modifier for its melee attack and damage rolls (already included in the attacks). While wearing medium armor, it adds its proficiency bonus to its AC (already included in the AC).

Actions

Multiattack. The tinker makes two Wrench attacks. Alternatively, it can make one Wrench attack and use Spellcasting.

Wrench. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage plus 7 (2d6) lightning damage and the target can't use reactions until the end of the tinker's next turn.

Arcane Musket. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage plus 14 (4d6) lightning damage and the target can't use reactions until the end of the tinker's next turn.

Arcane Grenade (3/Day). The tinker hurls a grenade that detonates on a point on the ground within 30 feet of it. Each creature within 20 feet of the grenade's detonation must make a DC 15 Dexterity saving throw. Creatures within 5 feet of the detonation point has disadvantage on the saving throw. On a failed save, a creature takes 21 (6d6) force damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Spellcasting. The tinker casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 15):

At will: *mending, prestidigitation, true strike*
2/day each: *grease, haste, mirror image, thunderwave*
1/day each: *fabricate, protection from energy*

Bonus Actions

Arcane-Powered Rocket Jump (Recharge 5–6). The tinker gains a fly speed of 40 until the end of the turn.

Drop Shock Caltrops (3/Day). The tinker can spread caltrops to cover a 5-foot-square area. Any creature that isn't flying and enters the area must succeed on a DC 15 Constitution saving throw. On a failed save, the creature takes 1 piercing damage and 14 (4d6) lightning damage and is incapacitated until the end of its next turn. Until the creature regains at least 1 hit point, its walking speed is reduced by half. A creature moving through the area at half speed doesn't need to make the saving throw.

Tinker, Grand Engineer

Medium Humanoid, Any Alignment

Armor Class 22 (half plate)
Hit Points 170 (20d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	18 (+4)	20 (+5)	14 (+2)	10 (+0)

Saving Throws Con +9, Int +10
Skills Arcana +10
Senses darkvision 60 ft., passive Perception 12
Languages any two languages
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Arcane-Powered Enhancements. The tinker uses its Intelligence modifier for its melee attack and damage rolls (already included in the attacks). While wearing medium armor, it adds its proficiency bonus to its AC (already included in the AC).

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

Actions

Multiattack. The tinker makes two Wrench attacks. Alternatively, it can make one Wrench attack and use Spellcasting.

Wrench. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage plus 10 (3d6) lightning damage and the target can't use reactions until the end of the tinker's next turn.

Arcane Musket. *Ranged Weapon Attack:* +7 to hit, range 40/120 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage plus 21 (6d6) lightning damage and the target can't use reactions until the end of the tinker's next turn.

Arcane Grenade (3/Day). The tinker hurls a grenade that detonates on a point on the ground within 30 feet of it. Each creature within 20 feet of the grenade's detonation must make a DC 18 Dexterity saving throw. Creatures within 5 feet of the detonation point have disadvantage on the saving throw. On a failed save, a creature takes 28 (8d6) force damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Spellcasting. The tinker casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 18):

At will: *mending, prestidigitation, true strike*
2/day each: *fabricate, grease, haste, mirror image, thunderwave*
1/day each: *chain lightning, freedom of movement, protection from energy, wall of stone*

Bonus Actions

Arcane-Powered Rocket Jump (Recharge 5–6). The tinker gains a fly speed of 40 until the end of the turn.

Drop Shock Caltrops (3/Day). The tinker can spread caltrops to cover a 5-foot-square area. Any creature that isn't flying and enters the area must succeed on a DC 18 Constitution saving throw. On a failed save, the creature takes 1 piercing damage and 21 (6d6) lightning damage and is incapacitated until the end of its next turn. Until the creature regains at least 1 hit point, its walking speed is reduced by half. A creature moving through the area at half speed doesn't need to make the saving throw.

Legendary Actions

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

Scoot. The tinker moves up to half its speed without triggering opportunity attacks.
Bash. The tinker makes a Wrench attack.
Shoot (Costs 2 Actions). The tinker makes an Arcane Musket attack.

Toximancer

A toximancer spends most of its life studying and mastering the volatile properties of acid and toxins. This knowledge enables a toximancer to channel and shape these highly dangerous chemicals with ease. Because of its constant exposure to it throughout its life, a toximancer becomes naturally resistant to acid and poisons. An encounter with a toximancer can quickly turn deadly.

A Legendary Toximancer's Lair

A toximancer's lair is usually an isolated tower or well-hidden dungeon located near places that are rich with natural minerals and gases, such as caves, forests, swamps, and volcanic regions.

A legendary toximancer encountered in its lair has a challenge rating of 14 (11,500 XP).

Lair Actions

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

- The toximancer magically sprays toxic, hallucinogenic vapors in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw. On a failed save, the creature takes 7 (2d6) acid damage and 7 (2d6) poison damage and becomes poisoned until initiative count 20 on the next round. A poisoned creature suffers the effect of the *confusion* spell. On a successful save, a creature takes half as much damage and isn't poisoned.
- The toximancer targets one creature it can see within 120 feet of it. The creature must succeed on a DC 17 Constitution saving throw. On a failed save, the creature takes 17 (5d6) poison damage and becomes poisoned for 1 minute. A poisoned creature is paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, a creature takes half as much damage and isn't poisoned.
- Four 10-foot radius sections on the ground become 1-foot deep pools of acid. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 3 (1d6) acid damage for every 5 feet it travels. The pools of acid last until the toximancer uses this lair action again, becomes incapacitated, or when the toximancer dies. Creatures within the pool when the effect ends return to the top of the ground unharmed.



Toximancer

Medium Humanoid, Any Alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +5, Wis +3
Skills Arcana +5, Nature +5
Damage Resistance acid, poison
Senses passive Perception 11
Languages any five languages
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Multiattack. The toximancer uses Vile Strike twice.

Vile Strike. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 4 (1d8) acid damage and 4 (1d8) poison damage and the target is poisoned until the end of the toximancer's next turn.

Vitriolic Rain (Recharge 5–6). Acid rains down on a 30-foot-radius, 30-foot-high cylinder centered on a point the toximancer can see within 120 feet of it. Each creature in that area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 17 (5d6) acid damage and another 7 (2d6) acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn.

Spellcasting. The toximancer casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *acid splash* (2d6), *dancing lights, mage hand, prestidigitation*
2/day each: *acid arrow* (4th level), *grease, stinking cloud*
1/day each: *cloudkill, mage armor*

Reactions

Noxious Spray (3/Day). When a creature moves within 10 feet of the toximancer, the toximancer magically sprays it with nocuous vapors. Unless the creature is immune to poison, the creature takes 5 (1d10) poison damage and must make a DC 13 Constitution saving throw or be incapacitated until the end of the toximancer's next turn.

Toximancer, Elder

Medium Humanoid, Any Alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	19 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +4
Skills Arcana +7, Nature +7
Damage Resistance acid, poison
Senses passive Perception 11
Languages any five languages
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The toximancer uses Vile Strike twice.

Vile Strike. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 4 (1d8) acid damage and 4 (1d8) poison damage and the target is poisoned until the end of the toximancer's next turn.

Vitriolic Rain (Recharge 5–6). Acid rains down on a 30-foot-radius, 30-foot-high cylinder centered on a point the toximancer can see within 120 feet of it. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 21 (6d6) acid damage and another 10 (3d6) acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn.

Fell Wall (1/Day). A wall made up of deadly, noxious gases appears within 120 feet of the toximancer. The area of the wall consists of up to ten 10-foot cubes, which the toximancer can arrange as it wishes. Each cube must have at least one face adjacent to the face of another cube. The wall is opaque and lasts for 1 minute, until a wind of moderate or greater speed (at least 10 miles per hour) disperses it, or until the toximancer dies or is incapacitated. Creatures within the wall can't breathe. When the wall appears, each creature within its area takes 7 (2d6) acid damage and must make a DC 15 Constitution saving throw. On a failed save, a creature is poisoned until the start of its next turn. A poisoned creature is stunned. Creatures that are immune to poison automatically succeed on this saving throw. A creature must immediately make the same saving throw when it enters the wall for the first time on a turn or ends its turn there.

Spellcasting. The toximancer casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *acid splash* (3d6), *dancing lights, mage hand, prestidigitation*
3/day each: *acid arrow* (4th level), *grease, stinking cloud*
1/day each: *cloudkill, contagion, mage armor*

Reactions

Caustic Spray (3/Day). When a creature moves within 10 feet of the toximancer, the toximancer magically sprays it with nocuous vapors. Unless the creature is immune to poison, the creature takes 11 (2d10) poison damage and must make a DC 15 Constitution saving throw or be incapacitated until the end of the toximancer's next turn.

Toximancer, Legendary

Medium Humanoid, Any Alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 187 (22d8 + 88)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	19 (+4)	12 (+1)	11 (+0)

Saving Throws Int +9, Wis +6
Skills Arcana +9, Nature +9
Damage Resistance acid, poison
Senses passive Perception 11
Languages any five languages
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Legendary Resistance (2/Day). If the toximancer fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The toximancer uses Vile Strike three times.

Vile Strike. *Melee or Ranged Spell Attack:* +9 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 4 (1d8) acid damage and 4 (1d8) poison damage and the target is poisoned until the end of the toximancer's next turn.

Vitriolic Rain (Recharge 5–6). Acid rains down on a 30-foot-radius, 30-foot-high cylinder centered on a point the toximancer can see within 120 feet of it. Each creature in that area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 24 (7d6) acid damage and another 14 (4d6) acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn.

Fell Wall (1/Day). A wall made up of deadly, noxious gases appears within 120 feet of the toximancer. The area of the wall consists of up to ten 10-foot cubes, which the toximancer can arrange as it wishes. Each cube must have at least one face adjacent to the face of another cube. The wall is opaque and lasts for 1 minute, until a wind of moderate or greater speed (at least 10 miles per hour) disperses it, or until the toximancer dies or is incapacitated. Creatures within the wall can't breathe. When the wall appears, each creature within its area takes 10 (3d6) acid damage and must make a DC 17 Constitution saving throw. On a failed save, a creature is poisoned until the start of its next turn. A poisoned creature is stunned. Creatures that are immune to poison automatically succeed on this saving throw. A creature must immediately make the same saving throw when it enters the wall for the first time on a turn or ends its turn there.

Spellcasting. The toximancer casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At will: *acid splash* (4d6), *dancing lights, mage hand, prestidigitation*
3/day each: *acid arrow* (4th level), *grease, stinking cloud*
1/day each: *cloudkill, contagion, mage armor*

Reactions

Caustic Spray (3/Day). When a creature moves within 10 feet of the toximancer, the toximancer magically sprays it with nocuous vapors. Unless the creature is immune to poison, the creature takes 16 (3d10) poison damage and must make a DC 17 Constitution saving throw or be incapacitated until the end of the toximancer's next turn.

Legendary Actions

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

Vile Strike. The toximancer uses Vile Strike.
Cast a Spell (Costs 2 Actions). The toximancer uses Spellcasting.

Appendix C: Creatures by Challenge Rating

CR 1/4

Alligator	207
Brigand	228

CR 1/2

Ghourling	82
Hyaenodon	215
Jumping Spider, Giant	216
Sea Hagling	111

CR 1

Bull	210
Earwig, Giant	213
Flying Snake, Giant	213
Ghourling Berserker	83
Ghourling Scout	84
Green Hagling	111
Hippopotamus	215
Ironclad Beetle, Giant	216
Magma Ooze	175
Snow Ooze	179

CR 2

Antlion, Giant	209
Badger, Dire	210
Balladeer	224
Brine Drake, Young	56
Condor, Giant	210
Crab, Monstrous	211
Desert Drake, Young	62
Forest Drake, Young	65
Ghourling Captain	83
Ghourling Priest	83
Ice Drake, Young	68
Jumping Spider, Monstrous	217
Kumiho	162
Magma Drake, Young	71
Necrotic Ooze	177
Night Hagling	111
Seer	264
Siren	187
Swamp Drake, Young	77
Tundra Drake, Young	80

CR 3

Afanc	16
Alligator, Giant	207
Beast Master	226
Box Jellyfish, Giant	210
Brigand Captain	228
Deep Drake, Young	59
Forest Giant	88
Frost Mage	255
Ghourling Shaman	84
Gigantopithecus	214
Half-Black Dragon Ogre	116
Hell Pig (Entelodont)	214
Hippopotamus, Giant	215
Ironclad Beetle, Monstrous	216
Jongleur	241
Karakoncolos	159
Latawiec	165
Leopard Seal, Giant	217
Mahaha	167
Mantis Shrimp, Giant	218
Maul Brute	257
Mothfiend	169
Mountain Drake, Young	74
Pestilence Druid	233
Rhinoceros, Woolly	219
Sand Striker, Giant	220
Sniper Ranger	262
Tinker	266
Verdure Druid	236
Vinegaroon, Giant	222
Zburãtor	204

CR 4

Abyssal Ogre	14
Angler Fish, Giant	208
Antlion, Monstrous	209
Death Dog, Giant	211
Dunghill Golem, Lesser	99
Dunkleosteus	212
Frost Wight	201
Geomancer	238
Ghourling Warlock	85
Grendol	105
Haghead Creeper	108
Half-Black Dragon Minotaur	113
Jack-o'-Lantern	155
Magma Ooze, Enormous	176
Pyromancer	259
Rhinoceros, Giant (Elasmotherium)	219
Scorpicore	184
Siren Witch	187
Snow Ooze, Enormous	180
Titanoboa	220
Toximancer	268
Tundra Giant	94

CR 5

Afanc Alpha	17
Brine Drake, Adult	56
Desert Drake, Adult	62
Desert Giant	86
Forest Drake, Adult	65
Forest Giant Shaman	89
Ghourling War Chief	85
Half-Black Dragon Ogre Mauler	116
Half-Blue Dragon Ettin	122
Ice Drake, Adult	68
Infernal Couatl	146
Infernal Manticore	148
Kumiho, Elder	162
Magma Drake, Adult	71
Manticore Vrykolakas	197
Mantis Shrimp, Monstrous	218
Najahydra	173
Necrotic Ooze, Enormous	178
Owlbear Vrykolakas	198
Phase Spider, Elder	218
Seer, Elder	265
Swamp Drake, Adult	77
Tundra Drake, Adult	80
Tundra Giant Shaman	95
Tyrant Cleric	230
Virtuoso Balladeer	225
Zburãtor Alpha	204

CR 6

Abyssal Lamia	9
Beast Master, Elite	227
Brigand Lord	229
Deep Drake, Adult	59
Desert Giant Shaman	87
Frost Mage, Elder	256
Grendol Berserker	106
Haghead Creeper, Elder	108
Half-Green Dragon Troll	128
Jongleur Virtuoso	242
Karakoncolos, Elder	159
Latawiec, Greater	165
Maul Crusher	258
Mothfiend, Elder	170
Mountain Drake, Adult	74
Phantom	181
Sea Giant	90
Swamp Giant	92
Tarasca	189
Vinegaroon, Monstrous	222

CR 7

Abyssal Knight	243
Abyssal Ogre Reaver	15
Assaku	24
Dunghill Golem	100
Glatisant	97
Gloom Knight	246
Half-White Dragon Triceratops	140
Hell Knight	250
Hydralisk	143
Krampus	32
Mahaha, Elder	168
Najahydra, Greater	173
Pale Knight	252
Pestilence Druid, Elder	233
Pyromancer, Elder	260
Roper Vrykolakas	199
Scorpicore Alpha	185
Sniper Ranger, Elite	263
Snow Golem	103
Swamp Giant Witch Doctor	93
Tinker, Master	267
Young Half-Blue Dragon Bulette	119

CR 8

Abyssal Chimera	7
Abyssal Medusa	11
Abyssal Young Brass Dragon	40
Forest Giant Chieftain	89
Geomancer, Elder	239
Grand Maestro of Ballads	225
Grendol Chieftain	106
Half-Black Dragon Minotaur Gladiator	113
Infernal Wyvern	153
Jack-o'-Lantern, Greater	156
Magma Ooze, Monstrous	176
Sea Giant Shaman	91
Siren Queen	188
Snow Ooze, Monstrous	180
Toximancer, Elder	269
Troll Vrykolakas	199
Tundra Giant Khan	95
Verdure Druid, Elder	236
Wyvern Frost Wight	201

CR 9

Abyssal Lamia, Greater	9
Abyssal Young Copper Dragon	43
Desert Giant Chieftain	87
Half-Blue Dragon Ettin Sentinel	122
Half-Green Dragon Spirit Naga	125
Half-Green Dragon Troll Ravager	128
Infernal Manticore Deceiver	149
Oni Vrykolakas	197
Seer, Master	265
Vinegaroon, Legendary	222
Zburãtor Monarch	205

CR 10

Assaku Plaguebringer	24
Bone Devil Magus	29
Camazotz	26
Glatisant Alpha	97
Haghead Creeper, Ancient	109
Half-Black Dragon Ogre Boss	117
Half-Red Dragon Tyrannosaurus Rex	134
Half-White Dragon Frost Giant	137
Infernal Couatl, Greater	146
Infernal Young Bronze Dragon	50
Jongleur Grand Maestro	242
Karakoncolos Lord	160
Krampus, Elder	32
Kumiho, Ancient	163
Kurson	34
Maul Juggernaut	258
Necrotic Ooze, Monstrous	178
Phantom, Greater	182
Snow Golem, Greater	104
Swamp Giant Chieftain	93

CR 11

Abyssal Ogre Boss	15
Abyssal Young Silver Dragon	46
Adult Half-Blue Dragon Bulette	119
Afanc, Ancient	17
Ammit	21
Beast Master, Legendary	227
Elder Half-White Dragon Triceratops	140
Half-Red Dragon Fire Giant	131
Hydralisk, Greater	143
Infernal Wyvern, Greater	154
Magma Golem	101
Mothfiend Lord	171
Sea Giant Chieftain	91
Tarasca, Elder	191
Tyrant Cleric, Elite	231

CR 12

Abyssal Knight, Elite	244
Brine Drake, Ancient	57
Cacus	18
Desert Drake, Ancient	63
Dunghill Golem, Greater	100
Elder Half-Green Dragon Spirit Naga	125
Gloom Knight, Elite	247
Half-Black Dragon Minotaur Gladiator Champion	114
Hell Knight, Elite	250
Ice Drake, Ancient	69
Infernal Young Gold Dragon	53
Latawiec, Ancient	166
Magma Drake, Ancient	72
Mahaha, Ancient	168
Pale Knight, Elite	253
Swamp Drake, Ancient	78
Teju Jagua, Young	193
Tundra Drake, Ancient	81

CR 13

Abyssal Medusa, Greater	12
Camazotz, Elder	27
Deep Drake, Ancient	60
Forest Drake, Ancient	66
Frost Mage, Legendary	256
Frost Wight Lord	202
Half-Blue Dragon Ettin Boss	123
Half-Green Dragon Troll Boss	129
Half-White Dragon Frost Giant Berserker	137
Infernal Gynosphinx	151
Kurson General	35
Ronove	36
Scorpicore, Legendary	185
Sniper Ranger, Legendary	263
Toximancer, Legendary	269

CR 14

Abyssal Adult Brass Dragon	40
Ammit, Greater	21
Bone Devil High Magus	30
Cacus Forge Shaman	19
Elder Half-Red Dragon Tyrannosaurus Rex	134
Geomancer, Master	240
Half-Red Dragon Fire Giant Champion	131
Mountain Drake, Ancient	75
Pestilence Druid, Legendary	234
Pyromancer, Legendary	261
Snow Golem, Ancient	104

CR 15

Abyssal Adult Copper Dragon	43
Abyssal Chimera of Baphomet	7
Abyssal Lamia Monarch	10
Glatisant, Ancient	98
Jack-o'-Lantern, Legendary	157
Tinker, Grand Engineer	267
Verdure Druid, Legendary	237

CR 16

Assaku Plague Lord	25
Infernal Adult Bronze Dragon	50
Infernal Manticore, Ancient	149
Krampus Lord	33
Najahydra, Ancient	174
Phantom Lord	183
Ronove, Greater	38



CR 17

Abyssal Adult Silver Dragon	46
Ancient Half-Blue Dragon Bulette	120
Half-White Dragon Frost Giant Boss	138
Infernal Wyvern, Ancient	154
Magma Colossus	102

CR 18

Abyssal Medusa, Ancient	13
Ancient Half-White Dragon Triceratops	141
Cacus Chieftain	19
Hydralisk, Ancient	144
Infernal Adult Gold Dragon	53
Infernal Androsphinx	151
Kurson, The Great King	35
Teju Jagua, Adult	193
Tyrant Cleric, Legendary	231

CR 19

Abyssal Knight, Legendary	245
Adult Red Dragon Vrykolakas	196
Gloom Knight, Legendary	248
Half-Red Dragon Fire Giant Boss	132
Hell Knight, Legendary	251
Infernal Couatl, Ancient	147
Pale Knight, Legendary	254
Tarasca, Ancient	191

CR 20

Ancient Half-Green Dragon Spirit Naga	126
Bone Devil Arch-Magus	30
Camazotz, True	28

CR 21

Abyssal Ancient Brass Dragon	41
Ancient Half-Red Dragon Tyrannosaurus Rex	135
Infernal Colossus	102

CR 22

Abyssal Ancient Copper Dragon	44
Ammit the Devourer	22
Infernal Androsphinx, Ancient	152
Ronove, Marquis of Hell	38
Teju Jagua, Ancient	194

CR 23

Infernal Ancient Bronze Dragon	51

CR 24

Abyssal Ancient Silver Dragon	47

CR 25

Infernal Ancient Gold Dragon	54

Appendix D: Creatures by Environment

Arctic Denizens

	CR
Leopard Seal	1/4
Snow Ooze	1
Young Ice Drake	2
Giant Leopard Seal, Mahaha, Frost Mage	3
Enormous Snow Ooze, Frost Wight, Tundra Giant	4
Adult Ice Drake, Tundra Giant Shaman	5
Elder Frost Mage	6
Elder Mahaha, Half-White Dragon Triceratops, Krampus, Snow Golem	7
Monstrous Snow Ooze, Tundra Giant Khan, Wyvern Frost Wight	8
Elder Krampus, Greater Snow Golem, Half-White Dragon Frost Giant	10
Elder Half-White Dragon Triceratops	11
Ancient Ice Drake, Ancient Mahaha	12
Legendary Frost Mage, Frost Wight Lord, Half-White Dragon Frost Giant Berserker	13
Ancient Snow Golem	14
Krampus Lord	16
Half-White Dragon Frost Giant Boss	17
Ancient Half-White Dragon Triceratops	18

Badland Denizens

	CR
Ghourling	1/2
Ghourling Berserker, Ghourling Scout, Giant Ironclad Beetle	1
Ghourling Captain, Ghourling Priest, Giant Antlion	2
Ghourling Shaman, Giant Vinegaroon, Monstrous Ironclad Beetle	3
Abyssal Ogre, Antlion, Monstrous, Ghourling Warlock, Scorpicore	4
Ghourling War Chief, Half-Blue Dragon Ettin	5
Monstrous Vinegaroon	6
Abyssal Ogre Reaver, Hydralisk, Scorpicore Alpha, Young Half-Blue Dragon Bulette	7
Giant Vinegaroon	8
Abyssal Young Copper Dragon, Half-Blue Dragon Ettin Sentinel, Legendary Vinegaroon	9
Infernal Young Bronze Dragon	10
Abyssal Ogre Boss, Abyssal Young Silver Dragon, Adult Half-Blue Dragon Bulette, Greater Greater Hydralisk Infernal Wyvern	11
Infernal Young Gold Dragon	12
Greater Abyssal Medusa, Half-Blue Dragon Ettin Boss, Infernal Gynosphinx, Legendary Scorpicore	13
Abyssal Adult Brass Dragon	14
Abyssal Adult Copper Dragon, Abyssal Chimera of Baphomet	15
Infernal Adult Bronze Dragon	16
Abyssal Adult Silver Dragon, Ancient Half-Blue Dragon Bulette, Ancient Infernal Wyvern	17
Ancient Ancient Abyssal Medusa Hydralisk, Infernal Adult Gold Dragon, Infernal Androsphinx	18
Abyssal Ancient Brass Dragon	21
Abyssal Ancient Copper Dragon, Ancient Infernal Androsphinx	22
Infernal Ancient Bronze Dragon	23
Abyssal Ancient Silver Dragon	24
Infernal Ancient Gold Dragon	25

Coastal Denizens

	CR
Alligator, Leopard Seal	1/4
Hippopotamus	1
Crab, Monstrous, Siren, Young Brine Drake	2
Afanc, Giant Alligator, Giant Hippopotamus, Giant Leopard Seal	3
Haghead Creeper, Siren Witch	4
Adult Brine Drake, Afanc Alpha	5
Elder Haghead Creeper, Sea Giant, Tarasca	6
Sea Giant Shaman, Siren Queen	8
Ancient Haghead Creeper	10
Ancient Afanc, Elder Tarasca, Sea Giant Chieftain	11
Ancient Brine Drake	12
Ancient Tarasca	19





Desert/Wasteland Denizens

	CR
Giant Flying Snake, Giant Ironclad Beetle	1
Giant Antlion, Young Desert Drake	2
Monstrous Ironclad Beetle, Pestilence Druid, Vinegaroon, Giant	3
Antlion, Monstrous, Giant Death Dog, Scorpicore	4
Adult Desert Drake, Desert Giant, Elder Phase Spider, Half-Blue Dragon Ettin	5
Abyssal Lamia, Desert Giant Shaman, Monstrous Vinegaroon	6
Elder Pestilence Druid, Hydralisk, Scorpicore Alpha, Young Half-Blue Dragon Bulette	7
Abyssal Medusa, Abyssal Young Brass Dragon	8
Abyssal Lamia, Greater, Desert Giant Chieftain, Half-Blue Dragon Ettin Sentinel, Legendary Vinegaroon	9
Adult Half-Blue Dragon Bulette, Ammit, Greater Hydralisk	11
Ancient Desert Drake, Cacus	12
Greater Abyssal Medusa, Half-Blue Dragon Ettin Boss, Infernal Gynosphinx, Legendary Scorpicore	13
Abyssal Adult Brass Dragon, Cacus Forge Shaman, Greater Ammit, Legendary Pestilence Druid	14
Abyssal Lamia Monarch	15
Ancient Half-Blue Dragon Bulette	17
Ancient Abyssal Medusa, Cacus Chieftain, Ancient Hydralisk, Infernal Androsphinx	18
Abyssal Ancient Brass Dragon	21
Ammit the Devourer, Ancient Infernal Androsphinx	22

Ethereal Plane

	CR
Mothfiend	3
Elder Mothfiend, Phantom	6
Gloom Knight	7
Greater Phantom	10
Mothfiend Lord	11
Elite Gloom Knight	12
Phantom Lord	16
Legendary Gloom Knight	19

Forest/Woodland Denizens

	CR
Giant Jumping Spider	1/2
Giant Earwig, Giant Flying Snake, Green Hagling	1
Dire Badger, Young Forest Drake, Kumiho, Monstrous Jumping Spider	2
Beast Master, Forest Giant, Gigantopithecus, Karakoncolos, Verdure Druid, Zburãtor	3
Jack-o'-Lantern	4
Elder Kumiho, Elder Phase Spider, Adult Forest Drake, Forest Giant Shaman, Owlbear Vrykolakas, Zburãtor Alpha	5
Elder Karakoncolos, Elite Beast Master, Half-Green Dragon Troll	6
Glatisant	7
Elder Verdure Druid, Forest Giant Chieftain, Greater Jack-o'-Lantern	8
Half-Green Dragon Spirit Naga, Half-Green Dragon Troll Ravager, Zburãtor Monarch	9
Ancient Kumiho, Glatisant Alpha, Karakoncolos Lord	10
Legendary Beast Master	11
Elder Half-Green Dragon Spirit Naga	12
Ancient Forest Drake, Half-Green Dragon Troll Boss	13
Ancient Glatisant, Legendary Jack-o'-Lantern, Legendary Verdure Druid	15
Ancient Half-Green Dragon Spirit Naga	20

Grassland Denizens

	CR
Hyaenodon, Giant Jumping Spider	1/2
Bull	1
Dire Badger, Condor, Giant, Monstrous Jumping Spider, Kumiho	2
Beast Master, Hell Pig (Entelodont), Rhinoceros, Woolly	3
Rhinoceros, Giant (Elasmotherium)	4
Elder Kumiho	5
Elite Beast Master	6
Ancient Kumiho	10
Legendary Beast Master	11

Hill Denizens

	CR
Brigand	1/4
Ghourling	1/2
Ghourling Berserker, Ghourling Scout	1
Ghourling Captain, Ghourling Priest	2
Brigand Captain, Ghourling Shaman, Young Mountain Drake	3
Abyssal Ogre, Geomancer, Ghourling Warlock, Grendol	4
Ghourling War Chief, Infernal Manticore, Manticore Vrykolakas	5
Brigand Lord, Grendol Berserker	6
Abyssal Ogre Reaver	7
Abyssal Chimera, Elder Geomancer, Grendol Chieftain, Infernal Wyvern	8
Abyssal Young Copper Dragon	9
Half-Red Dragon Tyrannosaurus Rex, Infernal Young Bronze Dragon	10
Abyssal Young Silver Dragon, Abyssal Ogre Boss, Half-Red Dragon Fire Giant, Infernal Wyvern, Greater	11
Infernal Young Gold Dragon	12
Elder Half-Red Dragon Tyrannosaurus Rex, Master Geomancer	14
Abyssal Chimera of Baphomet, Abyssal Adult Copper Dragon	15
Ancient Infernal Manticore, Infernal Adult Bronze Dragon	16
Abyssal Adult Silver Dragon, Ancient Infernal Wyvern	17
Infernal Adult Gold Dragon	18
Ancient Half-Red Dragon Tyrannosaurus Rex	21
Abyssal Ancient Copper Dragon	22
Infernal Ancient Bronze Dragon	23
Abyssal Ancient Silver Dragon	24
Infernal Ancient Gold Dragon	25

Jungle Denizens

	CR
Giant Jumping Spider	1/2
Giant Flying Snake	1
Monstrous Jumping Spider, Young Brine Drake	2
Beast Master, Gigantopithecus, Pestilence Druid, Verdure Druid	3
Haghead Creeper, Titanoboa, Toximancer	4
Adult Brine Drake	5
Elder Haghead Creeper, Elite Beast Master, Half-Green Dragon Troll	6
Elder Pestilence Druid, Glatisant, Greater Najahydra, Hydralisk	7
Elder Toximancer, Elder Verdure Druid	8
Half-Green Dragon Spirit Naga, Half-Green Dragon Troll Ravager	9
Ancient Haghead Creeper, Camazotz, Glatisant Alpha, Infernal Couatl, Greater	10
Greater Hydralisk, Legendary Beast Master	11
Ancient Brine Drake, Elder Half-Green Dragon Spirit Naga, Teju Jagua, Young	12
Elder Camazotz, Half-Green Dragon Troll Boss, Legendary Toximancer	13
Legendary Pestilence Druid	14
Ancient Glatisant, Legendary Verdure Druid	15
Ancient Najahydra	16
Adult Teju Jagua, Ancient Hydralisk	18
Ancient Infernal Couatl, True Camazotz	19
Ancient Half-Green Dragon Spirit Naga	20
Ancient Teju Jagua	22

Lower Planes Denizens

	CR
Ghourling	1/2
Ghourling Berserker, Ghourling Scout	1
Ghourling Captain, Ghourling Priest	2
Ghourling Shaman, Mothfiend	3
Abyssal Ogre, Ghourling Warlock	4
Ghourling War Chief, Infernal Couatl, Infernal Manticore	5
Abyssal Lamia, Elder Mothfiend	6
Abyssal Knight, Abyssal Ogre Reaver, Assaku, Hell Knight	7
Abyssal Chimera, Abyssal Medusa, Abyssal Young Brass Dragon, Infernal Wyvern	8
Abyssal Lamia, Greater, Abyssal Young Copper Dragon, Infernal Manticore Deceiver	9
Assaku Plaguebringer, Bone Devil Magus, Camazotz, Infernal Couatl, Greater, Infernal Young Bronze Dragon, Kurson	10
Abyssal Young Silver Dragon, Ammit, Infernal Wyvern, Greater, Mothfiend Lord	11
Elite Abyssal Knight, Elite Hell Knight, Infernal Young Gold Dragon	12
Elder Camazotz, Greater Abyssal Medusa, Infernal Gynosphinx, Kurson General, Ronove	13
Abyssal Adult Brass Dragon, Bone Devil High Magus, Greater Ammit	14





Abyssal Adult Copper Dragon, Abyssal Chimera of Baphomet, Abyssal Lamia Monarch	15
Assaku Plague Lord, Greater Ronove, Infernal Adult Bronze Dragon, Infernal Manticore, Ancient	16
Abyssal Adult Silver Dragon, Ancient Infernal Wyvern	17
Ancient Abyssal Medusa, Infernal Adult Gold Dragon, Infernal Androsphinx, Kurson, The Great King	18
Ancient Infernal Couatl, Legendary Abyssal Knight, Legendary Hell Knight, True Camazotz	19
Bone Devil Arch-Magus	20
Abyssal Ancient Brass Dragon, Infernal Colossus	21
Abyssal Ancient Copper Dragon, Ammit the Devourer, Ancient Infernal Androsphinx, Ronove, Marquis of Hell	22
Infernal Ancient Bronze Dragon	23
Abyssal Ancient Silver Dragon	24
Infernal Ancient Gold Dragon	25

Mountain Denizens

	CR
Brigand	1/4
Ghourling	1/2
Ghourling Berserker, Ghourling Scout	1
Ghourling Captain, Ghourling Priest	2
Brigand Captain, Ghourling Shaman, Young Mountain Drake	3
Abyssal Ogre, Geomancer, Ghourling Warlock, Grendol	4
Ghourling War Chief, Infernal Manticore, Manticore Vrykolakas	5
Brigand Lord, Grendol Berserker, Mountain Drake, Adult	6
Abyssal Ogre Reaver	7
Abyssal Chimera, Elder Geomancer, Grendol Chieftain, Infernal Wyvern	8
Infernal Manticore Deceiver	9
Half-Red Dragon Tyrannosaurus Rex, Half-White Dragon Frost Giant	10
Abyssal Ogre Boss, Half-Red Dragon Fire Giant, Infernal Wyvern, Greater	11
Cacus	12
Half-White Dragon Frost Giant	13
Ancient Mountain Drake, Cacus Forge Shaman, Elder Half-Red Dragon Tyrannosaurus Rex, Half-Red Dragon Fire Giant Champion, Master Geomancer	14
Abyssal Chimera of Baphomet	15
Infernal Manticore, Ancient	16
Ancient Infernal Wyvern, Half-White Dragon Frost Giant Boss	17
Cacus Chieftain	18
Adult Red Dragon Vrykolakas, Half-Red Dragon Fire Giant Boss	19
Ancient Half-Red Dragon Tyrannosaurus Rex	21
Infernal Ancient Bronze Dragon	23
Abyssal Ancient Silver Dragon	24
Infernal Ancient Gold Dragon	25

Swamp Denizens

	CR
Alligator	1/4
Hippopotamus	1
Young Swamp Drake, Young Brine Drake, Necrotic Ooze	2
Half-Black Dragon Ogre, Afanc, Giant Alligator, Giant Hippopotamus, Pestilence Druid, Verdure Druid	3
Haghead Creeper, Half-Black Dragon Minotaur, Titanoboa, Toximancer	4
Adult Swamp Drake, Half-Black Dragon Ogre Mauler, Afanc Alpha, Adult Brine Drake, Najahydra, Necrotic Ooze, Enormous, Infernal Couatl	5
Swamp Giant, Elder Haghead Creeper	6
Swamp Giant Witch Doctor, Greater Najahydra, Elder Pestilence Druid, Glatisant	7
Half-Black Dragon Minotaur Gladiator, Elder Toximancer, Elder Verdure Druid	8
Swamp Giant Chieftain, Ancient Haghead Creeper, Half-Black Dragon Ogre Boss, Monstrous Necrotic Ooze, Glatisant Alpha, Infernal Couatl, Greater	10
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Legendary Pestilence Druid	14
Ancient Glatisant, Legendary Verdure Druid	15
Ancient Najahydra	16
Adult Teju Jagua	18
Ancient Infernal Couatl	19
Ancient Teju Jagua	22

Tundra Denizens

	CR
Snow Ooze	1
Young Ice Drake, Young Tundra Drake	2
Frost Mage	3
Enormous Snow Ooze, Frost Wight, Tundra Giant	4
Adult Ice Drake, Adult Tundra Drake, Tundra Giant Shaman	5
Elder Frost Mage	6
Half-White Dragon Triceratops, Krampus, Snow Golem	7
Monstrous Snow Ooze, Tundra Giant Khan, Wyvern Frost Wight	8
Elder Krampus, Greater Snow Golem, Half-White Dragon Frost Giant	10
Elder Half-White Dragon Triceratops	11
Ancient Ice Drake, Tundra Drake, Ancient	12
Frost Wight Lord, Half-White Dragon Frost Giant Berserker, Legendary Frost Mage	13
Ancient Snow Golem	14
Krampus Lord	16
Half-White Dragon Frost Giant Boss	17
Ancient Half-White Dragon Triceratops	18

Underground Denizens

	CR
Giant Earwig, Magma Ooze	1
Necrotic Ooze	2
Latawiec, Giant Vinegaroon, Half-Black Dragon Ogre	3
Grendol, Enormous Magma Ooze	4
Half-Black Dragon Ogre Mauler, Enormous Necrotic Ooze, Manticore Vrykolakas, Owlbear Vrykolakas, Elder Phase Spider	5
Adult Deep Drake, Greater Latawiec, Grendol Berserker, Half-Green Dragon Troll, Monstrous Vinegaroon	6
Roper Vrykolakas	7
Troll Vrykolakas, Grendol Chieftain, Monstrous Magma Ooze	8
Half-Green Dragon Troll Ravager, Oni Vrykolakas, Legendary Vinegaroon	9
Monstrous Necrotic Ooze, Camazotz	10
Half-Black Dragon Ogre Boss, Half-Red Dragon Fire Giant	11
Ancient Latawiec, Cacus, Young Teju Jagua	12
Ancient Deep Drake, Elder Camazotz, Half-Green Dragon Troll Boss	13
Cacus Forge Shaman, Half-Red Dragon Fire Giant Champion	14
Cacus Chieftain, Adult Teju Jagua	18
Adult Red Dragon Vrykolakas, Half-Red Dragon Fire Giant Boss, True Camazotz	19
Ancient Teju Jagua	22

Underwater Denizens

	CR
Leopard Seal	1/4
Crab, Monstrous, Siren, Young Brine Drake	2
Giant Box Jellyfish, Giant Leopard Seal, Giant Mantis Shrimp, Giant Sand Striker	3
Giant Angler Fish, Dunkleosteus, Haghead Creeper, Siren Witch	4
Monstrous Mantis Shrimp	5
Elder Haghead Creeper, Sea Giant	6
Sea Giant Shaman, Siren Queen	8
Ancient Haghead Creeper	10
Sea Giant Chieftain	11
Ancient Brine Drake	12





Urban Denizens

	CR
Brigand	1/4
Balladeer, Kumiho, Seer	2
Brigand Captain, Frost Mage, Jongleur, Karakoncolos, Latawiec, Maul Brute, Mothfiend, Sniper Ranger, Tinker, Zburãtor	3
Geomancer, Jack-o'-Lantern, Lesser Dunghill Golem, Pyromancer, Toximancer	4
Elder Kumiho, Elder Seer, Tyrant Cleric, Virtuoso Balladeer, Zburãtor Alpha	5
Brigand Lord, Elder Frost Mage, Elder Karakoncolos, Elder Mothfiend, Greater Latawiec, Jongleur Virtuoso, Maul Crusher, Phantom	6
Abyssal Knight, Assaku, Dunghill Golem, Elder Pyromancer, Elite Sniper Ranger, Gloom Knight, Hell Knight, Krampus, Master Tinker, Pale Knight	7
Elder Geomancer, Elder Toximancer, Grand Maestro of Ballads, Greater Jack-o'-Lantern	8
Master Seer, Oni Vrykolakas, Zburãtor Monarch	9
Ancient Kumiho, Assaku Plaguebringer, Bone Devil Magus, Elder Krampus, Greater Phantom, Jongleur Grand Maestro, Karakoncolos Lord, Maul Juggernaut	10
Elite Tyrant Cleric, Magma Golem, Mothfiend Lord	11
Ancient Latawiec, Elite Abyssal Knight, Elite Gloom Knight, Elite Hell Knight, Elite Pale Knight, Greater Dunghill Golem	12
Legendary Frost Mage, Legendary Sniper Ranger, Legendary Toximancer, Ronove	13
Bone Devil High Magus, Legendary Pyromancer, Master Geomancer	14
Grand Engineer Tinker, Legendary Jack-o'-Lantern	15
Assaku Plague Lord, Greater Ronove, Krampus Lord, Phantom Lord	16
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Bone Devil Arch-Magus	20
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Volcanic Denizens

	CR
Magma Ooze	1
Young Magma Drake	2
Young Mountain Drake	3
Enormous Magma Ooze, Pyromancer	4
Adult Magma Drake, Infernal Manticore	5
Adult Mountain Drake	6
Elder Pyromancer	7
Monstrous Magma Ooze	8
Infernal Manticore Deceiver	9
Half-Red Dragon Tyrannosaurus Rex	10
Half-Red Dragon Fire Giant, Magma Golem	11
Ancient Magma Drake, Cacus	12
Ancient Mountain Drake, Cacus Forge Shaman, Elder Half-Red Dragon Tyrannosaurus Rex, Half-Red Dragon Fire Giant Champion, Legendary Pyromancer	14
Ancient Magma Drake, Cacus	15
Ancient Infernal Manticore	16
Magma Colossus	17
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Adult Red Dragon Vrykolakas, Half-Red Dragon Fire Giant Boss	19
Ancient Half-Red Dragon Tyrannosaurus Rex, Infernal Colossus	21

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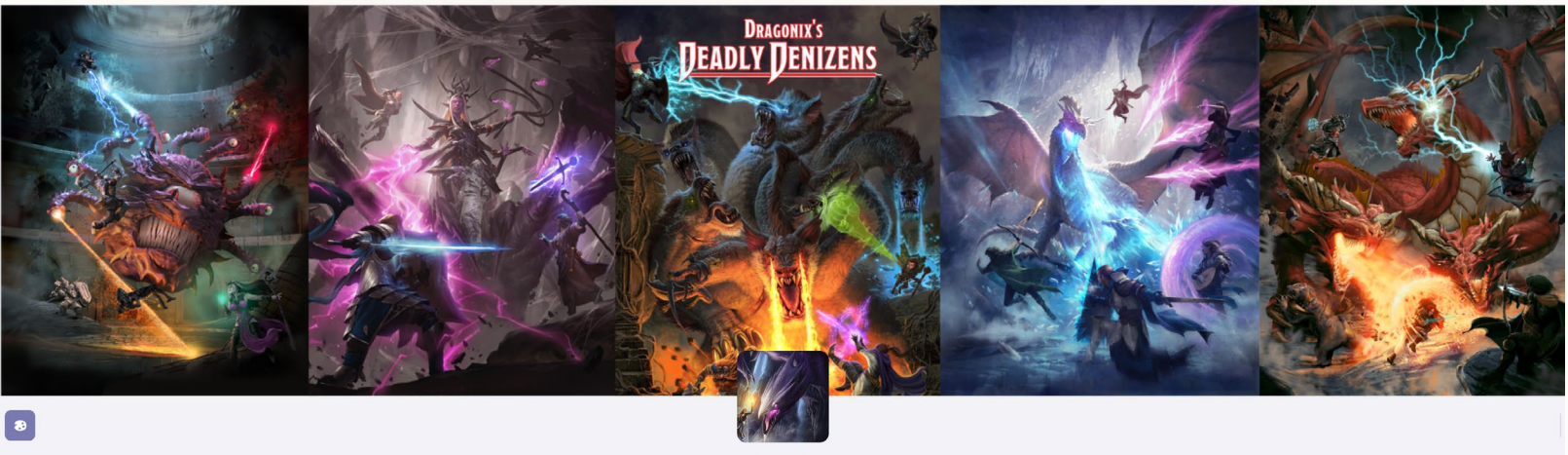
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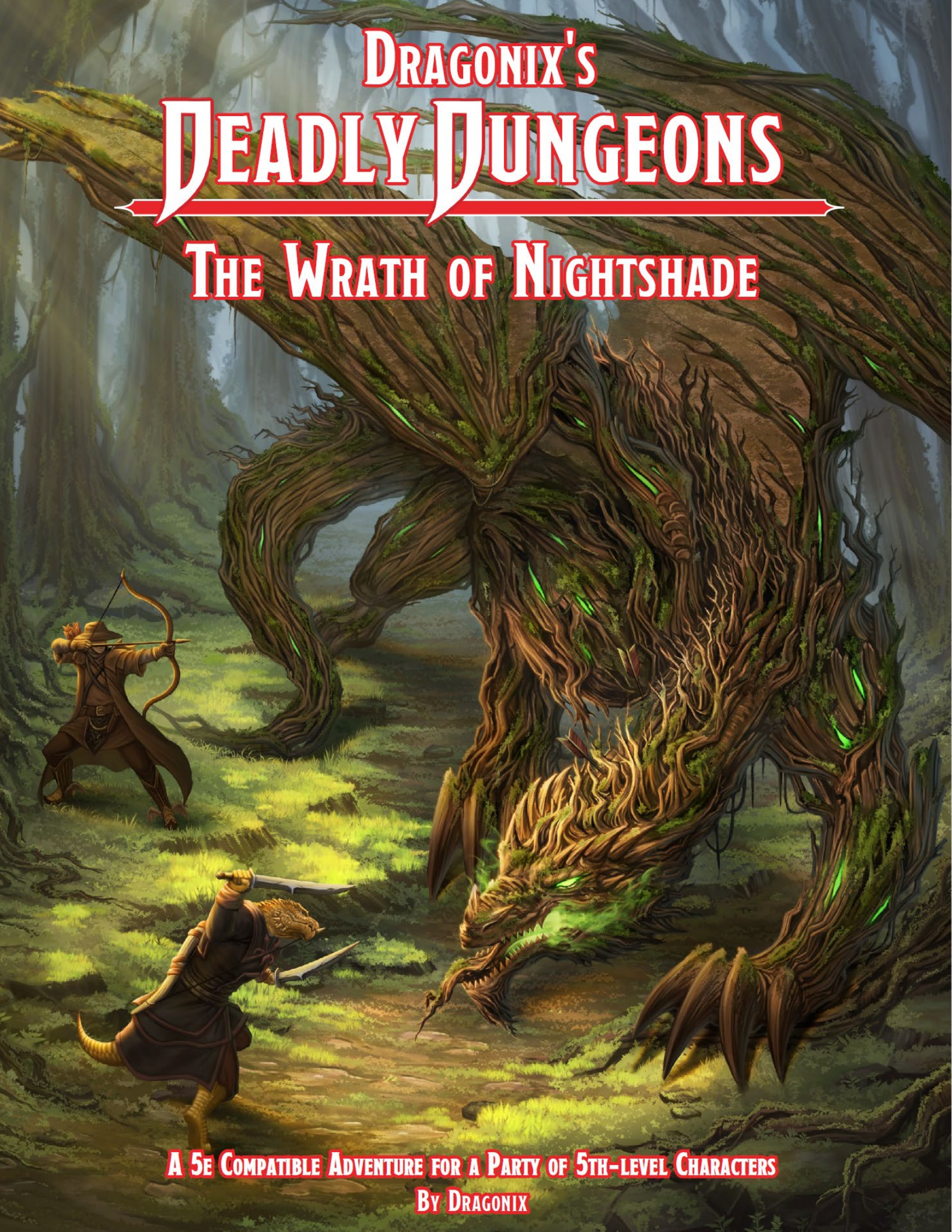
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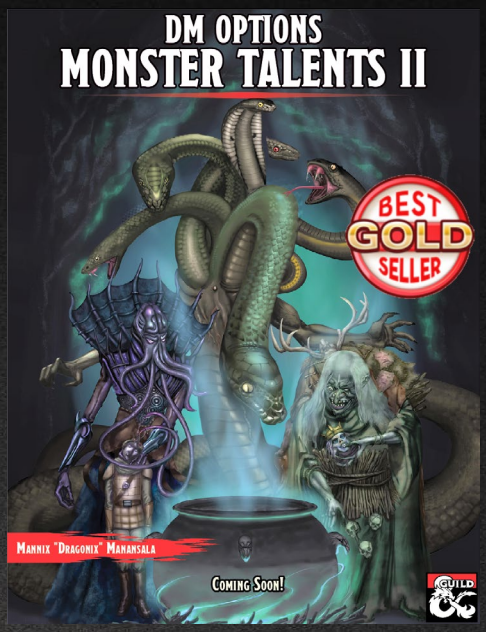
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Dragonix's Deadly Denizens showcases a mesmerizing array of dangerous characters, creatures, and cryptids, some of which come from the vast expanse of mythologies, both popular and obscure. If you've enjoyed the MM Expanded series from the DMs Guild, then you'll find this bestiary just as delightful! It will equip you with new monsters you can use to challenge and surprise your seasoned players!